

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 2022.

| 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 | 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 2022 Requirements:** See below.

FIT's General Education and Art History Requirements for Art and Design Associate Degree Programs:

- Three (3) credits from each required area, totaling 9 credits: G1, G2, and G3
- Six (6) credits from two (2) different areas in **non-HA liberal arts** courses in G4–G10
- Three (3) credits of any 200- or 300-level English literature or speech course
- Six (6) credits from Art and Design History courses: HA 112 (3 credits, required for all Art and Design majors), plus another 3-credit HA course

FIT's Gen Ed courses are organized into the following categories: G1 Basic Communication; G2 Mathematics; G3 Natural Sciences; G4 Social Sciences; G5 Western Civilization; G6 The Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

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

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).

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.