

Illustration AAS Degree Program

<http://fitnyc.edu/illustration>

School of Art and Design

Applications accepted for fall only. NYSED: 00763 CIP: 50.0410

The major in Illustration offers qualified students the opportunity to prepare for staff positions and a freelance career as illustrators in graphic design firms, ad agencies, and publishing houses. Curriculum below is for the entering class of fall 2025.

Semester 1		Credits
MAJOR AREA	IL 153 - Drawing Foundation I	3
	IL 161 - Illustration Process I	3
RELATED AREA	FA 110 - Sculpture Studio: Visual Expression of Form and Space	1.5
	PH 104 - Basic Digital Photography for Visual Design Communication	2
ART HISTORY	choice - see Requirements	3
GENERAL EDUCATION	choice - see Requirements	3
Semester 2		
MAJOR AREA	IL 105 - Painting Process I: Color Theory and Applications	3
	IL 125 - Introduction to Digital Illustration Techniques or CG 271 - Design Fundamentals for Animation and Game Design	2
	IL 154 - Drawing Foundation II	3
	IL 162 - Illustration Process II	3
GENERAL EDUCATION	choice - see Requirements	3
	choice - see Requirements	3
Semester 3		
MAJOR AREA	IL 262 - Pictorial Problem Solving	3
	IL 264 - Visual Interpretation	3
	IL 272 - Illustration Rendering Techniques	1.5
RELATED AREA	CD 201 - Computer Typesetting and Design	2
ART HISTORY	choice - see Requirements	3
GENERAL EDUCATION	choice - see Requirements	3
Semester 4		
MAJOR AREA	IL 201 - Painting Process III: Figure as Visual Communication	3
	IL 263 - Advanced Pictorial Problem Solving or IL 265 - Advanced Visual Interpretation	3
RELATED AREA	choice - see Related Area Electives	1.5
GENERAL EDUCATION	choice - see Requirements	6
ELECTIVE(S)	choice - General Elective(s)	1.5
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	ELECTIVE(S)	1.5
	MAJOR AREA	30.5
	RELATED AREA	7
Total Credits:		63

Fall 2024 Requirements: See below.

Related Area Elective(s): 1.5 credits

CHOICE of any elective course for which prerequisites have been met in Accessories Design (LD); Advertising Design (AD); Communication Design (CD); Animation, Interactive Media & Game Design (CG); Creative Technologies (CT); Entrepreneurship (EP); Fabric Styling (FS); Fashion Design (FD); FX 261; Fine Arts (FA); Graphic Design (GD); Interior Design (ID); Jewelry Design (JD); Menswear (MW); Packaging Design (PK); Photography (PH); Textile/Surface Design (TD); Toy Design (TY); Spatial Experience Design (VP).

FIT's Liberal Arts Requirements for Associate Degree Programs: 24 credits total

- Three (3) credits EN 131 meets SUNY GE: Communication-Written (COMW) and Communication-Oral (COMO)
- Three (3) credits of any 200- or 300-level English literature or speech course
- Three (3) credits SUNY GE: Mathematics (and Quantitative Reasoning) (MATH)
- Three (3) credits SUNY GE: Natural Science (and Scientific Reasoning) (NSCI)
- Three (3) credits SUNY GE: Diversity: Equity, Inclusion and Social Justice (DVRS) **excluding History of Art (HA) courses.**
- Three (3) credits Any 100-level History of Art (HA) course
- Three (3) credits any History of Art course
- Three (3) credits from SUNY General Education courses in any of the following areas **excluding History of Art (HA) courses.**
 - SUNY GE: The Arts (ARTS)
 - SUNY GE: World History and Global Awareness (GLBL)
 - SUNY GE: Humanities (HUMN)
 - SUNY GE: Social Science (SOCS)
 - SUNY GE: US History and Civic Engagement (USCV)
 - SUNY GE: World Languages (WLNG)

See list of Gen Ed approved courses under NEW FIT's General Education Requirements and Courses. An FIT Gen Ed course cannot be used to meet more than one General Education area.

Upper Division Alternative(s):

Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Animation, Interactive Media & Game Design, Illustration, Textile/Surface Design, and Toy Design.

Upon graduating from the Illustration AAS program, students will be able to:

1. Integrate a comprehensive illustration "picture making" foundation including drawing, painting, conceptual, and digital skills in conjunction with basic photography and design to enhance visual communication proficiency.
2. Apply a visual vocabulary, as well as critical thinking and problem solving skills to communicate the written word as means of creating industry oriented illustrations.
3. Integrate and apply illustrative style, attitude, aesthetics, and techniques to create expressive visual communication imagery.

4. Identify and employ professional and creative habits and discipline as a means of self-improvement.
5. Present and communicate ideas and information visually and orally.
6. Comprehend and apply the essential business practices and aspects of the illustration field emphasizing professionalism.
7. Develop a portfolio of artwork that demonstrates competency for admission into BFA programs and/or to enter industry.