

Professional Training Course

Illustration

Module 1 - Drawing

Week 1: DRAWING

The course starts with an intensive week of observational drawing. The main focus is on life drawing including gesture drawing, construction and anatomy but the workshop also includes a solid brush-up on perspective, the use of light etc.

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, something that they are encouraged to keep doing throughout the entire course.

Week 3: COLOR

The use of color is a key discipline in illustration – this workshop is a mix of theory and practical exercises on the topic.

Week 4: INTRODUCTION TO ILLUSTRATION

This workshop introduces the students to a variety of visual development techniques from the toolbox of an experienced illustrator. The workshop will also improve the students' sensibility to composition.

Week 5: 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 as appealing and communicative as possible. Advice on how to combine analogue and digital illustration techniques are also part of the workshop.

Week 6-7: 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 8-9: BOOK ILLUSTRATION

Book illustration is a classical illustration discipline. During this workshop the students go through the process of making an illustrated book from the initial phases where you plan the story and develop the universe including characters, environments and illustration style to the finishing of one or more pages. While trying out analogue illustration techniques, they also learn about the structure of a book, the relation between picture and text and how to plan the pages as well as how to present the book idea for a publisher.

Module 2 - Illustration

Weeks 1-2: VISUAL DEVELOPMENT FOR ANIMATED TV-SERIES

Animated tv-series is another potential source of work for illustrators. This workshop takes up character and environment design again, this time with the special requirements of animated tv-series in mind.

Weeks 3-4: COMICS

This workshop introduces the students to the language of 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 film communicating a non-fictional topic using Adobe After Effects.

Weeks 7-9: PERSONAL PROJECT

The last three 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.