

# Animation and Illustration Major (B.F.A.)



@msu\_anim\_illus @bfa\_anim\_illus

The Animation/Illustration Major is an interdisciplinary program balancing traditional forms of creative storytelling with state-of-the-art technology. This approach prepares students for challenging careers in areas such as 2-D and 3-D animation, advertising, book and editorial illustration, and comic and children’s book art. The program is based in the [Department of Art and Design](#). For further information, go to: [Animation/Illustration \(BFA\)](#).

## Program Requirements

Students must complete 22 credits of [General Education requirements](#) and 3-9 credits of [World Languages and Cultures Requirements](#).

Core Requirements		
<a href="#">ARFD 100</a>	Perceptual Drawing	3
<a href="#">ARFD 101</a>	Process and Media I - Surface	3
<a href="#">ARFD 102</a>	Drawing as Research	3
<a href="#">ARFD 103</a>	Color and Light	3
<a href="#">ARFD 104</a>	Process and Media II—Space	3
Program Core Requirements		
<a href="#">ARFD 106</a>	Digital Literacy	3
<a href="#">ARFD 200</a>	Process and Media III—Time	3
<a href="#">ARHT 102</a>	Visual Culture	3
<a href="#">ARHT 101</a> or <a href="#">ARTX 201</a>	Art in Non-Western Societies Culture and Appearance	3
<a href="#">ARHT 105</a> or <a href="#">ARHT 106</a>	Art in Western Civilization: Ancient Through Medieval Art in Western Civilization: Renaissance through Modern	3
Major Requirements		
<a href="#">ARIL 101</a>	Introduction to Animation and Illustration	3
<a href="#">ENTR 201</a>	The Entrepreneurial Mindset and Innovation	3
<a href="#">ARIL 202</a>	3D Character Building	3
<a href="#">ARHT 282</a>	History of Animation and Illustration	3
<a href="#">ARIL 200</a>	Digital Painting Methods	3
<a href="#">ARIL 262</a>	2D Animation	3
<a href="#">ARIL 310</a>	Compositing I	3
<a href="#">ARIL 225</a>	Art of the Visual Narrative	3
<a href="#">COED 401</a>	Cooperative Education Experience I	3
<a href="#">ARIL 422</a>	Final Project I	4
<a href="#">ARIL 423</a>	Animation/Illustration Thesis II	4
Animation or Illustration Track		
Select one of the following tracks:		30
Animation Track		

Complete 5 courses:	
<a href="#"><u>ARIL 321</u></a>	3D Animation
<a href="#"><u>ARIL 330</u></a>	Visual Effects/Compositing II
<a href="#"><u>ARIL 325</u></a>	Interactive Game Development I
<a href="#"><u>ARIL 421</u></a>	Intermediate 3D Animation
<a href="#"><u>ARIL 425</u></a>	Animation: Game Development II
<a href="#"><u>ARIL 455</u></a>	Animation: Collaborative Production
Complete 4 courses from the following <i>OR</i> a 200 level studio elective:	
<a href="#"><u>FILM 201</u></a>	Digital Filmmaking I
<a href="#"><u>FILM 230</u></a>	Introduction to Screenwriting
<a href="#"><u>ARDW 201</u></a>	Life Drawing, Beginning I
<a href="#"><u>ENTR 290</u></a>	Selected Topics in Entrepreneurship
<a href="#"><u>ARIL 210</u></a>	Painting Methods
<a href="#"><u>ARIL 331</u></a>	Experimental Animation
<a href="#"><u>ENTR 301</u></a>	Creating Your Startup Business Model
<a href="#"><u>ENTR 302</u></a>	Preparing to Pitch and Launch Your Startup
Illustration Track	
Complete 5 courses:	
<a href="#"><u>ARIL 210</u></a>	Painting Methods
<a href="#"><u>ARDW 201</u></a>	Life Drawing, Beginning I
<a href="#"><u>ARIL 215</u></a>	Illustration Studio: Concepts
<a href="#"><u>ARIL 311</u></a>	Illustration Studio II: Cartooning
<a href="#"><u>ARIL 401</u></a>	Illustration Studio III: Editorial
<a href="#"><u>ARIL 430</u></a>	Illustration Studio IV: Advanced Illustration
Complete 4 courses from the following <i>OR</i> a 200 level studio elective::	
<a href="#"><u>ARIL 321</u></a>	3D Animation
<a href="#"><u>ARIL 330</u></a>	Visual Effects/Compositing II
<a href="#"><u>ARIL 350</u></a>	Professional Business Practice for Illustration
<a href="#"><u>ARIL 325</u></a>	Interactive Game Development I
<a href="#"><u>ENTR 301</u></a>	Creating Your Startup Business Model
<a href="#"><u>ENTR 302</u></a>	Preparing to Pitch and Launch Your Startup
<b>Total Credits</b>	<b>95</b>