

Art Academy

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COURSE TITLE	DIGITAL ILLUSTRATION
COURSE CODE	EC2502094
TUTOR	DANN PARRY
START DATE	24/02/2026
DAY & TIME	TUESDAYS 6:30PM - 9:00PM
LEVEL	BEGINNER
LOCATION	BANKSIDE

DAILY BREAKDOWN

Date	Topics/ Skills covered
24 February 2026	<p>Introduction to Photoshop and drawing digitally</p> <p>Each participant will bring photos of chosen different everyday objects and trinkets they like - for example a lamp, a bouquet, a chair... These will serve as models to practice digital drawing, and get acquainted with the different tools in photoshop including the brush tools, paint bucket, text tools, to create an illustration.</p>
3 March 2026	<p>Creating a stylised portrait illustration</p> <p>Each participant will bring a portrait photograph of their choosing (or a few for options) which will be the basis to create a portrait illustration in a bold, graphic style. We will further expand this by creating our own patterns, exploring blending modes and discovering how we can add texture in photoshop to give a little bit of grit to an image.</p>
10 March 2026	<p>Character design</p> <p>After a few classes looking at realistic drawing, we will now think about character design and stylisation, analyzing designs from cartoons and popular culture, and what the design choices say of these characters.</p> <p>Through a series of quick exercises, we will look at shape language, line of action, posing. This will be the occasion to think about our own style and characters, with storytelling in mind.</p>
17 March 2026	<p>Environment/landscape illustration</p> <p>Each participant will bring photos of a place of their choosing to create a landscape illustration.</p> <p>We will cover notions of composition and guidelines such as perspective and the rule of thirds, to help with this.</p> <p>We will also analyze different rendering styles and techniques, from digital painting to photo mashing.</p>
24 March 2026	<p>Animated Illustration</p> <p>We will use the Photoshop tools to create a small animation, and see how we can bring some motion into our illustrations ! We will cover some of the 12 principles of animations, such as squash and stretch but mostly this will be an introduction to the Photoshop animation tools.</p>