Republic of Rwanda
Ministry of Education

RTB | RWANDA TVET BOARD

ANALOG ILLUSTRATION

PFAAI401

PERFORM ANALOG ILLUSTRATION

Competence

RQF Level: 4

Learning Hours 60

Credits: 6

Sector: Arts and Crafts

Trade: Plastic and Fine Arts

Module Type: Specific

Curriculum: ARCPFA4001- TVET Certificate 4 in Plastic and Fine Arts

Kigali, May 2023

Purpose statement	This module describes knowledge, skills and attitudes required to perform analogue illustration. At the end of this module, the learners will be able to prepare for work, to compose a story and to illustrate images.					
Learning assumed to be in place	Artistic drawing, sketch flora, fauna and parts of human body, paint environment, printing and history of art					
Delivery modality	**Training delivery**		**100%**	**Assessment**		**Total 100%**
	Theoretical content		30%	Formative assessment	30%	50%
	Practical work:		70%		70%	
	• Group work and presentation	30%				
	• Individual work	40%				
				Summative Assessment		50%

Elements of Competency and Performance Criteria

Elements of competency	Performance criteria
1. Prepare for illustration work	1.1. Illustration themes are properly described based on client needs/types of illustration
	1.2. Tools, materials and equipment are adequately identified according to the techniques of illustration
	1.3. The illustration studio is properly prepared by using its preparation procedures
2. Compose the illustration story	2.1. The illustration story idea is correctly identified according to the categories of stories
	2.2. The story idea is properly generated according to the types of writings
	2.3. The story is properly composed by following steps of writing a story
3. Illustrate image(s)	3.1. The illustration research is properly conducted in coherence to the illustration function
	3.2. The illustration drafts are properly generated in coherence to the illustration style
	3.3. The drawing is properly refined by using to the illustration techniques

	3.4. The illustration is properly finished according to media used
	3.5. The illustration is correctly evaluated based on the features, characteristics and steps of good illustration

Knowledge	Skills	Attitude
✓ Describe illustration themes ✓ Identify tools, material and equipment ✓ Generate illustration idea ✓ Evaluate a good illustration	✓ Prepare illustration studio ✓ Generate illustration story ideas ✓ Compose an illustration story ✓ Conduct illustration research ✓ Generate an illustration draft ✓ Refine illustration drawing ✓ Finish illustration	✓ Use creativity and innovation throughout the design works ✓ Pay attention to design projects details ✓ Demonstrate punctuality during the implementation of the design project ✓ Demonstrate resourcefulness in the new design trends

Course content

Learning outcomes	At the end of the module the learner will be able to: 1. Prepare for work 2. Compose the illustration story 3. Illustrate image(s)
Learning outcome 1: Prepare theme	**Learning hours: 10**
Indicative content	
• **Description of illustration themes** ✓ Introduction to illustration ✚ Definition of key terms ✚ Types of illustrators ✓ Types of illustration	

        - Editorial illustration
        - Publishing illustration
        - Advertising
        - Entertainment
        - Fashion
        - Concept
    - ✓ Groups of illustration
        - Traditional illustration
        - Modern illustration
    - ✓ Categories of illustration
        - Fantasy illustrations
        - illustrations for Gaming
        - Animation
        - One-Pager Fine Illustrations

- **Identification of illustration techniques and related tools, materials and equipment**
    - ✓ Wood/lino cutting
    - ✓ Metal etching
    - ✓ Pencil
    - ✓ Charcoal
    - ✓ Lithography
    - ✓ Water color
    - ✓ Gouache
    - ✓ Acrylic
    - ✓ Collage
    - ✓ Pen & ink
- **Preparation of illustration studio**
    - ✓ Procedures for illustration studio preparation

Resources required for the learning outcome

Equipment	▪ Easels, stools, tables, drawing boards, ladders, overalls, gloves, goggles, boats.
Materials	▪ Water, papers, wood glue, masking tape, paints, sprays.
Tools	▪ Pencil, Pen, Eraser, brushes.
Facilitation techniques	▪ Demonstration, Individual and group work, Practical exercise.
Formative assessment methods /(CAT)	▪ Written assessment ▪ Oral presentation ▪ Performance assessment ▪ Product based assessment ▪ Project based assessment

Learning outcome 2: Compose the narrative story	**Learning hours: 20**
Indicative content	
• **Identification of illustration idea** ✓ Types of stories ✚ Adventure ✚ Action ✚ Horror ✚ Triller ✚ Mystery ✚ Romance • **Generation of illustration story ideas** ✓ Types of writings ✚ Descriptive ✚ Narrative	

- **Composition of illustration story**
  - ✓ Steps of writing a story
    - Find Inspiration
    - Brainstorm
    - Outline
    - Write the first draft
    - Revise and edit your story

Equipment	▪ Easels, stools, tables, drawing boards, ladders, overalls, gloves, goggles, boats.
Materials	▪ Water, papers, wood glue, masking tape, paints, sprays.
Tools	▪ Pencil, Pen, Eraser, brushes.
Facilitation -techniques	▪ Demonstration, Individual and group work, Practical exercise.
Formative assessment methods /(CAT)	Written assessment, oral presentation, performance assessment, project based assessment.

Learning outcome 3: compose illustration image(s)	**Learning hours: 30**

Indicative content

- **Conduction of illustration research**
  - ✓ Gathering of illustration references
  - ✓ Study of illustration Characters
    - Expressions
    - Mood
    - Movement
- **Generation of illustration draft**
  - ✓ Styles of illustration

    - Concept
    - Children illustration
    - Comics/graphic novels
    - Books/publication/editorial
    - Advertising
    - Packaging
    - Branding logo

- **Refining illustration drawing**
  - ✓ Techniques of illustration
    - Drawing
    - Painting
    - Printing
    - Assemblage
    - Collage
- **Finishing of illustration**
  - ✓ Media
    - Wood/lino cutting
    - Metal etching
    - Pencil
    - Charcoal
    - Lithography
    - Water color
    - Gouache
    - Acrylic
    - Collage
    - Pen & ink
  - ✓ Illustration finishing techniques
- **Evaluation of a good illustration**

- ✓ Characteristics of a good illustration
  - The Quality of Message
  - The Clarity & accuracy
  - The cost of illustration
  - The evocative
- ✓ Features of good illustration
  - Originality
  - Great ideas & implementation
  - Flexibility
  - High quality
  - applicability

Resources required for the learning outcome	
Equipment	▪ Easels, stools, tables, drawing boards, ladders, overalls, gloves, goggles, boats.
Materials	▪ Water, papers, wood glue, masking tape, paints, sprays.
Tools	▪ Pencil, Pen, Eraser, brushes.
Facilitation techniques	▪ Demonstration, Individual and group work, Practical exercise.
Formative assessment methods /(CAT)	Written assessment, oral presentation, performance assessment, project based assessment.

Integrated/Summative assessment

Integrated situation

Bakame Editions based in Gasabo district, has plan to launch five (5) new children books series on Rwandan culture. It is therefore for looking for an illustrator to help them in the activity.

Task: Illustrate a book in adventurous narrative way.

Instructions:

The artist must develop and provide sketches by respecting client requirements

The drawings must be done in A4 format
Use realism as a style related to Rwandan culture.
The still life drawing will be drawn with pencils and ink pen.

Duration: 3 days

Resources

Tools	▪ Easels, stools, tables, drawing boards, ladders, overalls, gloves, goggles, boats.
Equipment	▪ Water, papers, wood glue, masking tape, paints, sprays.
Materials/ Consumables	Pencil, Pen, Eraser, brushes.

Assessable outcomes	Assessment criteria (Based on performance criteria)	Indicator	Observation		Marks allocation
			Yes	No	
1. Prepare for work 30%	1.1. Illustration themes are properly determined based on client needs/requirements	One children book is respected			3
		A3 format is respected			3
		Realism style is used			3
		The still life drawing is respected			3
	1.2. Tools and materials to be used are adequately identified according to the style of illustration	The correct tools are selected			2
		The correct materials are selected			2
		The correct equipment are selected			2
	1.3. The illustration studio is properly prepared by using its	Cleaning is performed			2
		Tools, materials and equipment are arranged			2

	preparation procedures	The reloading is performed			2
2. Compose the story **30%**	2.1. The illustration story idea is correctly identified according to the categories of stories	The illustration story is related to Rwandan culture			3
		Adventurous story is respected			3
	2.2. The story idea is properly generated according to the types of writings	The narrative writing is respected			3
	2.3. The story is properly composed by following steps of writing a story	Source of inspiration is done			4
		Brainstorming is done			3
		Main ideas of the story are outlined			3
		The first draft is written			6
		The story is edited			6
3. **Compose illustration image(s)** 40%	3.1. The illustration research is properly conducted in coherence to the illustration function	Illustration references are gathered			5
		Illustration Characters are Studied (Expressions, Mood, Movement)			5
	3.2. The illustration drafts are properly generated in coherence to the illustration style	Children illustrations are respected			5
	3.3. The drawing is properly refined by using to the illustration techniques	Appropriate illustration techniques are /is applied (Drawing, painting, printing, assemblage, collage)			6
	3.4. The illustration is properly finished according to media used	Appropriate media are used			6
		Appropriate finishing techniques are applied			6

	3.5. The illustration is correctly evaluated based on the features, characteristics and steps of good illustration	Characteristics of a good Illustration are observed			6
		Necessary features of good illustration are observed			6
Total marks					100
Percentage Weightage					100%
Minimum Passing line % (Aggregate):					70%

List of abbreviations

1. **BIOS:** Basic input and output system
2. **CAT**: Common Admission Test
3. **HDD**: Hard Disc Drive
4. **ISO: (**independent system operator) International Organization for Standardization
5. **MIS:** Management Information System
6. **MSI:** Medium Scale Integration
7. **OS:** Operating System
8. **PPEs**: Personal Protective Equipment
9. **RJ: Registered Jack**
10. **SSD:** Solid State Drive
11. **UEFI:** Unified extensible firmware interface
12. **UPS**: Uninterruptible Power Supply
13. **USB 2.0 :** Universal serial bus version 2

References

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3. Linda Null; Julia Lobur (2006). The essentials of computer organization and architecture (2nd ed.).Jones & Bartlett Learning. pp. 33,179–181. ISBN 978-0-7637-3769-6.
4. C. Gordon Bell; R. Cady; H. McFarland; B. Delagi; J. O'Laughlin; R. Noonan; W. Wulf (1970). "A New Architecture for Mini-Computers—The DEC PDP-11"(PDF). Spring Joint Computer Conference: 657– 675.

Glossary

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Activity: Activities include releases, events, and deployment plans that you develop, start, and complete with the product.

API: An interface that allows an application program that is written in a high-level language to use specific data or functions of the operating system or another program.

Application environment: A user-defined collection of resources that hosts an application. These application environments refer to environments that are created to be in the product.

Application process: A process that is associated with an application. Unlike a component or generic process, an application process is created from application-level steps.

Application: One or more computer programs or software components that provide a function in direct support of a specific business process or processes. See also application server.

Architecture: The internal structure of a computer system or a chip that determines its operational functionality and performance.

Artifact: A deployable item such as a file, image, database, configuration material, or anything else that is associated with a software project. By default, artifacts are stored in Code Station repository.

ASIC: Application Specific Integrated Circuit. A chip that is designed to fulfill a specific task in a computer system.

Cache: Small, fast memory close to the CPU that can hold a part of the data or instructions to be processed. The primary or level 1 cache are virtually always located on the same chip as the CPU and are divided in a cache for instructions and one for data. A secondary or level 2 cache is mostly located off-chip and holds both data and instructions. Caches are put into the system to hide the large latency that occurs when data have to be fetched from memory. By loading data and or instructions into the caches that are likely to be needed, this latency can be significantly reduced.

Capability computing: A type of large-scale computing in which one wants to accommodate very large and time consuming computing tasks. This requires that parallel machines or clusters are managed with the highest priority for this type of computing possibly with the consequence that the computing resources in the system are not always used with the greatest efficiency.

Capacity computing: A type of large-scale computing in which one wants to use the system (cluster) with the highest possible throughput capacity using the machine resources as efficient as possible. This may have adverse effects on the performance of individual computing tasks while optimising the overall usage of the system.

Clock cycle: Fundamental time unit of a computer. Every operation executed by the computer takes at least one and possibly multiple cycles. Typically, the clock cycle is now in the order of one to a few nanoseconds.

Clock frequency: Reciproke of the clock cycle: the number of cycles per second expressed in Hertz (Hz). Typical clock frequencies nowadays are 400 MHz--1 GHz.

Component process: A process defined for the deployment of components.

Component: A representation of deployable items and the user-defined processes that operate on them, usually by deploying them.

Control processor: The processor in a processor array machine that issues the instructions to be executed by all the processors in the processor array. Alternatively, the control processor may perform tasks in which the processors in the array are not involved, e.g., I/O operations or serial operations.

Deployment: The activities used to deliver a software project to a deployment target. Typically, you run deployments for each stage of your release lifecycle, ending with the production stage when the software becomes generally available.

Duration: The time a task takes to run. Duration is measured from the time a task starts until it is resolved. When you create some task types, you can estimate its expected duration. Duration is reported in minutes.

Environment: A collection of resources that identify the components that can be deployed by the parent application and the agents that do the work.

EPIC: Explicitly Parallel Instruction Computing. This term is coined by Intel for its IA-64 chips and the Instruction Set that is defined for them. EPIC can be seen as Very Large Instruction Word computing with a few enhancements. The gist of it is that no dynamic instruction scheduling is performed as is done in RISC processors but rather that instruction scheduling and speculative execution of code is determined beforehand in the compilation stage of a program. This simplifies the chip design while potentially many instructions can be executed in parallel.

Events: Release-related activities that are applied to releases and tracked with a calendar. You can use events to organize your releases and other time-dependent activities, such as holidays and blackouts.

Functional unit: Unit in a CPU that is responsible for the execution of a predefined function, e.g., the loading of data in the primary cache or executing a floating-point addition.

Initative: An action to take for the change occurred.

Insights: A set of related features such as metric data dashboards, reports, and the application portfolio.

Instruction Set Architecture: The set of instructions that a CPU is designed to execute. The Instruction Set Architecture (ISA) represents the repertoire of instructions that the designers determined to be adequate for a certain CPU. Note that CPUs of different making may have the same ISA. For instance the AMD processors (purposely) implement the Intel IA-32 ISA on a processor with a different structure.

Integration: Regular communication between IBM UrbanCode Velocity and external products and services. Communication with integrated products can be bidirectional.

Lifecycle: The phases in a release. A lifecycle is a template for the stages of work in a release.

Multithreading: A capability of a processor core to switch to another processing thread, i.e., a set of logically connected instructions that make up a (part of) a process. This capability is used when a process thread stalls, for instance because necessary data are not yet available. Switching to another thread that has instructions that can be executed will yield a better processing utilization.

PCI bus: Bus on PC node, typically used for I/O, but also to connect nodes with a communication network. The bandwidth varies with the type from 110-480 MB/s. Newer upgraded versions PCI-X and PCI Express are (becoming) available presently.

Plugin: A separately installable software module that adds function to an existing program, application, or interface.

Register file: The set of registers in a CPU that are independent targets for the code to be executed possibly complemented with registers that hold constants like 0/1, registers for renaming intermediary results, and in some cases a separate register stack to hold function arguments and routine return addresses.

Resource: A user-defined construct that is based on the architectural model of IBM Urban Code Velocity. A resource represents a deployment target.

RISC: Reduced Instruction Set Computer. A CPU with its instruction set that is simpler in comparison with the earlier Complex Instruction Set Computers (CISCs) ne cycle.

Role: A job function that identifies the tasks that a user can perform and the resources to which a user has access. A user can be assigned one or more roles.

Segment: A period of time in a deployment plan. Deployment plans can group tasks into segments to specify when tasks are run relative to each other.

Shared Memory (SM): Memory configuration of a computer in which all processors have direct access to all the memory in the system. Because of technological limitations on shared bandwidth generally not more than about 16 processors share a common memory.

Task: Represents a business-meaningful activity that has starting and ending points and a measurable duration. Durations are used to estimate deployment times. You add tasks to deployment plans. When you run a deployment, you complete the tasks in the plan

User: A representation of an account on the server. Users can be members of teams and groups. User can be created in IBM UrbanCode Velocity server or import users from an external authentication realm, including an LDAP, Active Directory, or SSO provider.

Version: A representation of an IBM UrbanCode Deploy application snapshot.

Virtual Shared Memory: The emulation of a shared memory system on a distributed memory machine by a software layer.