

ART—B.F.A., CONCENTRATION IN ILLUSTRATION

Illustration is art with a target. It is an image or series of images created for reproduction and distribution to a broad audience, such as a picture book or magazine cover. However illustration might also be a production component of a larger work, such as a film or video game. Illustration attracts creative people who like to draw and want to make images that communicate. This concentration leads to the development of a cohesive body of work, a professional portfolio, and BFA exhibition.

REQUIREMENTS FOR PROGRESS AND DEGREE COMPLETION

- A minimum cumulative undergraduate grade point average (CGPA) in Art Courses of 3.0.
- BFA students are required to pass a Senior Review and Exhibition in order to complete the program.
- Students in the BFA degree complete a shorter program of General Education requirements.

TRANSFER STUDENTS

Transfer students may have up to 30 credits from an Associates in Fine Arts Degree applied to major course requirements in the BFA program if approved by a faculty advisor or the department chair.

Code	Title	Credits
Required Foundation Courses:		12
ART 110	Two Dimensional Design	3
ART 111	Three Dimensional Design	3
ART 115	Drawing Studio I	3
ART 185	Computer Graphics	3
Required Art History Courses:		12
ART 131	World Art II	3
ART 106	Contemporary Art	3
ART 232	History of Communication Design	3
Art History Elective (200-400 level)		3
Required Studio Courses:		36
ART 219	Life Drawing I	3
ART 235	Illustration I	3
ART 236	Advanced Illustration	3
ART 238	Drawing for Designers & Illustrators	3
ART 243	Rendering Techniques	3
ART 245	Color Theory	3
ART 283	Communication Design Techniques	3
ART 305	Life Drawing II	3
ART 307	Relief Printing	3
or ART 309	Silkscreen	
ART 310	Digital Illustration I	3
ART 320	Classical Animation	3
ART 425	Digital Illustration II	3
Art/Co-Op Electives:		15
Select 5 Art Courses in Consultation with a Faculty Advisor		
Required BFA Courses:		8
ART 450	Portfolio Preparation	1

ART 465	Bachelor Fine Arts Seminar	1
ART 490	Honors in Art I	3
ART 491	Honors in Art II	3
Total Credits		83

Freshman

Semester 1		Credits
ENGL 101 or ESL 101	English Composition I or English Composition I for English as a Second Language Students	4
MATH 114	Contemporary Mathematics	3
ART 115	Drawing Studio I	3
ART 131	World Art II	3
General Education Tier I		3
INTD 101	Orientation to College	1
Credits		17

Semester 2

ENGL 102 or ESL 102	English Composition II or	4
ART 110	Two Dimensional Design	3
ART 111	Three Dimensional Design	3
ART 185	Computer Graphics	3
General Education Tier I		3
Credits		16

Sophomore

Semester 1		Credits
ART 106	Contemporary Art	3
ART 219	Life Drawing I	3
ART 283	Communication Design Techniques	3
General Education Tier I		3
General Education Tier I or Tier II		3
Credits		15

Semester 2

ART 232	History of Communication Design	3
ART 235	Illustration I	3
ART 238	Drawing for Designers & Illustrators	3
ART 245	Color Theory	3
General Education Tier II		3
Credits		15

Junior

Semester 1		Credits
ART 236	Advanced Illustration	3
ART 243	Rendering Techniques	3
ART 305	Life Drawing II	3
Art History Elective (200 level or higher)		3
General Education Tier II		3
Credits		15

Semester 2

ART 310	Digital Illustration I	3
ART 320	Classical Animation	3
Art 100 - 400 Elective		3
Art 100 - 400 Elective		3

General Education Tier II	3
Credits	15
Senior	
Semester 1	
ART 425 Digital Illustration II	3
ART 490 Honors in Art I	3
Art 100 - 400 Elective	3
General Education Tier II	3
General Education Tier II	3
Credits	15
Semester 2	
ART 450 Portfolio Preparation	1
ART 465 Bachelor Fine Arts Seminar	1
ART 491 Honors in Art II	3
Art 100 - 400 Elective	3
Art 100 - 400 Elective	3
General Education Tier III Capstone	3
Credits	14
Total Credits	122

**BFA Students are Exempt from the Creative Process and Production Mode of Inquiry Course Requirements within General Education Tier I and Tier II.

STUDENT LEARNING OUTCOMES

Upon completion of the B.F.A., with a concentration in Illustration, students will be able to:

1. Compose artworks in a range of visual art studio practices with technical proficiency.
2. Analyze formal elements of works of art, craft, and design or other items of material culture.
3. Interpret works of art in light of the social and historic context in which they were produced.
4. Develop a professional art/design portfolio.
5. Produce an art/design exhibition thesis.