

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 Overview

Code	Title	Credits
A. New Student Seminar		
	Complete a 1 credit New Student Seminar course.	1
C. Communication		
	1. <i>Writing</i>	3
	2. <i>Literature</i>	3
	3. <i>Communication</i>	3
F. Humanities		
	1. <i>Great Works and Their Influences</i>	
	Fulfilled in the major.	
	VIST 105 Global Foundations in Art and Visual Culture or VIST 106 Modern Visions 1400-1945	
	2. <i>Philosophical and Religious Perspectives</i>	3
G. Computer Science		
	ARIL 200 Digital Painting Methods (Fulfilled in the major.)	
K. Social Science		
	1. <i>American and European History</i>	3
Total Credits		16

Major Requirements

Code	Title	Credits
Core		
ARFD 101	Surface	3
	or PRDN 100 Design Visualization I - Concept Sketching	
ARFD 103	Color and Light	3
VIST 102	Visual Culture	3
VIST 105	Global Foundations in Art and Visual Culture	3
	or VIST 106 Modern Visions 1400-1945	
VIST 109	Special Topics in Global Art Cultures	3
Core Elective		
	Complete one course from the following:	3
	ARFD 100 Perceptual Drawing	
	or ARFD 102 Drawing as Research	
	or ARFD 104 Space	
	or PRDN 102 Anatomical Drawing for Product Designers	
Major Requirements		
ARIL 101	Introduction to Illustration	3
ARIL 200	Digital Painting Methods	3

ARIL 202	3D Character Building	3
ARIL 225	Art of the Visual Narrative	3
ARIL 261	Character Design for Illustrators	3
ARIL 262	Illustration and Motion	3
ARIL 310	Motion Graphics-Compositing I	3
ARIL 422	Final Project I	4
ARIL 423	Animation/Illustration Thesis II	4
VIST 282	History of Animation and Illustration	3

Track

Complete the Animation Track or the Illustration Track. See requirements below.

Total Credits **89**

Animation Track

Code	Title	Credits
Required Courses		
ARIL 301	Industry Preparation	3
ARIL 302	Intermediate 3D Modeling	3
ARIL 321	3D Character Rigging	3
ARIL 325	Interactive Game Development I	3
ARIL 330	Visual Effects/Compositing II	3
ARIL 360	VFX, Lighting, and Rendering	3
ARIL 362	Intermediate 2D Animation	3
ARIL 421	Advanced 3-D Computer Illustration and Animation Arts	3
ARIL 425	Animation: Game Development II	3
ARIL 455	Animation: Collaborative Production	3
Electives		
	Complete three courses from the following:	9
	ARIL 300 Intermediate Digital Painting Methods	
	ARIL 312 Products and Zines	
	ARIL 323 Type and Image	
	ARIL 335 Animated Illustration	
	ARIL 349 Concept Design for Gaming	
	ARIL 350 Professional Business Practice for Illustration	
	ARIL 351 Animated Development and Pitch Bible	
	COED 401 Cooperative Education Experience I	
	ENTR 260 Introduction to Innovation and 3D Printing	
	ENTR 302 Preparing to Pitch and Launch Your Startup	
Total Credits		39

Illustration Track

Code	Title	Credits
Required Courses		
ARIL 300	Intermediate Digital Painting Methods	3
ARIL 311	Illustration Studio II: Cartooning	3
ARIL 312	Products and Zines	3
ARIL 315	Illustration Studio: Concepts	3
ARIL 323	Type and Image	3
ARIL 335	Animated Illustration	3
ARIL 349	Concept Design for Gaming	3
ARIL 350	Professional Business Practice for Illustration	3
ARIL 401	Illustration Studio III: Editorial	3

ARIL 430	Advanced Illustration	3
Electives		
Complete three courses from the following:		9
ARIL 301	Industry Preparation	
ARIL 302	Intermediate 3D Modeling	
ARIL 321	3D Character Rigging	
ARIL 325	Interactive Game Development I	
ARIL 330	Visual Effects/Compositing II	
ARIL 351	Animated Development and Pitch Bible	
ARIL 360	VFX, Lighting, and Rendering	
ARIL 362	Intermediate 2D Animation	
ENTR 260	Introduction to Innovation and 3D Printing	
ENTR 302	Preparing to Pitch and Launch Your Startup	
Total Credits		39

General Education Requirements

Click here for a list of courses that fulfill General Education categories. (<http://catalog.montclair.edu/undergraduate-graduate-degree-requirements/general-ed-ba-bs/>)

Code	Title	Credits
A. New Student Seminar		
Complete a 1 credit New Student Seminar course.		1
C. Communication		
1. Writing		3
2. Literature		3
3. Communication		3
F. Humanities		
1. <i>Great Works and Their Influences</i>		
Fulfilled in the major.		
VIST 105	Global Foundations in Art and Visual Culture or VIST 106 Modern Visions 1400-1945	
2. <i>Philosophical and Religious Perspectives</i>		3
G. Computer Science		
ARIL 200	Digital Painting Methods (Fulfilled in the major.)	
K. Social Science		
1. <i>American and European History</i>		3
Total Credits		16

World Languages and Cultures Requirements

Click here for a list of courses that fulfill the World Languages and Cultures categories (<http://catalog.montclair.edu/undergraduate-graduate-degree-requirements/world-languages-cultures-requirement/>)

Code	Title	Credits
World Languages		
Based on placement exam complete one or two sequential courses in 3-6 one language.		
World Cultures		
VIST 109	Special Topics in Global Art Cultures (Fulfilled in the major.)	
Total Credits		3-6

Recommended Roadmap to Degree Completion

This recommended four-year plan is provided as an outline for students to follow in order to complete their degree requirements within four years. This plan is a recommendation and students should only use it in consultation with their academic advisor.

Animation Track

Course	Title	Credits
First Year		
Fall		
GENERAL EDUCATION: (A) New Student Seminar		1
GENERAL EDUCATION: (C1) Writing		3
World Language I		3
ARFD 101	Surface	3
ARFD 103	Color and Light	3
VIST 102	Visual Culture	3
Credits		16
Spring		
GENERAL EDUCATION: (C2) Literature		3
World Language II		3
ARIL 101	Introduction to Illustration	3
VIST 105 or VIST 106	Global Foundations in Art and Visual Culture or Modern Visions 1400-1945	3
ARFD Elective		3
Credits		15
Second Year		
Fall		
GENERAL EDUCATION: (C3) Communication		3
ARIL 200	Digital Painting Methods	3
ARIL 261	Character Design for Illustrators	3
VIST 282	History of Animation and Illustration	3
Free Elective		3
Credits		15
Spring		
GENERAL EDUCATION: (K1) Social Science – American and European History		3
ARIL 202	3D Character Building	3
ARIL 225	Art of the Visual Narrative	3
ARIL 262	Illustration and Motion	3
Free Elective		3
Credits		15

Third Year

Fall		
GENERAL EDUCATION: (F2) Humanities – Philosophical and Religious Perspectives 3		
ARIL 300	Intermediate Digital Painting Methods	3
ARIL 310	Motion Graphics-Compositing I	3
ARIL 315	Illustration Studio: Concepts	3
ARIL 323	Type and Image	3
Credits		15

Spring		
ARIL 311	Illustration Studio II: Cartooning	3
ARIL 335	Animated Illustration	3
ARIL 349	Concept Design for Gaming	3
ARIL 350	Professional Business Practice for Illustration	3
VIST 109	Special Topics in Global Art Cultures	3
Credits		15

Fourth Year

Fall		
ARIL 312	Products and Zines	3
ARIL 401	Illustration Studio III: Editorial	3
ARIL 422	Final Project I	4
Major Elective		3
Free Elective		3
Credits		16

Spring		
ARIL 423	Animation/Illustration Thesis II	4
ARIL 430	Advanced Illustration	3
Major Elective		3
Major Elective		3
Credits		13
Total Credits		120

Illustration Track

Course	Title	Credits
First Year		
Fall		
GENERAL EDUCATION: (A) New Student Seminar		1
GENERAL EDUCATION: (C1) Writing		3
World Language I		3

ARFD 101	Surface	3
ARFD 103	Color and Light	3
VIST 102	Visual Culture	3
Credits		16

Spring		
GENERAL EDUCATION: (C2) Literature 3		
World Language II 3		
ARIL 101	Introduction to Illustration	3
VIST 105 or VIST 106	Global Foundations in Art and Visual Culture or Modern Visions 1400-1945	3
ARFD Elective		3
Credits		15

Second Year		
Fall		
GENERAL EDUCATION: (C3) Communication 3		
ARIL 200	Digital Painting Methods	3
ARIL 261	Character Design for Illustrators	3
VIST 282	History of Animation and Illustration	3
Free Elective		3
Credits		15

Spring		
GENERAL EDUCATION: (K1) Social Science – American and European History 3		
ARIL 202	3D Character Building	3
ARIL 225	Art of the Visual Narrative	3
ARIL 262	Illustration and Motion	3
Free Elective		3
Credits		15

Third Year		
Fall		
GENERAL EDUCATION: (F2) Humanities – Philosophical and Religious Perspectives 3		
ARIL 300	Intermediate Digital Painting Methods	3
ARIL 310	Motion Graphics-Compositing I	3
ARIL 315	Illustration Studio: Concepts	3
ARIL 323	Type and Image	3
Credits		15

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Spring		
ARIL 311	Illustration Studio II: Cartooning	3
ARIL 335	Animated Illustration	3
ARIL 349	Concept Design for Gaming	3
ARIL 350	Professional Business Practice for Illustration	3
VIST 109	Special Topics in Global Art Cultures	3
	Credits	15
Fourth Year		
Fall		
ARIL 312	Products and Zines	3
ARIL 401	Illustration Studio III: Editorial	3
ARIL 422	Final Project I	4
Major Elective		3
Free Elective		3
	Credits	16
Spring		
ARIL 423	Animation/ Illustration Thesis II	4
ARIL 430	Advanced Illustration	3
Major Elective		3
Major Elective		3
	Credits	13
	Total Credits	120