

Bachelor of Arts in Entertainment Design

Illustration Emphasis Course Curriculum

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The Illustration emphasis is unique from many other illustration degree programs in that you will learn both traditional hand illustration studio art techniques, as well as new media technology methods of illustrating. This track focuses on creative and entertainment oriented storytelling design and visualizations through 2-D, 3-D and 4-D methods.

CORE COURSES ENTERTAINMENT DESIGN

Required basic core course requirements for the Entertainment Design Major.....33 hours

COURSE NAME	SEM. HRS.
Studio ART Fundamentals/2-Dimensional Design ART 150	3
Intro to New Media	3
Intro to Microcomputer Applications CIS 170	3
Digital Photography I ART 130	3
Essentials of Theatre Production THR 210	3
Color ART 215	3
Digital Imaging	3
4-D Time-Based Media I	3
Modern Art ART 461	3
Package Design	3
Senior Exhibit ART 491	3

ILLUSTRATION EMPHASIS ENTERTAINMENT DESIGN

Additional Illustration track required courses.....36 hours

Drawing I ART 160	3
Drawing II ART 210	3
Two-Dimensional Mixed Media ART 320	3
Painting I ART 264	3
Intermediate Painting ART 315	3
Typography	3
Poster Design	3
2-D Computer Illustration	3
3-D Computer Animation	3
Advanced Painting ART 485	3

Choose one course from the following list:

Three-Dimensional Design ART 260	3
Digital Darkroom	3
Painting II ART 312	3
Creative Writing ENG 400	3
4-D Time-Based Media II	3

Choose one course from the following list:

Introduction to Business BUA 101	3
Business Communications BUA 251	3
Introduction to Mass Communications COM 250	3

General Electives.....6-7 hours

Required General Education Core.....44-45 hours

Choose the following course for the GEC Humanities Requirement: Enhancing Art Understanding ART 191

120 Hours Required for Graduation