

# ART & DESIGN/ILLUSTRATION (ARIL)

---

## **ARIL 101 Introduction to Animation and Illustration (3 credits)**

Prerequisite(s): ARFD 100 and ARFD 101. Restriction(s): Animation and Illustration majors only. This course explains the processes of idea evolution for outcomes in animation and illustration. Through a variety of projects, students are introduced to both illustration and animation in parallel, developing approaches and skills while creating exciting visual communication. Special focus on drawing abilities, developing visual dialogues, experimentation, mixed media, narrative storytelling and historical research.

## **ARIL 200 Digital Painting Methods (3 credits)**

Prerequisite(s): ARIL 101 and ARFD 106. Restriction(s): BFA Animation / Illustration majors only. Digital Painting is a comprehensive course about digital onscreen painting techniques, equipping students with the capacity to generate artwork for animation and illustration. This class concentrates on image manipulation and painting tools which interpret traditional painting techniques to the computer. Exercises emphasize techniques that intensify students' digital methods as well as envisioning and sketching out compositions, control light and value and build a forthcoming and representational image. The processes taught has direct application to animation, illustration, feature films, video games, graphic novels, editorial, cartooning, etc.

## **ARIL 202 3D Character Building (3 credits)**

Prerequisite(s): ARIL 101. Restriction(s): BFA Animation / Illustration majors only. Expressive characters and a supportive background starts from a sketch and leads to a 2D front and side view used in 3D software as reference for accurate modeling. Students learn the process and techniques for building their characters utilizing industry standard 3D software. This course pays close attention to proper topology for successful construction and planning for succeeding animation.

## **ARIL 225 Art of the Visual Narrative (3 credits)**

Prerequisite(s): ARIL 101. Restriction(s): BFA Animation / Illustration majors only. Students study the art of storytelling and creative writing through visual media. Projects include the application of narrative in advertising, video games, picture books, graphic novels, film, comic arts, animation, and illustration.

## **ARIL 260 Introduction to Cartooning (3 credits)**

Prerequisite(s): WRIT 105 or HONP 100. Restriction(s): BFA Animation / Illustration majors only. In Cartooning, students will experience creating cartoons from the isolation of an idea to publication. This course is a studio exploration of the single-panel cartoon, humorous illustration, and the editorial cartoon through discussion, examination and experimentation. Dialogues include cartoon formats, concepts, styles, techniques and history. Each major project assignment will receive ongoing one on one critiques and will culminate in a group critique or "publication deadline".

## **ARIL 261 Character Design for 2D Animation (3 credits)**

Prerequisite(s): ARIL 101. Restriction(s): BFA Animation / Illustration majors only. This course focuses on designing and drawing characters for animation. Gesture drawing, action poses, flipbooks and stop-motion projects are employed to help students better understand fundamental concepts of traditional cel animation. Use of a capture device, pencil tests, inking and other 2-D animation skills are explored.

## **ARIL 262 2D Animation (3 credits)**

Corequisite(s): ARFD 200. Prerequisite(s): ARIL 101 and ARD 106. Restriction(s): BFA Animation / Illustration majors only. Frequently, studios use 2D animation software for commercials, television, film and web. In many cases, 2D animation is incorporated within a 3D space. Students learn and apply production techniques for real-world presentation. Topics include pegs and keyframing, timing, hand-drawn effects, bitmap and vector brushes, curve deformers, node compositing, multiplane composition, inbetweening and animating camera motion.

## **ARIL 264 Digital Illustration (3 credits)**

Prerequisite(s): ARIL 225. Restriction(s): BFA Animation / Illustration majors only. Course dedicated to the fast-paced world of magazine and newspaper illustration, with a heavy focus on concepts and how to interpret a story, but also including some new developments such as simple animations for online and mobile editions.

## **ARIL 300 Intermediate Digital Painting Methods (3 credits)**

Prerequisite(s): ARIL 200. This course continues to explore the application of digital painting software as a medium for illustrators. Students formulate innovative digital brushes and unite typography to refine the art of illustration. Projects blend digital technology with traditional practice, forming an advanced specialist technique. Particular focus on the nuances of color, expression, and environment to communicate professional creativity. Equivalent course ARIL 210 effective through Fall 2020.

## **ARIL 301 Industry Preparation (3 credits)**

Prerequisite(s): ARIL 202. Professional experience during a college career is a significant necessity and initiation to the industry. This course supervises students throughout the individual portfolio and website development. Students learn how to form a proper resume and drafting a suitable cover letter for explicit job opportunities. Lessons and projects include an online profile set-up and resume upload to networking sites, and methods of research and application to internships. Students learn professional practices, etiquette, and are required to attend networking events. Projects involve preceding classwork crafted to a professional level as well as projects specific to internship trends. Upon the conclusion of the course, students will apply to a minimum of fifteen internships.

## **ARIL 302 Intermediate 3D Modeling (3 credits)**

Prerequisite(s): ARIL 202. This course resumes the exploration of advanced techniques in 3D sculpting and topology for animation, dynamics, and 3D printing. Students develop their practice building and sculpting 3D models through an in-depth analysis of character design and anatomy as well as hard-surfaced modeling.

## **ARIL 310 Motion Graphics-Compositing I (3 credits)**

Prerequisite(s): ARIL 200, ARIL 202 and ARIL 262. Restriction(s): BFA Animation / Illustration majors only. This course incorporates creative and technical theories related to animation, compositing, and motion graphics for video. Students will become acquainted with the principles of visual effects and motion graphics production for television and film. Using non-linear editing and compositing techniques, students produce intricate video effects by layering animated video, text and still images. Students will ultimately generate video, using current video and effects software, that is individual and professional.

**ARIL 311 Illustration Studio II: Cartooning (3 credits)**

Prerequisite(s): ARIL 200. In Cartooning, students will experience creating cartoons from the isolation of an idea to publication. This course is a studio exploration of the single-panel cartoon, humorous illustration, and the editorial cartoon through discussion, examination and experimentation. Dialogues include cartoon formats, concepts, styles, techniques and history. Each major project assignment will receive ongoing one on one critiques and will culminate in a group critique or "publication deadline".

**ARIL 312 Products and Zines (3 credits)**

Prerequisite(s): ARIL 300, ARIL 225 or ARIL 262. Restriction(s): Animation and Illustration majors only. In this course, students will create multiple projects associated with the illustration festival conventions. Throughout the class, students produce a group zine, an individual graphic book, and three packaged merchandises for selling to the public at a festival. This class challenges students in areas such as package design, visual layout, and creating commodities that will retail at conventions such as MoCCA Fest NYC.

**ARIL 315 Illustration Studio: Concepts (3 credits)**

Prerequisite(s): ARIL 200. Students learn to develop visual ideas for illustration by uniting conceptual thinking (telling a story), critical thinking (verbal/visual vocabulary), creative thinking (problem-solving), strong technical and communication skills, as well as imagination, carrying an idea through the stage of roughs to a finished and refined image. Projects use digital and traditional media, leading students to explore their illustrative style through skill development and experimentation. Equivalent course ARIL 215 effective through Fall 2020.

**ARIL 318 Animation Production (3 credits)**

Prerequisite(s): ARIL 262. Restriction(s): BFA Animation / Illustration majors only. Students learn how to organize and plan an animation project, add sound and finish their final product. All the steps from concept to final product are covered: Storyboarding, Animatic, Sound, Post-production. While students will make use of computer technology for the practical side of this course, the main focus is on the professional animation process: workflow, planning and best practices.

**ARIL 321 3D Character Rigging (3 credits)**

Prerequisite(s): ARIL 202. Restriction(s): BFA Animation / Illustration majors only. This course teaches students the fundamentals of a 3D animation workflow focusing on rigging techniques and implementing weighting methods for organic model deformation. Students learn to integrate their rigs into a production pipeline and create calisthenic tests and animation cycles for models ranging from a game character, environment props, and product construction.

**ARIL 322 Animation for the Internet and Mobile Media (3 credits)**

Prerequisite(s): ARIL 262. Restriction(s): BFA Animation / Illustration majors only. This course focuses on the requirements for animations that are to be viewed on the Internet and mobile media, which differ from the more traditional animation platforms like television and the big screen. Current trends will be surveyed. Ways to translate static illustration into a moving Internet/Mobile media experience are investigated, both conceptually and technically. Students will create work that is appropriate for chosen media.

**ARIL 323 Type and Image (3 credits)**

Prerequisite(s): ARIL 200. Font utilization in illustration covers the art and application of the visual form of language using hand-drawn and digital lettering. Projects are designed to teach the proper use of typography to aesthetically enhance expression. This course develops a crucial area of craft and awareness for illustrators; students will problem-solve pragmatic concerns associated with selecting and combining fonts within illustration.

**ARIL 325 Interactive Game Development I (3 credits)**

Prerequisite(s): ARIL 310 and ARIL 321. Restriction(s): BFA Animation / Illustration majors only. Students will design, evaluate and critique simple games and interactive VR. This course is a study and implementation of game design fundamentals and concepts. Students develop a broad theoretical, analytical and conceptual understanding of game design and the art of motivating people to play games.

**ARIL 330 Visual Effects/Compositing II (3 credits)**

Prerequisite(s): ARIL 321, and ARIL 310. Restriction(s): BFA Animation / Illustration majors only. Our second#level intermediate compositing course picks up from ARIL 310. Students use compositing software the major visual effects studios use for feature films, television, commercials and music videos. Students will demonstrate an understanding of key concepts and techniques through the creation of animations and digital media. This course addresses computer generated motion graphics and digital video effects as they pertain to design, animation and performance art.

**ARIL 331 Experimental Animation (3 credits)**

Prerequisite(s): ARIL 321 and ARIL 200. Restriction(s): BFA Animation / Illustration majors only. This course encourages students to push the boundaries of animation software, breaking away from the entertainment style of 3D animation. Experimental Animation encourages artistic license; students are encouraged to actualize their vision, focusing on conceptual and creative methods resulting in inventive practices within 3D animation.

**ARIL 335 Animated Illustration (3 credits)**

Prerequisite(s): ARIL 262. Technology enables illustrators to incorporate movement, animation, sound, music, and multimedia effects. Publications generate a distinct product by employing editorial illustrators to describe and represent an anecdote visually. Through various projects, this course covers the benefits of added mobility in illustration.

**ARIL 349 Concept Design for Gaming (3 credits)**

Prerequisite(s): ARIL 225. Concept illustrators consider characters in worlds, diverse environments, and articles discovered in gaming. Illustrators blend problem-solving tactics with the capacity of digital tools, anatomy, perspective, color, and visual storytelling to develop innovative theories. Students practice an array of methods to produce a body of work that exhibits technical skill and aptitude for successful visual narrative.

**ARIL 350 Professional Business Practice for Illustration (3 credits)**

Prerequisite(s): ARIL 225, ARIL 300 and ARIL 311. Restriction(s): BFA Animation / Illustration majors only. Illustrators need to be prepared for the business aspect of the freelance market. Students will gain an understanding of information in regards to executing an assignment successfully and efficiently. This class practices interpersonal skills and goes through every phase, from understanding legal contracts that are essential to a business transaction to negotiating rates.

**ARIL 351 Animated Development and Pitch Bible (3 credits)**

Prerequisite(s): ARIL 202, ARIL 262 or ARIL 300. Pitch Bible Studies incorporates development and selling an animated TV series. The goal of this course is to provide the fundamentals for developing an animated series from creating great characters to a pitch bible. Students will learn how to sell their show, network, and pitch it within the industry. Other topics cover domestic and international markets, financing, production, and licensing and merchandising. May be repeated for a maximum of 9 hours.

**ARIL 355 Immersive Technology (3 credits)**

Prerequisite(s): ARIL 202. This course is designed to equip each student with foundational knowledge covering the wide range of immersive technologies while at the same time providing hands-on experience with AR/VR equipment, use of required software development kits and implementation of an immersive tech to solve real-world problems. May be repeated for a maximum of 9 credits.

**ARIL 360 VFX, Lighting, and Rendering (3 credits)**

Prerequisite(s): ARIL 321. Students create work using methods for visual effects, such as staging, lighting 3D environments, rendering techniques, migration, and establishing cohesion between background and foreground attributes. Particular focus is on reflectivity, optical depth, dynamics, and rendering methods. This course introduces the art and science of visual effects for broadcast and digital filmmaking.

**ARIL 361 Animation: Broadcast Graphics (3 credits)**

Prerequisite(s): ARIL 321. Restriction(s): BFA Animation / Illustration majors only. An overview of the working aspects of broadcast animation. Focus is on computer graphics as it has integrated into the broadcast industry. Students create animation sequences for news, industrial, educational and informational venues.

**ARIL 362 Intermediate 2D Animation (3 credits)**

Prerequisite(s): ARIL 200 and ARIL 262. This course further acquaints students with proper staging and the ability to control the character's purpose, placement, and movement within a shot and scene. Students will envision and create environments which complement character animation and story. Storyboarding and layout design assignments will teach the necessity for successful results. Ultimately, students will strengthen their ability to create digital 2D animation. May be repeated for a maximum of 9 credits.

**ARIL 401 Illustration Studio III: Editorial (3 credits)**

Prerequisite(s): ARIL310 and ARIL 311. Restriction(s): BFA Animation / Illustration majors only. Editorial is a fast-paced society of magazine and newspaper illustration related to written text as well as animation for media. This course concentrates on the conceptual importance and practices for story analysis and unique ideas that will visually communicate a concept. Students will develop skills for rapid iteration of ideas, and viable illustration techniques for reproduction in newspaper, online and in magazines. Projects will be based upon short turnaround, unfolding newsworthy events, as well as longer time-frame 'magazine pieces'.

**ARIL 421 Advanced 3-D Computer Illustration and Animation Arts (3 credits)**

Prerequisite(s): ARIL 321. Restriction(s): BFA Animation / Illustration majors only. This course incorporates the essential principles of animation and an eye for timing. Students apply 2D animation principles to their 3D rigged characters and props, reinforcing lessons learned in previous animation classes. Projects introduce new animation tools within the 3D animation workflow. Students will create drawings and rough timing before beginning animation and final renders of assignments.

**ARIL 422 Final Project I (4 credits)**

Prerequisite(s): ARIL 311, ARIL 325 and ARIL 360. Restriction(s): BFA Animation / Illustration majors only. This course is part one of two for senior thesis. Students map out ideas, collaborate and may work in teams to produce a high quality representation of their capabilities. At the end of the semester, students present their ideas for project approval.

**ARIL 423 Animation/Illustration Thesis II (4 credits)**

Prerequisite(s): ARIL 422. Restriction(s): BFA Animation / Illustration majors only. Part two of the senior thesis is completed during the last semester before graduation. Students work to finish their thesis with ongoing dialogue through one on one and group critiques. Successful projects are exhibited in the George Segal Gallery with opening night after the commencement ceremony.

**ARIL 425 Animation: Game Development II (3 credits)**

Prerequisite(s): ARIL 325. Restriction(s): BFA Animation / Illustration majors only. Continuing from Game Development I, this course continues on the path programming in C# and creating more sophisticated interactive games. Students are encouraged to construct experimental interactive 3D design by utilizing the various tools of the game engine as well as outside 3D software.

**ARIL 430 Advanced Illustration (3 credits)**

Prerequisite(s): ARIL 225 and ARIL 230 and ARIL 315. Restriction(s): BFA Animation / Illustration majors only. Senior level illustration course to further refine students' technique, concepts, style and voice as illustrators, and to build portfolio quality work.

**ARIL 440 Portfolio for Illustrators (3 credits)**

Corequisite(s): ARIL 430. Prerequisite(s): ARIL 225. Restriction(s): BFA Animation / Illustration majors only. Senior level illustration course to further refine students' technique, concepts, style and voice as illustrators, and to build portfolio quality work.

**ARIL 455 Animation: Collaborative Production (3 credits)**

Prerequisite(s): ARIL 301, ARIL 310 and ARIL 321. Restriction(s): BFA Animation / Illustration majors only. From concept to completion, students work in teams to produce a completed animated short. This course provides a collaborative environment for pitching ideas, visual development and creative problem solving during production.

**ARIL 460 Advanced Animation II: Interactive Media/Gaming (3 credits)**

Prerequisite(s): ARIL 202. Restriction(s): BFA Animation / Illustration majors only. Students create low polygon characters and scenes for use in game prototypes. Stand-alone game prototypes demonstrate basic game design principles through scripting and storyboarding.