

## Student Learning Outcomes for the Bachelor of Fine Arts in Animation/Illustration

Students will demonstrate:

- An ability to work collaboratively and/or independently in solving advanced problems in animation and/or illustration.
- An ability to create effective, professional-level animation and/or illustration projects.
- A proficiency in the use of appropriate creative tools for specific animation and/or illustration projects.

### Purpose

This advising sheet lists all of the program requirements for the BFA Animation/Illustration. This information applies to students enrolled in the 2012/2013, 2013/2014, 2014/2015, and 2015/2016 course catalogs. Please refer to Lyndon's online catalog for an official listing of all graduation policies and degree requirements.

### For More Information

All Visual Arts degree programs and portfolios of our students' artwork can be viewed on our website:

[www.lyndon-visualarts.net](http://www.lyndon-visualarts.net)



# Animation/ Illustration

A four-year degree program  
that prepares students pursuing  
careers in the fields of:

- 2D and 3D animation for television and film
- Illustration for books and graphic novels
- Independent publishing and freelancing



Justin  
O'Riordon

Design Concept by

Justin O'Riordon | Class of 2016

Already pursuing a four-year  
degree at Lyndon? Add the  
**AS Visual Arts or Visual Arts Minor**  
to your degree plan!



# BFA Animation/Illustration

Lyndon State College Course Catalogs:  
2012/2013, 2013/2014, 2014/2015 & 2015/2016

★ = Prerequisite(s) required  
 ■ Fall | ◼ Even #’d Fall | ◻ Odd #’d Fall  
 ▲ Spring | ◀ Even #’d Spring | ◁ Odd #’d Spring  
 ● Summer | ⊕ Even #’d Summer | ⊙ Odd #’d Summer

## Studio Foundation Courses:

	Advised Year	Offered	Credits
ART 1011 - Drawing	1st	■ ▲	3
ART 2020 - Color Theory (Must be taken simultaneously with DES 1035)	1st	■ ▲	2
DES 1020 - Design (Must be taken simultaneously with DES 1025)	1st	■ ▲	2
DES 1025 - Image Manipulation (Must be taken simultaneously with DES 1020)	1st	■ ▲	2
DES 1035 - Digital Illustration (Must be taken simultaneously with ART 2020)	1st	■ ▲	2
DES 2010 - Motion Graphics I	2nd	■ ▲	2
★ ART 1011, ART 2020, DES 1015, DES 1020, DES 1025 and DES 1035			

## Formal Acceptance into the Major:

DES 2550 - Design Seminar ★ Permission	2nd	■	1
DES 2950 - Design Review ★ DES 2550	2nd	▲	1

## Art History Courses:

ARH 2011 - Survey of Western Art I ★ ENG 1082	2nd	■	3
ARH 2012 - Survey of Western Art II ★ ENG 1082	2nd	▲	3
ARH 3080 - History of Animation and American Illustration	3rd or 4th	◼	3
★ ART 2011 or ART 2012			

## Intermediate Animation Courses:

ART 2012 - Drawing II ★ ART 1011	2nd	■	3
ART 2070 - Introduction to Animation ★ ART 1011, DES 1025 and DES 1035	2nd	▲	3
ART 2241 - Painting I	2nd	■	3
ART 2270 - Illustration ★ ART 1011 and DES 1025	2nd	▲	3
ART 2251 - Sculpture I	2nd or 3rd	▲	3
ART 3031 - Life Drawing ★ ART 1011	3rd	▲	3
ART 3031 - Life Drawing (take twice) ★ ART 1011	4th	▲	3

## Intermediate Art Choices: (Choose Two)

ART 2055 - Onsite Sketching	3rd or 4th	⊕	6
ART 3020 - Digital Techniques ★ ART 2012, ART 2241 and DES 1025		◀	
ART 3050 - Painting II ★ ART 1011		◁	

## Advanced Animation Courses:

ART 3080 - Basic 3D Modeling ★ ART 1011, ART 2020 and DES 1025	3rd	■	3
ART 3085 - Basic 3D Animation ★ ART 3080	3rd	▲	3
ART 3070 - Advanced Illustration ★ ART 2270	3rd or 4th	◻	3
ART 4170 - Visual Narrative ★ ART 2270 and ART 3031	3rd or 4th	◼	3
ART 4175 - Advanced 3D Animation ★ ART 3085	3rd or 4th	▲	3
OR DES 3110 - Motion Graphics II ★ DES 2010		▲	

## Capstone Animation Courses:

ART 4611 - Senior Thesis I ★ Senior standing and permission	4th	■	3
ART 4612 - Senior Thesis II ★ ART 4612 and permission	4th	▲	3

Required Credits for Major: 72