

CREATIVE ARTS - GRAPHIC ILLUSTRATION

Throughout the graphic illustration course you will explore a series of traditional drawing methods and techniques to develop fine art and graphic illustrations. You will learn to draw images from everyday life within the context of design in a traditional format with the potential to develop digital art and design concepts and fine art illustration for a book/comic, game, fabric surface, product brand, poster or website. All final products are based on student choice and skill set toward their chosen career pathway.



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

WHAT WILL YOU LEARN?

01. Use traditional drawing and graphic illustration methods and digital technologies to produce creative arts products.
02. Develop creative solutions to problems using graphic illustration, media techniques and processes.
03. Understand the creative arts pathways and practitioners who work in the field.

Transferable Skills	
<ul style="list-style-type: none"> • Collaboration and teamwork • Creativity, critical thinking and problem solving • Communication, written and visual literacy • Planning, organising and time management 	

Assessment	
Stage I	Product 50%; Folio 50% (Practical skills 30%, Inquiry 20%)
Stage II	Product 50%; Inquiry 20%; Practical Skills 30%



VOCATIONAL PATHWAYS

- Certificate IV in Design
- Diploma of Graphic Design
- Advanced Diploma of Graphic Design



TERTIARY PATHWAYS

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



CAREERS

- Advertising and marketing illustrator
- Graphic Designer
- Fashion, fabric and surface design
- Art teacher
- Concept artist



SACE STAGE 1 | 10/20 CREDITS ONE SEMESTER /FULL YEAR



SACE STAGE 2 | 20 CREDITS FULL YEAR



ATAR SUBJECT