

## BFA ILLUSTRATION

Where art becomes narrative.  
Where narrative becomes impact.

### WHAT YOU'LL LEARN

Welcome to a program built for visual storytellers who see the world not just as it is, but as it could be. In the Illustration program at Otis College, you'll shape your individual style while developing the technical fluency needed to thrive across today's changing creative industries.

You'll build a strong foundation in observational drawing, painting, character design, composition, and worldbuilding and explore traditional and digital media ranging from ink, watercolor, and gouache to Photoshop, Illustrator, Procreate, and motion-based tools. This is an environment where you grow through making—again and again—until your work becomes unmistakably yours.

### Concept Art Emphasis (Optional):

Designed for students drawn to entertainment design for games,

film, and animation, you'll focus on advanced drawing, worldbuilding, character and environment design, and production workflows that mirror creative pipelines in today's entertainment industry.

### HOW YOU'LL WORK

Work like an artist in demand. Create, refine, and elevate. Hone your craft from day one.

You'll build key skills including:

- Participating in immersive critiques to sharpen your voice and expand your visual range.
- Working through agency-style assignments that simulate client briefs, deadlines, and revisions.
- Building a polished portfolio of work through iterative project cycles that mirror how illustrators collaborate with art directors, editors, and production teams.
- Communicating ideas clearly and with confidence, preparing you to thrive in freelance and studio environments.

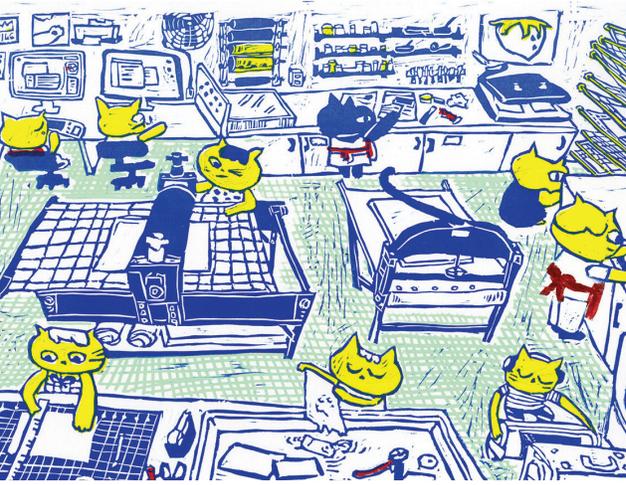


**“My time at Otis has allowed me to fully explore how my style can be adapted to multiple ways of making and storytelling. With encouragement and guidance from my professors and peers, I leaned into making designs that are true and unique to my visual world.”**

**—Jada Wong,  
'25 BFA Illustration**



**PROGRAM  
OVERVIEW**



## CAREER PATHS

Otis Illustration graduates enter a wide, evolving creative landscape. Whether you're drawn to publishing, entertainment, design, or independent practice, you'll graduate with the adaptability to shape your path. The Illustration program's flexible, cross-disciplinary approach means graduates are prepared for both established industries and new creative markets as they emerge.

### JOB TITLES INCLUDE:

Illustrator • Children's Book Illustrator • Editorial Illustrator • Concept Artist • Visual Development Artist • Motion Graphics Illustrator • Storyboard Artist • Muralist • Textile/Surface Designer • Fine Artist • Merchandise Designer • Independent/Freelance Artist

### ALUMNI WORK AT:

Anthropologie • Apple • Disney • Google • Hallmark • LACMA • Mattel • Netflix • Ogilvy • Quiksilver • Snapchat • Sony Music • Target • Warner Bros. and creative studios worldwide.

## THE X-FACTOR

Here's what makes Otis Illustration stand out:

- A storytelling-first curriculum that centers drawing, observation, and narrative.
- Unmatched media versatility, blending traditional and digital illustration with motion, design, and experimental processes.
- A studio culture grounded in critique and iteration, where students refine their voice through feedback, revision, and risk-taking.
- Optional Concept Art Emphasis for students interested in entertainment design.
- Los Angeles access and opportunity, placing students in direct proximity to publishing, entertainment, design, and cultural institutions

This is where illustration becomes a way of thinking, storytelling, and shaping culture.

## FEATURED MINORS

**Creative Writing:** For storytellers ready to connect their illustrative voice with a deeper understanding of narrative structure.

**Entrepreneurship:** Turn creative ideas into viable ventures with the business mindset needed to launch projects, brands, and studios.

The College offers 15 minors to appeal to a wide range of interests.

Art credits, from top: Yajuan Zhou, '25 BFA Illustration; Naila Jakovic, '26 Illustration.



**CURRICULUM  
OVERVIEW**

## MORE INFORMATION

**Brendan Griffiths,  
Department Chair, Illustration**

Illustration is a STEM-designated program.

**Admissions and Aid**  
Phone: 310-665-6820 or  
800-527-Otis (6847)

Email: [admissions@otis.edu](mailto:admissions@otis.edu)

Apply: [otis.edu/apply](https://otis.edu/apply)

Admitted Students Guide:  
[otis.edu/admitted](https://otis.edu/admitted)