

New York City
College of Technology
The City University of New York
Communication Design Department

COMD 2313 | FALL 2016
Illustration 1
Friday, 6:00 – 9:20 PM
N1118
Section E174 | 3 credits, 4 hours

Professor Sara Woolley Gómez
SJWoolley@citytech.cuny.edu

Openlab Site:

TBD

Office Hours:

Tuesdays & Fridays 12:30-1:30 pm
N1126

Course Overview

This course is a practical introduction to the field of illustration. Focus will be places on process work and professional practices, presented within contemporary and historical context. Course includes projects and lectures in a variety of illustration genres including: product design and advertising, storyboard, book illustration, editorial illustration, and institutional illustration. A variety of materials will be introduced through lectures and demonstrations for use on assignments such as: pencil, pen and ink, brush, colored pencil, brush and paint, and collage. Critical concepts such as: Conceptual Development, Working on Assignment, Composition, Contrast, Value, Point of View, and Color theory will be introduced. 3 Credits, 4 Hours (1 lecture, 3 lab) ENG 092R (ESOL 032R) and/or ENG 092W (ESOL 031W) as required.

Attendance (College) and Lateness (Department) Policies

A class roster roll will be taken at the beginning of each class. Only two absences are allowed. After two absences, a student may be withdrawn because of unsatisfactory attendance (code WU). Students arriving after the roll is taken will be marked "late." Students will be notified at the earliest opportunity in class after they have been absent or late. After four latenesses, a student will be asked to withdraw from the class (code W) or may be withdrawn from the class (code WU).

Academic Integrity Standards

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion.

Academic Integrity and Expectations

You are responsible for reading, understanding and abiding by the NYC College of Technology Student Handbook, "Student Rights & Responsibilities," section "Academic Integrity Standards." Academic dishonesty of any type, including cheating and plagiarism is unacceptable. "Cheating" is misrepresenting another student's efforts/work as your own. "Plagiarism" is the representation of another person's work, words or concepts as your own.

In-Class Structure/ Timeline

- Hang homework up for peer and instructor review
- Meet with students as a group or individually to review work and offer feedback
- In Class Lecture and / or Demo
- Give new assignment & homework
- Work in class



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Grading System

- Sketchbook (Keeping a sketchbook or process work and class notes is a requirement.) 10%
- Individual Assignments 40%
- In-Class Productivity, Participation in Critiques 25%
- Final Project 25%
- Projects given as Homework Assignments are due at the beginning of class and must be hung up or turned in for critique upon arrival ; otherwise they are considered late.
- There will be no make-ups for those who miss any Classes, the Quizzes, or the Final project.
- ANY MISSED ASSIGNMENTS WILL EARN A ZERO. Assignments received after the deadline will drop a grade at the end of the class. After that time period, any late assignment will earn a zero.
- A final portfolio of all projects will be handed in with the final project at the end of the semester. Students have the option to revisit earlier projects and revise them based on original comments.

Make-ups:

If a student finds they will not be able to present or hand in a project on the scheduled day, it is their responsibility to notify the instructor PRIOR to the due date and request alternate arrangements. Points will be deducted for late assignments and missed critiques.

Labs

You are expected to work on sketchbooks and assignments for at least four hours a week outside of class. You will find that assignments will take a lot more than that to be successful. Students are encouraged to utilize outside of class Life-Drawing Opportunities listed on the Class Resources section.

Critiques

Each student will present his/her work weekly for critique using appropriate design vocabulary. The critique is a neutral dialogue. Students will present their work and discuss the strengths and weaknesses, expressing what works and what doesn't work in relation to the assignment guidelines. Peer responses will be given. No personal likes or dislikes are discussed without elaborating the "why" of it. Design-specific terminology should be used at all times.

Communication

Communication is at the heart of everything you do as a creative professional. Whether you go on to become a designer, illustrator, art director, game designer, or any one of the numerous careers that the COMD department is preparing you for, your number one goal is to communicate, and to do it visually. To be able to communicate visually you also need to be able to communicate verbally. One of the most important and overlooked skills in our industry is to be able to express yourself clearly so that other people understand what you are saying. With that in mind you should always try to express yourself as clearly as possible in this (and all) of your classes.

Within this class you are expected to communicate with your classmates and with your professor. If you are going to miss a class it is your responsibility to let the professor know. If you are sick and miss a class when an assignment is due you will get a zero unless you contact your professor. If you have a question or are confused about something COMMUNICATE! Ask a question, send an email. Ignorance is not an excuse.



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Extra Credit:

There will opportunity for Extra Credit
to be earned through participation in
#INKTOBER2018

Essentials For Class

(NEVER COME WITHOUT YOUR TOOLS)

SKETCHBOOK - HARDBOUND, NON PERFORATED PAGES, Approx. 9"x12"

BRISTOL PAD Approx. 9"x12"

FAVORITE DRAWING PENCILS

RULER and/or TRIANGLE

TRACING PAPER , Approx. 9"x12" (OR LARGER)

KNEADED ERASER

MASKING TAPE Approx. 1 inch

EXACTO knife

GRAPHITE TRANSFER PAPER

FLASH DRIVE / ONLINE STORAGE With assignments for work in class

*PURCHASE BY OCTOBER:

WATERPROOF BLACK INK/or INDIA INK

SMALL PLASTIC PALETTE

INKING TOOLS INCLUDING:

TRADITIONAL DIPPING PEN

WATERCOLOR BRUSH SET Include at least one wash brush 1" or larger and a detailer.

INKING BRUSHES Brushes dedicated for INK only (Sizes #1, #2 and #3) are a good start.

FELT PENS (MICRON recommended)

BRUSH PENS (SAKURA and PENTEL recommended)

PAPER TOWELS

WATER BUCKET OR JAR

WATERCOLOR BLOCK 140 lb HOT PRESS 10" x 14" or larger

Recommended for Class OPTIONAL MATERIALS:

DRAWING TABLET

COLORED PENCILS

TUBE WATERCOLORS /

TRAVEL PORTFOLIO : (*variety of options at different price points)

Recommended Texts

Inside the Business of Illustration by Steven Heller & Marshall Arisman

Picture This! by Molly Bang

- TERMINOLOGY: proper terms for drawing concepts, tools, and techniques will be emphasized. They must be utilized when discussing and critiquing work. There will be quizzes on proper technique and terminology.
- PRESENTATION: Appearances matter. Work should be presented neatly and with care.

GRADED ASSIGNMENTS

1 Project 1 - Product Illustration

2. Project 2 - Poster Illustration

3. MIDTERM PROJECT

4. Project 3 - Editorial illustration

5. FINAL PROJECT - Book Illustration

6. WEEKLY SKETCHBOOK Homework



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Projected Schedule

Aug 31 | Week 01

Introduction: Review academic policies, go over syllabus. Discuss our relationship to illustration.
Introduction to Sketchbook Practice. Assign Sketchbook Exercises, 4 Pages DUE WEEKLY.

NEW: Project 1 Product Illustration – brainstorm, research & Thumbnails

Sep 7 | Week 02

Lecture: ILLUSTRATION PROCESS & CONCEPT DEVELOPEMENT

DUE: Project 1, Thumbnails due with Peer critique.

NEW: Project 1 Rough Concept Sketches

Sep 14 | Week 03

Lecture: INTRO TO INK

DUE: Project 1 Concept Sketches DUE with Peer critique.

NEW: Project 1 : PENCIL FINISH DRAWING

Sep 21 | Week 04

Lecture: Design Concepts in Illustration

DUE: Project 1 DUE : PENCIL FINISH DRAWING with Peer critique

NEW: Project 2 Poster Illustration, Thumbnails

Sep 28 | Week 05

Lecture: VALUE & INK Continued

DUE: Project 2, Thumbnails

NEW: Project 2, Concept sketches DUE with Peer critique.

Oct 5 | Week 06

Lecture: TBD Work in Class

DUE: Project 2: PENCIL FINISH DRAWING

NEW: MIDTERM INK ILLUSTRATION.

Oct 12 | Week 07 MIDTERM

DUE: MIDTERM INK ILLUSTRATION (Formal Presentation on Work PROCESS with FINAL ART)

NEW: Project 3, Editorial Illustration: Brainstorm , Research & Thumbnails

*This is a flexible schedule and is subject to change. I will give you as much advance notice as I can about any changes that will occur. There will be a mandatory class trip.



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Oct 19 | Week 08

Lecture: INTRODUCTION TO Editorial Illustration

DUE: Project 3, Editorial Illustration Brainstorm, Research & Thumbnails

NEW: Project 3 Concept Sketches

Oct 26 | Week 09

Lecture: INTRODUCTION TO Color

Due: Project 3 Concept Sketches

New: Project 3 PENCIL FINISH DRAWINGS

Nov 2 | Week 10 FINAL PROJECT Assigned

Due: Project 3 PENCIL FINISH DRAWINGS

New: Editorial Illustration FINAL ART. *LIMITED PALATE* Magazine COVER plus at least 2 spot Illustrations

Nov 9 | Week 11

Lecture: BOOK ILLUSTRATION & UNDERSTANDING THE BEATS OF A STORY

Due: Editorial Illustration FINAL ART. *LIMITED PALATE* Magazine COVER plus at least 2 spot Illustrations

New: FINAL PROJECT: DUMMY BOOK (FINAL PENCILS & AT LEAST 1 FULLY FINISHED PIECE)

Part 1 : STORY SELECTION & Thumbnails for 2 narrative illustrations showing the same character from 2 different points of view and at 2 different moments in the story. (Book Cover & Spots OK too!)

Nov 16 | Week 12

Lecture: POINT OF VIEW

NEW: Concept sketches & FINAL PENCILS for FINAL PROJECT

Due: Project 4, part 2: Character Designs & Concept Art

Nov 23 | NO CLASSES

Nov 30 | Week 13

Lecture: NONE- WORK IN CLASS

DUE: Concept sketches & FINAL PENCILS for FINAL PROJECT

DUE: Color Palate for FINAL PROJECT

Dec 7 | Week 14

Lecture: NONE- WORK IN CLASS

Work in Class on Final Project.

Dec 14 | Week 15

Final Project Due.

