Dept. of Illustration

Installation process : master's course

Department introduction

Department of Illustration is aiming at practical education and entering industries through graft of high tech industry fields and the depth of study based on basic imagemaking expressing methods, image and communication, understanding of humanities. It finds combination and expansion of illustration fields which deals with all images and high technology, including currently magnified AI platform industry, producing images in metaverse circumstances, storytelling based on webtoon and connection with multimedia industries and etc.

Education goal

1. Creating digital illustration images in various design fields.
2. Making images for cutting edge fields, entering high tech fields for the next generations.
3. Entering cultural contents industry based on webtoon, animation, etc.

Major field of study

media illustration field. multimedia industry field based on animation, wetoon, etc. international contents industry field and future vangured field.

Regulations for department operation of departments

1. prerequisite subject

1) Different affiliation graduate student should complete following prerequisite subjects.

subject	classification	subject name	credit
master	undrgraduate course subject	draiwing	2
		basic design	3
		illustration 1	2
		illustration 2	2
		design workshop 1	2

2) If there are courses that are already completed in one's old school, it can be exempted from the approval of head of department. In case the subject's names may be different from one's old school, different subject names for the same curriculum contents may be appeciated as completed from the approval of head of department.

2. Foreign language examination

Qulification and procedure for application of foreign language examination follows graduate school's regulations and regulations for department operarion of departments.

3. Comprehensive examination

1) Qulification and procedure for application of comprehensive examination follows graduate school's regulations and regulations for department operarion of departments.
2) Comprehensive examination includes 2 subjects of master.s course.

4. Dissertation

1) Papers plan may be submitted to the head of department in beginning of the 3rd semester for master's procedure with the confirmation of thesis director.
2) The one should pass the dissertation judge at the end of the semester which just before the original judge.
3) The preliminary examination of a thesis may not be practiced.
4) Dissertation for evaluation should be submitted in the determined time, if not, one may be exempted from the judge.
5) Dissertation judge date may be determined by the thesis director discussed with the juror.

supplementary provision

This regulation will be executed from September 1, 2022.

Curriculum

subject	credit	lecture	practice practice	course students
Digital Drawing 1,2	3	3	0	
Digital Painting 1,2	3	3	0	
Texture & Technique	3	3	0	
Ideation	3	3	0	
Character Design	3	3	0	
Storytelling 1,2	3	3	0	
Moving Image	3	3	0	
Virtual Illustration	3	3	0	master
Illustration Promotion	3	3	0	
Image & Writing 1,2	3	3	0	
History of Modern Culture & Visual Arts 1,2	3	3	0	
Illustration Project 1	3	3	0	
Illustration Project 2	3	3	0	
Illustration Project 3	3	3	0	
Illustration Project 4	3	3	0	

교과목 개요

- **Digital Drawing 1,2**

  It is a subject to research how to produce image and programs, and make own understandings by using various digital tools, applying basic technics about picture, images and various experimental expressing ways in illustration.

- **Digital Painting 1,2**

  It makes a goal to make their own styles and develop what to tell in unique styles, and to express in visual outcome using various digital tools.

- **Texture & Technique**

  It is a expression technique subject to research personalized process and to learn program to materialize improved expressing diversities in various digital image circumstances effectively.

· **Ideation**

It gives a chance to research ideation skills which are used in illustration images and to practice and make one's real personal theme. By this, students find and research how to visualize their thinkings.

· **Character Design**

Making own characters that can be used from general off-line to SNS communication, metaverse,
AI character, personal works and so on, and utilizing it as projects in each industries.

· **Storytelling 1,2**

It is a practical class to research about flexible storytelling to actively deal with digital circumstances that are webtoon, picture book, SNS story and to embody ingenious story that goes with one's own theme.

· **Moving Image**

Moving image, animation skill makes ways to enter various fields as a core expresiing skill that helps to make images and storys, and it is a subject to learn the structure of industry and expressing skills as it has possibility to thrive immeasurably in the future industry development.

· **Virtual Illustration**

It is a class that researches methodology to embody image in virtual circmstances which is currenty called metaverse. It processes including spave study for NFT and metaverse, game character and virtual reality environment materialization.

· **Illustration Promotion**

As illustrators students searches various promotion skills and makes strategies and makes projects, promote processed works in practice and share the processes together.

· **Image & Writing 1,2**

Expressing own opinion in writing is inevitable source for illustrators. Express ingenious writings that goes with self-made illustrations, and practice the ways to express own images in writing.

· **History of Modern Culture & Visual Arts 1,2**

By learning history and knowledge contemporary cutural trend and visual art, students recognize the position that one's expresing methods or styles, making a chance to get diverse inspirations for own charcteristic ingenious expression.

· **Illustration Project 1**

This class is dissertation research class in the master's course, the thesis director gives assignments that is related to dissertation or project theme, practices dissertation or project in determined term and and be qualified to be graduated as the result.

· **Illustration Project 2**

This class is dissertation research class in the master's course, the thesis director gives assignments that is related to dissertation or project theme, practices dissertation or project in determined term and and be qualified to be graduated as the result.

· **Illustration Project 3**

This class is dissertation research class in the master's course, the thesis director gives assignments that is related to dissertation or project theme, practices dissertation or project in determined term and and be qualified to be graduated as the result.

· **Illustration Project 4**

This class is dissertation research class in the master's course, the thesis director gives assignme nts that is related to dissertation or project theme, practices dissertation or project in determined termand and be qualified to be graduated as the result.

□ Faculty Members

Lee, Joon Hee
Visual Communication Design, Kookmin Univ., B.F.A.
Illustration, School of Visual arts, M.F.A.
jazz@kookmin.ac.kr

Pan, Younghwan
Electrical Engineering, KAIST, B.S.
Industrial Engineering, KAIST, M.S.
Industrial Engineering, KAIST, Ph.D.
peterpan@kookmin.ac.kr

Cho, Hyun-Shin
Liberal Arts, Yonsei Univ., B.A.
Communication Design, Kookmin Univ., M.F.A.
History of Design, Middlesex Univ., M.F.A.
Portsmouth University., Ph.D.
lilyb@kookmin.ac.kr

Han, Jiyon
BA, BFA, Seoul National University, Korea
MA, Seoul National University, Korea
DD, Seoul National University, Korea
Illustration
hanjyon@kookmin.ac.kr