

# IL: Illustration

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## **IL 102 — Introduction to Digital Sculpting**

1.5 credits; 3 lab hours

A hands-on studio course where students create characters, props and costumes in three dimensions (3D) using the most up-to-date mesh-based digital modeling software. This course is open to all FIT Departments and Professional Studies.

## **IL 103 — Illustrating the Male Figure**

1.5 credits; 3 lab hours

For Menswear students. Study of the human anatomy, proportions, and movement of the male figure, employing varied media, is presented. How garments are affected by muscle movement is emphasized.

## **IL 105 — Painting Process I: Color Theory and Applications**

3 credits; 6 lab hours

In this studio course, students focus on the process of painting and use of color, including basic color theory and application through the creation of a color wheel. They explore the characteristics of pigment through various techniques and transform observational tonal drawings by the application of color.

## **IL 111 — Fashion Illustration I**

3 credits; 6 lab hours

For Continuing Education students. Students study the procedures and principles of fashion illustration and translate drawings from the live model into finished fashion illustrations, rendering clothing and accessories. Use of pen and ink, marker, and brush and wash techniques suitable for black-and-white reproduction is discussed.

## **IL 114 — Fashion Applications**

1.5 credits; 3 lab hours

The fundamental principles and skills required for commercial fashion illustration are taught. Using black-and-white media geared to print and electronic reproduction, students create fashion images working from the live model. Focus is on developing an individual style and creating exciting, dramatic images.

## **IL 123 — Principles of Illustration I**

1.5 credits; 3 lab hours

Explores media, techniques, and art research. Introduces students to printing and the application of general illustration to specific design problems; directs them to tap and discover personal resources for artistic expression.

## **IL 125 — Introduction to Digital Illustration Techniques**

2 credits; 1 lecture and 2 lab hours

In this introduction to basic Adobe Photoshop, students develop illustrative drawing and painting skills using pressure sensitive tablets or displays in the production of digital and traditional imagery from concept to finish.

## **IL 126 — Watercolor Comps and Illustrations**

1.5 credits; 3 lab hours

Students learn to develop a wide variety of illustration projects in watercolor, from comps to finishes that are ready for reproduction. Emphasis is on real-world assignments for newspapers, magazines, packaging, advertising, and children's book illustrations.

## **IL 127 — Applying Color to Illustrate the Written Word**

1.5 credits; 3 lab hours

Students learn to use color to produce effective pictorial representations of the written word. By learning the key properties of color and how to manipulate them, students achieve an understanding of color rendering for reproduction.

## **IL 128 — Perspective Drawing, Composition, and Concept**

1.5 credits; 3 lab hours

Students learn to apply perspective drawing, composition, and conceptualization as a means of developing visual communication skills.

### **IL 133 — Anatomical Life Drawing for the Illustrator I**

2 credits; 1 lecture and 2 lab hours

This introductory course in anatomy and life drawing focuses on the skeletal and muscular systems of the body in order to understand the human form and its proportions, contours, and characteristic periphery of movement.

### **IL 143 — Fashion Drawing I**

2 credits; 4 lab hours

For Continuing Education students. Drawing from the fashion model. Emphasizes line drawing in charcoal, conte, and other black-and-white media.

### **IL 153 — Drawing Foundation I**

3 credits; 6 lab hours

Students develop the ability to draw from observation, including human anatomy. They explore drawing techniques to integrate line, tone and composition. They merge drawing on location with studio drawing and reference materials, as well as maintain a sketchbook for class work and personal development.

### **IL 154 — Drawing Foundation II**

3 credits; 6 lab hours

Through advanced study of the nude and clothed figure at rest and in motion, in the studio and on location, students apply their understanding of anatomy, complex compositions, and use diverse drawing media to complete various assignments. Students develop a sketchbook for class work and personal development. Prerequisite(s): IL 153.

### **IL 161 — Illustration Process I**

3 credits; 6 lab hours

This course establishes fundamentals of pictorial language, critical thinking, composition, and rendering skills. Students use traditional drawing, painting and 3D media techniques to complete projects and develop the work habits necessary to execute successful thumbnail sketches to comprehensive illustrations. Students produce a sketchbook for class work and personal development.

### **IL 162 — Illustration Process II**

3 credits; 6 lab hours

Through conceptual and picture-making skills with an emphasis on the application of linear and tonal perspective, students explore complex compositions, narratives and metaphor. A range of traditional media is explored, and the integration of digital media is introduced. Students maintain a sketchbook for class work and personal development.

Prerequisite(s): IL 161.

### **IL 181 — The Essence of Comic Art**

2 credits; 1 lecture and 2 lab hours

Cultivates the unique graphic style in magazine cartooning, political cartoons, and comic book characters, stressing satire, whimsy, fantasy, and humor. Students develop the ability to succinctly express a comic point of view.

### **IL 183 — Comic Book Illustration**

2 credits; 1 lecture and 2 lab hours

For Continuing Education students. This course addresses the professional process of creating comic book illustration, from character design to panel-to-panel continuity and story development. It focuses on sequential illustration as it applies to visual storytelling in comics.

### **IL 184 — Introduction to Airbrush**

1.5 credits; 3 lab hours

Students learn the mechanics of the airbrush instrument in order to explore creative techniques used in illustration.

### **IL 201 — Painting Process III: Figure as Visual Communication**

3 credits; 6 lab hours

Students expand their painting skills to complete professional assignments. They employ complementary color schemes, perspective and composition and design principles to create the illusion of three dimensional form, texture, space and light, and work from live models and photo reference, integrating digital technology with traditional media.

Prerequisite(s): IL 272.

### **IL 261 — The Italian Way: Lessons from the Masters for Our Time**

2.5 credits; 4 lecture hours

Offered in Florence, this course introduces students to aspects of Italian art and culture that affect their aesthetic and pragmatic points of view as artists. Emphasizes the relationship among the concepts, materials, and techniques used by the masters, and its relevance to today's artist. Approximately five weeks in June/July.

Prerequisite(s): two semesters of History of Art and Civilization courses.

### **IL 262 — Pictorial Problem Solving**

3 credits; 6 lab hours

Students build upon their conceptual skills to execute finished concepts and resolve the specifications of professionally-oriented assignments. Using traditional and digital skills and employing reference materials, students create illustrations that effectively communicate ideas. The business of illustration is explored, including ethics, marketing, and web presence.

Prerequisite(s): IL 162.

### **IL 263 — Advanced Pictorial Problem Solving**

3 credits; 6 lab hours

Students continue to build upon their conceptual skills, to execute finished concepts and resolve the specifications of professionally-oriented assignments. Using traditional and digital skills and employing reference materials, they create illustrations that effectively communicate ideas. The business of illustration is explored, including ethics, marketing, and web presence.

Prerequisite(s): IL 262.

### **IL 264 — Visual Interpretation**

3 credits; 6 lab hours

Students learn to define and express the essence of subject matter in Illustration. They explore drawing, painting, line, tone, shape, color and composition to develop their own style of visual expression. They discern gesture and movement of the figure using traditional media and conceptual techniques to develop visual communication skills and personal style.

Prerequisite(s): IL 154.

### **IL 265 — Advanced Visual Interpretation**

3 credits; 6 lab hours

Students focus on the refinement of their interpretative and technical skills to create advanced illustrations from reference materials and observation. They create imagery through a personal interpretive approach to illustrate specific professionally orientated assignments, and develop a cohesive style.

Prerequisite(s): IL 264.

### **IL 272 — Illustration Rendering Techniques**

1.5 credits; 3 lab hours

This painting course focuses on rendering realistic imagery while building on students' color application skills. Students learn to develop accurate facsimiles of photo images by creating visual illusions of 3D on two-dimensional surfaces with color, shadow, depth, mood, texture, and form.

Prerequisite(s): IL 127 or IL 105.

### **IL 299 — Independent Study in Illustration**

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

### **IL 302 — Drawing for Animation I**

2 credits; 1 lecture and 2 lab hours

Students learn to draw for animation by developing skills through quick gestural action analysis as well as traditional figure drawing techniques. Creation of character interaction, backgrounds, layouts, storylines, staging, and theatrics is emphasized.

### **IL 303 — Drawing for Animation II**

1.5 credits; 3 lab hours

Advanced drawing for animation preparation by drawing the nude and costumed model, focusing on gestural analysis of the figure. The understanding of continuity in storytelling and character development is emphasized through the correlation of color, lighting, media, music, and cultural influences. Students keep a sketchbook/journal.

Prerequisite(s): IL 302.

### **IL 304 — Foundations of Visual Expression for Storyboard and Concept Art I**

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration. Students are introduced to illustration topics that can be applied to filmmaking and other visual communication areas. These include anatomy, figure drawing, motion mechanics, perspective drawing and composition.

### **IL 305 — Foundations of Visual Expression for Storyboard and Concept Art II**

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration. In this foundation course, students improve their artistic proficiency through drawing and painting from observation of the human form. Color theory and composition applied to filmmaking and other visual communication areas is also covered. Prerequisite(s): IL 304.

### **IL 306 — Visual Storytelling for Evolving Media I**

3 credits; 6 lab hours

Using sequential storytelling concepts and technologies, students create stories that move in time and space. They work in teams to complete projects including writing, short animations, app design, picture e-book designs and animated graphic novels. Demonstrations of new media and industry-partnered projects are incorporated throughout the semester. Prerequisite(s): IL 377.

### **IL 321 — Digital Sketching and Comping for the Illustrator**

1.5 credits; 3 lab hours

Using Adobe Photoshop, students learn to create digital artwork and type; make selections; file, retrieve, scan, print, edit, and retouch photography and artwork; and manipulate, color, and combine images in order to produce high-quality sketches and comprehensives. Prerequisite(s): PH 272.

### **IL 323 — Adobe Illustrator for the Illustrator**

2 credits; 1 lecture and 2 lab hours

This course builds on the student's knowledge of vector-based drawing, bitmap-based applications, and basic digital typography and design. Illustrative skills are synthesized with typography and design in order to enhance visual problem-solving abilities as well as opportunities for artistic expression.

Prerequisite(s): IL 125 and CD 201.

### **IL 324 — Digital Painting for the Illustrator**

1.5 credits; 3 lab hours

Adobe Photoshop and Corel Painter are used to apply traditional painting and drawing techniques in a digital format. Students learn how to modify the interface using the Power User's method to work more efficiently. They are encouraged to use these programs to experiment stylistically. Prerequisite(s): IL 125.

### **IL 325 — Digital Illustration Techniques**

3 credits; 6 lab hours

This course emphasizes the integration of traditional illustration skills and techniques with the application of digital technology. Students expand upon software proficiencies, in combination with traditional picture-making techniques, to develop evocative and visually compelling digital illustrations geared to specific commercial markets.

Prerequisite(s): IL 125.

### **IL 326 — Traditional Painting Media: Methods and Materials**

3 credits; 6 lab hours

This course emphasizes the integration of traditional illustration skills and techniques with the application of digital technology. Students expand upon software proficiencies, in combination with traditional picture-making techniques, to develop evocative and visually compelling digital illustrations geared to specific commercial markets. Prerequisite(s): IL 201.

### **IL 362 — The Illustrator's Heritage I**

3 credits; 2 lecture and 2 lab hours

Combines a survey of decorative artists and illustration (late 19th to early 20th century) with visits to museums, galleries, designers' showrooms, and studios.

Students complete illustration projects based on lectures and drawings from a model. (G6: Arts)

Prerequisite(s): IL 201.

### **IL 364 — The Illustrator's Heritage II**

3 credits; 2 lecture and 2 lab hours

Continues a survey of various aesthetic influences on illustrators from the early 1900s to the present. Course is enriched by guest speakers, films, museum visits, and field trips. Students complete illustration projects based on lectures and drawings from the model.

Prerequisite(s): IL 362.

### **IL 374 — Book Illustration I**

1.5 credits; 3 lab hours

Develops skills in interpreting a manuscript or story and creating visual images. The application of various techniques and materials is explored. (G6: Arts)

Prerequisite(s): IL 362.

### **IL 375 — Book Illustration II**

1.5 credits; 3 lab hours

Explores aspects of book illustration, with emphasis on specific imagery for specialized areas such as children's books, science fiction, and juvenile. Emphasis is on professional procedures and portfolio preparation.

Prerequisite(s): IL 374.

### **IL 376 — Fantasy and Science Fiction Illustration**

2 credits; 1 lecture and 2 lab hours

Students explore this genre of illustration through consideration of art, film, novels, and mythology to develop the creative skills necessary to produce images that rely on the imagination, and the extrapolation and integration of visual reference.

### **IL 377 — Book Illustration**

3 credits; 6 lab hours

This course explores both traditional and contemporary approaches to book illustration, including the creation of children's books, young adult books, and graphic novels. Through class projects, students are introduced to essential business practices and procedures. They conceive, design and illustrate their own manuscripts geared to sell in the publishing market.

### **IL 378 — Stylistic Illustration**

3 credits; 6 lab hours

In this course, students develop their unique and personal illustrative style of visual expression and communication. Through professionally-orientated illustration assignments including written material for book, editorial and advertising assignments, they explore diverse media and integrate traditional and digital skills. Prerequisite(s): IL 264.

### **IL 379 — Illustrating the Written Word**

3 credits; 6 lab hours

This course focuses on students' interpretation of the written word as a means to illustrate professionally-oriented assignments and resolve visual problems. They incorporate comprehensive research using traditional and digital skills in conjunction with conceptual processes to produce unique ideas and effective illustrations.

Prerequisite(s): IL 377.

### **IL 383 — Advanced Drawing and Composition: The Personal View**

3.5 credits; 1 lecture and 5 lab hours

Students acquire special drawing techniques to provide new ways of perceiving subjects. Emphasis is on complex projects (multiple figures in background) and research.

Prerequisite(s): IL 382.

### **IL 385 — Illustrating for Contemporary Media II: Images in Sequence**

2 credits; 1 lecture and 2 lab hours

Students apply their traditional drawing skills to conceptualize, compose, and render imaginative storyboard applications for comic books, television, films, video games, and the web. Students work from scripts and learn to think in terms of time and space to create memorable and believable sequential illustrative imagery.

Prerequisite(s): IL 384.

### **IL 389 — Materials and Techniques II: Mixed Media, Including Photography**

2 credits; 4 lab hours

Examines the range of unusual and experimental media available to the illustrator. Enlarges and develops students' personal techniques as it explores experimental options.

Prerequisite(s): IL 388.

### **IL 402 — Illustrating for the Moving Image I: The Storyboard**

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration.

This course covers key aspects of sequential storyboard drawing and painting for the moving image. It addresses composition and narrative content using appropriate graphic tools and media, such as pencil, marker, pen and/or brush and ink, watercolor, gouache, acrylic, and oils.

Prerequisite(s): IL 305.

### **IL 404 — Illustrating for the Moving Image II: Concept Art and Character Design**

3 credits; 1 lecture and 4 lab hours

For students not majoring in Illustration.

Students study the methods of researching period details such as environment, architecture, costume, and weaponry. They learn extrapolative techniques used in genres such as fantasy and science fiction in which the artist must visualize places, characters, objects, and technologies that do not exist.

Prerequisite(s): IL 402.

### **IL 405 — Visual Storytelling for Evolving Media II**

3 credits; 6 lab hours

Students continue to work on projects started in IL 306, or begin new projects to produce a piece of sequential art demonstrating a personal style and vision. They adopt new technologies and techniques befitting their projects. Work is done in teams or individually.

Prerequisite(s): IL 306.

### **IL 461 — Illustration Workshop**

3 credits; 6 lab hours

Exposes students to the working world by assigning actual client-generated projects. Students become familiar with standard business practices including client approval, bookkeeping systems, work schedules, and billing procedures. Reproduction-ready artwork is ultimately delivered to the client.

Prerequisite(s): IL 378 or IL 379 or IL 377.

### **IL 473 — Advanced Visual Story Studio**

3 credits; 6 lab hours

Students continue to work on projects started in IL 405, or begin new ones, to produce a piece of sequential art demonstrating a personal style and vision. They are required to adopt new technologies and techniques befitting their projects. Work is done in teams or individually.

Prerequisite(s): IL 405.

### **IL 482 — Color Rendering in Advanced Media I**

2.5 credits; 1 lecture and 3 lab hours

Examines the techniques, materials, and methods of painting in oils and/or acrylics as they apply to illustration. Encourages professional development as well as experimentation in visual and narrative elements and style.

Prerequisite(s): IL 389.

### **IL 483 — Color Rendering in Advanced Media II**

1.5 credits; 3 lab hours

Utilizing the knowledge and skills acquired in IL 482, students concentrate on developing a highly finished illustration technique while continuing to evolve their individual styles in painting.

Prerequisite(s): IL 482.

### **IL 484 — Advanced Color Rendering I**

3 credits; 6 lab hours

This advanced-level course focuses on the expansion of students' painting and rendering skills through the application of traditional media and techniques of the masters. Students paint the human figure from direct observation to strengthen their visual perception and awareness of three dimensional form, color and space.

Prerequisite(s): IL 326.

### **IL 485 — Advanced Color Rendering II**

3 credits; 6 lab hours

This course builds on and expands students' craftsmanship and painting skills. They continue to refine their illustrative style to create personal visual expression for print and web applications. Students paint the human figure extensively from direct observation to strengthen visual perception and awareness of three-dimensional form, color and space.

Prerequisite(s): IL 484.

### **IL 491 — Mentor/Specialization Projects**

3 credits; 6 lab hours

Encourages the development of the student as a professional. Several semester projects are individually selected and completed under the supervision of the professional mentor, who may be a working professional, a faculty member who is an expert in a particular area of illustration, or a successful graduate.

Prerequisite(s): IL 325 or IL 378 or IL 379.

### **IL 493 — Illustration Portfolio Thesis**

3 credits; 6 lab hours

This course serves as a final preparation for students entering the illustration business. Students submit a written proposal for their self-generated illustration. Guest speakers from industry provide them with insight into business practices, entrepreneurial strategies, and freelance and staff employment. Students present and defend their visual thesis before faculty and peers.

Prerequisite(s): IL 491.

### **IL 499 — Independent Study in Illustration**

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.