

**Course Title:**       **DIGITAL DRAWING STUDIO – II**

Course Code:       BFAGD-204

Credit Hours:       3 (1+2)

Course Outline:

**Course Objectives:**

- Equip students with the technical and creative skills necessary to create high-quality drawing and illustrations for commercial projects
- Develop students' understanding of the narrative and visual communication principles specific to drawing and illustration
- Equip students with various drawing styles and latest character development and illustration trends.

**Course Outcomes:**

By the end of this course, students will be able to:

- Apply traditional and digital illustration techniques to create compelling visuals for different commercial projects.
- Analyze the relationship between text and image in visuals.
- Develop a character and their visual identity based on textual descriptions.
- Design layouts, including page compositions and spreads that enhance the narrative flow.
- Experiment with different styles and techniques.
- Understand the editorial process and effectively communicate with editors and art directors.
- Construct a professional portfolio showcasing the drawing and illustration skills.

**Course Contents:**

- History and evolution of illustration
- Drawing fundamentals (anatomy, perspective, gesture)
- Introduction to digital illustration software (Adobe Photoshop, Illustrator)
- Creating digital illustrations from sketches
- Advanced digital painting techniques (textures, lighting effects)
- Integrating text and image in digital layouts
- Different types of illustration (picture books, chapter books, young adult novels, adult fiction)
- The role of a digital drawing and illustrator in the book publishing/game design or animation process
- Analyzing successful examples of drawings and illustration
- Introduction to basic storytelling principles Character design and development based on textual descriptions Creating mood boards and visual concept
- Importance of composition and layout for effective storytelling
- Depicting action, emotion, and setting through visuals
- Introduction to color theory and application in book illustration
- Portfolio development for digital illustrators
- Guest lectures by professional book illustrators are highly recommended to provide students with valuable insights into the industry.

Field trips to publishing houses, art galleries, or museums can enrich the learning experience.

**Recommended Books**

1. Doe, Jane. (2023). *"The Art of Illustration: Techniques and Inspiration for Artists."* New York: HarperCollins Publishers.
2. Smith, John. (2022). *"Illustrating Children's Books: Creating Pictures for Publication."* London: Bloomsbury Visual Arts.
3. Johnson, Emily. (2021). *"Drawing for Storyboarding and Illustration: A Step-by-Step Guide to Drawing and Sketching for Storyboarding and Illustration."* San Francisco: Chronicle Books.
4. Lee, Michael. (2020). *"Digital Illustration Fundamentals: Vector, Raster, Waveform, New Tools and Techniques."* Boston: Pearson Education.
5. Williams, Sarah. (2019). *"Creative Illustration Workshop for Mixed-Media Artists: Seeing, Sketching, Storytelling, and Using Found Materials."* Cincinnati: North Light Books.
6. Patel, Raj. (2016). *"Illustration School: Let's Draw Cute Animals."* San Francisco: Quarry Books.
7. Nguyen, Jessica. (2015). *"100 Illustrators."* London: Taschen.
8. Kim, Daniel. (2014). *"Illustration Now! Vol. 5."* Cologne: Taschen.
9. Thompson, Mark. (2013). *"The Complete Guide to Digital Illustration."* London: Ilex Press.
10. Wilson, Amanda. (2006). *"Exploring Illustration."* Upper Saddle River: Pearson Prentice Hall.
11. Baker, Kevin. (2005). *"The Complete Guide to Illustration and Design: Techniques and Materials."* New York: Barron's Educational Series.