



BACHELOR OF FINE ARTS IN ILLUSTRATION

Illustrators integrate drawing, printmaking, photography, painting, design, animation, sound art, motion graphics, digital sculpture, and installation to innovate integrative visual approaches to communication and creativity.

Illustration majors at AAC delve into New Media Technologies, expanded applications, and popular culture as they influence and re-define contemporary illustration. Students majoring in Illustration engage in increasingly challenging studio theses and professional practice experiences, both inside and outside the classroom. Graduates have pursued careers as entrepreneurs, gaming designers, freelance illustrators, photographers, and full-time analog and digital designers. Notable illustrators who have graduated from the AAC include Charley Harper, Will Hillenbrand, Julio Labra, Jahaziel Minor, Fahrudin Omerovic, and Chris Sickels, among others.



Fahrudin Omerovic (BFA '12)
Illustrator, Photographer,
Entrepreneur,
Menswear Designer
Image: Courtesy of
the Artist

Educational Objectives | Illustration Major

Creativity

Motivated by zeal to contribute to contemporary culture through a variety of forms and media, Illustration students engage their imagination to invent new forms, take risks, and solve visual problems in unpredictable, surprising ways.

Curiosity

Through their commitment to inquiry, research, and experimentation, Illustration majors define the formal and conceptual interests related to their own artistic process and vision.

Individuality

The range of materials and approaches used by contemporary illustrators knows no limits. Illustration students articulate a unique and rebellious voice in their work in relation to the past, present, and future of art and design.

Education

Students employ and integrate the technical skills, strategies, and critical thinking necessary to create cutting-edge illustration.

History

Students determine and defend the roles of art, design, and illustration history in relation to their work and contemporary culture.

Community

Through their creative practice, Illustration students make meaningful connections with the diverse communities in which they live and work.

†Artwork: K Kroencke

Educational Outcomes | Illustration Major

Introductory to Intermediate

- Design images using principles of composition
- Create illustrations with color strategies that apply the principles of color theory
- Identify depth cues to create illusion in the artist's own illustrations
- Discuss and apply concepts for graphically-reductive imagery
- Refine observational drawing and painting skills
- Create media studies utilizing various combinations of media and working surfaces and techniques demonstrated by the professor
- Identify effective and ineffective compositional and media decisions and understand their effects upon communication
- Create work in an environment that reflects the work habits and timelines of a professional studio and/or design environment
- Work on client-driven projects to make illustrations that meet the client's needs
- Discuss how one's own work and the work of fellow students meet the criteria of the assignments
- Gain a working knowledge of contemporary illustrators and their work
- Create work that is informed about current illustration trends
- Write about and discuss artistic influences
- Give public presentations
- Identify and implement concepts of narration in sequential pictures, including the application of text
- Prepress work digitally for print and web applications
- Evaluate and discuss the artwork of peers and classmates with precise language and a supportive attitude

Intermediate to Advanced

- Identify the concepts and/or theories that form a basis for the student's personal artistic voice
- Create a self-driven body of work based on the emerging professional's personal interests and values
- Identify a desired market niche and become informed about submission requirements and related professional expectations
- Identify current trends in the niche they have chosen
- Make a portfolio of work that is relevant and competitive to their market niche
- Learn and implement branding strategies
- Effectively manage class and studio work time to enhance one's ability to be self-directed
- Work in a multi-disciplinary and conceptually diverse atmosphere
- Gain exposure to professionals who discuss taxes, finance, insurance, grant writing, art handling, graduate school, creating a start-up company, navigating the commercial aspects of art and design professions, and setting up a studio
- Write an exhibition proposal application or grant application (mock or actual)
- Create and publish a portfolio website
- Demonstrate learning at the AAC by completing a thesis paper and producing work that is the basis for a Formal Creative Presentation, which provides a capstone experience



David Michael Butler, MFA
Assistant Professor,
Head of Illustration Major

Illustration Curriculum

FYE: STUDIO ARTS	FY101	Communication	3
	FY102	Ideation	3
	FY103	Discovery	3
	FY104	Voice	3
	FY105	Digital Literacy	3
FYE: LIBERAL ARTS	AH105	20th and 21st Century Art and Design: Issues and Ideas	3
	AH110	20th and 21st Century Art and Design History: Media	3
	HU101	Artist as Writer Workshop	3
	HU102	Artist as Reader Workshop	3
ILLUSTRATION MAJOR	Recommended Courses for Major		
	IL201	Illustration: Composition	3
	IL203	Illustration: Process and Media	3
	IL302	Illustration: Narrative	3
	IL303	Illustration: Special Topics	3
	IL304	Illustration: Communication	3
	Approved Course Substitutions		
	CA201	Introduction to 2D Animation	3
	CA202	Introduction to 3D Animation	3
	CA203	Storyboarding and Compositing	3
	CA301	Storytelling Art for Motion Graphics	3
	CR203	Social Practice in the Arts	3
	DS311	Academy Design Service	3
	FA312	Artists' Books	3
	FA315	Motion Graphics, Authoring and Special Effects	3
IL210	Comic Book Art	3	
PROFESSIONAL PRACTICE	PC201	Introduction to Professional Practice	3
	PC301	Professional Pathways Preparation	3
STUDIO ELECTIVES			27

ART HISTORY	AH2xx	Any 200-level Art History Elective	3	
	AH3xx	Any 300-level Art History Elective	3	
LIBERAL ARTS	Critical Thinking: Choose One	AH211	Introduction to Visual Culture	3
		HU201	Aesthetics	
		HU210	Introduction to Philosophy	
	Additional Liberal Arts Coursework		Natural Science Elective	3
			Social Science Elective	3
		Humanities Elective	3	
		Liberal Arts Electives	9	
SENIOR YEAR EXPERIENCE	LA481	Senior Thesis	3	
	SA482	Senior Seminar	3	
	SA491	Senior Pathway Studio 1	6	
	SA492	Senior Pathway Studio 2	6	

TOTAL CREDIT HOURS

120 HRS

COURSE DESCRIPTIONS | ILLUSTRATION MAJOR

Course descriptions for SA482 Senior Seminar, SA491 Senior Pathway Studio 1, and SA492 Senior Pathway Studio 2 are located in the Studio Arts Course Descriptions portion of the Catalog. Students may enroll in any Studio Arts course per the prerequisites specified for the course.

CA201 Introduction to 2D Animation (3)

In Introduction to 2D Animation, students learn the mechanics of sequential storytelling and apply them to storyboards, character development, design, short animated sequences, and motion graphics. Students use traditional and digital media to create their images and learn digital editing techniques and processes. (Prerequisite: FY105)

CA202 Introduction to 3D Animation (3)

In Introduction to 3D Animation, students learn how to navigate the Maya interface and apply it to a variety of scenarios ranging from basic reference modeling to assist in illustration to 3D modeling and texturing for production or studio use. Students

will also learn about creating and using orthographic maps to create accurate 3D models of concepts they research and create. (Prerequisite: FY105)

CA203 Storyboarding and Compositing (3)

Using industry-standard techniques and terminology, students will learn about different concepts and formats behind the storyboarding process. Students will understand the purpose of a storyboard (with or without a script) and how to implement it for pre-production use. Students will also begin exploring motion graphics as well as special effects for use in film and animation. Students will use programs such as Premiere and After Effects to complete Animation, Composite Video, and Illustration work. (Prerequisite: FY105)

CA301 Storytelling Art for Motion Graphics (3)

Students will learn about the visual development process behind concept design for animation as it applies to prop, character, and background design. Students will develop an understanding of a standard industry pipeline, utilizing research and storytelling so that they can create assets for use in animation pre-production. (Prerequisite: IL201)

CR203 Social Practice in the Arts (3)

What role should artists and designers play in effecting change in society? How can artists and designers impact their communities and neighborhoods? This course introduces students to socially engaged art and its many forms, where spectacle, collaboration, community, social justice, artists, and audience intersect. Students will learn the historical and theoretical influences of social practice in addition to the new "toolkit" necessary for artists to work in communities and neighborhoods and engage with them in meaningful ways. Through experiential learning, collaborative activities, readings, and guest artists, students will expand their dialogue and understanding of interaction and engagement in the public space and the role of the artist in the social process and ultimately, social

change. (Prerequisite: Permission of Course Faculty & Registrar)

DS311 Academy Design Service (3)

Academy Design Service engages students in a practice-based experience that replicates a professional agency environment. Students work with both in-house and community-based projects with actual clients. A dedicated faculty member serves as both instructor and creative director managing workflow, projects, and client relations. Students must have junior or senior status and permission of the instructor and department to enroll. Students must demonstrate proficiency with appropriate digital media, self-initiative and fulfill the creative needs of the student team. Students majoring in Creative Writing, Design, Illustration, and Photography will be primarily considered for the team but students in other majors may enroll per the requisites listed above. (Prerequisite: Permission of Course Faculty & Registrar)

FA312 Artists' Books (3)

Artists' Books will include a study of book forms and basic bookbinding approaches through demonstration, research, and investigation of contemporary artists' books; exploration of the relationship between text and image; and book design using letterpress, digital output, xerography, photography, and additional print and drawing media; and experimentation with altered and deconstructed books. Students will work from a technical base to create books, one-of-a-kind works, and limited editions, which reflect personal subject matter and exploration of contemporary and historical directions in artist's books. Classes will consist of demonstrations, discussions, book projects, studio time, in-progress and group critiques, field trips, and/or visiting artists. (Prerequisite: Permission of Course Faculty & Registrar)

FA315 Motion Graphics, Authoring and Special Effects (3)

Students will learn to create motion graphics while utilizing Special Audio

and Visual Effects to give a professional, integrative finish to the final mastered video form. The advanced techniques of animating designs, titling, tracking layer, compositing, and advanced visual and audio correction will be covered. Software such as Adobe Premiere Pro, After Effects, Audition, Media Encoder, and Encore will be available to students. (Prerequisite: Permission of Course Faculty & Registrar)

IL201 Illustration: Composition (3)

Illustration: Composition focuses on the study of compositional principles, formats, and visual elements as related to the art of illustration. We will study Illustration in its broadest applications, including print and digital media. Students will be required to develop ideas through visual and academic research and demonstrate inventive, creative, and strategic thinking. Course content includes lectures, demonstrations, field-work, guest designers, and studio work. (Prerequisite: Permission of Course Faculty & Registrar)

IL203 Illustration: Process and Media (3)

Illustration: Process and Media is designed to challenge students to explore a broad range of media applications as they execute figurative imagery by means of traditional, professional materials and techniques. Students will be exposed to new skills for producing images and will continue to develop these skills during the course. A combination of professional techniques will be used. Through a series of faculty demonstrations, studio assignments, lectures, class discussions, and critiques, we will study medium application and the processes of traditional, contemporary, and figurative imagery-making. Students will build on their previous experience as they are encouraged to utilize new methods to achieve technical proficiency. The emphasis will remain on the individual's development of skill and creative and critical thinking. (Prerequisite: Permission of Course Faculty & Registrar)



Illustration: Sample Schedule

First Year			
Fall Semester		Spring Semester	
Communication	3	Ideation	3
Discovery	3	Voice	3
Digital Literacy	3	Artist as Reader Workshop	3
Artist as Writer Workshop	3	Art History	3
Art History	3	Studio Elective or Illustration: Composition	3
Total	15	Total	15
Second Year			
Fall Semester		Spring Semester	
Illustration: Process and Media	3	Illustration: Narrative	3
Studio Elective	3	Studio Elective	3
Studio Elective	3	Introduction to Professional Practice	3
Liberal Arts OR Critical Thinking Elective	3	Liberal Arts OR Critical Thinking Elective	3
Art History Elective	3	Liberal Arts Elective	3
Total	15	Total	15
Third Year			
Fall Semester		Spring Semester	
Illustration: Special Topics	3	Illustration: Communication	3
Studio Elective	3	Studio Elective	3
Studio Elective	3	Studio Elective	3
Liberal Arts Elective	3	Art History Elective	3
Liberal Arts Elective	3	Professional Pathways Preparation	3
Total	15	Total	15
Fourth Year			
Fall Semester		Spring Semester	
Senior Pathway Studio 1	6	Senior Pathway Studio 2	6
Senior Thesis	3	Senior Seminar	3
Studio Elective	3	Studio Elective	3
Liberal Arts Elective	3	Liberal Arts Elective	3
Total	15	Total	15

TOTAL CREDIT HOURS



IL302 Illustration: Narrative (3)

A variety of strategies are explored in Illustration: Narrative to create illustrated imagery for storybooks, storyboards, informational graphics, and graphic novels. Students will develop a basic knowledge of technical processes required to produce finished art, which includes working with graphic arts software to assemble and output digitally illustrated files for professionally printed and publishable content. Emphasis is on narrative sequencing, composition, and technical refinement. (Prerequisite: IL203)

IL303 Illustration: Special Topics (3)

Students work individually in Illustration: Special Topics to develop an interest area of illustration to produce work to build a portfolio and prepare for Senior Pathway Studio. Students may propose assignments for faculty approval or work from assignments presented by faculty. Professional illustrators can serve as mentors for students. Students will study contemporary illustrators and illustration to further an understanding of the field. Students will also be expected to become knowledgeable of professional organizations that support the illustration industry. All assignments will be positioned in the context and expectations of “real-world” work and in preparation for thesis work, which may include client-based work. (Prerequisite: IL203)

IL304 Illustration: Communication (3)

Through a series of studio assignments, lectures, studio visits, and class discussions, students will explore, develop, and execute visual solutions to a variety of visual communication challenges. Communication categories include promotional, editorial, enhanceive, and narrative. Illustration: Communication will also include analyzing the relationship among media, visual aesthetics, and communication. Students will be required to develop ideas through visual and academic research and demonstrate inventive, creative, and strategic thinking. The use of conventional and digital media will be demonstrated. (Prerequisite: IL203)

BACHELOR OF FINE ARTS IN PAINTING AND DRAWING

The Painting and Drawing major is an interdisciplinary track that provides students with the resources to explore a dynamic, individualized studio practice. Students begin by learning fundamental skills based upon representation, then expand their work by exploring a variety of materials and self-directed concepts. This major is designed to promote open-ended, introspective work characterized by engagement in critical discourse and the practice of contemporary art.

Students pursuing the Painting and Drawing track learn from professional artists who maintain active studio practices with significant depth of engagement and passion for the visual arts. This major focuses on preparing students for a sustainable studio practice and developing an understanding of their contextual awareness. Upon graduation, students are prepared to begin their careers as exhibiting artists who have the option to continue their education in graduate school, as well as teach at the college level.

Educational Objectives | Painting and Drawing Major

Creativity

Painting and Drawing majors engage in a range of diverse processes and materials to produce creative outcomes that contribute to the dynamic and eclectic practice of contemporary art.

Curiosity

Through their commitment to inquiry, research, and experimentation, Painting and Drawing majors define the formal and conceptual interests related to their own process, vision, and voice. This major promotes an open-ended studio practice and a drive to embrace technology in analog media.

Individuality

Painting and Drawing majors articulate a unique voice in their work; one that establishes a connection to art history, while embracing the present and future expansiveness of multiple genres in an ever-changing world.

Education

Through exposure to representational, abstract, objective/non-objective, performative, and installation-based processes, Painting and Drawing majors employ and integrate the technical skills, strategies, and critical thinking necessary to create relevant contemporary work.

History

Faculty members work collaboratively with students to explore the relationship of painting and drawing history to current modes of artistic production and theory. The Painting and Drawing track is characterized by a strong emphasis on defining the role of the students’ own work within the contemporary art world.

Community

Painting and Drawing majors take field trips to exhibitions around the region and engage with guest critics who provide feedback on their work.