

## Illustration (Materials and Media)

### Module Information

2022.01, Approved

#### Summary Information

Module Code	5107GD
Formal Module Title	Illustration (Materials and Media)
Owning School	Liverpool School of Art & Design
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

#### Learning Methods

Learning Method Type	Hours
Lecture	8
Practical	32
Seminar	12
Tutorial	2
Workshop	24

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

#### Aims and Outcomes

Aims	1. To examine the relationship between materials, media and audience.2. To explore a diverse range of experimental approaches to materials and media to create illustration work.3. To explore the potential of both digital and analogue tools and processes to enhance illustration practice.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Analyse the relationship between materials and media and audience.
MLO2	2	Experiment with a diverse range of experimental approaches to materials and media to create illustration work.
MLO3	3	Produce a range of visual responses that demonstrate the effects of appropriate media choice.

### Module Content

Outline Syllabus	1. Implications of different approaches to creative technologies and media.2. Historic and cultural context of animation and printmaking.3. Technical skills relevant to the production of animation and printmaking.4. Producing visual material and presenting ideas.5. Studio practice and project management relevant to animation and printmaking process and practice.6. Accessing online resources etc.
Module Overview	The aim of this module is to examine the relationship between materials, media and audience. You will explore a diverse range of experimental approaches to materials and media to create illustration work. You will explore the potential of both digital and analogue tools and processes to enhance illustration practice.
Additional Information	This module will explore the role of materials and media, and digital and analogue processes and formats within illustration and graphic arts practice.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Portfolio	100	0	MLO1, MLO2, MLO3

### Module Contacts

#### Module Leader

Contact Name	Applies to all offerings	Offerings
Emily Hayes	Yes	N/A

#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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