



Creative Arts - Graphic Illustration

Experience the magic of graphic illustration where creativity knows no bounds. Dive into the essentials of shape language, perspective drawing, and the art of portraying characters, whether human, animal, architectural, or natural landscapes. Choose your canvas—whether it's digital applications, pencil sketches, vibrant markers, or soothing watercolours. Embrace the medium that speaks to your artistic soul and watch your skills flourish toward your chosen graphic design product.



PREREQUISITES: STAGE 1 IN GRAPHIC DESIGN AND COMMUNICATION OR ANY OTHER VISUAL ARTS DISCIPLINE WOULD PREPARE YOU FOR STAGE 2

WHAT WILL YOU LEARN?

1. Explore drawing and graphic illustration methods and digital technologies to produce creative arts products.
2. Develop creative solutions to problems using graphic illustration, media techniques and processes.
3. Understand the creative arts and design pathways, and the practitioners who work in the field.



VOCATIONAL PATHWAYS

- Certificate IV in Design
- Diploma of Graphic Design
- Diploma of Game Development



TERTIARY PATHWAYS

- Bachelor of Creative Industries
- Bachelor of Creative Arts
- Bachelor of Design (Illustration and Animation)



CAREERS

- Advertising and Marketing Illustrator
- Graphic Designer
- Gaming and Character Artist
- Art and Design Teacher
- Concept Artist

Assessment Overview

Stage 1	20% - AT1 Folio Practical Skills 20% - AT1 Folio Inquiry 60% - AT2 Product	Assessments could include a 10 page product, a presentation, and a reflection - each at 750 words.
Stage 2	50% - AT1 Product 20% - AT2 Inquiry 30% - AT3 External: Practical Skills	Assessments could include a 20 page multimodal product, a presentation, and evidence based skills portfolios.



Government of South Australia
Department for Education



SACE STAGE 1 | 10 CREDITS
ONE SEMESTER/FULL YEAR



SACE STAGE 2 | 20
CREDITS FULL YEAR



ATAR SUBJECT