

Illustration BFA Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 83464 CIP: 50.0410

The major in Illustration enables students to deepen their artistic talent as freelance illustrators and to prepare them for positions as illustrators, digital artists, graphic designers, art directors, animators, muralists, scenery painters, storyboard artists, advertising comp artists, and fashion sketchers. Curriculum below is for the entering class of fall 2021.

Semester 5		Credits	RELATED AREA	10.5
MAJOR AREA	IL 325 - Digital Illustration Techniques	3	LIBERAL ARTS	15
	IL 326 - Traditional Painting Media: Methods and Materials	3	ELECTIVE	1.5
	IL 362 - The Illustrator's Heritage I	3	Total Credits:	63
	IL 377 - Book Illustration	3		
RELATED AREA	choice - see Requirements*: Related Area Elective(s)	1.5		
LIBERAL ARTS	choice - see Requirements*: Liberal Arts/General Education	3		
Semester 6				
MAJOR AREA	IL 306 - Visual Storytelling for Evolving Media I	3		
	IL 364 - The Illustrator's Heritage II	3		
	IL 378 - Stylistic Illustration or 379 - Illustrating the Written Word	3		
RELATED AREA	CG 213 - 2D Computer Animation	2		
LIBERAL ARTS	choice - see Requirements*: Liberal Arts/General Education	3		
Semester 7				
MAJOR AREA	IL 405 - Visual Storytelling for Evolving Media II or 484 - Advanced Color Rendering I	3		
	IL 461 - Illustration Workshop	3		
	IL 491 - Mentor/Specialization Projects	3		
RELATED AREA	choice - see Requirements*: Related Area Elective(s)	2		
LIBERAL ARTS	choice - see Requirements*: Liberal Arts	3		
	choice - see Requirements*: Liberal Arts	3		
Semester 8				
MAJOR AREA	IL 473 - Advanced Visual Story Studio or 485 - Advanced Color Rendering II	3		
	IL 493 - Illustration Portfolio Thesis	3		
RELATED AREA	BE 402 - The Business of Illustration	1		
	choice - see Requirements*: Related Area Elective(s)	2		
	choice - see Requirements*: Related Area Elective(s)	2		
LIBERAL ARTS	choice - see Requirements*: Liberal Arts	3		
ELECTIVE	choice - General Elective	1.5		
TOTAL CREDIT REQUIREMENTS				
	MAJOR AREA	36		

***Fall 2021 Requirements:** See below.

Liberal Arts: 15 credits

- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets the General Education Other World Civilizations requirement (G9) and one (1) additional HA course. See the full list of Art/Design History courses under HA: History of Art and Civilization.

Liberal Arts Elective(s): 9 credits.

Select Liberal Arts courses (for which prerequisites have been met) from the following subject areas: AB (Arabic); CH (Chinese); EN (English); FI (Film and Media

Studies); FR (French); HA (History of Art); **HE** (Health Education) 201, 301; IT (Italian); JA (Japanese); MU (Music); HI (History); **MA** (Math); **MC** (Modern Languages and Cultures); **PE** (Physical Education and Dance) 215, 216, 217; PL (Philosophy); PO (Portuguese); SC (Science); SP (Spanish); and SS (Social Sciences). Click on a prefix for a listing of courses available in the subject area.

Related Area Elective(s): 7.5 credits.

CHOICE of any elective courses (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); Visual Presentation and Exhibition Design (VP).

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

1. Demonstrate a personal illustration style and technique that uses both traditional and digital skills and incorporates acquired knowledge, experience, judgment, and unique aesthetic vision.

2. Expand a visual vocabulary into personal visual expression and communication applications.
3. Think critically, solve problems creatively, and produce portfolios of industry-oriented artwork.
4. Fuse advanced illustration art, technology, entrepreneurial, and oral presentation skills in preparation for industry.
5. Employ computer technology as a means of personal expression, as well as professional research and promotional applications, including the development of illustrators' websites.
6. Demonstrate professionalism and creative habits and discipline as means of self-improvement and commercial success.
7. Incorporate knowledge of art and illustration history, world history, social sciences, and other liberal arts subjects in producing effective illustrations.