

Bachelor of Fine Arts Illustration (General Emphasis)

First Year

MEDA 111 Drawing I

Introduction to the representation of three-dimensional forms in two-dimensional space. Focus on drawing one-, two-, and three-point linear perspective systems from observation and imagination. Develop: Measuring and sighting techniques; drawing skills; value and lighting; design approaches. Prerequisite(s): None.

MEDA 112 2D Design

Develop an understanding of visual language and compositional structure using the basic elements and principles of design. Introduction to color theory and application. Prerequisite(s): None.

MEDA 115 Figure Drawing I

Introduction to figure drawing. Use observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Prerequisite(s): None.

MEDA 123A - 3D Design for IL

Introduction to elements and principles of 3D design: space; form and mass; scale; proportion; gravity and equilibrium; research; drawing. Work from observation to acquire understanding of human body relative to invention of character. Emphasis on application of the following to human gesture and movement in dimensional space: skeletal structures; narrative; observation and invention; reference and interpretation. Emphasis on maquette-making and sculpting in clay; importance of craftsmanship. Expand understanding of color, patina, and surface. Prerequisite(s): none.

MEDA 125B Figure Drawing II for GA & IL

Continued study of observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Create figures and animals from observation with realistic: structure; dynamics; sustained poses; anatomy. Prerequisite(s): MEDA 115.

MEDA 126A Drawing II for IL

Continued study of the representation of accurate three-dimensional forms in two-dimensional space. Focus on drawing and painting still-life, interiors, and landscapes from observation employing perspective, and accurate value and color structures. Developing measuring and sighting techniques, drawing and painting techniques, and design approaches are also emphasized. Prerequisite(s): MEDA 111.

Second Year

ILLU 251 Illustration I

Introduction to illustration through narrative drawing and painting. Black- and-white and color media are used to form clear concepts and give expression to the single-image story. Emphasis on picture-making procedures, from concept development to finished art. Prerequisite(s): None.

ILLU 271 Illustration Media

Experiment with a variety of media, tools, and supports. Explore possibilities of illustration in: black and white; color; wet and dry mediums. Emphasis on improving technique and visual communication skills. Prerequisite(s): None.

ILLU 277 Painting I

Introduction to materials, methods, and fundamental principles of painting. Develop perceptual abilities, sensitivity to color, and compositional ideas. Subject matter includes still life, landscape and the figure. Prerequisite(s): None.

ILLU 224 Figure III

Advanced exploration of human figure in form, proportion, and anatomy. Progress from accurate representation of the figure to informed, gestural expression. Formal aspects of drawing are studied through intensive observation of live models. Draped and undraped models used. Prerequisite(s): MEDA 125 Figure Drawing II.

ILLU 252 Illustration I

Continued instruction in illustration through narrative drawing and painting. Black-and-white and color media are used to form clear concepts and give expression to the single-image story. Emphasis on picture-making procedures, from concept development to finished art. Prerequisite(s): ILLU 251.

ILLU 261 Digital Illustration

Introduction to fundamentals of digital illustrating using both draw and paint programs. Prerequisite(s): ILLU 251.

ILLU 278 Painting II

Continued study of materials, methods, and fundamental principles of painting. Develop perceptual abilities, sensitivity to color, and compositional ideas within the context of still life, interior, and landscape subject matter. Includes brief introduction to figure painting. Prerequisite(s): ILLU 277 or permission from instructor.

Third Year**ILLU 325 Figure IV**

Advanced exploration of the form, proportion, and anatomy of the human figure. Progress from accurate representation of the figure to informed, gestural expression. Study formal drawing through intensive observation of live models. Draped and undraped models used. Prerequisite(s): ILLU 224.

ILLU 377 Figure Painting I

Advanced painting course stressing the realistic representation of the human figure in oils. Emphasis is on developing composition skills, along with portraying the live figure using both draped and undraped models. Prerequisite(s): MEDA 125A or MEDA 125B.

ILLU 378 Figure Painting II

Continued advanced painting course stressing the realistic representation of the human figure in oils. Emphasis is on developing composition skills, along with portraying the live figure using both draped and undraped models. Prerequisite(s): ILLU 377.

GDES 210 Design & Typography

Introduction to principles and application of design and typography. Develop typographic fundamentals, layout, and compositional skills. Apply design process to visual communication problems. Develop solutions through analytical and intuitive approaches to problem solving. Prerequisite(s): None.

ILLU 351 Illustration II

Examination of illustration within the contexts of advertising, editorial and book illustration. Expand ability to communicate to a mass audience through pictures with impact and style. Prerequisite(s): ILLU 252.

ILLU 352 Illustration II

Continued examination of illustration within the contexts of advertising, editorial and book illustration. Expand ability to communicate to a mass audience through pictures with impact and style. Prerequisite(s): ILLU 252.

Fourth Year

ILLU 450 Professional Practices II

Presents information and skills for the preparation of a professional portfolio. Critiques and discussions on business practices will emphasize resumes, interviews, bookkeeping, and contracts. Prerequisite(s): None.

ILLU 451 Advanced Illustration

Development of independent voice in Illustration. Develop Illustration portfolio while undertaking advanced problem-solving in a variety of specialties. Prerequisite(s): ILLU 352.

ILLU 452 Advanced Illustration

Continued development of independent voice in Illustration. Develop Illustration portfolio while undertaking advanced problem-solving in a variety of specialties. Prerequisite(s): ILLU 451.

Bachelor of Fine Arts Illustration (Visual Development Emphasis)

First Year

MEDA 115 Figure Drawing I

Introduction to figure drawing. Use observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Prerequisite(s): None.

MEDA 112 2D Design

Develop an understanding of visual language and compositional structure using the basic elements and principles of design. Introduction to color theory and application. Prerequisite(s): None.

MEDA 111 Drawing I

Introduction to the representation of three-dimensional forms in two-dimensional space. Focus on drawing one-, two-, and three-point linear perspective systems from observation and imagination. Develop: Measuring and sighting techniques; drawing skills; value and lighting; design approaches. Prerequisite(s): None.

MEDA 125B Figure Drawing II for GA & IL

Continued study of observational gesture and expressive drawing to demonstrate: proportion and measurement; volume and space; basic anatomy; format and composition; balance and movement; focus and edge; relation of figure to environment. Create figures and animals from observation with realistic: structure; dynamics; sustained poses; anatomy. Prerequisite(s): MEDA 115.

MEDA 123A - 3D Design for IL

Introduction to elements and principles of 3D design: space; form and mass; scale; proportion; gravity and equilibrium; research; drawing. Work from observation to acquire understanding of human body relative to invention of character. Emphasis on application of the following to human gesture and movement in dimensional space: skeletal structures; narrative; observation and invention; reference and interpretation. Emphasis on maquette-making and sculpting in clay; importance of craftsmanship. Expand understanding of color, patina, and surface. Prerequisite(s): none.

MEDA 126A Drawing II for IL

Continued study of the representation of accurate three-dimensional forms in two-dimensional space. Focus on drawing and painting still-life, interiors, and landscapes from observation employing perspective, and accurate value and color structures. Developing measuring and sighting techniques, drawing and painting techniques, and design approaches are also emphasized. Prerequisite(s): MEDA 111.

Second Year

ILLU 277 Painting I

Introduction to materials, methods, and fundamental principles of painting. Develop perceptual abilities, sensitivity to color, and compositional ideas. Subject matter includes still life, landscape and the figure. Prerequisite(s): None.

ILLU 271 Illustration Media

Experiment with a variety of media, tools, and supports. Explore possibilities of illustration in: black and white; color; wet and dry mediums. Emphasis on improving technique and visual communication skills. Prerequisite(s): None.

ILLU 251 Illustration I

Introduction to illustration through narrative drawing and painting. Black- and-white and color media are used to form clear concepts and give expression to the single-image story. Emphasis on picture-making procedures, from concept development to finished art. Prerequisite(s): None.

ILLU 278 Painting II

Continued study of materials, methods, and fundamental principles of painting. Develop perceptual abilities, sensitivity to color, and compositional ideas within the context of still life, interior, and landscape subject matter. Includes brief introduction to figure painting. Prerequisite(s): ILLU 277 or permission from instructor.

ILLU 261 Digital Illustration

Introduction to fundamentals of digital illustrating using both draw and paint programs. Prerequisite(s): ILLU 251.

ILLU 252 Illustration I

Continued instruction in illustration through narrative drawing and painting. Black-and-white and color media are used to form clear concepts and give expression to the single-image story. Emphasis on picture-making procedures, from concept development to finished art. Prerequisite(s): ILLU 251.

ILLU 224 Figure III

Advanced exploration of human figure in form, proportion, and anatomy. Progress from accurate representation of the figure to informed, gestural expression. Formal aspects of drawing are studied through intensive observation of live models. Draped and undraped models used. Prerequisite(s): MEDA 125 Figure Drawing II.

Third Year

ILLU 311 Visual Development I

Learn and practice basic concept design techniques such as: brainstorming; sensitivity to sequence; movement; compositional design; development of character backstory; environment. Acquire familiarity

with overall production sequence in creation of films, graphic novels, and games. Gain understanding of the role of illustrator in the pre-production and production sequence. Prerequisite(s): None.

ILLU 377 Figure Painting I

Advanced painting course stressing the realistic representation of the human figure in oils. Emphasis is on developing composition skills, along with portraying the live figure using both draped and undraped models. Prerequisite(s): MEDA 125A or MEDA 125B.

ILLU 313 Figure Anatomy

Introduction to human anatomy for the artist. Explores elements including: using proportion as a tool; the major masses of the body and how they are related; muscle physiology; opposing pairs and how they work; major bones and landmarks of the body; major muscle groups and functions; muscles of facial expression; how the body is balanced in static and active states. Emphasis on drawing. Prerequisite(s): None.

ILLU 312 Visual Development II

The Storyboarding course will review the way story is communicated through sequential narrative. Students should enter this class with a familiarity with the production sequence used in making a time-based narrative. It is expected that students should understand where Visual Development fits into the production sequence. Students are expected to have a beginning familiarity with character and environment design and be able to demonstrate this understanding in storyboard projects over the course of this class. Assignments in this class are designed to refine and strengthen these skills. The capstone project will be an animatic.

ILLU 378 Figure Painting II

Continued advanced painting course stressing the realistic representation of the human figure in oils. Emphasis is on developing composition skills, along with portraying the live figure using both draped and undraped models. Prerequisite(s): ILLU 377.

ILLU 325 Figure IV

Advanced exploration of the form, proportion, and anatomy of the human figure. Progress from accurate representation of the figure to informed, gestural expression. Study formal drawing through intensive observation of live models. Draped and undraped models used. Prerequisite(s): ILLU 224.

Fourth Year

ILLU 411 Visual Development III

Expanding upon the skills and best practices learned in previous VisDev courses, students will become proficient in the fundamentals of character design for the visual development industry. Prerequisite(s): ILLU 312.

ILLU 412 Visual Development IV

Guides students in the development of their thesis project, which should be a personal project and that incorporates and expands upon the skills and best practices learned in previous Vis Dev courses. Prerequisite(s): ILLU 411.

ILLU 450 Professional Practices II

Presents information and skills for the preparation of a professional portfolio. Critiques and discussions on business practices will emphasize resumes, interviews, bookkeeping, and contracts. Prerequisite(s): None.