

ILLUSTRATION (ILLUS)

Courses primarily for undergraduates:

ILLUS 2400: Survey of Illustration I

Credits: 3. Contact Hours: Studio 6.

Prereq: DSNS 1020, DSNS 1310

Studio-based introduction to the foundations of illustration. Exploration of picture making principles emphasizing compositional strategies, storytelling and narration, and basic management skills to develop process and methodologies related to illustration-focused projects. Use of both analogue and digital approaches with an introduction to Procreate software basics to support developing digital literacy skills for industry practice. (Typically Offered: Fall)

ILLUS 2410: Survey of Illustration II

Credits: 3. Contact Hours: Studio 6.

Prereq: DSNS 1020, DSNS 1310, and ILLUS 2400

Studio-based continuation of topics and skills explored in Survey I. Strengthening of investigative skills, application of media, and engagement of deeper connections and understanding to compositional strategies in picture making and surface design. Continued use of Procreate software as a tool for illustration. Concludes with a final project focused on a self-initiated illustration topic. (Typically Offered: Spring)

ILLUS 3400: Concept and Ideation I

Credits: 3. Contact Hours: Studio 6.

Prereq: ILLUS 2400 and ILLUS 2410

Exploration of ideational strategies of image making and skill sets that provide a foundation to enhance the communication of pictures in the context of illustration. Further development of skills and compositional methodologies from the prerequisite survey courses that focus on deeper representation of visual language. Emphasis on rigorous ideational strategies and industry practices through two-dimensional projects, with some use of three-dimensional model forms as part of form referencing methodologies. (Typically Offered: Fall)

ILLUS 3410: Concept and Ideation II

Credits: 3. Contact Hours: Studio 6.

Concept and Ideation II enhances conceptual skills and image making. Analogue and digital work overlap to foster a hybrid ideational approach to picture making. Conceptual ideation will be developed through rigor and application of course work evolving in complexity and skill application over the timeline of the course. Gestalt principles of compositional organization will be utilized in conjunction with simple animation and motion graphics incorporating continued skill development of creative software. Under the direction of the course instructor, project prompts will be open ended to allow for students to focus on specific topical areas of illustration. (Typically Offered: Spring)

ILLUS 4400: Illustration Senior Thesis I – Portfolio

Credits: 3. Contact Hours: Lecture 3.

Prereq: ILLUS 3410

Senior-level course focused on the development of a complex and self-defined portfolio of work emphasizing independent skill-building and areas of individual interest in the field of illustration. Projects include mock client experiences addressing professional practices such as work ethics, scheduling management, money topics and project cost estimations, and communication expectations. Quality of project expectations draws heavily from prerequisite illustration course knowledge and skills to produce a portfolio showcasing original, industry quality illustration work. (Typically Offered: Fall)

ILLUS 4410: Illustration Senior Thesis II – Business Practices and Industry Standards

Credits: 3. Contact Hours: Lecture 3.

Prereq: ILLUS 4400

Final senior-level course focusing on management and professional skills related to illustration. Emphasizes the definition of realistic and long-term goals, preparation of promotional and practical materials for future clients, and development of business strategies and networking skills for careers in or related to illustration.