

# Illustration

Program A4160  
CIP 500402

## Associate in Applied Science Degree in Visual Arts

The Illustration option prepares students for entry-level positions as illustrators or graphic communicators in advertising agencies, design firms, publishing houses, production studios, or corporate environments. It also parallels the first two years of study in illustration at many undergraduate universities and art colleges.

As visual communicators, illustrators must learn the same basic design principles as graphic designers and fine artists. The design sequence of courses emphasizes the development of fine art skills as well as creative thinking for visual solutions. Skills and techniques in both traditional and computer-generated forms are introduced and emphasized. Most coursework takes place in a studio using current professional-quality equipment, artistic techniques, and technology.

An advisory commission composed of active design professionals works with the faculty to ensure that the program stays abreast of the changing technological advances in the illustration field.

Successful graduates will be able to:

- apply computer applications to design principles;
- illustrate and practice professional design principles;
- recognize elements of proper design in professional-quality work;
- design professional-quality concepts, both traditional and digital;
- demonstrate competence in the design and production of illustrations;
- develop and present ideas in both written and oral formats;
- create a professional portfolio to serve in the pursuit of further education or employment.

The program may be pursued full-time or part-time. Some courses may only be offered during the day. Students are advised not to take visual art courses out of sequence.

### Curriculum

Code	Course (lecture/lab hours)	Credits
ENG 101	English Composition I (3/0)	3
ADV 101	Advertising Design I (1/4)	3
ADV 110	Typography I: Basics of Graphic Design (1/4)	3
ART 102	Basic Drawing (1/4)	3
ART 105	Two-Dimensional Design (1/4)	3
DMA 105	Introduction to Computer Art (1/4)	3
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ADV 201	Advertising Design II (1/4)	3
ART 104	Life Drawing (1/4)	3
ART 130	Painting I (1/4)	3
ART 123	History of Modern Art (3/0)	3
HPE 110	Concepts of Health and Fitness (1/2)†	2
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ADV 220	Illustration I (1/4)	3
ADV 202	Advertising Design III: Portfolio (1/4)	3
ART 106	Three-Dimensional Design (1/4)	3
DMA 110	Digital Imaging (1/4)	3
	OR	3
ART 150	Printmaking I (1/4)	3
— —	Art History elective (3/0) <sup>1</sup>	3
— —	Science OR Technology elective	3
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ENG 112	English Composition II with Speech (3/0) <sup>2</sup>	3
ADV 222	Illustration II (1/4)	3
ART 230	Painting II (1/4)	3
	OR	3
ART 141	Sculpture I (1/4)	3
MAT —	Mathematics elective <sup>3</sup>	3
— —	Social Science general education elective <sup>4</sup>	3
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NOTE: Electives should be selected in consultation with an academic advisor in order to assure maximum transfer of credits.

<sup>1</sup> Select from ART 121, 122, 124, 125; PHO 110.

<sup>2</sup> Students planning to transfer to a four-year college should take ENG 102 and CMN 111 or 112 instead of ENG 112.

<sup>3</sup> Select in consultation with an academic advisor. Students planning a four-year degree are advised to take MAT 108 or 120.

<sup>4</sup> PSY 101 is highly recommended.

†HPE 111 is an acceptable alternative.

NOTE: Students must earn a minimum grade of C in ART 105; DMA 105; ADV 101, 201, 202, 220, and 222 to graduate.

