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Course Title	Illustration Theory and Practice					
Course Code	EITT					
Course Type	Elective					
Level	Bachelor	Bachelor				
Year / Semester						
Teacher's Name	Antonios Papangelopoulos					
ECTS	6	Lectures / w	reek	3	Laboratories / week	
Course Purpose and Objectives	Basic Purpose: Learn to create artwork using the broadest range of media possible, from traditional painting, printmaking and typography, to digital illustration, 3D modelling and animation. Familiarize with a selection of demonstrated representation techniques, drawn from across the spectrum of applied and fine arts.					
	Objectives:					
	-Exploring the fundamentals of visual communication					
	-Implementing a personal unique visual language through personal idea development.					
	-Becoming familiar with creative methodologies and acquiring the capacity to select the most suitable ones in relation to a specific design project.					
	-Learn to evaluate outcomes.					
Learning Outcomes	Improving creative thinking regarding personal way of using materials, mediums, composition					
	Developing a broad understanding of typography, illustration and drawing techniques					
	Acquiring a basic understanding of digital software					
	 4. Applying digital software skills to approach problems and exercises focused on representation 5 Acquiring a comprehensive overview of contemporary representation techniques and tendencies 				ercises	
Prerequisites	NONE		Requir	red	None	

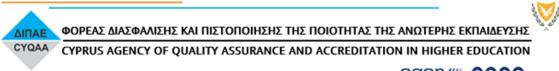




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Course Content	Introduction to a range of different media
	2. Basic approach of the fundamental skills of illustration including observational drawing, printmaking, animation and digital drawing and painting.
	3. Practical exercises using various media, in close connection to individual design interests and projects.
Teaching Methodology	Project briefings
	Visual Presentations
	Guest lecturers' presentations
	E-learning Presentations & Tutorials
	Studio based and other workshops
	Group critique
Bibliography	Gamble, Charles William. Modern illustration processes; an introductory textbook for all students of printing methods. 3d ed. London: Pitman 1950.
	Bland, David. A History of Book Illustration: The Illustrated Manuscript and the Printed Book. London: Faber, 1958; Berkeley: U. of California Press, 1974.
	Hodnett, Edward. Five Centuries of English Book Illustration. Aldershot: Scolar, 1988.
	Kauffman, Jordan. Drawing on Architecture: The Object of Lines, 1970-1990. Cambridge MA: The MIT Press, 2018.
	Krier, Léon. Drawing for Architecture. Cambridge MA: The MIT Press, 2009.
	Libeskind, Daniel. Edge of Order. London: Clarlson Potter, 2018.
	Léger, F., Functions of Painting. New York: The Viking Press:1973[1965].
	Lupton, Ellen. Thinking With Type. New York: Princeton Architectural Press, 2010.
	Mülller-Brockmann, Josef. Grid Systems in Graphic Design. Salenstein: niggli Verlag, 2008.
	Ruder, Emil. Typography: A Textbook of Design. Salenstein: niggli Verlag, 2008.
	Tomas, Helen. Drawing Architecture: The Finest Architectural Drawings Through the Ages, London: Phaidon Press, 2018.
Assessment	Class Participation 20%
	Experimentation and Analysis 30%





	Project production and formation 30%
	Time management and Presentation 20%
	Total: 100%
Language	English