

VISUAL COMMUNICATION & DESIGN WITH A CONCENTRATION IN ILLUSTRATION, ASSOCIATE OF APPLIED BUSINESS



The Illustration degree program prepares students for positions as 2D or 3D illustrators in design and visualization studios, ad agencies, publishing houses, media studios or freelance contractors. The Illustration curriculum is based on professional standards in building a marketable portfolio, preparing graduates for a variety of full-time or freelance employment in Visualization, Illustration and Visual Communication industries. Students have an opportunity to develop or upgrade drawing, rendering, modeling and digital illustration skills. Emphasis is on the creation of illustration for print and digital media, studio skills, conceptual and critical thinking, problem solving and editorial research projects as they relate to the illustration professional.

Program contact: Learn more

This degree program contains one or more embedded certificates which will be automatically awarded when the certificate requirements are completed. If you do not want to receive the embedded certificate(s), please notify the Office of the Registrar at RegistrarOffice@tri-c.edu.

Learn more about how certificate credits apply to the related degree.

Program Admission Requirements

- High School Diploma/GED highly recommended, but not required.
- ENG-0995 Applied College Literacies or appropriate score on English Placement Test highly recommended.
- MATH-0955 Beginning Algebra or MATH-0990 Math Literacy for College Students or appropriate score on Math Placement Test highly recommended.

Other Information

- Non-degree students may enroll in individual courses with departmental approval.
- Contact Program Coordinator, Program Manager or Counselor for additional information

Program Learning Outcomes

This program is designed to prepare students to demonstrate the following learning outcomes:

1. Apply effective verbal, written and visual communication skills to present a concept, idea, or portfolio to co-workers, clients and other professionals
2. Follow directions, give and receive criticism and work effectively in a team environment to solve visual communication problems.
3. Research and assess technical and creative aspects of multiple projects to satisfy client needs and to continually evaluate and improve professional skills and practices.
4. Apply knowledge of art history, theories and principles to traditional and digital drawing and design skills for visual communication applications relevant to contemporary applied art markets.
5. Develop career goals, applying basic business and financial skills, self discipline and motivation, versatility and adaptability, self promotion and communication skills to create a sustainable art business.

Suggested Semester Sequence

First Semester		Credit Hours
ART-1050	Drawing I	3
VC-1000	Visual Communication Foundation	3
VCIL-1142	Illustration I	3
VCPH-1450	Digital Imaging I	3
Select one of the following:		3
ENG-1010	College Composition I	
ENG-101H	Honors College Composition I	
Credit Hours		15
Second Semester		Credit Hours
MATH-1xxx	1000-level MATH course or higher	3
VC-1431	Vector Graphics	3
VCIL-1640	3D Design	3
VCIL-2142	Illustration II	3
Communication Requirements		3
Credit Hours		15
Third Semester		Credit Hours
VC-2301	Graphic Design and Illustration	3
VCIL-2040	3D Motion	3
VCIM-2271	2D Animation	3
VCIL-2341	Illustration for Story	3
Arts and Humanities Requirements		3
Credit Hours		15
Fourth Semester		Credit Hours
VC-2991	Portfolio Preparation	3
Social and Behavioral Science/Natural Science Requirement		3
Select one of the following:		3
ART-2000	Life Drawing I	
VCIM-1200	Game Design I: Introduction to Game Design	
Select one of the following:		3
VCIL-2540	3D Studio	
VCIL-2641	Illustration Studio	
Select one of the following:		3
ART-xxxx	Art Elective	

VCXX-xxxx	Visual Communications elective	
	Credit Hours	15
	Total Credit Hours	60