



Republic of the Philippines

Department of Education

DepEd Complex, Meralco Avenue, Pasig City

STRENGTHENED SENIOR HIGH SCHOOL CURRICULUM

ILLUSTRATION

Grade 11/12

Course Description:

This course is designed to equip learners with the skills, knowledge, and attitude needed to produce precise illustrations across traditional and digital media. It covers the development of drawing techniques to represent objects and concepts, utilizing various tools and software for creating high-quality illustrations. They can create illustration products, leveraging their skills in various creative and entrepreneurial ways. Upon completion, learners are eligible to take assessments to earn National Certificate Level II in Illustration, higher education, and careers in the illustration sector.

Elective: Technical Professional

Prerequisite: None

Time Allotment: In Grade 11, 320 hours for two semesters, 8 hours per week/In Grade 12, 320 hours for one semester, 16 hours per week

Schedule: First/Second Semester

QUARTER 1

CONTENT STANDARD	The learners demonstrate an understanding of the fundamentals of illustration and drawing techniques required to create basic shapes with the illusion of volume, figures, objects, and human figures using traditional drawing techniques.
PERFORMANCE STANDARD	The learners create basic shapes with the illusion of volume, figures, objects and human figures using traditional drawing techniques
LEARNING COMPETENCIES	CONTENT
1. Discuss the fundamentals of illustration	Fundamentals of Illustration <ul style="list-style-type: none">• History• Business and career opportunities<ul style="list-style-type: none">○ services<ul style="list-style-type: none">▪ freelance illustration▪ illustration studio○ products○ employment

	<ul style="list-style-type: none"> • Trends and challenges • Types of Illustration • Elements of art • Principles of design • Artist's Portfolio <ul style="list-style-type: none"> ○ importance ○ types ○ components
2. Discuss the laws related to visual arts industry	Laws related to the Visual Arts Industry <ul style="list-style-type: none"> • Intellectual Property Code of the Philippines • Copyright Moral Rights
3. Classify the tools and materials required for traditional drawings	Traditional Tools, Materials, and Equipment <ul style="list-style-type: none"> • Drawing tables • Drawing tools • Correcting tools • Coloring media Paper and canvas
4. Discuss workplace ergonomics	Workplace Ergonomics <ul style="list-style-type: none"> • Safety requirements • Storing Maintaining
5. Apply different traditional drawing techniques	Traditional Drawing Techniques <ul style="list-style-type: none"> • Line art • Pattern and Repetition • Shading • Value and Contrast Composition
6. Create basic shapes with illusion of volume using traditional drawing techniques	Basic Shapes with Illusion of Volume <ul style="list-style-type: none"> • Perspective drawing

	<ul style="list-style-type: none"> ○ one-point ○ two-point ○ three-point ● Transformation of two-dimensional shapes into three-dimensional shapes <ul style="list-style-type: none"> ○ circle to sphere and cylinder ○ square to cube ○ triangle to pyramid and cone <p>Shadows and Lighting</p>
<p>7. Create figures and objects from basic shapes using traditional drawing techniques</p>	<p>Transforming Basic Shapes into Figures and Objects</p> <ul style="list-style-type: none"> ● Proportions and Scaling <ul style="list-style-type: none"> ○ grid method ○ overlapping technique ● Perspective Drawing <ul style="list-style-type: none"> ○ foreshortening technique ○ atmospheric perspective using colors ● Shading and Lighting <ul style="list-style-type: none"> ○ light source and shadows <p>texture using pressure and stroke</p>
<p>8. Create human figures using traditional drawing techniques</p>	<p>Human Figures</p> <ul style="list-style-type: none"> ● Human Anatomy <ul style="list-style-type: none"> ○ armature ○ simplified skeleton ● Basic proportions of the human body <ul style="list-style-type: none"> ○ head ○ body ○ leg ○ arm ○ hand

	<ul style="list-style-type: none"> ○ foot • Gesture drawing • Portrait drawing
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QUARTER 2

CONTENT STANDARD	The learners demonstrate an understanding of drawing techniques for creating digital drawings of basic shapes with the illusion of volume, figures, objects, and vector art using illustration software.
PERFORMANCE STANDARD	The learners create accurate digital drawings of basic shapes with the illusion of volume, figures, objects and vector art by applying various drawing techniques using illustration software.
LEARNING COMPETENCIES	CONTENT
1. Discuss the tools and equipment for digital drawing	<p>Tools and Equipment for Digital Drawing</p> <ul style="list-style-type: none"> • Digital drawing equipment • Illustration software <ul style="list-style-type: none"> ○ types ○ window elements • Workspace setup <ul style="list-style-type: none"> ○ document setup ○ library setup ○ window palettes setup
2. Apply the different digital drawing techniques	<p>Digital Drawing Techniques</p> <ul style="list-style-type: none"> • Line Art • Pattern and Repetition • Shading • Value and Contrast • Composition

<p>3. Create digital drawings of basic shapes with illusion of volume</p>	<p>Digital Drawing of Basic Shapes with Illusion of Volume</p> <ul style="list-style-type: none"> • Perspective drawing <ul style="list-style-type: none"> ○ one-point ○ two-point ○ three-point • Transformation of two-dimensional shapes into three-dimensional shapes <ul style="list-style-type: none"> ○ circle to sphere and cylinder ○ square to cube ○ triangle to pyramid and cone • Shadows and Lighting
<p>4. Create digital drawings of figures and objects using basic shapes</p>	<p>Digital Drawings of Figures and Objects</p> <ul style="list-style-type: none"> • Proportions and Scaling <ul style="list-style-type: none"> ○ grid method ○ symmetry and mirror techniques • Perspective Drawing <ul style="list-style-type: none"> ○ atmospheric perspective ○ overlapping technique • Line Drawing • Shades and Lights <ul style="list-style-type: none"> ○ light source and shadows ○ texture using pressure and stroke
<p>5. Create vector art using digital drawing techniques</p>	<p>Vector Art</p> <ul style="list-style-type: none"> • Vector graphics • Vector image format • Raster graphics • Raster image format • Vector graphic techniques

	<ul style="list-style-type: none"> ○ line art ○ path manipulation ○ shape building ○ layer <ul style="list-style-type: none"> ▪ visual hierarchy ▪ layer mask ● Vector transformation ● Color <ul style="list-style-type: none"> ○ color models ○ color theory ○ color gradients
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QUARTER 3

CONTENT STANDARD	The learners demonstrate an understanding of gathering and analyzing information for concept art and the application of digital drawing techniques to create visually appealing concept art using appropriate digital media.
PERFORMANCE STANDARD	The learners create visually appealing concept art using appropriate digital media and drawing techniques to convey intended ideas.
LEARNING COMPETENCIES	CONTENT
1. Perform gathering of information from common sources for concept art	Gathering Concept Art Information <ul style="list-style-type: none"> ● Primary sources <ul style="list-style-type: none"> ○ original works of art of known artists ○ sketches and preliminary drawings ○ books and articles on art theory and techniques ● Digital sources <ul style="list-style-type: none"> ○ online tutorials and courses ○ art communities and forums ● Reference gathering for concept art

<p>2. Analyze design requirements for concept art based on a given theme or idea</p>	<p>Character Analysis</p> <ul style="list-style-type: none"> • Design requirements <ul style="list-style-type: none"> ○ viewer's proficiency ○ character roles and appeal ○ key features and unique attributes • Story context integration
<p>3. Create concept art using appropriate digital drawing techniques</p>	<p>Digital Drawing for Concept Art</p> <ul style="list-style-type: none"> • Concept Art <ul style="list-style-type: none"> ○ character turn-around ○ head turns ○ facial features and expressions ○ character action poses ○ props and wardrobe ○ background design <ul style="list-style-type: none"> ▪ landscape ▪ setting ▪ perspective • Artwork Dimension <ul style="list-style-type: none"> ○ resolution ○ canvas size ○ aspect ratio ○ color mode • Line and Shape Language <ul style="list-style-type: none"> ○ gesture drawing for action poses ○ character's shape based on personality ○ form and structure ○ cleaned-up drawings • Color Scheme and Texture <ul style="list-style-type: none"> ○ character's color theme ○ visual atmosphere • Symmetry and Proportion

	<ul style="list-style-type: none"> ○ rule of thirds ○ foreshortening ● Final Design <ul style="list-style-type: none"> ○ export settings ○ file organization ● Print Settings
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QUARTER 4

CONTENT STANDARD	The learners demonstrate an understanding of various illustration styles, analyzing design briefs, applying appropriate styles and techniques to create illustrations that effectively convey intended ideas using digital media, and to compute for design cost in illustration.
PERFORMANCE STANDARD	The learners create illustrations that represent intended ideas by analyzing design briefs and applying appropriate illustration styles and techniques using digital media and compute for design cost in illustration.
LEARNING COMPETENCIES	CONTENT
1. Analyze illustration styles	Illustration Analysis <ul style="list-style-type: none"> ● Styles ● Popular illustrators' sample works
2. Analyze design briefs for digital illustration	Illustration Design Brief <ul style="list-style-type: none"> ● Importance ● Components ● Questionnaire for Design Brief
3. Create illustrations which represent the ideas from the design briefs using appropriate illustration styles	Digital Illustration <ul style="list-style-type: none"> ● Artwork Dimensions <ul style="list-style-type: none"> ○ canvas size ○ resolution ○ aspect ratio ○ color mode

	<ul style="list-style-type: none"> • Proportion and Scaling <ul style="list-style-type: none"> ○ Golden Ratio ○ guide and grids in illustration software • Line Drawing <ul style="list-style-type: none"> ○ initial sketch ○ thumbnails ○ storyboard • Digital Painting <ul style="list-style-type: none"> ○ brush strokes ○ layer <ul style="list-style-type: none"> ▪ layer mask ▪ vector mask ▪ blending modes • Texture and Color <ul style="list-style-type: none"> ○ color scheme through color guide panel ○ custom color swatches ○ color blending <ul style="list-style-type: none"> ▪ mixer brush ▪ smudge tool • Final Design <ul style="list-style-type: none"> ○ export settings ○ file organization ○ print settings • Presentation <ul style="list-style-type: none"> ○ mockups • Export settings for digital portfolio
4. Compute for design costs for illustration	<p>Design Pricing and Costing Guide</p> <ul style="list-style-type: none"> • Designers Union minimum price list • Value-based Pricing and Cost-plus Pricing

GLOSSARY

armature: a basic skeleton or framework used to support the structure of a drawing or sculpture, particularly for human figures

atmospheric perspective: a technique that simulates the effect of distance by lightening and desaturating colors in objects that are further away

basic shapes: simple geometric forms (e.g., circles, squares, triangles) used as building blocks for creating complex objects and figures

brush tool: a tool used in digital drawing software to simulate various traditional brush effects for painting, shading, and texturing

character design: the process of creating and visualizing characters for various forms of media, focusing on physical appearance, personality, and style

contour lines: lines that define the edges of an object, used to indicate shape and volume in both traditional and digital drawings

copyright: legal protection for original works of authorship, including illustrations, ensuring that the creator has exclusive rights to the work

color scheme: a planned combination of colors used in an artwork to create a certain mood or visual effect

design brief: a document outlining the requirements and goals for an illustration or design project, including objectives, target audience, and technical details

digital drawing tools: software and equipment used for creating digital illustrations, such as graphic tablets and illustration software

drawing tools: instruments used in traditional illustration, including pencils, pens, and markers

foreshortening: a technique used to represent an object or figure in perspective, where parts closer to the viewer appear larger than those further away

frame of reference: the context or perspective from which an object is drawn or viewed, often affecting how proportions and perspectives are handled

gesture drawing: quick, rough sketches that capture the motion and basic form of a figure, often used in character design and life drawing

human anatomy: the study of the structure of the human body, including bones, muscles, and proportions, which is crucial for creating accurate figure drawings

human body proportions: the relative size of body parts in relation to each other, a key concept when drawing the human figure accurately

illustration styles: various artistic approaches to creating illustrations, such as realism, abstraction, minimalism, and comic/cartoon style

intellectual property: legal rights that grant creators exclusive control over their works, including illustrations, music, and literature

illustration software: programs like adobe photoshop, illustrator, or procreate used to create digital illustrations

line art: artwork that uses lines without significant shading, often used as the foundation for digital or traditional illustrations

line of action: the basic path or curve that defines the flow and movement of a figure's pose

moral rights: the rights of an artist to preserve the integrity of their work and object to any modifications or uses that could harm their reputation

minimalism: an illustration style that uses simple, clean lines and shapes, often with little detail, focusing on conveying ideas with the least amount of complexity

perspective drawing: a technique used to represent three-dimensional objects and spaces on a two-dimensional surface by using vanishing points and horizon lines

proportions and scaling: the relationship between the sizes of objects or body parts in a drawing, ensuring that everything is in correct proportion

pressure and stroke: techniques used in both traditional and digital drawing, where varying pressure or stroke styles (e.g., light or heavy) create different effects

realism: an illustration style that strives for a lifelike, detailed representation of subjects, often focusing on accuracy and naturalism

reference gathering: the process of collecting images, objects, or other sources that inspire and inform the design and drawing of a character or object

shading: the technique of applying varying tones to an object to create the illusion of depth and volume

simplified skeleton: a basic representation of human bones used as a guide for drawing the human figure

symmetry and proportion: the balanced and correct scaling of parts of a figure or object in relation to each other

texture: the surface quality of an object, whether real or implied, often created through the use of different drawing or painting techniques

turn-around: a full rotation of a character design, showing the character from multiple angles to provide a complete visual reference

value: the lightness or darkness of a color or tone used in an illustration to indicate light, shadow, and depth

volume: the three-dimensionality of a drawing, created by using shading and perspective techniques to depict form and depth

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MATERIALS, TOOLS, AND EQUIPMENT

TOOLS	EQUIPMENT	MATERIALS
Pencil, B	Drawing tables	Set of Comics Manuscript
Pencil, HB	Computer with table and chair	Collection of: Poems Short story Feature articles
Brush #3	Scanner	Illustration board 10" x 15" (inches)
UniPin 0.2mm	Tablet	Vellum paper, A4 white
UniPin 0.2mm	Printer, laser	
Eraser (for ink & pencil)	Software Applications: Photoshop Freehand Illustrator	
India ink		
Water color		

Acrylic or Oil paint		
Craypas		
Colored pencil		
Triangle 30/60 degrees		
Triangle 45 degrees		
Ruler, 12"		
Compass		
Pentel (Sharpie)		
Pentel (Regular Pilot)pens		
Felt pen, fine pt. black		
Small (medicine) bottle/container for water used in painting		