

MINORS

ILLUSTRATION MINOR

Our Mission:

The Illustration minor prepares students to enter a world where boundaries between artistic disciplines are constantly changing and art is activated in the service of multiple audiences, in diverse venues and across existing and emerging markets. This minor provides a curriculum emphasizing strong concepts, proficient skills, and civic mindedness to support the communication needs of a variety of contexts, including client-led publications, merchandise, and self-directed exhibitions. A balance of conceptual, historical, and technical instruction helps students locate their own style, voice, and conceptual foothold to meet the rich opportunities afforded by today's shifting creative landscape.

Participating Departments:

Program Learning Outcomes

Otis College Interdisciplinary Studies: Illustration Minor Program Learning Outcomes are action words describing our approach to learning, and what we commit to our students.

Illustration Minor Students Will:

Grow

Illustration Minor student work will demonstrate: Disciplinary Knowledge and Skills • Audience-Focused Research, Historical Context, and Field-Specific Discourse Proficient knowledge and skills in illustration including historical precedents, observational drawing, narrative and storytelling, color theory, and composition to create compelling images that respond to specific briefs, prompts, and audiences. Proficiency in Industry-Standard Skills, Technologies, and Processes The ability to create professional-level illustration projects using current industry software and hardware tools, successfully execute production workflows across both physical and digital media, and demonstrate adaptability by mastering emerging technologies as they're introduced to the field. Cross-Disciplinary Awareness and Practice Developed practice grounded in two or more disciplines.

Dare

Illustration Minor student work will demonstrate: Innovation • Experimentation and Play • Challenge to the Status Quo • Bravery in their Work and their Interactions with Others Capacity to combine aspects of illustration with work in one's major and/or push the boundaries between each field.

Reflect

Illustration Minor student work will demonstrate: Capacity to Communicate (Orally, Written, and/or Visually) about their Practice Ability to clearly articulate the relationship between their work in illustration and their major and how these studies will help them achieve personal and professional goals. Analysis of Both Ethical and Aesthetic Impacts of Art and Design Analysis of the ethical and aesthetic impacts their work has on their fields of study as well as society, culture and the environment.

Connect

Illustration Minor student work will demonstrate: Awareness of Positionality – in the World, their Field, their Communities. • Integration of Skills and Concepts: Successful integration of skills, information and concepts between their majors and Illustration minor, while understanding and articulating their positionality in their chosen fields.

Shine

Illustration Minor student work will demonstrate: Ability to define aspirations, future goals and their role within the creative economy. Defined aspirations, future goals and their role as an interdisciplinary creative within the creative economy. Awareness of audience • Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios. Successful completion and presentation of original work in illustration (a portfolio and/or online presence) that highlights your proficiency with media, personal conceptual vision, communication style and connection to potential illustration markets.

Course Requirements

Illustration Minor Required Courses: 15 credits of Illustration courses

This can be 5 studio courses or 4 studio courses + 1 LAS course.

Students select courses based on guidance from the Director of Interdisciplinary Studies, Minor Area Heads and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard (my.otis.edu). Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

Electives

Course Title	Course Number	Credits
Illustration II	ILUS 201	3.00
Illustration IV	ILUS 301	3.00
Interdisciplinary Practices	INTR 330	3.00
ST: Design Lab	INTR 330	3.00
Illustration II	ILUS 201	3.00
Drawing and Painting II	ILUS 213	3.00

Illustration IV	ILUS 301	3.00
Drawing and Painting IV	ILUS 313	3.00
ST: Scientific Illustration	ILUS 358	3.00
ST: Watercolor Illustration	ILUS 358	3.00
ST: Digital Paths	ILUS 358	3.00
ST: Narrative Illustration	ILUS 358	3.00
Bookmaking Projects	GDIL 456	3.00
Making with AI Generators	GDIL 334	3.00
Hybrid Letterpress	PRNT 375	3.00
Graphic Design/ Illus History	AHCS 222	3.00

Elective Descriptions

ILUS 201 - Illustration II (3.00)

ILUS 301 - Illustration IV (3.00)

Pre-requisites: ILUS 300

INTR 330 - Interdisciplinary Practices (3.00)

This is an upper-division studio courses designed to foster interdisciplinary thinking and collaboration across media, genres, and disciplines. Students explore hybrid and cross-media practices that connect art and design with fields such as science, technology, politics, and culture. Emphasis is placed on experimentation, collaboration, and critical engagement across multiple methods and modes of making. Course topics are developed collaboratively and decided by the class, allowing students to shape the focus and direction of their collective inquiry. Guest speakers and visiting artists introduce models of interdisciplinary and transdisciplinary professional practice.

INTR 330 - ST: Design Lab (3.00)

Upper division studio courses that facilitate student work across media, genres and disciplines, while also developing skills in interdisciplinary thinking in a supportive community. Topics vary each semester. Examples include: Design Lab, Interdisciplinary Practices, Interdisciplinary Career Pathways Fulfills studio electives.

ILUS 201 - Illustration II (3.00)

ILUS 213 - Drawing and Painting II (3.00)

ILUS 301 - Illustration IV (3.00)

Pre-requisites: ILUS 300

ILUS 313 - Drawing and Painting IV (3.00)

Pre-requisites: ILUS 312

ILUS 358 - ST: Scientific Illustration (3.00)

Scientific Illustration will introduce students to scientific illustration as it could be used to educate, preserve, advertise, etc for various types of California farms. These could include food farms (vegetable, animal, orchards, vineyards, olive, date), non food farms (biofuels, building- hemp, bamboo, flax, and pharmaceuticals), using traditional farming methods or non-traditional such as hydroponics or aquaculture. Projects will be based on one chosen farm and include taxonomy of a farmed species, diagrams of the species and informational illustrations of farmed species.

ILUS 358 - ST: Watercolor Illustration (3.00)

Students are introduced to traditional and contemporary watercolor approaches and concepts, with emphasis on its formal language and the fundamentals of artistic expression using this medium. It helps prepare students for the field of illustration. Students will be using watercolors to paint from observation as well as from imagination in conjunction with reference materials and various other painting and mixed media methods.

ILUS 358 - ST: Digital Paths (3.00)

Digital paths is a basic introduction to computer graphics and video editing software, such as Adobe Photoshop/Illustrator/After Effects/Media Encoder and Procreate in iPad. Students do not need relevant experience to enroll in this course, but the final assignments are presented in digital media. Through classroom demonstration and video watching, students will be able to make one motion graphic animation, and one experimental film.

ILUS 358 - ST: Narrative Illustration (3.00)

Students will create illustrations that convey moments in a story or script. They will use existing or personal ideas to illustrate these scenes while learning from film compositions, scripts, books, and other works to help communicate the narrative. Students should have a Tablet or Drawing Tablet that can attach to a laptop or computer, styles pen to use with Photoshop.

GDIL 456 - Bookmaking Projects (3.00)

This course introduces the skills, craft, materials and techniques used in making book structures by hand. Course assignments have the potential to evolve into creative and personal objects that hold visual work and text. Students learn book binding methods involving paper folding, cutting, sewing, gluing, and ways of assembling individual sheets, signatures and text blocks with or without covers. Students produce a sample collection of book structure options and explore structures that can hold content and expression of meaning.

GDIL 334 - Making with AI Generators (3.00)

This class uses established methods for idea and image-generation while employing new tools. Students work with faculty to generate and test guidelines for the use of AI art generators in projects and portfolios. Constrained projects pave the way for open-ended prompts. Guests include artists/designers who use AI in their process, as well as those that have been included in AI training sets without their permission. Students will present their work thus far to establish a baseline for their output. We will hold each other accountable, seek transparency, and test the boundaries of the tools and the value of their use in our creative practices. Open to juniors and seniors students only.

PRNT 375 - Hybrid Letterpress (3.00)

Embark on a creative journey where digital dreams come to life through the artistry of letterpress printing with photopolymer plates. This on-campus course provides an exciting progression in your printing expertise expanding letterpress printing to include photopolymer plates, exploring every aspect of this pioneering process for digitally-driven relief printing. Beginning with digital prepress and plate processing, and transitioning into the hands on craft of letterpress printing. Students will learn digital imaging essentials, font editing, plate creation, and the nuances of operating the Vandercook flatbed cylinder press. This course thoroughly investigates printing techniques and typography, preparing you for your own creative endeavors. After the initial training, apply your skills to your own unique design projects.

AHCS 222 - Graphic Design/ Illus History (3.00)