

Brief Program Description	<i>Short Duration of Illustration provides training for fundamentals of drawing, painting, Photography, illustration and computer related technologies.</i>
Career Opportunities	<i>Illustration industry for magazine and newsletter and also for web and game industry.</i>
Admission Requirements	<p><i>Portfolio is required for admission.</i></p> <p><i>Portfolio Requirements:</i></p> <p><i>Students are required to provide the institute with a portfolio of creative work to be considered in the admission process. Students will be offered admission based on the strength of their portfolio.</i></p> <p><i>Portfolio Content and Format:</i></p> <p><i>Portfolios must have five to ten pages/examples of work. Work must be creative and original. Any medium is accepted, including but not limited to photography, digital art, sculpture, painting, drawing and print. The process of documentation will be required for at least one piece.</i></p>
Required Textbooks	<p><i>[1] Illustrating Children's Books: Creating Pictures for Publication by Martin Salisbury</i></p> <p><i>[2] An Illustrated Life: Drawing Inspiration from The Private Sketchbooks Of Artists, Illustrators And Designers by Danny Gregory</i></p> <p><i>[3] Illustrating Children's Books: Creating Pictures for Publication by Martin Salisbury</i></p> <p><i>[6] Keys to Drawing by Bert Dodson</i></p> <p><i>[7] How to Draw What You See by Rudy De Renya</i></p> <p><i>[8] The Art of Animal Drawing: Construction, Action Analysis by Ken Hultgren</i></p> <p><i>[9] Dynamic Figure Drawing by Burne Hogarth</i></p> <p><i>[10] Hands Drawing Dynamic by Burne Hogarth</i></p> <p><i>[11] Landscapes and Seascapes by Jack Hamm</i></p> <p><i>[12] The Art of Animal Drawing: Construction, Action Analysis and Caricature by Ken Hultgren</i></p> <p><i>[13] The 20th Century Children's Book Treasury: Celebrated Picture Books and Stories to Read Aloud by Janet Schulman</i></p> <p><i>[14] Illustration for Children by Peel and Stick Wall Decal</i></p> <p><i>[15] The Digital Art Techniques for Illustrators & Artists by Joel Lardner and Paul Roberts</i></p> <p><i>[16] Collage Techniques: A Guide for Artists and Illustrators by Gerald</i></p>

Brommer

[17] The Artist's Complete Guide to Figure Drawing: A Contemporary Perspective On the Classical Tradition by Anthony Ryder

[18] Perspective Made Easy by Ernest Norling

Equipment required for this Program *Drawing equipment: graphite and charcoal pencil, different types of paper, different types of pastel, different types of brushes, oil, ecoline, ink, acrylic, water color and canvases. Computer with Adobe Photoshop and illustrator.*

Other Materials *None.*

Program Duration *6 months, 8 hours / week. Student must take two courses at the same time.*

Homework Hours *6-8 hours / week*

Delivery Methods *Indicate how the program is delivered*

- On-site delivery*
 Distance delivery
 Combined delivery (on-site and distance)

Instructional Methods

Method of Delivery

Contact Hours

(reflect all methods used)

Classroom (Instructor Led) 8 office hours / week

Computer Based Training None

Distance Education None

Supervised Lab None

Work Experience None

Learning Objectives/Outcomes *Upon completion of this program, the student will have a fundamental understanding of fine arts and can pursue a career in a related field.*

Student Progress/ Assessment Methods *Each course will have a midterm and a final exam as well as total of 2 projects, 2 assignments and a portfolio of works at the end. Participation of student in the classes will also be considered.*

*Students must achieve a minimum 60% (C) in each course.
Graduation from program requires a GPA of 60% on average.
Each course will have the following grade breakdown:
5% participation
10% in assignment 1
10% in assignment 2
10% in project 1
10% in project 2
15% in midterm exam
30% in final exam
10% in portfolio of works at the end*

Attendance *Please refer to attendance policy*
Expectations

Dress Expectations *None*
(if applicable)

Graduation *An overall average of 60% is required to graduate.*
Requirements

Program Organization

List the subjects/courses in this program and the instructional hours allotted to each in order to show a scope and sequence of subject matter sufficient to achieve the learning outcomes for the program.

	Name of Course/Subject	# of credits	# of Hours
1	Drawing 1-Basic skill	3	36
2	Composition Study	3	36
3	Drawing 2-Body Figures	3	36
4	Theory of Color	3	36
5	Character Development	3	36
6	Fundamentals of Illustration	3	36
7	Fundamentals of Life Drawing	3	36
8	Illustration Techniques 1	3	36