

ART & DESIGN/ILLUSTRATION (ARIL)

ARIL 101 Introduction to Illustration (3 credits)

Prerequisite(s): ARFD 100. Restriction(s): BFA Illustration Majors Only or Department Permission. In this course, students plunge into the professional field of illustration through different media formats and functions, while gaining an introduction to the diverse markets within the illustration industry. This course applies foundational artistic principles to the practice of illustration through the utilization of composition, value, perspective, and color theory to foster conceptual thinking and facilitate visual narrative. Students will cultivate ideas and concepts through several projects that emphasize the vital roles that contemporary and historical research, and the use of photographic references, play in illustrative ideation. Students will learn the life cycle of developing an illustration through fast sketching, value studies, experimenting with a variety of artistic mediums, and group critiques, to bring their work to completion. Students will also spend a couple of weeks in this course drawing from nude models (of varied gender expressions) in a studio setting.

ARIL 103 Acrylic Painting for Illustration (3 credits)

Prerequisite(s): ARFD 101. Restriction(s): BFA Illustration Majors Only or Department Permissions. In this course students learn how to leverage the versatility of acrylic painting as an illustration medium. First, the class will be led through various demonstrations to create several small exercises that apply the use of color and light, mixing, and blending. Students then study historical and contemporary methods, and discover the vital role of ideation and photographic research to create their own illustration, with an emphasis on The Golden Age of Illustration. The course concludes through demonstration of standard industry practices which may include, but is not limited to: scanning artwork, resolution quality, use of RGB versus CMYK, digital cropping, and digital color correcting to learn how to deliver work to a client.

ARIL 124 Figure Drawing (3 credits)

Prerequisite(s): ARFD 100; and ARFD 101 may be taken concurrently. Restriction(s): Restricted to students enrolled in the following programs: BA Fashion Design and Merchandising; BA Fashion Studies; BFA Illustration; BFA Product Design; BA Visual Arts; BFA Visual Communication Design; Fashion Design minor; Fashion Merchandising minor; Visual Arts minor. An introduction to drawing the human figure. Students in this course will spend the majority of their time drawing from nude models (of varied gender expressions) in a studio setting. Most classes will follow the traditional figure drawing format of beginning with quick gesture drawings, with poses gradually increasing in length of time, and ending with a single sustained pose of an hour or more. The students will be introduced to a wide range of ideas, concepts, stratagems, and materials related to the drawing of the human figure. Ideas and drawing approaches will be illustrated by looking at the visual examples of artworks by both past and present figurative artists. A brief historical overview of various visions of the human image will be presented, as will an introduction of human anatomy for artists. Concurrent with ideas about proportion, foreshortening, scale, and anatomical construct, ideas about line quality, chiaroscuro, and the figure in differing spatial constructs will be explored. Although weekly thematic ideas will be presented, most classes will include an interweaving and repetition of a wide range of concepts. Equivalent course ARFD 124 effective through Summer 2026.

ARIL 200 Digital Painting 1 (3 credits)

Prerequisite(s): ARIL 101 and ARIL 103. Restriction(s): BFA Illustration Majors or Department Permissions. This course comprehensively introduces students to digital painting methods used in creating illustration. Students develop skills using image manipulation and painting tools to replicate and digitally interpret the array of traditional painting techniques. By examining historical and contemporary references and moving through a series of focused exercises, students learn the techniques of visual elaboration. Attention to principles of composition, light, hue, and value, as well as software tools to create clipping masks, speed painting, color blocking, bitmap painting, and vector drawing establish proficiency in industry standard practices. Critiques and discussions introduce students to the norms of digital illustration presentation expectations.

ARIL 203 Watercolor for Illustration (3 credits)

Prerequisite(s): ARIL 103. Students explore the use of watercolor as a painting medium for various illustration industries. Initial exercises include: setting up a mobile palette for alla prima, building transparent layers, dry brushing, paint lifting, and use of masking mediums. Projects emphasize the use of personal photography and life studies to create realistic medical or anatomical illustrations, botanical illustrations, and a whimsical environment study. Through critique discussions, students identify areas where improvement is needed, and will refine their work to complete several successful watercolor illustrations by the semester's conclusion.

ARIL 205 Pen and Ink for Illustration (3 credits)

Prerequisite(s): ARIL 101. This course will survey the versatility of pen and ink as a medium in application to various illustration industries. Through a series of lectures, students will analyze how classic pen and ink illustration has contributed to the succession of contemporary styles used in picture books, comics, storyboard art, and editorial cartoons. Introductory exercises include techniques in hatching, stippling, tiling, and ink wash. Emphasis is placed on creating texture, as well as the use of line weight to indicate atmospheric perspective. Students will engage in critique that will inform improvement needed on their assignments in order to achieve several successful pen and ink illustrations through the completion of this course.

ARIL 223 World-building for Fantasy Illustration (3 credits)

Prerequisite(s): ARIL 124 and ARIL 101. Restriction(s): BFA Illustration Majors or Department Permission. In this course, students will learn the art of visual narrative through the utilization of fantasy environments and creature building as a case study for a world-building exercise. Students will also study how reality informs fiction, and how illustration can be used to help imagine new worlds with social and cultural possibilities. Through the application of ideation and sketching, anatomical research, and constructing three-dimensional models/ maquettes for reference, the class will utilize group discussion to revise and perfect their individual fantasy illustrations. With an emphasis on using perspective to create environment design, this course will take students through the life cycle of building an immersive, fictional world to become proficient in fantasy illustration. Various applications using fictive worlds including, but not limited to role-playing games, table-top games, or book covers may be discussed. Equivalent course ARIL 225 effective through Fall 2026.

ARIL 225 Art of the Visual Narrative (3 credits)

Prerequisite(s): ARIL 101. Restriction(s): BFA Animation / Illustration majors only. Students study the art of storytelling and creative writing through visual media. Projects include the application of narrative in advertising, video games, picture books, graphic novels, film, comic arts, animation, and illustration. Equivalent course ARIL 223 effective through Fall 2026.

ARIL 253 The Art of Caricature (3 credits)

Prerequisite(s): ARIL 124. Restriction(s): Art and Design Majors. Open to all Art and Design majors, students in this course will learn to bend the rules of human anatomy and proportion to learn the exaggeration techniques of creating caricatures for illustration. An introduction to caricatures used in the entertainment, advertising, and editorial industries will be discussed. Course content includes researching and bringing authenticity with cultural responsibility to the details of a caricature design. A range of formats and media for caricature execution will also be discussed.

ARIL 261 Character Design (3 credits)

Prerequisite(s): ARIL 124 and ARIL 101. Restriction(s): BFA Illustration majors or Department Permission. Students in this course study the use of techniques and stylizations used by historical and contemporary illustrators to design characters for industries including, but not limited to: publishing, games, licensing, and pre-production design for animation. Students will use anatomical research to understand how to bend the rules of proportion and explore conceptualizing and sketching characters including humans, anthropomorphic objects, and animals. Character shape, persona, context, and emotional development are portrayed in a sketch series that include physical details and 360-degree visualizations of characters at rest and in action. Emphasis is placed on character development through critique and discussion for students to demonstrate a professional series of character studies, turnarounds, and lineups by the end of the course.

ARIL 262 Illustration and Motion 1 (3 credits)

Prerequisite(s): ARIL 101. This course will provide a foundation of moving sequential illustrations through the drawing exercises used by classic Disney artists. Emphasis is placed on how drawings move in sequence and will require students to create simple, consistent drawings in large volume weekly. Assignments will introduce the movement of 2-dimensional objects through animation pencil tests, and conclude with the creation of digital walking and acting characters. Lectures include the analysis of using classic motion-based media in contemporary experimental techniques.

ARIL 264 Digital Illustration (3 credits)

Prerequisite(s): ARIL 225. Restriction(s): BFA Animation / Illustration majors only. Course dedicated to the fast-paced world of magazine and newspaper illustration, with a heavy focus on concepts and how to interpret a story, but also including some new developments such as simple animations for online and mobile editions.

ARIL 300 Digital Painting 2 (3 credits)

Prerequisite(s): ARIL 200. Restriction(s): BFA Illustration majors only. This course continues the exploration and application of digital painting software as a medium for illustrators. Students learn to create their own Photoshop brushes to deliver their own digital illustration style. Projects blend digital technology with traditional theory, forming an advanced specialty technique. Particular focus on the nuances of color, expression, and environment will build the student's professional creativity to create digital illustrations that appear as if executed in traditional media.

ARIL 301 Industry Preparation (3 credits)

Prerequisite(s): ARIL 202. Professional experience during a college career is a significant necessity and initiation to the industry. This course supervises students throughout the individual portfolio and website development. Students learn how to form a proper resume and drafting a suitable cover letter for explicit job opportunities. Lessons and projects include an online profile set-up and resume upload to networking sites, and methods of research and application to internships. Students learn professional practices, etiquette, and are required to attend networking events. Projects involve preceding classwork crafted to a professional level as well as projects specific to internship trends. Upon the conclusion of the course, students will apply to a minimum of fifteen internships. Offered as ARIL 301 through Winter 2023. To become ANIM 401 effective Spring 2023.

ARIL 302 Intermediate 3D Modeling (3 credits)

Prerequisite(s): ARIL 202. This course resumes the exploration of advanced techniques in 3D sculpting and topology for animation, dynamics, and 3D printing. Students develop their practice building and sculpting 3D models through an in-depth analysis of character design and anatomy as well as hard-surfaced modeling. Offered as ARIL 302 through Winter 2023. To become ANIM 302 effective Spring 2023.

ARIL 311 Comics (3 credits)

Prerequisite(s): ARIL 200 and ARIL 261. Restriction(s): BFA Illustration majors. Students in this course use discussion, examination, analysis, and experimentation to achieve professional, expressive cartoons through a range of comic formats. From a prompt to publication-ready content, students will execute single-panel satirical cartoons, humorous comic strips, single page comics, and comic zines. Page layouts, concepts, and styles are explored using historical and contemporary examples to achieve humorist execution. Assignments are treated as part of a publication process that functions on firm deadlines for delivery, revision, and final artwork.

ARIL 312 Products and Zines for Conventions (3 credits)

Prerequisite(s): ARIL 200; and ARIL 323 may be taken as a prerequisite or a corequisite. Restriction(s): BFA Illustration majors only. In this course, students will create multiple projects associated with illustration festival conventions. Throughout the class, students produce a group zine, an individual comic, and three packaged illustrated products for selling to the public at a festival. This class challenges students in areas such as package design, visual layout, and creating commodities that will retail at conventions such as Museum of Comic and Cartoon Art Arts Festival (MoCCA Fest) held by The Society of Illustrators in NYC.

ARIL 314 Children's Book (3 credits)

Prerequisite(s): Any course fulfilling SEEDS attribute Effective Writing I; and ARIL 223 and ARIL 261. Restriction(s): BFA Illustration Majors Only. This course will survey the children's book publishing market and take students through the life cycle of creating a character-driven picture book proposal ready for professional submission. Students will begin by developing a narrative for an original character that will evolve into a full picture book dummy. Significant course components include: an introduction to the various styles of illustration in the historical and contemporary picture book industry, creative writing, creating appealing characters for a young audience, developing a book dummy, and illustrating three pages in color. Students will explore the practices of the traditional book publishing industry by learning how to query and submit their materials to publishing houses and literary agents. Through the completion of this course, students will have a fully developed proposal for a picture book submission with a targeted client and agent list. At the end of the semester, students will have an opportunity to meet an art-buying professional from a publishing house or literary agency.

ARIL 315 Mixed Media Concepts (4 credits)

Prerequisite(s): VIST 282; and ARIL 300 may be taken as a prerequisite or a corequisite. Restriction(s): BFA Illustration Majors only. Students study the use of conceptual and critical thinking in historical and modern illustration to develop their own visual ideas for an illustration series demonstrating strong technical and communication skills. The student originates and carries an idea through the stages of ideation to elaboration and refinement, and will explore a variety of mediums to develop a unique illustration style of their own. Through several applications of mixed media in both traditional and digital formats, students will explore their illustrative style discursively and develop a workflow that they may wish to use in execution of their Thesis Project. The course concludes with a series of work rendered through a range of styles and media, and a written analysis of the student's concept, research, processes, and discovery of a new illustrative voice.

ARIL 323 Text and Image (3 credits)

Prerequisite(s): ARIL 200. Restriction(s): BFA Illustration majors only. Type is a crucial aspect of illustration craft and students will engage pragmatic concerns associated with selecting, combining, and creating lettering for illustration. This course examines and develops skills to effectively use digital fonts and hand drawn letter and number symbols in illustration. Projects teach the proper use of typography to aesthetically enhance expression and/or communicate specific meanings.

ARIL 335 Animated Illustration (3 credits)

Prerequisite(s): ARIL 262. Technology enables illustrators to incorporate movement, animation, sound, music, and multimedia effects. Publications generate a distinct product by employing editorial illustrators to describe and represent an anecdote visually. Through various projects, this course covers the benefits of added mobility in illustration. Offered as ARIL 335 through Winter 2023. To become ANIM 335 effective Spring 2023.

ARIL 345 Art Licensing (3 credits)

Prerequisite(s): ARIL 200. Restriction(s): BFA Illustration Majors only. In this course, students illustrate licensing collections to pitch to manufacturers for a variety of retail products including greeting cards, fabric, gift items, and home decor. Projects include creating illustrations for: stationery, repeat patterns, gift wrap, paper party supplies, and creating 2-dimensional prototypes for items such as gift bags, plates, and cups. Discussions include how to showcase a professional licensing collection, developing a pitch for these collections, and researching potential clientele.

ARIL 349 Concept Design for Gaming (3 credits)

Prerequisite(s): ARIL 225. Concept illustrators consider characters in worlds, diverse environments, and articles discovered in gaming. Illustrators blend problem-solving tactics with the capacity of digital tools, anatomy, perspective, color, and visual storytelling to develop innovative theories. Students practice an array of methods to produce a body of work that exhibits technical skill and aptitude for successful visual narrative. Offered as ARIL 349 through Winter 2023. To become ANIM 349 effective Spring 2023.

ARIL 364 Visual Development (3 credits)

Prerequisite(s): ARIL 200 and ARIL 223 may be taken as a prerequisite or corequisite. Restriction(s): BFA Illustration Majors Only or Department Permission. Throughout this course, students will be guided through the process of creating concept art using immersive world-building and 3D tools within digital painting software. The class will be supplied with a prompt in order to deliver original narratives for storyboarding. Students will learn the fundamentals of creating a sketch bible, environment design, cinematic character shots, and key frame illustrations. Emphasis is placed on creating professional-quality digital artwork for popular genres in the film and video game industries including, but not limited to: role-playing, action, adventure, horror, or sci-fi. Equivalent course ARIL 264 until Fall 2026.

ARIL 370 Illustration and Motion 2 (3 credits)

Prerequisite(s): ARIL 262. Restriction(s): BFA Illustration majors only. This course further develops digital software techniques to enhance motion-based illustrations that are at a more advanced level. Students will practice industry-standard motion graphics skills and techniques to create professional and polished work, and will exercise visual storytelling in the development of storyboards and animatics for a short narrative project.

ARIL 401 Editorial Illustration (3 credits)

Prerequisite(s): ARIL 300. Restriction(s): BFA Illustration majors only. Editorial is a fast-paced field of magazine and newspaper illustration related to written text and commentary cartoons. This course concentrates on the conceptual importance and practices of textual analysis to develop unique visual ideas that communicate a text's concept. Students will develop viable illustration techniques for reproduction in print and online media. Projects are based upon unfolding newsworthy events and 'magazine' pieces. Students will have opportunities to network professionally and publish their editorial illustrations.

ARIL 402 Illustrating for Community Partners (3 credits)

Prerequisite(s): ARIL 300 and ARIL 323. Restriction(s): BFA Illustration Majors Only. Students in this course will work in teams to collaborate with a local business partner to create an advertising campaign focused on illustration. The campaign may entail: creating a brand identity, creating and illustrating labels for products, and illustrating poster designs or advertisements for print and/or web. Particular attention to cultural responsibilities towards the local community will be addressed. Pre-production development may include sketches and/or storyboard approvals from the business partner. By the completion of this course, students will develop a professional advertising campaign presentation that demonstrates interpersonal networking skills within the classroom and local community, and professional experience which may result in a published project.

ARIL 422 Thesis Project (4 credits)

Prerequisite(s): ARIL 300 and 315. Restriction(s): BFA Illustration majors only. This is the illustration thesis course. Students map out ideas and work to produce a high quality representation of their capabilities through a professional project that they would like to pitch to a client or studio and/or showcase on their professional website. Developing a self awareness of time management for a preferred workflow is emphasized. Successfully completed thesis projects will be targeted to one specific illustration industry which may include one of the following: preproduction development work (such as a storyboard, environment designs, or concept work), work for publishing (such as a children's book dummy, a graphic novel pitch, a comic, or a series of themed editorial illustrations), a licensing collection, or illustrations for advertising. Completed thesis projects will be professionally exhibited at the university during the end of Spring semester.

ARIL 423 Animation/Illustration Thesis II (4 credits)

Prerequisite(s): ARIL 422. Restriction(s): BFA Animation / Illustration majors only. Part two of the senior thesis is completed during the last semester before graduation. Students work to finish their thesis with ongoing dialogue through one on one and group critiques. Successful projects are exhibited in the George Segal Gallery with opening night after the commencement ceremony. Offered as ARIL 423 through Winter 2023. To become ANIM 423 effective Spring 2023.

ARIL 430 Advanced Illustration (3 credits)

Corequisite(s): ARIL 450 - Professional Practice in Illustration. Prerequisite(s): ARIL 422 may be taken as a prerequisite or a corequisite. Restriction(s): BFA Illustration majors only. This senior level illustration course will further refine students' techniques, concepts, style, and voice as illustrators, while teaching them to build portfolio quality work. Students will develop a body of work that is targeted to a specific industry and work individually with the professor to create their own assignments and prompts to deliver professional quality illustrations that will be used for their portfolio website.

ARIL 450 Professional Practice in Illustration (3 credits)

Corequisite(s): ARIL 430 - Advanced Illustration. Prerequisite(s): ARIL 422 may be taken as a prerequisite or a corequisite. Restriction(s): BFA Illustration majors only. This course prepares students for the business aspects of the illustration market. Students will practice interpersonal skills including professional networking and developing and delivering a pitch for a project. Lectures include topics on continued practice post graduation, how to target clients, marketing, promotion, and understanding contracts. Additional presentations will be delivered by various professionals from different illustration fields and will offer insight on how to develop one's career. By the conclusion of this course students will create: a portfolio website, professional social media accounts, marketing materials that include a unique brand identity, a professional network community, and a self-business plan that they will follow post graduation. Equivalent course ARIL 350 effective through Summer 2025.