Professional Training Course Illustration

Module 1 – Drawing

Week 1: DRAWING
The course starts with an intensive week of drawing, both life drawing including gesture drawing, construction and anatomy and a solid brush-up on perspective.

Week 2: SKETCHBOOK
The sketchbook is a constant source of inspiration and references for many illustrators as well as a good place to continually develop a personal drawing style. Therefore the students spend a week working exclusively in the sketchbook, while practicing observational drawing and experimenting with various drawing materials.

Week 3: POSTER WORKSHOP – COLOR AND COMPOSITION
In the framework of poster design, this workshop improves the student's sensibility to color and composition and introduces the use of typography in combination with drawings/figures.

Weeks 4: VISUAL DEVELOPMENT
Visual development is applied in many different contexts that include designs of characters, environments and more, f.ex. computer games, comics and animated tv-series. This workshop contains an introduction to visual development, allowing the students to explore their own ideas while becoming familiar with the design process.

Week 5-6: DIGITAL PAINTING
In this workshop, the students are introduced to the technique of digital painting, which can be used in many different contexts. Most of the time the students will be working in Adobe Photoshop, gaining a routine in working with the program under guidance of the teacher, who shares his/her experience on how to use the program simulating analogue painting techniques. The workshop also contains an introduction to concept art.

Week 7-8: BOOK ILLUSTRATION
Book illustration is a classical illustration discipline. During this workshop the students go through the process of creating an illustrated book from the initial phases of planning which illustrations are needed to developing the universe including characters, environments and finishining the illustrations. Developing a personal style will be an on-going process throughout the course, and will also be a point of attention in this workshop. The workshop includes a crash course to InDesign, teaching the basics of book layout.

Exam
The module is rounded off in an exam, which will take place in the end of the book illustration module.

Module 2 - Illustration

Week 1: EDITORIAL ILLUSTRATION
Being a core source of income for many illustrators, editorial illustration or magazine illustration is a classical illustration discipline. The week consists of a series of assignments designed to improve the students' ability to illustrate different types of texts for magazines with attention to the development of a personal illustration style.

Week 2: EDITORIAL ILLUSTRATION – INFO GRAPHICS
This week's topic is how to condense complex information into informative info-graphic illustrations. Handling typography in combination with drawings or figures is part of the workshop.

Weeks 3-4: COMICS
This workshop introduces the students to the language of comics and its potential as a storytelling and communication tool, including an introduction to applied comics.

Weeks 5-6: ANIMATED ILLUSTRATION
Simple animation used for communicating various content is a growing source of work for illustrators. In this workshop the students will get to plan and create a small animated illustration film explaining a non-fictional topic using Adobe After Effects.

Weeks 7-8: PERSONAL PROJECT
The last two weeks of the course are dedicated to a project of the students' own choice. It gives them the chance to specialize on a topic of particular interest to them and could – but must not - be a continuation of projects started during the workshop phase. There will be an all-round class mentor available for everyone regularly. Additionally, every student gets a number of consultations with a mentor who is specialized in the topic of their particular project.

Exam
The module is rounded off in an exam, which will take place after the actual course weeks.