

# ANIMATION AND ILLUSTRATION MAJOR (B.F.A.)

The Animation/Illustration Major is an interdisciplinary program balancing traditional forms of creative storytelling with state-of-the-art technology. This approach prepares students for challenging careers in areas such as 2-D and 3-D animation, advertising, book and editorial illustration, and comic and children’s book art. The program is based in the Department of Art and Design (<http://www.montclair.edu/arts/art-and-design>). For further information, go to: Animation/Illustration (BFA) (<http://www.montclair.edu/arts/art-and-design/academic-programs/undergraduate-programs/animation-illustration-bfa>)

## Program Requirements

Students must complete 22 credits of General Education requirements (<http://catalog.montclair.edu/undergraduate-graduate-degree-requirements/general-ed-bfa>) and 3-9 credits of World Languages and Cultures Requirements (<http://catalog.montclair.edu/undergraduate-graduate-degree-requirements/world-languages-cultures-requirement>).

### Core Requirements

ARFD 121	Foundations I: Concept, Process and Application	3
ARFD 122	Foundations II: 2D Design	3
ARFD 123	Foundations III: Visual Organization - 3D Design	3
ARFD 124	Foundations IV: Figure Drawing	3
ARFD 125	Foundations V: Color, Light and Time	3

### Art and Design History

ARHT 105	Art in Western Civilization: Ancient Through Medieval	3
ARHT 106	Art in Western Civilization: Renaissance through Modern	3
ARHT 280	Asian Art	3
Select one of the following:		3
ARHT 202	Field Trip in Art History	
ARHT 203	Modern Philosophies of Art	
ARHT 280	Asian Art	
ARHT 281	African Art: Sub-Saharan	
ARHT 290	American Art	
ARHT 301	History of the Print	
ARHT 302	History of Photography	
ARHT 303	History of Industrial Design	
ARHT 304	History of Textiles	
ARHT 313	Aegean Art and Archaeology	
ARHT 314	Greek Art	
ARHT 315	Roman Art	
ARHT 321	Early Medieval Art: Early Christian, Byzantine Early Medieval	
ARHT 322	Medieval Art: Romanesque and Gothic	
ARHT 331	Renaissance Art in Italy: The Fifteenth Century	
ARHT 332	Renaissance Art in Italy: The Sixteenth Century	
ARHT 336	Northern Renaissance Painting	
ARHT 340	Seventeenth and Eighteenth Century Art	

ARHT 350	Art of the Nineteenth Century	
ARHT 352	Nineteenth Century American Painting	
ARHT 360	Twentieth-Century Art	
ARHT 361	Modern Architecture	
ARHT 393	The Critical Approach	
ARHT 470	Contemporary Art	
ARHT 490	Selected Problems in Art History	
ARHT 491	Independent Study: Art History	
ARHT 499	Independent Study: Senior Thesis (BA Art History)	

### Illustration/Animation Major Studio

#### Required Studio Courses

ARDW 200	Drawing, Beginning I	3
ARIL 220	Illustration, Beginning I	3
ARIL 230	Illustration, Beginning II	3
ARIL 261	Character Design for 2D Animation	3
ARIL 262	Principles of 2D Animation	3
ARIL 264	Digital Illustration	3
ARIL 320	Illustration III, Art of the Visual Narrative	3
ARIL 321	Intermediate 3D Computer Illustration and Animation Arts: Animation	3
ARIL 360	Intermediate 3D II - Motion, Lighting and Texture Mapping	3
ARPA 200	Painting, Beginning I	3
FILM 230	Introduction to Screenwriting	3
ARIL 221	Intro 3D Computer Illustration and Animation Arts: Modeling	3
ARGD 211	Fundamentals of Adobe Creative Suite - Mac <sup>1</sup>	3

#### Animation or Illustration Track

Select one of the following tracks: 15

#### Animation Track

ARIL 318	Animation Production	
ARIL 322	Animation for the Internet and Mobile Media	
ARIL 361	Animation: Broadcast Graphics	
ARIL 421	Advanced 3-D Computer Illustration and Animation Arts	
ARIL 460	Advanced Animation II: Interactive Media/Gaming	

#### Illustration Track

ARIL 260	Introduction to Cartooning	
ARIL 340	Editorial Illustration	
ARIL 350	Professional Business Practice for the Artist	
ARIL 430	Illustration IV: Advanced	
ARIL 440	Portfolio for Illustrators	

#### Studio Electives

Select 3-6 credits from the following: 3-6

ARDW 210	Drawing, Beginning II	
ARGD 200	Graphic Design, Beginning I	
ARGD 210	Graphic Design, Beginning II	
ARGD 425	Web Page Design	
ARGS 280	Art Forum	
ARIL 260	Introduction to Cartooning	
ARIL 318	Animation Production	
ARIL 322	Animation for the Internet and Mobile Media	
ARIL 340	Editorial Illustration	

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ARIL 350	Professional Business Practice for the Artist	
ARIL 361	Animation: Broadcast Graphics	
ARIL 421	Advanced 3-D Computer Illustration and Animation Arts	
ARIL 430	Illustration IV: Advanced	
ARIL 440	Portfolio for Illustrators	
ARIL 460	Advanced Animation II: Interactive Media/Gaming	
ARPA 210	Painting, Beginning II	
ARPH 201	Digital Photo and Imaging I	
ARPM 200	Printmaking, Beginning I	
ARSC 200	Sculpture, Beginning I	
ARSC 221	Sculpture: Clay, Introduction A	
FILM 200	Film Making I	
FILM 201	Digital Filmmaking I	
FILM 221	Digital Filmmaking II	
FILM 277	Audio Production for Film/Digital Media	
FILM 360	Film Editing	
<b>Senior Year Requirements</b>		
ARIL 422	Final Project I	4
ARIL 423	Final Project II	4
Total Credits		92

<sup>1</sup> Students may test out of this course. An additional studio course must be taken.