



## Syllabus – Elective Course

Course title:

Techniques of Illustration and Colour Design

Credits:

6 ECTS credits

Teaching language:

English

Target students:

Undergraduate students from all study areas with an interest in art and design.

Teacher in charge of the course:

Sébastien HERBAUX, Aurélie LAVIE (Piktura, *Université Catholique de Lille*)

### COURSE PRESENTATION

Prerequisite:

Students undertaking this course should normally have successfully completed at least one semester at university, or have equivalent experience. They must have some ability to work as a group and be able to communicate easily in English at a standard university level. In other respects, the course is intended to serve a mix of profiles and learning backgrounds for a more diverse international learning experience. Experience in drawing is an asset.

Content:

#### **1. Portrait:**

Understanding proportions and constructing a face.

Facial details : learning to draw an eye, a nose, a mouth.

#### **2. The human body:**

Discovering anatomy and proportions to draw the body.

The movement of the human body: understanding axes to depict movement.

#### **3. Light and the observational drawing:**

Working on shadow and volume: starting with simple objects and then the body.

Musée La Piscine: drawing statues.

#### **4. Depth:**

Understanding the concept of planes in a landscape: black and white work, with collage approach.

#### **5. Color:**

Discovering watercolor, pastel, and colored pencil techniques.



#### 6. Materials and patterns:

Creating materials and patterns: to make a mixed media collage landscape.

#### 7. Pattern:

Creating a repetitive pattern: concept of sequences.

Reproducing this pattern on a transparent film and printing it with light: using the cyanotype or linocut technique.

#### 8. Portrait challenge:

Creating a portrait (realistic or illustrative) in color.

## WORKLOAD

French contact hours = 60 minutes (in some countries/institutions, 1 contact hour = 45-50 minutes)

Form	Number of hours	Comments
Face-to-face, in-class, on-site learning	33 hours	11 sessions of 3 hours
Activities in class	6 hours	Visits to companies Included in the course
Approximate personal work/homework	15 hours	
Student total workload	<b>54 hours</b>	

## EDUCATIONAL METHODS

The course is built around workshops combining theory and practice. The “making-of” process for various animated shots will be on display. Students will be guided in the development of their work and will visit two animation studios.

## ASSESSMENT

Form	Number	Hours	Comments
<b>Continuous assessment</b> (20%)			Progress evaluation and exercises: <ul style="list-style-type: none"> <li>• Drawings.</li> <li>• Graphic production documents (sketches, model sheets, etc).</li> <li>• Final artwork.</li> <li>• Art exercises.</li> </ul>
<b>Final project</b> (60%)	1		Illustration project reflecting all aspects of the course.
<b>Other (student participation...)</b> (20%)			Attendance, participation, and contribution to group discussion.

*This syllabus is based on information available at the time of publication (January 2025). Changes may occur.*

*For updated information about course content, please contact us: [lilleprograms@univ-catholille.fr](mailto:lilleprograms@univ-catholille.fr)*