

DEGREE PROGRAMS

BFA IN ILLUSTRATION: CONCEPT ART

Our Mission

The Illustration major is for students who love drawing, painting, and image making. Many creative and professional pathways open up to to illustrators who develop a strong personal style in their work and use their skills to support the communication needs of a variety of clients in multiple contexts, including but not limited to: editorial illustration, comics, children's books, murals, concept art, animation, design, and creative direction.

Degree Requirements

All programs' curricula are developed in response to Program Learning Outcomes, which signify what students learn within a degree program or emphasis area. All program learning outcomes respond to overarching Institutional Learning Outcomes. View the BFA in Illustration program learning outcomes [here](#) or request information.

Freshman Fall Semester

Course Title	Course Number	Credits
Form and Figure	FNDT 100	3.00
Color and Design	FNDT 101	3.00
Contemp Studio & Creative Actn	CAIL 102	3.00
Visual Culture 1	AHCS 122	3.00
Writing as Discovery	ENGL 108	3.00

Freshman Spring Semester

Course Title	Course Number	Credits
Choose 2 repeatable of the following courses: Exp Studio:Drawing Exp Studio Dimensional Studies Exp Studio Transmedia	FNDT 103 FNDT 104 FNDT 105	3.00 3.00 3.00
Major Studio Elective	FNDT 150	3.00
Visual Culture 2	AHCS 123	3.00
Thought Lab 2	LIBS 115	3.00

Sophomore Fall Semester

Course Title	Course Number	Credits
Illustration I	ILUS 200	3.00
Drawing and Painting I	ILUS 212	3.00
Type for Illustrators	ILUS 220	3.00
Sophomore LAS Elective	LIBS 214	3.00
Theories and Trends	AHCS 224	3.00

Sophomore Spring Semester

Course Title	Course Number	Credits
Illustration II	ILUS 201	3.00
Drawing and Painting II	ILUS 213	3.00
Studio Elective	ELEC 299	3.00
Creative Action LAS Elective	CAIL 200	3.00
Graphic Design/ Illus History	AHCS 222	3.00

Junior Fall Semester

Course Title	Course Number	Credits
Concept Art Drawing Intensive	CONC 300	3.00

Degree Programs

Drawing and Painting III	ILUS 312	3.00
Professional Practice	GDIL 354	3.00
Natural Science Elective	NSCI 307	3.00
LAS Upper Division Elective	LIBS 314	3.00

Junior Spring Semester

Course Title	Course Number	Credits
Storytelling for Concept Art	CONC 301	3.00
Drawing and Painting IV	ILUS 313	3.00
Creative Action Junior Studio	CAIL 301	3.00
Math Elective	MATH 136	3.00
Social Science Elective	SSCI 210	3.00

Senior Fall Semester

Course Title	Course Number	Credits
Concept Art Production & Devel	CONC 400	3.00
Studio Elective	ELEC 299	3.00
Studio Elective	ELEC 299	3.00
Studio Elective	ELEC 299	3.00
Capstone	LIBS 440	3.00

Senior Spring Semester

Course Title	Course Number	Credits
Senior Project (Illustration)	ILUS 440	3.00
Entrepreneurship 101	GDIL 410	3.00
Concept Art Packaging & Finish	CONC 401	3.00
Studio Elective	ELEC 299	3.00
LAS Upper Division Elective	LIBS 314	3.00

Course Descriptions

FNDT 100 - Form and Figure (3.00)

This course provides a comprehensive study in drawing from observation. Students begin by learning to draw a simple geometrical form, progressing to rendering objects within a compositional setting and drawing the entire human figure based on an investigation of its anatomical structures. Students will develop an awareness of the playful, rhythmic relationships between various components of a compositional setting and the human form, constructing drawings which reflect their unique vision. Drawing techniques such as perspective and isometric projection facilitate successful form generation. Skills of relational measurement, compositional organization, and the accurate placement of form in space, will inform all drawing activities such as drawing objects, figures, and environments, which will enhance students' perceptual abilities.

FNDT 101 - Color and Design (3.00)

Students will create innovative and impactful designs by learning and applying essential elements including, line, shape, color, texture, space, balance, contrast, and rhythm. Utilizing digital and analog tools, students will engage in diverse design challenges, enhancing their problem-solving and critical thinking skills, as well as developing their visual literacy and communication abilities. Through this course, students will learn fundamental concepts relevant to today's creative industries, laying a solid foundation for further explorations.

CAIL 102 - Contemp Studio & Creative Actn (3.00)

Students explore the built environment, analyzing its physical, spatial, and temporal elements. This course introduces students to art and design fundamentals, including scale, material, measurement, context, and function. They will explore innovative and sustainable solutions using fabrication, technology, studio labs, and joint activities with other classes. This course includes the Creative Action & Integrated Learning (CAIL) component, which encourages engagement with the city of Los Angeles. Students will participate in site visits, lectures, and relevant readings that highlight cultural, social, political, ecological, or economic aspects of responsive design. Throughout the course, students will also develop professionalism and collaboration skills.

AHCS 122 - Visual Culture 1 (3.00)

"Visual Culture 1: Gateways to Art and Culture" will address the history of visual communication and the changes that visual culture has undergone up until the 18th century across geographical boundaries, while providing students with the tools to understand the visual culture of the present. The class will address formal analysis, the study and history of materials, techniques, and genres. Students will also learn the semiotic language of visual culture and the socio-cultural contexts framing the history of art, past and present. This course will help students understand how visual objects reflect the cultural context in which they were originally produced and consumed, and how the meaning assigned to them changes over time. This will create bridges for

the students to connect to the present visual culture while understanding that images are fluid signs which help create and maintain cultural, social, and political discourse.

ENGL 108 - Writing as Discovery (3.00)

How does the world influence you, and how do you influence the world? In this class, you will discover narratives and other texts that reveal the complexity of your identity. You will apply that understanding to a broader exploration of the necessity of empathy in navigating difference in today's global society. You'll be invited to turn your awareness into advocacy by posing a research question about a topic that captures your interest and fuels your curiosity. By the end of the semester, you will have completed a personal narrative, learned how to critically analyze diverse texts, and developed research techniques that will be valuable during your academic career and beyond. You will continue to hone these skills in a specialized Thought Lab II course of your choosing during your second semester.

FNDT 103 - Exp Studio:Drawing (3.00)

These drawing courses are designed to support students in preparation for their chosen majors. Students will experiment with various materials and mediums while exploring a broad spectrum of approaches to drawing as an active form of thinking, seeing, and understanding. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. NOTE: Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 104 - Exp Studio Dimensional Studies (3.00)

Dimensional Studies explores the tangible world, built environment, and object making. Courses are offered in a variety of mediums and investigate a range of topics including spatial analysis and thinking, material experimentation, form design, digital fabrication, hand skills, and building strategies while creating in 3 dimensional and 4-dimensional space. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 105 - Exp Studio Transmedia (3.00)

Transmedia explores strategies for visual communication. A range of cross-disciplinary studio courses investigate multi-model applications for conveying bold ideas through form. Courses invite innovative approaches to contemporary media, strengthening fluency in design principles and cultural literacy. See the schedule of classes for course offerings and course descriptions. Students must complete 6 credits from the following course options: FNDT103, FNDT104 and FNDT105. Students may take 2 courses with the same course number if the topics are different, for example FNDT103A and FNDT103B.

FNDT 150 - Major Studio Elective (3.00)

The Foundation Major elective is the introductory course in each major. Courses are numbered as ANIM101, GAME101, etc. The Foundation major elective will introduce students to a range of foundational principles in the major's field. Students will develop a way of thinking and approaching work in the field and will have the opportunity to develop a self-reflective, creative practice. Social, cultural and/or environmental issues facing the field will also be addressed.

AHCS 123 - Visual Culture 2 (3.00)

Planned as a continuation of Visual Culture 1, "Visual Culture 2: Unpacking Art, Power & Modernity" offers a transparent chronology to continue but deepen an investigation of art, design and world perspectives from roughly 1800 to 1960. These are years loosely associated with "modernisms." It explores Western and non-Western, dominant, and marginalized histories during this proposed 160-year time frame, broadening and reinforcing first-year students' historical awareness, while de-centering dominant canons. Visual Culture 2 uses multi-cultural artifacts, readings, seminar-like discussions and experiential collaborations to explore and critically analyze key works and key themes like colonialism, structural racism, xenophobia, industrialization, technology, capitalism and consumerism from multiple perspectives. By the end of the semester, students should have the necessary critical tools to become empathic citizen-artists who can engage an equitable, transglobal, diasporic, technically creative and environmentally demanding present and future.

LIBS 115 - Thought Lab 2 (3.00)

Where do your curiosities in the world lead you? How can you transform general interest in a subject into specific knowledge that can fuel a creative practice? Building on concepts from Thought Lab I, Thought Lab II will allow you to take a deep dive into a themed seminar of your choosing. Seminar themes may range from environmental and social justice to narrative to technology. These courses will invite you to explore a special topic through a variety of media to deepen your understanding of key events that have shaped its history. By the end of the semester, you will complete assignments which may include an exploratory essay or a research paper, and ultimately, a creative translation of course themes.

ILUS 200 - Illustration I (3.00)

Professional Illustrators capture your attention and compel you to look further. Illustration 1 is an introduction to the visual communication methodologies that illustrators use to craft that skill. You will explore exercises and projects in diverse media to begin to develop a work process that involves visual research, observational drawing, concept generation, and journalistic storytelling. Projects are designed to encourage expression of your individual voice. The coursework includes historical and contemporary perspectives that have shaped history and culture, and examines the range of markets available to illustrators.

ILUS 212 - Drawing and Painting I (3.00)

This first part of consecutive courses for sophomore illustrators introduces students to a variety of materials and techniques in terms of drawing and painting. Drawing and Painting I will focus on value, line, observation, material, composition, color, narrative, and development of your unique style and perspective through the form of visual communication.

ILUS 220 - Type for Illustrators (3.00)

In this class we will apply your skills as illustrators to the practice of fine typography. We will examine the ways in which illustration and typography intersect and the ways in which they differ. You'll be introduced to typographic theory and challenged to expand your type vocabulary, especially in regards to experimentation and typographic complexity. As illustrators, you are well acquainted with form and meaning; you'll be surprised at how closely related your experience is to the practice of typography. We will look for the unique connections that illustrators have to typography – a practice all designers need to master as a part of their skill set. The sequence of projects is designed to start focused and then expand in scope, so that you have time to become acquainted with fundamental concepts and build on them over the course of the semester.

LIBS 214 - Sophomore LAS Elective (3.00)

These courses introduce students to special topics in the liberal arts and sciences that can inspire them to explore new intellectual and creative pathways. See "Browse Courses", "LAS electives" for the sections offered this semester.

AHCS 224 - Theories and Trends (3.00)

This course stresses the relationships between contemporary culture and media and their connections to related creative and theoretical disciplines that have influenced art practice and human experience in the years roughly from 1955 to the present. "Theories and Trends in Contemporary Art, Media and Culture" critically examines the range of roles that popular culture, mass media and colonial institutions of privilege play in all creative practices. This class challenges facile and well-worn constructions of gender, difference, ableism, race, ethnicity, "high" and "low" art to work towards conceptions of the self, identity, and of culture that are fluid. Research and case studies focus on the inter-textual and the inter-disciplinary. Students learn and critically evaluate

major theories of contemporary art and design through textual, visual, and hands-on inquiry, encouraging independent thinking via active in-class and student-directed projects. Required for Graphic Design, Illustration, Fashion, Toy, Product, Animation, and Game and Entertainment majors.

ILUS 201 - Illustration II (3.00)

Effective illustration can inform, provoke, and delight while shaping ideas and culture. Illustration II is a continued exploration of the visual communication theories and methodologies used by professional illustrators. Through exercises and projects emphasizing concept development, cultural literacy, type and metaphor, this course will further develop personal image-making, visual problem solving, editorial and narrative methods. Projects will focus on strategies and skills through the conditions of real world illustration projects.

ILUS 213 - Drawing and Painting II (3.00)

This second part of Illustration core consecutive courses for sophomore illustrators introduces students to a variety of materials and techniques in terms of drawing and painting with a focus on perspective, hard surfaces, materials, and rendering in color.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

CAIL 200 - Creative Action LAS Elective (3.00)

An integrative course using collaborative methodology, synthesizing diverse perspectives, and using the skills of creative and critical thinking, clear communication, research, and information literacy. See CAIL section for course descriptions. May be taken in either fall or spring, must be completed in the sophomore year

AHCS 222 - Graphic Design/ Illus History (3.00)

How do the communication arts reveal the expectations and values of a culture and society at any given time? What are the moral and ethical responsibilities of the communication artist? From typography to photography, trademarks to corporate logos, and from posters to postcards to illustrated electronic paperless forms, the communication arts provide a crucial link to people, places, and to popular culture. This course presents an overview of the communication arts, focusing upon the instrumentality of graphic design, advertising, and illustration in the construction of complex social, political, cultural, racial, ethnic, and gender identities. Activities and assignments such as panel discussions and photo essays afford students a chance to see the connection between their work, and larger historical, contemporary, and global aspects of culture. Most significantly, this course provides an opportunity to understand the vast influence that the communication arts have wielded and continue to wield across the world. This course may be taken in either fall or spring, must be completed in the sophomore year.

CONC 300 - Concept Art Drawing Intensive (3.00)

This course is an in-depth exploration of the fundamentals of perspective drawing, composition, and visual storytelling in concept art. Students will develop essential skills in creating immersive environments, mastering perspective techniques, and refining their craft through iterative design processes. Assignments will emphasize research, reference gathering, and professional presentation to align with industry standards.

ILUS 312 - Drawing and Painting III (3.00)

Students will be introduced to a variety of real-world illustration assignments and explore a variety of mediums, both traditional and digital, through image making, visual communication, message, creativity and intent. Emphasis will be on improving drawing and observational skills while developing a work process that includes research and analysis, ideation, media exploration, color theory and visual literacy. This course includes demonstrations in digital applications and includes professional illustration practices such as file management and presentation.

GDIL 354 - Professional Practice (3.00)

This course will establish a baseline understanding of professionalism in the Graphic Design and Illustration fields. We will define these terms collectively and consider how being a professional reflects our communication (written and spoken), preparation, business acumen, and presentation. Additionally, this course will ask you to reflect and expand your perspectives and working process. What is often overlooked in school is the ability to think/act as both an artist and a business-minded individual—understanding that the two are intertwined. May be taken in either fall or spring, must be completed in the junior year

NSCI 307 - Natural Science Elective (3.00)

Natural Science Elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

CONC 301 - Storytelling for Concept Art (3.00)

This course focuses on visual storytelling as it applies to concept art for games, film, and animation. Students will explore composition, framing, sequential storytelling, and environmental storytelling to create compelling narrative-driven imagery. Through research, thumbnails, and final illustrations, students will develop skills in staging, lighting, and character/environment interaction to enhance storytelling clarity and impact.

ILUS 313 - Drawing and Painting IV (3.00)

This course further develops students' use and understanding of advanced tools and applications defining the most forward-thinking sectors of contemporary Illustration. Students improve technical skills in both traditional and experimental media with regard to line, form, lighting, and space, while focusing on critical and conceptual issues framing the future of Illustration. Students create ambitious projects designed to engage expansive and dispersed audiences. Intensive real-world assignments prepare students for professional experience in diverse established and exploratory venues. Prerequisite: ILUS312 Drawing and Painting III

CAIL 301 - Creative Action Junior Studio (3.00)

An upper-division interdisciplinary studio course offering unique core content that shifts from term to term. This studio affords students the opportunity to engage with professionals from various fields and expand their notion of problem solving beyond their major in public site real world challenges. This course may be taken in either the fall or spring of the junior year. A limited choice of CAIL301 courses will count for the Sustainability Minor. See CAIL section for course descriptions.. CAIL301 may be taken in either the fall or spring semester of the junior year

MATH 136 - Math Elective (3.00)

Math elective. Covers various topics related to mathematical concepts in art and design. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

SSCI 210 - Social Science Elective (3.00)

Social Science elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

CONC 400 - Concept Art Production & Devel (3.00)

This team-based course simulates a real-world concept art production pipeline, where students collaborate to develop cohesive visual assets for a game or film project. Emphasizing professional workflows, students will explore ideation, iteration, visual research, style development, and final presentation. The

course covers both character and environment design, prop development, and technical considerations for production-ready assets. By working in teams, students will gain experience in industry-standard collaborative workflows, feedback integration, and refining work based on production constraints.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

LIBS 440 - Capstone (3.00)

The Liberal Arts and Sciences Capstone experience is a required senior-level course designated to facilitate students' critical reflection on a topic that intersects with their own studio practice, discipline, and/or identity. As the signature course and culminating expression of the Liberal Arts and Sciences Department, the class design allows for independent research and private mentoring through Blended classes that meet synchronously online. The Capstone research process encourages students to apply the skills they have accrued during their time at Otis College to a project that can advance their understanding of their career path and chosen industry. A minimum grade of C- or better on the Capstone paper and course is required to pass.

ILUS 440 - Senior Project (Illustration) (3.00)

The purpose of this course is to develop complete and professional work derived from research collected during the previous semester in Senior Project Research. In this course, each student will define their own goals, methodologies and schedule of deadlines. We will address appropriate target audiences for each project and the media to best reach those audiences, as well as the specific direction each student wishes to pursue as a professional artist. Emphasis is placed on physical realization of each project's content. Students explore conceptual, theoretical, experimental communications problems offering them the opportunity to integrate personal vision with professional goals. In cross-disciplinary teams facilitated by faculty advisors, students define the scope and objectives of their inquiry and outline research and production methodologies.

GDIL 410 - Entrepreneurship 101 (3.00)

An intensive introduction to all facets of running a business - marketing, promotion, developing a client base, pricing, legal, ethical, financial aspects, mindset, networking, interviewing. Students will learn best practices from: creative agencies, creative directors, Otis Alumna, clients, an accountant, an attorney, business coach and recruiters. This course teaches students how to plan, establish, and sustain a meaningful studio, office, and/or agency. It also provides tools and insights for sustaining winning strategies and securing FT work within an organization - integrating with career services, job fairs and recruitment opportunities. Eligibility: senior level standing. Must be at senior level standing.

CONC 401 - Concept Art Packaging & Finish (3.00)

This course focuses on the final stages of concept art production, emphasizing professional presentation, refinement, and packaging of assets for industry use. Students will learn to prepare their work for production bibles, pitches, portfolios, and marketing materials. The course covers composition, polish, layout design, and final rendering techniques to ensure concept art is clear, compelling, and production-ready. Through iterative feedback and industry-standard formatting, students will create high-quality, polished concept presentations suitable for professional portfolios and pitches.

ELEC 299 - Studio Elective (3.00)

Studio Elective See each major and minor for a list of electives.

LIBS 314 - LAS Upper Division Elective (3.00)

This course can be an upper division art history or liberal studies elective. May be taken in either fall or spring, must be completed in the junior year. Course offerings vary by semester. See LAS Electives in Browse Courses for course offerings

Electives

Course Title	Course Number	Credits
Bookmaking Projects	GDIL 456	3.00
Exhibition Design/Senior Show	GDIL 442	3.00
Hybrid Letterpress	PRNT 375	3.00
Making with AI Generators	GDIL 334	3.00
ST: Digital Paths	ILUS 358	3.00
ST: Energetic Editorial Exp.	ILUS 358	3.00
ST: Narrative Illustration	ILUS 358	3.00
ST: Painting For Illustrators	ILUS 358	3.00
ST: Scientific Illustration	ILUS 358	3.00
ST: Watercolor Illustration	ILUS 358	3.00
Printmaking Workshop	GDIL 499	3.00
Advanced Image Making	GDIL 499	3.00

Elective Descriptions

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 442 - Exhibition Design/Senior Show (3.00)

Exhibition: Senior Show is a course in which students work collaboratively to conceptualize, design, and produce the Senior Exhibitions showcasing the work of Seniors in the Graphic Design and Illustration Departments at Otis College of Art & Design. Forming a real team and working closely with the faculties, from pitching the curation concept, designing identity, to the entire execution - this is a valuable experience for students to rehearse their leadership, curation, environmental & identity design, digital campaign, career networking and communication skills before stepping into the professional career. Aside from the main thread, there will be hands-on demos based on needs, including but not limited to: environmental design presentation, creative coding and web architecture, advanced print production, etc. Open to seniors. Prerequisite: GDES301 or ILUS301

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.

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.

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: Energetic Editorial Exp. (3.00)

This class explores the dynamic blend of illustration and animation, teaching students how to create animated editorial illustrations for digital platforms such as online portfolios, news websites, and streaming services. Students will develop practical skills in bringing illustrations to life with movement and storytelling.. No prior experience is required.

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.

ILUS 358 - ST: Painting For Illustrators (3.00)

This course is designed for illustrators at all levels interested in painting. Through a series of projects students will learn to paint on different substrates as well as various techniques. Students will develop skills in rendering, conceptual and representational painting using photo references and observation. Assignments are based on typical areas of concentration found in the field of illustration including conceptual, narrative, editorial, and exhibition.

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.

GDIL 499 - Printmaking Workshop (3.00)

In this graduate level elective, students will interrogate their design practice through the lens of printmaking. The course will be structured around technical demonstrations in the printmaking and letterpress lab with an emphasis on experimentation and tactility. Project parameters are largely open-ended, with the expectation that students will work independently to conceptualize and execute their projects using varied printmaking techniques. The course time will be split between the 6th floor, Lab Press, and the Printmaking Lab.

GDIL 499 - Advanced Image Making (3.00)