ILLUSTRATION (ILL)

ILL 200 | ILLUSTRATION FOUNDATIONS | 4 quarter hours
(Undergraduate)
This course will focus on improving the basic skills needed for creating concept art and storyboards for animation and games. Areas of focus include practical perspective, technical rendering, observational drawing and color theory. These skills will be applied in basic prototyping projects.
GD 105 or ART 105 or ANI 105 or DES 141 is a prerequisite for this class.

ILL 206 | HISTORY OF COMICS | 4 quarter hours
(Undergraduate)
This course will cover the history of the art form collectively known as "comics"—mechanically reproduced graphic storytelling—which includes comic strips, comic books, graphic novels, Japanese manga and online comics. Students will be introduced to the evolution of the art form from 18th century precursors, to late 19th century newspaper pages, to the 20th century comic book, through today's sophisticated graphic novels. The course will devote considerable time to comics of other cultures, with special emphasis on Japan and Europe. It will also examine the relationship of comics to culture at large, and the struggle of underground and alternative comic artists to explore adult subjects such as politics and gender.

ILL 210 | DIGITAL ILLUSTRATION I | 4 quarter hours
(Undergraduate)
Introduction to illustration development in image, line and photography, combining computer applications and hand-rendered approaches.
GD 105 or ART 105 or ANI 105 or DES 141 is a prerequisite for this class.

ILL 211 | INTERMEDIATE DIGITAL ILLUSTRATION | 4 quarter hours
(Undergraduate)
Intermediate practice for illustration development in image, line and photography, combining computer applications and hand-rendered approaches, will be studied.
GD 105 or ART 105 or ANI 105 or DES 141 is a prerequisite for this class.

ILL 220 | MAKING COMICS | 4 quarter hours
(Undergraduate)
This course introduces students to the components of graphic narrative, including superhero and alternative comics, comic strips, manga, and graphic novels. Students will learn fundamental materials and techniques, including penciling and inking, digital painting and coloring, and publishing, and create their own graphic narratives. The course will also provide an overview of the history of comics and graphic storytelling, and their relation and importance to the art of animation.
ART 106, ILL 200, or DES 111 is a prerequisite for this course.

ILL 321 | MAKING COMICS II | 4 quarter hours
(Undergraduate)
A continuation of Making Comics, this course explores advanced aspects of writing and drawing one's own narratives in long-form sequential art. The focus is on honing individual approaches to storytelling, media, color, lettering and layout. Students will expand their knowledge of the comics canon by reading and discussing contemporary works. Students will synthesize initial exercises and assignments into a final long-form project. Self publishing and production techniques will also be introduced.