ARIL 220 # - Illustration, Beginning I  3 Credits
Prerequisite(s): ARFD 122. Special fee. A study of the major historical and contemporary themes of illustration and its influences. Through slide presentation the work of leading illustrators will be shown and discussed and the relationship between illustration and fine art will be explored. Illustration assignments will provide concrete experience of the related thematic issues and introduce formal approaches and relevant techniques. 6 hours studio.

ARIL 221 # - Intro 3D Computer Illustration and Animation Arts: Modeling  3 Credits
Prerequisite(s): ARFD 123. Corequisite(s): ARIL 230. Special fee. Course focuses on 3D computer modeling and texturing polygonal wire frames built from students' sketches. Realistic texture rendering and lighting is stressed. Previous course ARIL 319 effective through Winter 2014.

ARIL 230 # - Illustration, Beginning II  3 Credits
Prerequisite(s): ARIL 220. Special fee. 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
Special fee. A studio exploration of the single-panel cartoon, humorous illustration, and the editorial cartoon through discussion, examination and experimentation. Cartoon formats, concepts, styles, techniques and history will be discussed. The student will experience creating cartoons from the isolation of an idea to the point of completion for publication. Students will receive ongoing one-on-one critiques. Each major project assignment will culminate in a group critique, which will also serve as the "publication deadline" for each project. 1 hour lecture, 3 hours studio.

ARIL 261 # - Character Design for 2D Animation  3 Credits
Prerequisite(s): ARIL 220. 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 # - Principles of 2D Animation  3 Credits
Prerequisite(s): ARFD 125. Corequisite(s): ARIL 220, ARIL 230, ARIL 261. Special fee. Students demonstrate 2D competencies in a short animated assignment. The course emphasizes character and scene design. 2 hours lecture, 4 hours studio.

ARIL 264 # - Digital Illustration  3 Credits
Prerequisite(s): ARIL 320. Special fee. 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 280 # - The World of Illustration and Animation  3 Credits
Special fee. History of illustration/animation: Course begins with and overview of the history of illustration and animation and the convergence of the two. Emphasis will be on the various illustration and illustration/animation industries. Analytic discourse on concept and technique will be discussed. 3 hours lecture.

ARIL 318 # - Animation Production  3 Credits
Prerequisite(s): ARIL 262. 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 320 # - Illustration III, Art of the Visual Narrative  3 Credits
Prerequisite(s): ARIL 220, ARIL 230. Special fee. Students learn to produce sequential narrative imagery. From comic book art to graphic novels, to children's books, this course emphasizes continuity, story structure, and character definition. 1 hour lecture, 3 hours studio.

ARIL 321 # - Intermediate 3D Computer Illustration and Animation Arts: Animation  3 Credits
Prerequisite(s): ARIL 221 and ARIL 230. Special fee. An exploration of 3-D computer-generated imagery and animation combining traditional illustrative techniques and digital technology. May be repeated once for a maximum of 6.0 credits. 2 hours lecture, 4 hours studio.

ARIL 322 # - Animation for the Internet and Mobile Media  3 Credits
Prerequisite(s): ARIL 262. Special fee. 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 hours studio.

ARIL 340 # - Editorial Illustration  3 Credits
Prerequisite(s): ARIL 220 and ARIL 230. Special fee. 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 350 # - Professional Business Practice for the Artist  3 Credits
Prerequisite(s): ARIL 220 and ARIL 320. Special fee. This course is designed to provide students with the information and tools needed to begin a freelance career. Some of these include a comprehensive overview of business practices, systems and the development of interpersonal skills. 1 hour lecture, 3 hours studio.

ARIL 360 # - Intermediate 3D II - Motion, Lighting and Texture Mapping  3 Credits
Prerequisite(s): ARIL 221; ARIL 321 may be taken as a corequisite or prerequisite. Special fee. 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. Special fee. 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 421 # - Advanced 3-D Computer Illustration and Animation Arts
3 Credits
Prerequisite(s): ARIL 321. Special fee. 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 320. Special fee. With faculty advisement, each senior student will design a project within an area of Illustration: Print & Animation. The body of the work will be completed in Final Project II. 4 hours lecture.

ARIL 423 # - Final Project II
4 Credits
Prerequisite(s): ARIL 422. Special fee. With faculty advisement, each senior student will complete and present a body of work within an area of Illustration: Print & Animation already established and explored in Final Project I. 3 hours studio, 1 hour lecture.

ARIL 430 # - Illustration IV: Advanced
3 Credits
Prerequisite(s): ARIL 220 and ARIL 230 and ARIL 320. Special fee. 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 320. Corequisite(s): ARIL 430. Special fee. 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 460 # - Advanced Animation II: Interactive Media/Gaming
3 Credits
Prerequisite(s): ARIL 221. Special fee. 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.