



ILLUSTRATION

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
Boeing
Cartoon Network
CBS News
DC Comics
Disney Consumer Products
DreamWorks Animation
Forever 21
Hallmark
Hasbro
Marvel Comics
Ogilvy & Mather
Pixar
Sony 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

Illustration 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 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*

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.

Professional Resources

American Library Association
ala.org

American Society of Architectural Illustrators
asai.org

Author Illustrator Source
author-illustr-source.com

Educational Book & Media Association
edupaperback.org

FolioPlanet (portfolio review by art directors, free listing, and portfolio set-up)
folioplanet.com

Imaginative Book Illustration Society
bookillustration.org

International Board on Books for Young People
ibby.org

The Drawing Board for Illustrators
cartoonists.com

The Horn Book
hbook.com

The I-Spot (online resource for illustrators)
thispot.com

Notable Alumni



Victoria Douglas

Class of 2020

Victoria Douglas had just graduated when they signed with Behemoth Comics to turn their action 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.