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Art and Design/Illustration (ARIL)

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Art & Design/Illustration

		students to apply professional skills and conduct associated with the field of Industrial Design.
ARID380	Title	Metal Casting Technology.
	Prerequisites	ARID 210.
	Special Fee	Special fee.
	Number and type of credits	2 hours lecture, 2 hours lab.
	Course Description	The study of contemporary industrial metal casting techniques. Laboratory activities will afford the student an opportunity to develop an understanding of casting practices as applied to the design of industrial products.
ARID410	Title	Senior Design Thesis I.
	Prerequisites	ARID 302, ARID 303, ARID 360. For Industrial Design (INDS) majors only.
	Special Fee	Special fee.
	Number and type of credits	2 hours lecture, 2 hours studio.
	Course Description	Students begin to research and explore design opportunities to develop multiple project concepts based on their own interests for the purpose of proposing a complex industrial design thesis project. Students are required to provide evidence of all the knowledge they have obtained in the major, and to present data resulting from independent studies, exploration and research. The project complexity is expected to be on the level of a senior thesis and its viability is evaluated by a faculty appointed panel. Students work in conjunction with faculty, external consultants, or an actual client.
ARID411	Title	Senior Design Thesis II.
	Prerequisites	ARID 302, ARID 303, ARID 410. For Industrial Design (INDS) majors only.
	Special Fee	Special fee.
	Number and type of credits	2 hours lecture, 2 hours studio.
	Course Description	This course is the second part of a two- part course sequence (with ARID 410). Students focus on the completion of their thesis projects. They work independently; receive regular feedback from faculty and their external consultant. The objective is to build students' confidence in developing and finalizing design details and perfecting their projects to achieve a rational design solution. Preparing design documentation, study and presentation models and illustrative presentation panels is compulsory.
ARIL220	Title	Illustration, Beginning I.
	Prerequisites	ARFD 122.

	Special Fee	Special fee.
	Number and type of credits	6 hours studio.
	Course Description	A study of the major historical and contemporary themes of illustration and its influences. Through slide presentation the work of leading illustrators will be shown and discussed and the relationship between illustration and fine art will be explored. Illustration assignments will provide concrete experience of the related thematic issues and introduce formal approaches and relevant techniques.
ARIL221	Title	Intro 3D Computer Illustration and Animation Arts: Modeling.
	Prerequisites	ARFD 123.
	Corequisites	ARIL 230.
	Special Fee	Special fee.
	Course Description	Course focuses on 3D computer modeling and texturing polygonal wire frames built from students' sketches. Realistic texture rendering and lighting is stressed. Previous course ARIL 319 effective through Winter 2014.
ARIL230	Title	Illustration, Beginning II.
	Prerequisites	ARIL 220.
	Special Fee	Special fee.
	Number and type of credits	2 hours lecture, 4 hours studio.
	Course Description	Students learn illustrational concepts and techniques in the context of a
ARIL230	Course Description	variety of media. From storyboards for animation, TV and film, to digital illustration, to experimental image making for the music industry, this course focuses on materials & techniques as well as concept and composition.
ARIL260	Title	Introduction to Cartooning.
	Special Fee	Special fee.
	Number and type of credits	1 hour lecture, 3 hours studio.
	Course Description	A studio exploration of the single-panel cartoon, humorous illustration, and the editorial cartoon through discussion, examination and experimentation. Cartoon formats, concepts, styles, techniques and history will be discussed. The student will experience creating cartoons from the isolation of an idea to the point of completion for publication. Students will receive ongoing one-on-one critiques. Each major project assignment will culminate in a group

		critique, which will also serve as the "publication deadline" for each project.
ARIL261	Title	Character Design for 2D Animation.
	Prerequisites	ARIL 220.
	Special Fee	Special fee.
	Number and type of credits	1 hour lecture, 3 hours studio.
	Course Description	This course focuses on designing and drawing characters for animation. Gesture drawing, action poses, flipbooks and stop-motion projects are employed to help students better understand fundamental concepts of traditional cel animation. Use of a capture device, pencil tests, inking and other 2-D animation skills are explored.
ARIL262	Title	Principles of 2D Animation.
	Prerequisites	ARFD 125.
	Corequisites	ARIL 220, ARIL 230, ARIL 261.
	Special Fee	Special fee.
	Number and type of credits	2 hours lecture, 4 hours studio.
	Course Description	Students demonstrate 2D competencies in a short animated assignment. The course emphasizes character and scene design.
ARIL264	Title	Digital Illustration.
	Prerequisites	ARIL 320.
	Special Fee	Special fee.
	Number and type of credits	1 hour lecture, 3 hours studio.
	Course Description	Course dedicated to the fast-paced world of magazine and newspaper illustration, with a heavy focus on concepts and how to interpret a story, but also including some new developments such as simple animations for online and mobile editions.
ARIL280	Title	The World of Illustration and Animation.
	Special Fee	Special fee.
	Number and type of credits	3 hours lecture.
	Course Description	History of illustration/animation: Course begins with and overview of the history of illustration and animation and the convergence of the two. Emphasis will be on the various illustration and illustration/animation industries. Analytic discourse on concept and technique will be discussed.
ARIL318	Title	Animation Production.

Prerequisites ARIL 262.
 Special Fee Special fee.
 Number and type of credits 1 hour lecture, 3 hours studio.
 Course Description Students learn how to organize and plan an animation project, add sound and finish their final product. All the steps from concept to final product are covered: Storyboarding, Animatic, Sound, Post-production. While students will make use of computer technology for the practical side of this course, the main focus is on the professional animation process: workflow, planning and best practices.

ARIL320 Title Illustration III, Art of the Visual Narrative.
 Prerequisites ARIL 220, ARIL 230.
 Special Fee Special fee.
 Number and type of credits 1 hour lecture, 3 hours studio.
 Course Description Students learn to produce sequential narrative imagery. From comic book art to graphic novels, to children's books, this course emphasizes continuity, story structure, and character definition.

ARIL321 Title Intermediate 3D Computer Illustration and Animation Arts: Animation.
 Prerequisites ARIL 221 and ARIL 230.
 Special Fee Special fee.
 Number and type of credits 2 hours lecture, 4 hours studio.
 Course Description An exploration of 3-D computer-generated imagery and animation combining traditional illustrative techniques and digital technology. May be repeated once for a maximum of 6.0 credits.

ARIL322 Title Animation for the Internet and Mobile Media.
 Prerequisites ARIL 262.
 Special Fee Special fee.
 Number and type of credits 1 hour lecture, 3 hour studio.
 Course Description This course focuses on the requirements for animations that are to be viewed on the Internet and mobile media, which differ from the more traditional animation platforms like television and the big screen. Current trends will be surveyed. Ways to translate static illustration into a moving Internet/Mobile media experience are investigated, both conceptually and

ARIL340	Title	technically. Students will create work that is appropriate for chosen media.
	Prerequisites	Editorial Illustration.
	Special Fee	ARIL 220 and ARIL 230.
	Number and type of credits	Special fee.
	Course Description	1 hour lecture, 3 hours studio.
		Course dedicated to the fast-paced world of magazine and newspaper illustration, with a heavy focus on concepts and how to interpret a story, but also including some new developments such as simple animations for online and mobile editions.
ARIL350	Title	Professional Business Practice for the Artist.
	Prerequisites	ARIL 220 and ARIL 230 and ARIL 320.
	Special Fee	Special fee.
	Number and type of credits	1 hour lecture, 3 hours studio.
	Course Description	This course is designed to provide students with the information and tools needed to begin a freelance career. Some of these include a comprehensive overview of business practices, systems and the development of interpersonal skills.
ARIL360	Title	Intermediate 3D II - Motion, Lighting and Texture Mapping.
	Prerequisites	ARIL 221; ARIL 321 may be taken as a corequisite or prerequisite.
	Special Fee	Special fee.
	Number and type of credits	1 hour lecture, 3 hours studio.
	Course Description	Students complete projects addressing lighting 3D objects, lighting movement, and establishing cohesion between background, object, reflectivity, and optical depth.
ARIL361	Title	Animation: Broadcast Graphics.
	Prerequisites	ARIL 321.
	Special Fee	Special fee.
	Number and type of credits	1 hour lecture, 3 hours studio.
	Course Description	An overview of the working aspects of broadcast animation. Focus is on computer graphics as it has integrated into the broadcast industry. Students create animation sequences for news, industrial, educational and informational venues.

ARIL421	<p>Title</p> <p>Prerequisites</p> <p>Special Fee</p> <p>Number and type of credits</p> <p>Course Description</p>	<p>Advanced 3-D Computer Illustration and Animation Arts.</p> <p>ARIL 321.</p> <p>Special fee.</p> <p>1 hour lecture, 3 hours studio.</p> <p>A 2nd level computer illustration and animation course introducing industry standard software: Maya. A mix of traditional animation principles from storyboarding to character development as well as inverse kinematics and keyframing will be taught.</p>
ARIL422	<p>Title</p> <p>Prerequisites</p> <p>Special Fee</p> <p>Number and type of credits</p> <p>Course Description</p>	<p>Final Project I.</p> <p>ARIL 320.</p> <p>Special fee.</p> <p>4 hours lecture.</p> <p>With faculty advisement, each senior student will design a project within an area of Illustration: Print & Animation. The body of the work will be completed in Final Project II.</p>
ARIL423	<p>Title</p> <p>Prerequisites</p> <p>Special Fee</p> <p>Number and type of credits</p> <p>Course Description</p>	<p>Final Project II.</p> <p>ARIL 422.</p> <p>Special fee.</p> <p>3 hours studio, 1 hour lecture.</p> <p>With faculty advisement, each senior student will complete and present a body of work within an area of Illustration: Print & Animation already established and explored in Final Project I.</p>
ARIL430	<p>Title</p> <p>Prerequisites</p> <p>Special Fee</p> <p>Number and type of credits</p> <p>Course Description</p>	<p>Illustration IV: Advanced.</p> <p>ARIL 220 and ARIL 230 and ARIL 320.</p> <p>Special fee.</p> <p>1 hour lecture, 3 hours studio.</p> <p>Senior level illustration course to further refine students' technique, concepts, style and voice as illustrators, and to build portfolio quality work.</p>
ARIL440	<p>Title</p> <p>Prerequisites</p> <p>Corequisites</p> <p>Special Fee</p> <p>Number and type of credits</p>	<p>Portfolio for Illustrators.</p> <p>ARIL 320.</p> <p>ARIL 430.</p> <p>Special fee.</p> <p>1 hour lecture, 3 hours studio.</p>

	Course Description	Senior level illustration course to further refine students' technique, concepts, style and voice as illustrators, and to build portfolio quality work.
ARIL460	Title	Advanced Animation II: Interactive Media/Gaming.
	Prerequisites	ARIL 420.
	Special Fee	Special fee.
	Number and type of credits	1 hour lecture, 3 hours studio.
	Course Description	Students create low polygon characters and scenes for use in game prototypes. Stand-alone game prototypes demonstrate basic game design principles through scripting and storyboarding.
ARIN180	Title	Arab Americans: Before and After 9/11.
	Number and type of credits	3 hours lecture.
	Course Description	This course examines the various manifestations of Arab American culture before and after the events of 9/11. By examining writings, visual materials, and media portrayals of Arabs in America, students will explore the major elements in the history of Arabs in America that have shaped their culture. Cross listed with ARAB 180.
ARIN185	Title	The Arab World and Religion.
	Number and type of credits	3 hours lecture.
	Course Description	This course examines the various manifestations of religion in modern Arab culture. Through works written by both Arab and Western authors students will
ARIN185	Course Description	explore the major religions of the Arab world, and how they have shaped modern Arab culture. Course conducted in English. Students wishing to complete written work in Arabic should register under the ARAB number; students completing written work in English should register under the ARIN number. Meets Gen Ed 2002 - Non-Western Cultural Perspectives.
ARIN193	Title	Introduction to Arab Culture.
	Number and type of credits	3 hours lecture.
	Course Description	This course introduces some of the main themes and concepts of Arab culture(s) in Arabic-speaking countries. This course will highlight such topics as: the history, geography, and demographics of the Arab World; the concept of ethnicity and Arab identity; the importance of religion, namely Islam;