Illustration BFA Degree Program

http://fitnyc.edu/illustration

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 2022.

Semester 5		Credits
MAJOR AREA	IL 325 - Digital Illustration Techniques	3
	IL 326 - Traditional Painting Media: Methods and Materials	3
	IL 362 - The Illustrator's Heritage I	3
	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 IL 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 IL 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 IL 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
	RELATED AREA	10.5
	LIBERAL ARTS	15
	ELECTIVE	1.5
	Total Credits:	**63**

*Fall 2022 Requirements: See below.

Liberal Arts: 15 credits

- **History of Art: 6 credits.** CHOICE of one (1) HA course that meets 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 electives: 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) HE 201, HE 301; IT (Italian); JA (Japanese); HI (History); MA (Math); MC (Modern Languages and Cultures); MU (Music); PE (Physical Education and Dance) PE 215, PE 216, PE 217; PL (Philosophy); PO (Portuguese); SC (Science); SP (Spanish); and SS (Social Sciences). See Liberal Arts Courses.

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); Spatial Experience 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.