Winter Camp – Digital Illustration short course

WINTER CAMP
LEARN NEW SKILLS & PIMP YOUR PORTFOLIO!

Fee: $115 (GST included)

Please note: This course is not a STAR course and has no credits attached but it could be subject to STAR funding. Secondary school students, please discuss this with your careers advisor.

*Fees are approximate, subject to change and exchange rates

Location	Dunedin - School of Design, 5th floor H block, Cnr Forth and Union Streets (H523, Level 5, H Block)
Duration	Four days, 2.00pm-5.00pm
Delivery	On campus

Start	To be confirmed for 2020
Apply	Anytime

Learn to create a unique illustration from digital material using the Adobe Suite design software.

Digital Illustration is part of the School of Design Winter Camp. You can enrol in this course and Game Design together for $230 (including GST).

Game Design	Digital Illustration
> Monday - Thursday, 15-18 July	> Monday - Thursday, 15-18 July
> 10.00am - 1.00pm	> 2.00pm - 5.00pm
> Room H302, Level 3 H Block (cnr of Union and Forth Streets)	> Room H523, Level 5, H Block (cnr of Union and Forth Streets)
Learn how to:	Learn how to:
1. Develop a simple game using GameMaker.	1. Develop a unique illustration from digital, hand rendered and/or photographic material.
2. Create art and animation for 2D games.	2. Employ computer software to apply line, colour and other effects to the illustration.

Entry requirements

> A sound level of computer skills are required.
> Previous Apple Mac experience will be an advantage but is not essential.

Course content

Bring your talent for digital illustration into focus with this course that involves taking hand-made illustrations and turning them into vector-based digital art that can be printed or displayed on screens. Use a range of tools from the Adobe Creative Suite, including Photoshop and Illustrator. This course will introduce some core graphic design principles and the use of Adobe design software tools.

In the first part of the course you will develop a unique illustration from digital, hand rendered and/or

photographic material. You will learn about compositing in Photoshop, vector rendering in Illustrator, managing colour, using the Pen tool, and adding dimension, texture, and colour.

As a final output, you will export your digital illustration for use in both print and screen formats.

Content includes:

> Photoshop basic tools and functions
> Illustrator basic tools and functions
> Colour management
> Resolution
> Pixels and vectors
> Composition
> Vector tracing
> File formats

Please bring along some hand-drawn images on paper, or on a USB stick in PDF or JPEG format to use for your own illustration.

Materials

Please bring a pen, a pencil, drawing paper, USB stick and some digital images (PDF or JPEG files please - not off the web).

Tutor

Martin Kean

Location

Please meet at the Design Reception on day one (Level 5, H Block, Cnr Forth and Union Streets, Dunedin - side entrance off Forth Street)

For more information

Email Pam.Hodgkinson@op.ac.nz or Tracy.Kennedy@op.ac.nz or call 0800 762 786.

Payment

You will need to pay for this workshop in advance. Payment can be made at our Dunedin Campus's Customer Services desk (Ground Floor, F Block, Forth Street).

Disclaimer

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