Course: Studio 3 Illustration + Professional development   credits: 10

Course code	VGVB21SIL3	**Modes of delivery**	Guest lecture
Name	Studio 3 Illustration + Professional development		Individual supervision
			Lecture
Study year	2023-2024		Self-study
ECTS credits	10		Tutorial
Language	Dutch, with parts in English, English	**Assessments**	TEST-01 - Assignment
Coordinator	H.J. Koopmans		

Learning outcomes

C1. Creative capacity
The student can make authentic visual work that stems from research and which demonstrates artistic vision. The visual work creates meaning and results from the designer's personal ambition.

C2. Capacity for critical reflection
The student is able to research his own work and working methods, as well as those of others, through contemplating it, analysing, problematizing, positioning, and assessing it.

C3. Capacity for growth and innovation
The student is able to continue to develop and deepen his own work and method of working, and in doing so provides a contribution to the development of the profession, the field, culture, and society.

C4. Organisational capacity
The student can set up and maintain an inspiring and professional work situation.

C5. Communicative capacity
The student can formulate his ideas, concepts, work, method of working, and artistic vision to professionals and the public in and outside of the field.

C6. Environmental focus
The student is able to relate actively and critically to the context he finds himself in with his work.

C7. Capacity to cooperate
The student is able to actively contribute to the realisation of an artistic product or process by working independently within a collaborative setting.

Content
The theme of this subject from the Design & Technique stream is drawing and painting, making analogue and digital animations, and smaller assignments designed to solve technical sub- problems, often in combination with the workshops. The student acquires a breadth of professional expertise. The following aspects of the context-specific expertise are covered:
- Visual grammar / Visual analysis
- Analogue and digital techniques

Included in programme(s)
Design, Major Illustration and Animation
Design, Major Offroad

School(s)
Minerva Art Academy

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