

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 100	Perceptual Drawing	3
ARFD 101	Process and Media I - Surface	3
ARFD 102	Drawing as Research	3
ARFD 103	Color and Light	3
ARFD 104	Process and Media II—Space	3

Program Core Requirements

ARFD 106	Digital Literacy	3
ARFD 200	Process and Media III—Time	3
ARHT 102	Visual Culture	3
ARHT 201	History of Design	3
ARFD 400	Art and Design Forum	3
ARHT 101	Art in Non-Western Societies	3
or ARTX 201	Culture and Appearance	
ARHT 105	Art in Western Civilization: Ancient Through Medieval	3
or ARHT 106	Art in Western Civilization: Renaissance through Modern	

Major Requirements

ARIL 101	Introduction to Animation and Illustration	3
ENTR 201	The Entrepreneurial Mindset and Innovation	3
ARIL 202	3D Character Building	3
ARHT 282	History of Animation and Illustration	3
ARIL 200	Digital Painting Methods	3
ARIL 262	2D Animation	3
ARIL 310	Compositing I	3
ARIL 225	Art of the Visual Narrative	3
COED 401	Cooperative Education Experience I	3
ARIL 422	Final Project I	4
ARIL 423	Animation/Illustration Thesis II	4

Animation or Illustration Track

Select one of the following tracks: 24

Animation 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

Illustration Track

Complete 5 courses:	
ARIL 210	Painting Methods
ARDW 201	Life Drawing, Beginning I
ARIL 215	Illustration Studio: Concepts
ARIL 311	Illustration Studio II: Cartooning
ARIL 401	Illustration Studio III: Editorial
Complete 3 courses from the following:	
ARIL 321	3D Animation
ARIL 330	Visual Effects/Compositing II
ARIL 350	Professional Business Practice for Illustration
ARIL 325	Interactive Game Development I
ENTR 301	Creating Your Startup Business Model
ENTR 302	Preparing to Pitch and Launch Your Startup

Total Credits 95