



BRISBANE
WATER
SECONDARY
COLLEGE

UMINA CAMPUS

Year 9 Illustration



Week 2-3, Term 4 2021

Miss Groenenboom

Google Classroom Code: gh65vj5



STUDENT NAME:	STUDENT CLASS:
SUBJECT: Illustration	WEIGHTING: 25%
DATE TASK RECEIVED: Term 4, Week 2	DATE TASK DUE: Term 4, Week 5
OUTCOMES TO BE ASSESSED: 5.1 Keeps a record of knowledge and understanding of illustration techniques 5.4 Makes informed choices and responds to the world as a source of ideas to create an illustration 5.5 Develops independence in selecting appropriate procedures to create illustration	

TASK NAME: Task 4: Directed Choice Project
TYPE OF TASK: A) Directed Choice Project and B) Illustration Process Diary

Knowledge and understanding: Illustration as an informative, communicative platform, through a variety of media.
Skills and techniques: Written proposal development, self-motivation for broad project completion, response to brief.
Delivery: In class and at home.
Resources: Steve Ditko, Megan Hess, Maria Sibylla Merian, Jonathan Chong, Sophie Peanut

TASK DESCRIPTION:

A) Directed Choice Project 15%

Develop an illustration that reflects real-world applications of illustration techniques and processes.

Options include:

- Comic Strip Illustration
- Fashion/Costume Design
- Life Cycle Illustration
- Postal Stamp Design
- Recipe Illustration

B) Illustration Process Diary 20%

Compile a complete, considered and cohesive record of your design process and research.

You will be marked on:

- Classwork: quick draws, development of concept and illustration styles
- Research: illustrator studies, media studies,
- Planning: sketches, thumbnails, written proposal of project goals, reflection on work in progress
- Cohesion: links between planning process and final illustration

STUDENT CHECKLIST:

- ☐ Is this my final edited copy?
- ☐ Have I included all requirements of the task?
- ☐ Have I checked my work against the marking rubric?
- ☐ Have I presented my work in a neat, logical and organised manner?

Year 9 Illustration		Unit 4: Directed Choice		Student Name:	
	5	4	3	2	1
Part A /15 Directed Choice Project 5.4 Makes informed choices and responds to the world as a source of ideas to create an illustration 5.5 Develops independence in selecting appropriate procedures to create illustration	Manipulates 2D media and materials, visual conventions, techniques and processes to accurately and effectively represent the chosen project . Plans and refines illustration in response to class activities and artist research . Illustration meets project goals to a very high standard .	Selects and applies 2D media and materials, visual conventions, techniques and processes to represent the chosen project . Plans illustration in response to class activities and artist research . Illustration meets project goals to a high standard .	Uses 2D media and materials, visual conventions, techniques and processes to represent parts of the chosen project . Plans illustration in response to class activities . Illustration meets project goals .	Uses 2D media and materials, visual conventions, techniques and processes. Illustration is incomplete or rushed . Illustration partially meets project goals .	Uses 2D media and materials. Illustration is unsubmitted or incomplete . Illustration does not meet project goals .
Part B /20 Illustration Process Diary 5.1 Keeps a record of knowledge and understanding of illustration techniques	Records and effectively reflects on class activities with clear links between conventions, techniques, processes, illustrator studies, and final artworks . Strong links between detailed written project proposal and development of final illustration. Illustration Process Diary is complete, considered and cohesive .	Records and reflects on class activities with conventions, techniques, processes and illustrator studies. Strong links between written project proposal and development of final illustration. Illustration Process Diary is complete and considered .	Records class activities with conventions, techniques, processes and illustrator studies. Links between written project proposal and final illustration. Illustration Process Diary is complete	Records key ideas such as conventions, techniques, processes. Some links between written project proposal and final illustration. Illustration Process Diary is incomplete or rushed .	Records ideas. Written project proposal is unsubmitted or incomplete . Illustration Process Diary is unsubmitted or incomplete .
Total Mark: /35					
Feedback:					

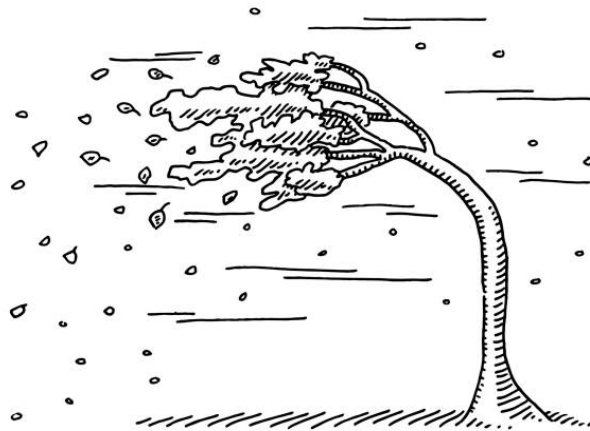


YEAR NINE ILLUSTRATION

Week Two, Term Four 2021

QUICK DRAW:

1. Set a timer for five minutes. Sketch a scene showing the weather - sun, wind, rain or storm.



2. Reflect on your work. Note down two areas of strength and one area to practice and improve on. Remember to write down the prompt and today's date.

ASSESSMENT TASK: DIRECTED CHOICE PROJECT

EQ: How can illustration techniques be used in real-world applications?

1. Read through the attached Task Sheet and Marking Guide for the Directed Choice Project Assessment Task.
2. Choose which option you will undertake for your Directed Choice Project. This option can be different from the classwork you began in Week 1, if you want to change your mind. Remember, you are only choosing **ONE** option from the list below.
 - Comic Strip Illustration
 - Fashion/Costume Design
 - Life Cycle Illustration
 - Postal Stamp Design
 - Recipe Illustration
3. Complete the corresponding research task to begin your project. Remember, you are only choosing **ONE** option.

COMIC STRIP ILLUSTRATOR STUDY: STEVE DITKO



1. Use the illustrator's name and field of work as a heading.
2. Which elements of art or principles of design are visible in this comic strip? List at least three.
3. What is the purpose of this illustration? To inform, entertain, educate, critique, instruct?
4. What is the focal point of the illustration?
5. Draw a comic scene inspired by this illustrator, use the same subject matter but drawn in your own style.
6. Reflect on your work. Note down two strengths and one area for improvement.

FASHION ILLUSTRATOR STUDY: MEGAN HESS



1. Use the illustrator's name and field of work as a heading.
2. Which elements of art or principles of design are visible in this fashion illustration? List at least three.
3. What is the purpose of this illustration? To inform, entertain, educate, critique, instruct?
4. What is the focal point of the illustration?
5. Draw a fashion illustration inspired by this illustrator, use the same subject matter but drawn in your own style.
6. Reflect on your work. Note down two strengths and one area for improvement.

LIFE-CYCLE ILLUSTRATOR STUDY: MARIA SIBYLLA MERIAN



1. Use the illustrator's name and field of work as a heading.
2. Which elements of art or principles of design are visible in this life-cycle illustration? List at least three.
3. What is the purpose of this illustration? To inform, entertain, educate, critique, instruct?
4. What is the focal point of the illustration?
5. Draw a life-cycle illustration inspired by this illustrator, use the same subject matter but drawn in your own style.
6. Reflect on your work. Note down two strengths and one area for improvement.

POSTAGE STAMP ILLUSTRATOR STUDY: JONATHON CHONG



1. Use the illustrator's name and field of work as a heading.
2. Which elements of art or principles of design are visible in this postage stamp collection? List at least three.
3. What is the purpose of this illustration? To inform, entertain, educate, critique, instruct?
4. What is the focal point of the illustration?
5. Draw a postage stamp collection inspired by this illustrator, use the same subject matter but drawn in your own style.
6. Reflect on your work. Note down two strengths and one area for improvement.

RECIPE ILLUSTRATOR STUDY: SOPHIE PEANUT



1. Use the illustrator's name and field of work as a heading.
2. Which elements of art or principles of design are visible in this recipe illustration? List at least three.
3. What is the purpose of this illustration? To inform, entertain, educate, critique, instruct?
4. What is the focal point of the illustration?
5. Draw a life-cycle illustration inspired by this illustrator, use the same subject matter but drawn in your own style.
6. Reflect on your work. Note down two strengths and one area for improvement.



YEAR NINE ILLUSTRATION

Week Three, Term Four 2021

QUICK DRAW:

1. Set a timer for five minutes. Draw a new label design for a jar of Vegemite.



2. Reflect on your work. Note down two areas of strength and one area to practice and improve on. Remember to write down the prompt and today's date.

DIRECTED CHOICE PROJECT: WRITTEN PROPOSAL

EQ: What information must proposals include to accurately represent a project?

Follow the steps below to write a proposal outlining which option you have selected for your Directed Choice Project, and how you will fulfill the task requirements.

1. **Describe** your Project. Which option did you select? Why did you choose this option?
Options include:
 - Comic Strip Illustration
 - Fashion/Costume Design
 - Life Cycle Illustration
 - Postal Stamp Design
 - Recipe Illustration
2. What is the **goal** of your project? Refer to the Task Sheet and Marking Guide if you need help with this.
3. What is the **audience** of your project? Think about who you want your illustration to appeal to.
4. What are the **objectives** of your project? What do you want to communicate to your audience?
5. What **steps** will you need to take to complete the project? Include details from planning to final work.
6. How will you manage your **time**? Assign specific tasks to each week of term until Week 5, when the project is due.