



ILLUSTRATION

TECHNICAL-PROFESSIONAL

Grade 12

**Three-Term Budget Of Work (BOW)
for Learning Competencies**

**TECHNICAL-PROFESSIONAL
CREATIVE ARTS AND DESIGN TECHNOLOGIES
Grade 12**

**Three-Term Budget Of Work
For Learning Competencies**

Please note that each Tech-Pro elective is completed in one term if delivered at Grade 12.

Elective	Illustration
Prerequisite	None
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.
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.

Week	Learning Competency	Suggested Activities
1	Discuss the fundamentals of illustration	Illustration Time Capsule - Connect illustration history, trends, types, and business opportunities in a creative way. In groups, create a “time capsule” poster showcasing the evolution of illustration, current trends, types, career

Week	Learning Competency	Suggested Activities
		paths, and potential products, then present it to the class. • Ultimate Artist Portfolio Challenge ◦ Apply elements of art, principles of design, and portfolio concepts while exploring career opportunities. Design a complete mini-portfolio including various illustration types, art elements, design principles, and sample works for potential freelance, studio, or employment opportunities, then share it with peers for feedback.
		• Copyright Case Detectives ◦ Understand copyright laws and moral rights in the visual arts. In groups, analyze real or fictional cases of copyright and moral rights violations, identify the issues, and present your findings and solutions. • IP Code Comic Strip ◦ Apply the Intellectual Property Code concepts creatively. Create a short comic strip or illustrated scenario that explains copyright and moral rights in a way that's easy for others to understand.

Week	Learning Competency	Suggested Activities
		● Tool Time Adventure ○ Explore and identify traditional illustration tools, materials, and equipment. In groups, create a labeled visual display or mini-exhibit of different drawing tables, tools, correcting materials, coloring media, and papers/canvases, explaining their purpose and proper use. ● Masterpiece in Motion ○ Apply traditional tools and materials to create a complete artwork. Using the appropriate drawing tools, correcting tools, coloring media, and paper or canvas, collaboratively produce an illustrated artwork that demonstrates proper technique and material use. ● Ergo-Detectives ○ Identify and understand proper workplace ergonomics and safety requirements. In groups, inspect a mock or real workspace, spot ergonomic and safety issues, and propose solutions to improve comfort, safety, and efficiency.

Week	Learning Competency	Suggested Activities
		• Tool TLC Challenge ○ Learn proper storing and maintenance of illustration tools and equipment. Demonstrate correct ways to store, clean, and maintain drawing tools, tables, and materials, then create a visual guide or checklist for best practices.
	• Apply different traditional drawing techniques	• Line & Shade Challenge ○ Apply line art, shading, and value techniques in creative compositions. In groups, create a drawing using line art, patterns, repetition, and shading to emphasize value and contrast, forming a balanced and visually striking composition. • Patterned Masterpiece ○ Explore patterns, repetition, and composition to enhance visual storytelling. Design an artwork that incorporates repeated patterns, contrasting values, and thoughtful composition to guide the viewer's eye across the piece.
2	• Create basic shapes with illusion of volume using traditional drawing techniques.	• 3D Shape Builders ○ Transform basic 2D shapes into 3D forms using perspective and shading. In groups, convert 2D shapes like circles, squares, and triangles into 3D forms

Week	Learning Competency	Suggested Activities
		(sphere, cube, pyramid, cone) using one-point, two-point, or three-point perspective, then apply shadows and lighting for realism. ● Perspective City Challenge ○ Apply perspective drawing and lighting to create volumetric compositions. Collaboratively design a cityscape or scene using perspective techniques, transforming basic shapes into buildings and objects, and adding shadows and highlights to convey depth.
	● Create figures and objects from basic shapes using traditional drawing techniques.	● From Shape to Life ○ Transform basic shapes into realistic figures using proportion, perspective, and shading. Using grids, overlapping, foreshortening, and atmospheric perspective, create a scaled figure or object, then apply appropriate colors, lighting, shadows, and texture. ● Textured World Challenge ○ Combine perspective, shading, and texture techniques to enhance visual depth. In groups, design a scene or object transforming basic shapes into figures, incorporating proper proportions, light sources, shadows, color, and textures using varied pressure and strokes.

Week	Learning Competency	Suggested Activities
3	Create human figures using traditional drawing techniques.	Human Form Explorer - Understand human anatomy, proportions, and gesture through dynamic drawing. In groups, create gesture sketches of human figures using simplified skeletons and armatures, emphasizing correct proportions of the head, body, arms, and legs.
		Portrait & Pose Challenge - Apply anatomy knowledge to portrait and full-body figure drawing. Draw a series of portraits and full-body figures, focusing on accurate proportions, facial features, hands, feet, and expressive poses using gesture drawing techniques.
Suggested Performance Tasks		Individual Performance Task: Illustrator's Blueprint: From Basics to Figure Mastery - Demonstrate understanding of illustration fundamentals, legal and ergonomic principles, and traditional drawing techniques by producing a structured illustration study from basic shapes to human figure. - Briefly explain illustration fundamentals, relevant visual arts laws (e.g., copyright and intellectual property), proper tools/material classification, and ergonomic setup; then create a drawing plate that includes shaded basic shapes with volume, constructed objects from shapes, and a properly proportioned human figure using traditional drawing techniques.

Week	Learning Competency	Suggested Activities
		• Group Performance Task: Creative Studio Simulation: The Professional Illustrator Challenge ○ Collaboratively apply illustration principles, legal awareness, ergonomic practices, and traditional drawing techniques to produce a complete illustration output. ○ In groups of 3–5, simulate an illustration studio by assigning roles (materials manager, ergonomics supervisor, legal researcher, lead illustrator), discuss fundamentals and relevant visual arts laws, demonstrate proper workspace setup, classify tools/materials, and produce a group illustration featuring volumetric shapes, constructed objects, and a human figure using traditional techniques, followed by a brief process presentation.
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.	
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	
4	• Discuss the tools and equipment for digital drawing.	• Digital Studio Setup Challenge ○ Learn to set up an efficient digital drawing workspace. In groups, configure a digital workspace in an illustration software by setting up documents, libraries, and window palettes, then present your setup and explain your choices.

Week	Learning Competency	Suggested Activities
		• Tool & Software Exploration Quest ◦ Familiarized with digital drawing tools and software features. Explore different digital drawing equipment and software types, identify key window elements, and create a short, illustrated demo using selected tools
	• Apply different digital drawing techniques	• Digital Line & Shade Challenge ◦ Apply line art, shading, and value to create visually striking digital compositions. In groups, design a digital artwork using line art, patterns, repetition, shading, and contrast while maintaining a balanced and effective composition. • Patterned Pixels Project ◦ Explore patterns, repetition, and composition using digital media. Create a digital illustration that incorporates repeated patterns, varying values, shading, and strong composition principles to enhance visual depth and appeal.
5	• Create digital drawings of basic shapes with illusion of volume	• Digital 3D Shape Lab ◦ Transform 2D shapes into 3D forms using perspective and lighting in digital media. Using digital tools, create 3D shapes from circles, squares, and triangles with one-point, two-point, or three-point perspective, and add shadows and lighting for realistic volume.

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		• Virtual Perspective City ○ Apply digital perspective techniques to construct volumetric compositions. Design a digital scene or cityscape using transformed 3D shapes, incorporating perspective, shadows, and lighting to create depth and realism.
6	• Create digital drawings of figures and objects using basic shapes	• Digital Figure Builder ○ Apply proportions, scaling, and perspective to create realistic digital figures. Using grid, symmetry, and overlapping techniques, digitally draw a figure or object, adding appropriate line work, shading, textures, and lighting effects. • Light & Shadow Digital Challenge ○ Explore line, shading, and texture to enhance digital illustrations. In groups, create a digital composition of figures or objects that demonstrate atmospheric perspective, correct proportions, shadows, highlights, and textured strokes for depth and realism.
Suggested Performance Tasks		• Individual Performance Task: Pixels to Vectors: The Digital Illustrator Challenge ○ Demonstrate mastery of digital illustration tools and techniques by creating a structured artwork progressing from volumetric shapes to vector-based illustration. ○ Briefly present the digital tools and equipment you will use, then create a digital illustration plate that includes shaded basic shapes with volume, figures or objects

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	constructed from shapes, and a finalized vector artwork applying digital drawing techniques. Group Performance Task: Digital Art Studio: Raster to Vector Production Challenge - Collaboratively produce a polished digital illustration by applying digital drawing tools, techniques, and vector workflows. - In groups of 3–5, assign roles (tools specialist, raster artist, vector artist, quality checker), discuss the tools and techniques to be used, create volumetric digital shapes, develop figures or objects from basic shapes, convert or design a final vector artwork, and present the workflow and output as a digital studio project.	
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.	
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	
6	Create vector art using digital drawing techniques	Vector Masterpiece Challenge - Apply vector techniques, transformation, and color theory to create a polished digital illustration. Using vector software, design artwork employing line art, path manipulation, shape building, layers, masks, and visual hierarchy, while applying color models, gradients, and color theory.

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		● Raster vs. Vector Exploration ○ Understand differences between vector and raster graphics while practicing vector design. In groups, create a vector illustration, export it in different vector and raster formats, then explain how each format affects quality, scalability, and color usage.
Performance Standard	The learners create visually appealing concept art using appropriate digital media and drawing techniques to convey intended ideas	
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	
7	● Perform gathering of information from common sources for concept art	● Art Detective Quest ○ Learn to gather primary and digital sources for concept art research.

Week	Learning Competency	Suggested Activities
		In groups, investigate and collect sketches, artworks, articles, and online tutorials on a chosen theme, then present a reference board showing your findings. Concept Art Inspiration Board - Apply research skills to gather references for concept art creation. Using both digital and traditional sources, compile a reference collection of images, sketches, and notes to inspire an original concept art piece, highlighting sources used. Character Detective Challenge - Analyze and understand the design requirements of effective characters. In groups, examine a well-known character, identify its role, appeal, key features, and unique attributes, and explain how it connects to the story context. Story-Driven Character Design - Create characters that are coherent with story context and audience appeal. Design an original character for a given story scenario, ensuring it meets design requirements, has distinct features, and aligns with its role in the narrative.

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8-9	Create concept art using appropriate digital drawing techniques	Ultimate Character Creation Challenge - Apply all concept art techniques to design a fully-realized digital character. In groups, create a character with turn-arounds, action poses, expressions, props, wardrobe, and backgrounds, applying line and shape language, color schemes, textures, symmetry, proportion, and foreshortening, then organize and export files properly. Digital World Builder - Integrate characters and environments into cohesive concept art compositions. Design a digital scene including characters, landscapes, and settings, ensuring proper artwork dimensions, color modes, rule of thirds, perspective, and final export and print settings for presentation.
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.	
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	

Week	Learning Competency	Suggested Activities
10	Analyze illustration styles.	Illustrator Spotlight - Explore different illustration styles and the works of popular illustrators. In groups, research a well-known illustrator, analyze their style, techniques, and signature elements, and present a visual report highlighting key observations. Style Swap Challenge - Apply knowledge of illustration styles by experimenting with them. Choose a famous illustration style, then recreate a simple scene or character in that style, explaining which techniques and elements you adapted.
11	Analyze design briefs for digital illustration.	Design Brief Detective - Understand the importance and components of an illustration design brief. In groups, analyze a sample design brief, identify its key components, and discuss how it guides the illustration process. Create Your Own Brief Challenge - Practice developing a complete illustration design brief. Develop a design brief for an original illustration, including all key components and a questionnaire to gather client or audience requirements.

Week	Learning Competency	Suggested Activities
		● Digital Artwork Production Challenge ○ Apply digital illustration techniques from sketching to final design. Create a complete digital illustration using proper canvas size, resolution, aspect ratio, color mode, line drawing, thumbnails, storyboarding, layering, brushes, masks, and blending, then organize and export files correctly. ● Portfolio-Ready Masterpiece ○ Combine proportion, scaling, texture, color, and presentation for a professional digital artwork. Using guides and grids for proportion, apply color schemes, custom swatches, texture, and digital painting techniques, then prepare mockups, export settings, and organize files for a digital portfolio presentation.
	● Compute for design costs for illustration	● Price It Right Challenge ○ Learn to apply pricing strategies in illustration projects. In groups, calculate the price of a sample illustration project using the Designers Union minimum price list, value-based pricing, and cost-plus pricing, then justify your chosen approach.

Week	Learning Competency	Suggested Activities
		• Illustrator's Business Simulation ○ Understand how pricing affects the value and profitability of design work. Simulate a freelance project by estimating costs, applying different pricing models, and presenting a pricing plan that balances client expectations and designer value.
Suggested Performance Tasks	• Individual Performance Task: Style & Budget: The Solo Illustrator Challenge ○ Create a digital illustration based on a design brief by selecting an appropriate style and computing its production cost. ○ Read a provided design brief, analyze the illustration styles that best suit the concept, produce a digital illustration reflecting the brief's ideas, and compute the design cost considering time, tools/software, and labor. Submit your illustration with a simple cost breakdown sheet. • Group Performance Task: Studio Simulation: From Brief to Budgeted Illustration ○ Collaboratively produce a styled digital illustration from a design brief and calculate its production cost using studio workflow. ○ In groups of 3–5, assign roles (style analyst, lead illustrator, cost manager, quality checker), analyze the design brief, select an appropriate illustration style, create a digital illustration representing the brief, compute the total design cost, and present the finished artwork along with the budget and workflow process.	