ILLUSTRATION
ASSOCIATES OF APPLIED SCIENCE: 305
Total Credits: 60
Catalog Edition: 2018-2019

Program Description

The illustration area of concentration prepares the student for work in a variety of illustration markets including narrative, animation, gaming, sequential, editorial, advertising and concept art, or for possible transfer to a four-year institution. Emphasis is placed on creating visual interpretations of subjects, conceptualizing, communicating, and refining technical skills using both traditional and digital media while preparing a portfolio.

Appropriate courses may be used toward development of marketable skills, for vocational interests, or for possible transfer to a four-year institution. A student interested in the Illustration AAS curricula should consult a Graphic Design adviser in the Media Arts & Technologies Department.

For more information please visit:
https://cms.montgomerycollege.edu/EDU/Department2.aspx?id=27497

Program Outcomes

Upon completion of this program a student will be able to:

- Demonstrate solid foundation skills and competency in a range of media, techniques, and knowledge of associated processes.

- Apply visual problem solving that employs appropriate technical skills and techniques.

- Evaluate the creativity of ideas and concepts for visual communication.

Program Advisor

Rockville
- **Prof. Martha Vaughan**
  240-567-7521
  martha.vaughan@montgomerycollege.edu

For more information please visit:
https://cms.montgomerycollege.edu/EDU/Department2.aspx?id=27497

2018-2019
Program Advising Guide
An Academic Reference Tool for Students

305

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ILLUSTRATION
ASSOCIATES OF APPLIED SCIENCE: 305

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Suggested 4-Semester Course Sequence

A suggested course sequence for full-time students follows. All students should review this advising sheet and consult an advisor. Visit https://cms.montgomerycollege.edu/EDU/Department2.aspx?id=27497 for more information.

First Semester

- ARTT 100 Introduction to Drawing
  3 semester hours

- ENGL 101 Introduction to College Writing
  3 semester hours*

- GDES 116 Digital Tools for the Visual Arts
  4 semester hours

- GDES 121 Fundamentals of Graphic Design I
  3 semester hours

- GDES 134 Illustration I
  3 semester hours

Second Semester

- ARTT 102 Design Studio: 2-Dimensional
  3 semester hours (GEEL)

- GDES 135 Illustration II
  3 semester hours

- GDES 214 Photoshop for Graphics and Photo
  4 semester hours

- ENGL 102 Critical Reading, Writing and Research
  3 semester hours (ENGF)

- Mathematics Foundation
  3 semester hours (MATF

Third Semester

- ARTT 201 Art History: 1400 to Present
  3 semester hours (GEEL)

- ARTT 205 Figure Drawing I
  3 semester hours

- GDES 140 Intro to Animation
  4 semester hours

- GDES 216 Illustrator for Vector Graphics
  4 semester hours

Fourth Semester

- GDES 218 Graphic Design for the Web
  4 semester hours

- GDES 234 Illustration III
  3 semester hours

- Behavioral and social sciences distribution
  3 semester hours (BSSD)

- Natural Science Distribution with lab *(NSDL)*
  4 semester hours (NSDL)

Total Credit Hours: 60

Advising Notes

*ENGL 101/ENGL 101A, if needed for ENGL 102/103, or GDES elective.

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ILLUSTRATION
ASSOCIATES OF APPLIED SCIENCE: 305

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Suggested 6-Semester Course Sequence

A suggested course sequence for full-time students follows. All students should review this advising sheet and consult an advisor. Visit https://cms.montgomerycollege.edu/EDU/Department2.aspx?id=27497 for more information.

First Semester

- ARTT 100 – Introduction to Drawing
  3 semester hours (ARTD)

- ENGL 101 – Introduction to College Writing
  3 semester hours*

- GDES 116 – Digital Tools for the Visual Arts
  4 semester hours

Second Semester

- ARTT 102 – Introduction to 2D Design
  3 semester hours (GEEL)

- GDES 121 – Fundamentals of Graphic Design I
  3 semester hours

- English foundation
  3 semester hours (ENGF)

Third Semester

- GDES 134 – Illustration I
  3 semester hours

- GDES 214 – Photoshop for Graphics and Photography
  4 semester hours

- Mathematics foundation
  3 semester hours (MATF

Fourth Semester

- ARTT 201 – Art History: 1400 to Present
  3 semester hours (GEEL)

- GDES 135 – Illustration II
  3 semester hours

- ARTT 205 – Figure Drawing
  3 semester hours

Fifth Semester

- GDES 140 – Introduction to Animation
  4 semester hours

- GDES 216 – Illustrator for Vector Graphics
  4 semester hours

- Behavioral and social sciences distribution
  3 semester hours (BSSD)

Sixth Semester

- GDES 218 – Graphic Design for the Web
  4 semester hours

- GDES 234 – Illustration III
  3 semester hours

- Natural science distribution with lab
  4 semester hours (NSLD)

Total Credit Hours: 60

Advising Notes

*ENGL 101/ENGL 101A, if needed for ENGL 102/103, or GDES elective.

ILLUSTRATION AAS (R): 305

Total Credits: 60
Catalog Editions 17-18 through 18-19

Name: **Date:**   **ID #:**

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
English Foundation (EN 102/ENGL 102 or EN 109/ENGL 103)		3	
Math Foundation (MATH 110, 115, 117, 120, 130, 150, 165, 170, or 181) **CONSULT COUNSELING FACULTY/FACULTY ADVISOR ABOUT CHOICE**			

GENERAL EDUCATION: DISTRIBUTION COURSES	Course	Hours	Grade
Arts Distribution (ARTD)	AR 101/**ARTT 100**	3	
Behavioral & Social Sciences Distribution (BSSD)		3	
Natural Sciences Distribution with Lab (NSLD)		4	
General Education Elective (GEEL)	AR 103/**ARTT 102**	3	
General Education Elective (GEEL)	AR 108/**ARTT 201**	3	

PROGRAM REQUIREMENTS	Course	Hours	Grade
ENGL 101 or ENGL 101A (if needed for ENGL 102/103 or GD/GDES elective)*			
	AR 115/**ARTT 205**	3	
	GD 116/**GDES 116**	4	
	GD 121/**GDES 121**	3	
	GD 134/**GDES 134**	3	
	GD 135/**GDES 135**	3	
	GD 140/**GDES 140**	4	
	GD 214/**GDES 214**	4	
	GD 216/**GDES 216**	4	
	GD 218/**GDES 218**	4	
	GD 234/**GDES 234**	3	

Overall GPA of 2.0 is required to graduate

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103, or any GDES Elective.

Total Credits: ____

Last Modified: July 2018

Advising Worksheet Contact: Anthony Solano

See an advisor to submit an Application for Graduation the semester BEFORE you intend to graduate.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.

This degree is a career program and may not readily transfer to four year colleges/universities (except in special cases.) Visit transfer planning for more information.

Transfer Opportunities

Montgomery College has partnerships with multiple four-year institutions and the tools to help you transfer. To learn more please visit: http://cms.montgomerycollege.edu/Transfer/ or http://artsys.usmd.edu/

Get Involved at MC!

Employers and Transfer Institutions are looking for experience outside the classroom.

MC Student Clubs and Organizations

https://cms.montgomerycollege.edu/edu/plain.aspx?id=2439

Related Careers

Some require a Bachelor's degree.
Graphic Designer, Technical Illustrator, Natural Science Illustrator, Comic Book artist, Animation, Childrens Book Illustration, Concept Art, Matte painter

Career Services

http://www.montgomerycollege.edu/career

Career Coach

A valuable online search tool that will give you the opportunity to explore hundreds of potential careers or job possibilities in Maryland and the Washington D.C. metropolitan area.

Get started today on your road to a new future and give it a try. Visit the website listed below:
https://montgomerycollege.emsicareercoach.com

Notes:

MONTGOMERY COLLEGE
MAKE YOUR MOVE