

When words aren't enough, you complete the picture.

Change the visual landscape with cutting-edge illustrations and learn to communicate ideas clearly through pictures in our renowned Illustration program. You'll master the latest technology, study under industry leaders, and go on to create beautiful works that tell stories through printed books, motion graphics, or fabric patterns. You're prepared to lead the creative economy—whether you're starting your own business in publishing, designing video games, or doing concept designs for top entertainment companies.

Careers

Advertising designer Apparel graphics designer Book illustrator Character and asset designer Designer for web and mobile Editorial illustrator Film effects creator Fine artist Freelance illustrator Greeting card designer Newspaper graphic artist Poster artist Product and toy designer Video game designer

Employers

American Greetings Bath & Body Works Boeina Cartoon Network CBS News DC Comics **Disney Consumer Products DreamWorks Animation** Forever 21 Hallmark Hasbro Marvel Comics Ogilvy & Mather Pixar Sonv Pictures Turbine Wall Street Journal Williams Sonoma Zaner-Bloser

Facilities

You'll have access to:

- » 3D illustration lab with small- and large-scale sculpting, molding, and casting equipment
- » 2D illustration lab with scanners, black-and-white and color printers, drawing tables, open lounge space, Cintiq monitors, light table, drawing projectors, cutting table, mat cutter, cameras, and a cleaning sink
- » Computer lab with Cintiq monitors, ZBrush, and Adobe software
- » Access to printmaking lab and equipment
- » Access to the Tad Jeffrey FabLab, which includes 3D printers, laser cutters, CNC machine, and spray booths

Curriculum

Major Requirements 48 credits

Introduction to Illustration Digital Media Illustration Illustration Composition Perspective Drawing Color Theory & Pre-Press Production Traditional Media Illustration Illustrative Figure Drawing Character and Environment Designs Illustration Markets Illustration Markets Illustration elective Experiential Learning elective 2D Animation exercise Self Promotion for Illustrators Illustration Portfolio Projects Illustration Capstone

First-Year Experience and Art/Design Electives 24 credits

2D Creative Practices Systems of Drawing Collaboration What Can a Drawing Do 3D Making with Care Art/Design electives

Liberal Arts & Art History Requirements 48 credits

Major-specific required courses:

Modern to Contemporary Art & Design Historical Art & Design History of Comics & Illustration Writing & the Arts Math Quantitative Literacy Introduction to Philosophy

Choose courses from each of the following categories:

Self & Society Advanced Art History Science Literature Social Science Advanced Writing Business Liberal Arts and/or Art History electives

Total Required Credits 120 credits

Courses listed reflect the Illustration academic plan for incoming students in 2024–2025. Course titles are subject to change.

Notable Illustration Alumni



Victoria Douglas

Class of 2020

Victoria Douglas had just graduated when they signed with Behemoth Comics to turn their <u>action</u> comic (and senior

capstone project) *Cinnamon* into an ongoing series distributed by Diamond in local comic stores nationwide. In May 2022, Simon and Schuster published the series in book form. Douglas was awarded the Emerging Talent Prize at Cartoon Crossroads Columbus 2022.



Keturah Bobo

Class of 2006

Keturah Bobo is an accomplished children's book illustrator whose work has graced the *New York Times*

Best Seller list, gallery walls, and products by Baby Dove skincare, the tech company HP, retailer H&M, publisher Scholastic Books, and others. Bobo has illustrated the children's books *I Believe I Can* and *I am Enough* (both with Grace Byers) as well as *A is for All the Things You Are* and *The Night is Yours*. In 2022, Bobo and her work were featured in Hulu's Black History Month series *Your Attention Please*.

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