

Illustration Course Schedule.

These are guidelines. The schedule may vary some depending on how long it takes to work through some of these exercises and projects.

Day 1 :: Line, June 21

Today we will create one (or two) drawings in pencil. We will go through the process of developing preliminary drawings concentrating on technique, lighting, texture and accuracy.

On entering the class I always have students do a 45 minute drawing as a benchmark. Introduction to drawing techniques. Topics will include: gesture, contour, negative space positive space, line technique and perspective.

If there is time we will begin working on the first drawing at this time.

This will take us until about noon.

Lunch Break

Weather permitting we will go outside and do some field sketching. If possible I like to get outside at least once each day.

Refine composition and make corrections.

Quick critique session to look over what we have done.

Make any last minute adjustments and finalize sketches based on comments from critique.

Transfer sketches to illustration board. Cold press.

Final Drawing: pencil rendering. Make sure to use full tonal range, masking of drawing, how to avoid smudges.

Evening: Begin renders for tomorrows project. We will go over this in class.

Day 2 :: Shading & Form, June 22

Critique (easy) of prior evening's renders and selection of drawing you wish to do for today's project.

Technique exercises - Reviewing light and form. Value & lighting exercises. This is to get an appreciation for the subtle nature of light.

Weather permitting go outside and do some value studies.

Lunch Break

Finalize your selected drawing that you chose for today's project and transfer to cold press illustration board.

Mask the drawing and begin rendering based upon modified carbon dust technique (I

will show you that) or pencil shading, your choice.

We will really push the value and texture in this drawing to achieve the best result we can.

Afternoon presentation on the fundamentals of composition and "tea pot" exercise.

Evening: Finalize your drawings.

Week: Develop your compositions for next Saturday

Day 3 :: Pen & Ink June 28

Critique of composition

Introductory talk about pen & ink. Show range of drawings & techniques possible.

Technique exercises - line exercises, stippling, crosshatch, textures etc. This is to get the feel for how to use a quill pen, what you can and cannot do.

Use your composition you created during the week as a starting point.

We will try to get two drawings done today. Do a simplified outline drawing with emphasis on implied shading, overlap and dimensionality.

Lunch Break

Go outside create rendering in pencil using line techniques similar to what you just executed with pen.

History of Biological illustration talk.

Final drawing will be controlled line shading. Most difficult.

If time permits we will review ink wash drawing.

Evening: execute your own pen and ink drawing. You select the subject and technique that you want to use.

Day 4 :: Scratchboard June 29

Using your composition from yesterday, (or another drawing you might want to do) we will produce a scratchboard rendering.

I will do a presentation about the expanded possibilities & options available with scratch board. Slide show of techniques. Show examples and do demonstration.

Scratchboard surface preparation. Transfer drawings to scratchboard surface.

Some scratchboard practice if time permits.

Lunch Break

Outside drawing. Block drawings. I will show you what I mean.

Take Scratchboard scraps and practice the techniques that I demonstrated earlier.

This is a tricky medium and requires a lot of practice.

Plan out blocking and block in ink areas of drawing.

Final render.

Late afternoon about 4:15pm repeat the benchmark drawing.

Done! Help me set up the art show.