UNIVERSIDADE LUSÍADA
LISBOA

Course Unit Program
2D ILLUSTRATION

Academic Year 2026/2027

1. Organic Unit

Faculty of Architecture and Arts

2. Course

ARTS AND MULTIMEDIA COMMUNICATION

3. Cycle

1st

4. Course Unit

2D ILLUSTRATION (V3015)

5. Scientific Area

6. Curricular Year

2nd

7. Type of Curricular Unit / Semester

1st Semester

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8. Class type and workload (work time)

Theoretical classes:	
Practical classes:	
Theoretical-Practical Classes	30,00
Tutorial Guidance:	20,00

9. ECTS Credits

6,00

10. Scientific Area Coordinator

11. Regent

Prof. Doutor CARLOS HUMBERTO MATEUS DE SOUSA BÁRTOLO

12. Assistants

Prof. Doutora CAROLINA MARIANNA BOZZI FAYA

13. Teaching Language

Portuguese

14. General Objectives

Familiarize the student with different representation and illustration practices (both in their historical evolution and in their contemporary scope). Understand drawing as a primary form of communication.
Broaden the spectrum of references, promote and develop visual reading and writing habits.

15. Specific Objectives

Contribute to the maturation of a refined and well-founded critical sense, supported by iconography and specialized bibliography.
Awaken to the practice of illustration through simple design and construction exercises.

16. Skills to be acquired

The student should acquire basic notions of two-dimensional representation and learn to express different values and concepts by exploring different techniques.
The student should develop the ability to represent concepts, characters and narratives through drawing.

17. Teaching Methodology

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Participated theoretical exposition, based on the reading and analysis of appropriate iconographic material, allows the student to understand and explore the extent of the discipline, whether in its history, as a technique, or in the dispersion of areas it covers.
Through an active, accompanied methodology, the student is invited to apply in practice the contents that were covered and discussed previously, in a process that must take place in permanent dialogue with the teacher.

18. Course Unit Program

? Illustration as a form of visual representation of ideas or objects throughout time: from prehistoric caves to Renaissance Masters.
? The faithful or figurative reproduction of what is represented: the Egyptian canon or Disney's four-fingered hand.
? From the reduction of what is represented to its greatest definition: from the minimum stroke to the maximalist design.
? Different functions of illustration: technical drawing, scientific illustration, caricature, children's illustration, infographics, etc...
? From analogically classic techniques and materials to new digital tools: their adaptation to the author?s needs and intentions.
? Narrative and context logics: the adequacy of language to the construction of characters and their story

19. Assessment Methods

The continuous evaluation methodology follows the general regulations of Universidade Lusíada as well as the Specific Evaluation Rules for the Degree in Arts and Multimedia Communication.

20. Didactic Resources

Bibliographical items referred to.
Media Library databases.
Audiovisual material.

21. Sustainability Objectives

The aim of the teaching of this course and of the degree as a whole is, first and foremost, to meet objective 4 - quality education - while also stressing the need to meet the others as the different subjects of the course are addressed.

22. Keywords

Graphic Design
visual Communication
Illustration

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23. Main Bibliography

Author(s): BEIMAN, Nancy
Title: Prepare to Board: Creating Story and Characters for Animated Features and Shorts
Edition: 1ª Year: 2007
Local: Burlington, Oxford
Publisher: Focal Press
ISBN Code:

Author(s): CHING, Francis
Title: Drawing: A Creative Process
Edition: Year: 1990
Local: New York
Publisher: Van Nostrand Reinhold
ISBN Code:

Author(s): COLLIER, Graham
Title: Form, Space and Vision: An Introduction to Drawing and Design
Edition: Year: 1985
Local: New Jersey
Publisher: Prentice Hall
ISBN Code:

24. Complementary Bibliography

Author(s): SALE, Teel; BETTI, Claudia
Title: Drawing: A Contemporary Approach
Edition: Year: 2008
Local: Boston
Publisher: Wadsworth
ISBN Code:

Author(s): TUMMINELO, Wendy
Title: Exploring Storyboarding: An In-Depth Guide to the Art and Techniques of Contemporary Storyboarding
Edition: Year:
Local: N.L
Publisher: Thomson

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ISBN Code:

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Autor / Author	Prof. Doutor CARLOS HUMBERTO MATEUS DE SOUSA BÁRTOLO
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