

Illustration





Illustration

We believe that the possibilities for you as an illustrator are as endless as your imagination. As a student in our outstanding Illustration program, you will learn from working professionals who bring their experiences and connections to the classroom.

Our dedicated faculty will help you to evolve as illustrators and visual storytellers for industries including children's book publishing, graphic novels, licensing, editorial, toy and greeting card sectors, as well as for the animated feature film, television and video game industries.

Drawing is the core of illustration. This is a skill that you will continually study and improve upon throughout your time at CIA. You will be challenged to master a wide range of traditional materials and digital techniques to perfect your craft and to develop your personal vision. You will explore visual problem solving, research and development and refinement.

You will learn to communicate verbally, and to present and defend your ideas and stories clearly and intelligently. Finally, you will study professional issues including markets, self-promotion and negotiation.

Successful Alumni

James Groman began his career at American Greetings, working on the Care Bears franchise. More recently, his character development has led him to create lines of toys for King Korpse, BC Blasters, and DC Comics.

Working from the comfort of his home, **David Kegg** works for clients across the industry, including Blizzard Entertainment (World of Warcraft), Riot Games (*League of Legends*), Fantasy Flight Games (*Star Wars: Edge of the Empire*), and more.

George Vlosich is a partner/creative director at GVArtwork. He is also a world-renowned Etch A Sketch® artist. He has appeared on talk shows with David Letterman, Oprah Winfrey, and Jimmy Kimmel, and other national shows.

Engaged practices in art and design

Through courses, extracurricular projects, and internships, students connect to real-world experiences. These opportunities are where the rubber meets the road—where you will put your classroom knowledge and skills to work in a professional environment. CIA believes these skills are so critical to your success that we ensure every student earns Engaged Practice credits by the time they graduate. To learn more, visit cia.edu/ep.

Careers and Opportunities

- Art director
- Book illustration
- Editorial illustration
- Game character design
- Character development
- Editorial cartooning
- Concept artist for animation
- Advertising illustration
- Storyboard artist
- Graphic novelist
- Production designer

Learn more

Read more about our faculty, view student work, and watch a video about this major all at cia.edu/illustration.



World-Class Faculty

Illustration chair **Jeff Harter** joined the Walt Disney Animation Studio as an assistant animator and contributed to feature films including Hercules, Mulan and Tarzan. He worked as a supervising character artist for the Winnie the Pooh characters at Disney Consumer Products while earning his master's degree in illustration at Syracuse University. He was a senior illustrator for American Greetings' alternative humor department, and contributes illustrations to national clients.



The Industry

Our students participate in internships, and our alumni work for companies such as these:

- American Greetings
- Blue Frog Game Design
- Great Lakes Brewing Co.
- IM Software
- Organic Spa magazine
- Creativity for Kids
- GVArtwork
- Moonbot Studios

Why CIA?

Exceptional Faculty

Learn from the people who make a living as artists and designers

Your Career

Achieve your goals for a creative career and join our successful alumni

10:1 Student-Faculty Ratio

Minimize your class sizes and maximize individual time with faculty

Real World Experience

All our students earn credit through internships or courses that connect them with projects outside the classroom

55% of 2018–19 first-year students received a CIA merit scholarship of

\$15,000 or more

BFA

degree

655

students

10:1

student to
faculty ratio

Best

colleges for your
money, 2017–18

— Money
Magazine

Direct Costs

\$43,305	2019–20 Tuition + Fees
\$11,330	Room+Board
\$54,635	Total

Animation
Ceramics
Drawing
Game Design
Glass
Graphic Design
Illustration
Industrial Design
Interior Architecture
Jewelry + Metals
Life Sciences Illustration
Painting
Photography
Printmaking
Sculpture + Expanded Media
Transportation Design*
Video + Digital Cinema*

*Tracks within Industrial Design and
Photography Departments

FAFSA

CIA's school
code is 003928

\$40,709

average financial aid package for
CIA's 2018 incoming class

99%

2018-19 first-year
students received
financial aid

#cleinstituteofart

It is the policy of the Cleveland Institute of Art not to discriminate on the basis of race, color, creed, national or ethnic origin, gender, sexual orientation or gender identification, age, or disabilities, in employment practices, administration of educational policies, admission, scholarship and loan programs, and other college-administered programs and activities.



Cleveland Institute of Art

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Cleveland, OH 44106
216.421.7418
cia.edu

Illustration (ILL)

Major Requirements*

		Credits
ANIM201	Concept Development	3
GDS200	Graphic Design for Non-Majors	3
ILL260	Layout Rendering Techniques	3
ILL263	Fundamentals of Illustration	3
ILL264	Principles of Illustration	3
ILL265	Character Design & Development	3
ILL363	Illustration for Publication	3
ILL364	Illustration II	3
ILL367	Storyboarding & Sequential Art	3
ILL370	Professional Standards in Illustration or	
ILL389	Community Projects: Illus & Prod Workshop (EP)	3
ILL371	Visual Concepts in Illustration	3
ILL463A	BFA Preparation	3
ILL463B	Advanced Illustration Studio Projects	3
ILL464B	Illustration Final Proj: Illus Portfolio/Visual Essay	3
IME402	BFA Thesis & Exhibition	3

Foundation Requirements

		Credits
ACD103	Art History I: Ancient-18th C	3
FND103D	Digital Color	1.5
FND103M	Material Color	1.5
FND104	Digital Synthesis	3
FND107	Design I	3
FND107L	Design Woodshop Lab	0
FND108	Design II	3
FND117	Drawing I	3
FND118	Drawing II	3
FND130	Environmental Studio Elective	3
FND140A	Charette: Collaboration & Community	1.5
FND140B	Charette: Self & Other Voices	1.5
LLC101	Writing & Inquiry I: Basic Comp & Contemp Ideas	3
LLC102	Writing & Inquiry II: Research & Intellect Traditions	3

Additional Requirements

		Credits
These courses need to be completed during your sophomore, junior, or senior year:		
ACD104	Art History II: 18th C-1945	3
ACD203	Art History III: 1945-Present	3
LLC203	Writing & Inquiry III: Narrative Forms	3
PEEL398A/B/C	Professional Practices	3
1 (one)	Post-1960s Art + Design History Elective (from selected list)	3
4 (four)	Open Studio Elective	12
	One may be fulfilled with ILL Special Topics	

Liberal Arts Distributive Elective Requirements

		Credits
These additional elective course requirements need to be completed during your sophomore, junior, or senior year:		
1 (one)	Art/Craft/Design History or Theory (ACD)	3
1 (one)	Non-Western or Cross-Cultural Art/Craft/Design History or Theory (ACD)	3
1 (one)	Advanced Writing-Intensive (LLC) (from selected list)	3
1 (one)	Humanities or Lit/Language/Comp	3
1 (one)	Social or Natural Science (SNS)	3

Notes:

A minimum of 3 credits designated Engaged Practice (EP) is required for graduation, through courses, internships, or independent pathways. EP courses are noted with an (EP) following the title.

Optional 3-credit internship to be taken during the summer between Sophomore and Junior year or between Junior and Senior year.

*These courses require a "C" or higher grade