

ART & DESIGN/ILLUSTRATION (ARIL)

ARIL 101 - Introduction to Animation and Illustration 3 Credits

Prerequisite(s): ARFD 100 and ARFD 101; 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. 2 hours lecture, 4 hours studio.

ARIL 200 - Digital Painting Methods 3 Credits

Prerequisite(s): ARIL101 and ARFD 106; for 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. 2 hours lecture, 4 hours studio.

ARIL 202 - 3D Character Building 3 Credits

Prerequisite(s): ARIL 101; for 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. 2 hours lecture, 4 hours studio. Previous course ARIL 221 effective through Spring 2017.

ARIL 210 - Painting Methods 3 Credits

Prerequisite(s): ARFD 102; for BFA Animation / Illustration majors only. There are countless painting methods to communicate a story in illustration, not one method is the "correct" way however streamlining the process can result in an effective illustrator. This course demonstrates stages in building an imaginative groundwork that forms a finished illustration. Through course assignments, students will become more familiar with various media, develop an eye for a stronger and dynamic result as well as learn to research for inspiration. 2 hours lecture, 4 hours studio.

ARIL 215 - Illustration Studio: Concepts 3 Credits

Prerequisite(s): ARIL 101; for BFA Animation / Illustration majors only. This course is an in-depth study and practice of an illustrator in numerous employment forms. Projects are based on individual industry needs, emphasizing illustration concepts and techniques, utilizing computer skills and traditional media. Projects range from storyboards for animation, TV and film, to digital illustration and experimental image making for the music industry. 2 hours lecture, 2 hours studio. Previous course ARIL 220 effective through Spring 2017.

ARIL 225 - Art of the Visual Narrative 3 Credits

Prerequisite(s): ARIL 101; and ARDW 101 may be taken as prerequisite or corequisite; for 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. 2 hours lecture, 2 hours studio. Previous course ARIL 320 effective through Spring 2017.

ARIL 230 - Illustration, Beginning II 3 Credits

Prerequisite(s): ARIL 215; for BFA Animation / Illustration majors only. Students learn illustrational concepts and techniques in the context of a variety of media. From storyboards for animation, TV and film, to digital illustration, to experimental image making for the music industry, this course focuses on materials & techniques as well as concept and composition. 2 hours lecture, 4 hours studio.

ARIL 260 - Introduction to Cartooning 3 Credits

Prerequisite(s): WRIT 105 or HONP 100; for 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". 2 hours lecture, 4 hours studio.

ARIL 261 - Character Design for 2D Animation 3 Credits

Prerequisite(s): ARIL 215; for BFA Animation / Illustration majors only. Special fee. 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. 1 hour lecture, 3 hours studio.

ARIL 262 - 2D Animation 3 Credits

Prerequisite(s): ARIL 101 and ARD 106; for BFA Animation / Illustration majors only. Corequisite(s): ARFD 200. 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, handdrawn effects, bitmap and vector brushes, curve deformers, node compositing, multiplane composition, inbetweening and animating camera motion. 2 hours lecture, 4 hours studio.

ARIL 264 - Digital Illustration 3 Credits

Prerequisite(s): ARIL 225; for 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. 1 hour lecture, 3 hours studio.

ARIL 310 - Compositing I 3 Credits

Prerequisite(s): ARIL 200; for 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. 2 hours lecture, 2 hour studio.

ARIL 311 - Illustration Studio II: Cartooning**3 Credits**

Prerequisite(s): ARIL 215. 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". 2 hours lecture, 2 hours lab.

ARIL 318 - Animation Production**3 Credits**

Prerequisite(s): ARIL 262; for BFA Animation / Illustration majors only. Special fee. 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. 1 hour lecture, 3 hours studio.

ARIL 321 - 3D Animation**3 Credits**

Prerequisite(s): ARIL 202; for 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. 2 hours lecture, 2 hours studio .

ARIL 322 - Animation for the Internet and Mobile Media**3 Credits**

Prerequisite(s): ARIL 262; for 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. 1 hour lecture, 3 hour studio.

ARIL 325 - Interactive Game Development I**3 Credits**

Prerequisite(s): ARIL 200 and ARIL 321; for 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. 2 hours lecture, 2 hour studio.

ARIL 330 - Visual Effects/Compositing II**3 Credits**

Prerequisite(s): ARIL 200 and ARIL 310; for 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. 2 hours lecture, 2 hours studio.

ARIL 331 - Experimental Animation**3 Credits**

Prerequisite(s): ARIL 321 and ARIL 200; for 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. 2 hours lecture, 2 hours studio.

ARIL 350 - Professional Business Practice for Illustration**3 Credits**

Prerequisite(s): ARIL 210, ARIL 225 and ARIL 311; for 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. 2 hours lecture, 2 hours studio.

ARIL 360 - Intermediate 3D II - Motion, Lighting and Texture Mapping**3 Credits**

Prerequisite(s): ARIL 202; ARIL 321 may be taken as a corequisite or prerequisite; for BFA Animation / Illustration majors only. Students complete projects addressing lighting 3D objects, lighting movement, and establishing cohesion between background, object, reflectivity, and optical depth. 1 hour lecture, 3 hours studio.

ARIL 361 - Animation: Broadcast Graphics**3 Credits**

Prerequisite(s): ARIL 321; for 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. 1 hour lecture, 3 hours studio.

ARIL 401 - Illustration Studio III: Editorial**3 Credits**

Prerequisite(s): ARIL 311; for 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'. 3 hours lecture. Previous course ARIL 340 effective through Spring 2017.

ARIL 421 - Advanced 3-D Computer Illustration and Animation Arts**3 Credits**

Prerequisite(s): ARIL 321; for BFA Animation / Illustration majors only. A 2nd level computer illustration and animation course introducing industry standard software: Maya. A mix of traditional animation principles from storyboarding to character development as well as inverse kinematics and keyframing will be taught. 1 hour lecture, 3 hours studio.

ARIL 422 - Final Project I**4 Credits**

Prerequisite(s): ARIL 311, ARIL 325 and ARIL 360; for 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. 2 hours lecture, 2 hours studio.

ARIL 423 - Animation/Illustration Thesis II**4 Credits**

Prerequisite(s): ARIL 422; for BFA Animation / Illustration majors only. Special fee. 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. 2 hours studio, 2 hour lecture.

ARIL 425 - Animation: Game Development II 3 Credits

Prerequisite(s): ARIL 325; for 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. 2 hours lecture, 2 hours studio.

ARIL 430 - Advanced Illustration 3 Credits

Prerequisite(s): ARIL 215 and ARIL 225 and ARIL 230; for 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. 1 hour lecture, 3 hours studio.

ARIL 440 - Portfolio for Illustrators 3 Credits

Prerequisite(s): ARIL 225. Corequisite(s): ARIL 430; for 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. 1 hour lecture, 3 hours studio.

ARIL 455 - Animation: Collaborative Production 3 Credits

Prerequisite(s): ARIL 202, ARIL 301, ARIL 321 and ARIL 310; for 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. 2 hours lecture, 2 hours studio.

ARIL 460 - Advanced Animation II: Interactive Media/Gaming 3 Credits

Prerequisite(s): ARIL 202; for 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. 1 hour lecture, 3 hours studio.