

1	ILLUSTRATION
2	COMPULSORY
3	EQF 6
4	1ST
5	1 OR 2
6	6
7	Luca Ienco
8	The aim of the course, besides technically develop students and get them into the illustration world, is to develop a particular sensibility and a different point of view towards the world. It's important to work on the open-mindedness – providing suggestions and visual sources – in order to make the mind more receptive, capturing every signal that daily routine provides us: every situation is able to become an opportunity to create art and transmit a message.
9	FACE TO FACE
10	Experience with Adobe Photoshop, Adobe Illustrator and drawing preferred, but not essential. Be equipped with a graphic tablet.
11	Lesson 1: Introduction and historical overview. Lesson 2: Colors, harmony and schemes. Colorscripts and introduction to Photoshop. Lesson 3: Ways transmit a message. Gestalt. Lesson 4: Add depth: workflow Photoshop – Illustrator. Lesson 5: Naïf and obscure atmospheres: the less impressive but instinctive drawing. Lesson 6: Illustration 2.0: Emoji, Doodle's Google and app's stickers. Lesson 7: Storyboard and Animatic. Lesson 8: Illustrated icons system of WeTransfer and Youtube. Packaging. Lesson 9: Editorial illustration for magazines and books covers. Lesson 10: Designing an illustrated book. Lesson 11: Experiment with photography interaction: real objects in a digital environment. Lesson 12: Preparation of the editorial project for the test.
12	"Cromorama", Riccardo Falcinelli – Einaudi "Manuale dell'illustratore", Anna Castagnoli – Editrice Bibliografica "The art of Pixar: the complete colorscripts", Amid Amidi – Chronicle Books "Morte malinconica del bambino ostrica e altre storie", Tim Burton – Einaudi "Beautiful Nightmares", Nicoletta Ceccoli – Logos www.shivu.it
13	-
14	Students will have to show the works made during each lesson of and also bring a little personal editorial project.
15	ITALIAN