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/art-and-design). For further information, go to: Animation/Illustration (BFA) (http://www.montclair.edu/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).

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ARFD 100</td>
<td>Perceptual Drawing</td>
<td>3</td>
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<tr>
<td>ARFD 101</td>
<td>Process and Media I - Surface</td>
<td>3</td>
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<tr>
<td>ARFD 102</td>
<td>Drawing as Research</td>
<td>3</td>
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<tr>
<td>ARFD 103</td>
<td>Color and Light</td>
<td>3</td>
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<tr>
<td>ARFD 104</td>
<td>Process and Media II—Space</td>
<td>3</td>
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**Program Core Requirements**

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<thead>
<tr>
<th>Code</th>
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<tbody>
<tr>
<td>ARFD 106</td>
<td>Digital Literacy</td>
<td>3</td>
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<tr>
<td>ARFD 200</td>
<td>Process and Media III—Time</td>
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<td>ARHT 102</td>
<td>Visual Culture</td>
<td>3</td>
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<tr>
<td>ARHT 201</td>
<td>History of Design</td>
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<tr>
<td>ARFD 400</td>
<td>Art and Design Forum</td>
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<tr>
<td>ARHT 101</td>
<td>Art in Non-Western Societies</td>
<td>3</td>
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<tr>
<td>or ARTX 201</td>
<td>Culture and Appearance</td>
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<tr>
<td>ARHT 105</td>
<td>Art in Western Civilization: Ancient Through Medieval</td>
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<tr>
<td>or ARHT 106</td>
<td>Art in Western Civilization: Renaissance through Modern</td>
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**Major Requirements**

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<th>Code</th>
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<tr>
<td>ARIL 101</td>
<td>Introduction to Animation and Illustration</td>
<td>3</td>
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<tr>
<td>ENTR 201</td>
<td>The Entrepreneurial Mindset and Innovation</td>
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<tr>
<td>ARIL 202</td>
<td>3D Character Building</td>
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<tr>
<td>ARHT 282</td>
<td>History of Animation and Illustration</td>
<td>3</td>
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<td>ARIL 200</td>
<td>Digital Painting Methods</td>
<td>3</td>
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<td>ARIL 262</td>
<td>2D Animation</td>
<td>3</td>
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<td>ARIL 310</td>
<td>Compositing</td>
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<tr>
<td>ARIL 225</td>
<td>Art of the Visual Narrative</td>
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<td>COED 401</td>
<td>Cooperative Education Experience I</td>
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<td>ARIL 422</td>
<td>Final Project I</td>
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<tr>
<td>ARIL 423</td>
<td>Animation/Illustration Thesis II</td>
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**Animation or Illustration Track**

Select one of the following tracks: 24

- Animation Track
- Illustration Track

**Complete 5 courses:**

- ARIL 321 3D Animation
- ARIL 330 Visual Effects/Compositing II
- ARIL 325 Interactive Game Development I
- ARIL 425 Animation: Game Development II
- ARIL 455 Animation: Collaborative Production

**Complete 3 courses from the following:**

- FILM 201 Digital Filmmaking I
- FILM 230 Introduction to Screenwriting
- ARDW 201 Life Drawing, Beginning I
- ENTR 290 Selected Topics in Entrepreneurship
- ARIL 210 Painting Methods
- ARIL 331 Experimental Animation
- ENTR 301 Creating Your Startup Business Model
- ENTR 302 Preparing to Pitch and Launch Your Startup

**Total Credits** 95