

Applied Art – Illustration, BAS

180 credits

Program Admission Dates: Fall

Lake Washington Institute of Technology's Bachelor of Applied Arts in Illustration prepares students for careers in the applied arts. During the third year of study students will complete academic, theory, and foundational courses. Advancing into the fourth year, students will refine and direct their portfolios towards future jobs and complete advanced courses in both the visual and digital arts.

Bachelor of Applied Science Illustration graduates will:

- Synthesize traditional and digital arts
 - Students will demonstrate technical proficiency and creative skills related to the graphic design and illustration fields.
 - Students will manage files and content in a manner suitable for industry.
 - Students will create visual narratives and designs based on customer demands.
- Explore industry trends and cross platform opportunities
 - Students will develop multiple formats for 2D and 3D applications of designs and illustrations.
 - Students will present ideas, pitches, and portfolios to industry and peers.
 - Students will evaluate marketing, promotion, and business strategies and professional ethics.
 - Students will curate a portfolio to industry standard.
- Lead in the global workplace
 - Students will demonstrate communication, critical thinking, cultural humility, information literacy, and teamwork skills.
 - Students will evaluate how art and design can work sustainably and with resource stewardship.
 - Students will craft messages that are accessible and supportive of a diverse and inclusive community.
 - Students will validate the care and nuance required when visual communication is broadcast globally.
 - Students will meet Humanities, Natural Science, Quantitative Reasoning, Social Science, and Written Communication distribution area outcomes.

Admission Requirements

- An earned associate degree or equivalent (90 credits) in an appropriate concentration from a regionally accredited institution; appropriate concentrations include:
 - Illustration
 - Design (e.g., Graphic Design)
 - Digital Gaming and Interactive Media
 - Digital Entertainment Design and Production
 - Graphic Technologies
 - Digital Media
- Minimum cumulative GPA across all college coursework of 2.5
- Completion of the Prerequisite Requirements listed below
- An illustration portfolio that includes 5 portfolio artworks
- Image list with title, media, size, and date created for all 5 artworks
- \$50 non-refundable application fee

Prerequisite Requirements

- Completion of all General Education prerequisite courses listed below with a minimum 2.0 GPA in each course
 - 5 credits of college-level Math (with intermediate algebra as a prerequisite) or higher with a minimum 2.0 GPA

- 5 credits of college-level English (ENGL&101 or equivalent) with a minimum 2.0 GPA
- 5 credits of college-level Humanities (in a subject other than ART/ART&) with a minimum 2.0 GPA
- 5 credits of college-level Social Science with a minimum 2.0 GPA
- 5 credits of college-level Lab Science course with a minimum 2.0 GPA
- Completion of the following Applied Art prerequisite courses (or equivalent) with a minimum 2.5 GPA in each course
 - ART 121 Introduction to Drawing or equivalent, 5 credits
 - ART 255 Beginning Painting or equivalent, 5 credits
 - ART 205 Human Life Drawing or equivalent, 5 credits -OR- ART 203 Intermediate Drawing or equivalent, 5 credits
 - DSGN 121 Vector Illustration 1 with Illustrator or equivalent, 5 credits
 - DSGN 122 Image Editing 1 with Photoshop or equivalent, 5 credits

Program Requirements

Quarter One

- ART 301 Drawing Expression 5 credits
- CMST 302 Mass Communication 5 credits
- PSYC 441 Psychology of Creativity 5 credits

Quarter Two

- ART 313 Multicultural History of the Illustrated Image 5 credits
- ART 302 Illustration 5 credits
- ENGL& 235 Technical Writing 5 credits

Quarter Three

- BIOL& 175 Human Biology with Lab 5 credits
- ART 305 Figural Form-Making and Technology 5 credits
- ART 324 Printmaking for Designers 5 credits

Quarter Four

- ART 312 Scientific Illustration 5 credits
- ART 400 Exhibition Planning and Marketing 5 credits
- PHIL 305 Professional Ethics 5 credits

Quarter Five

- ART 401 Senior Studio I 5 credits
- ART 383 Digital Design Fabrication and Prototyping 5 credits
- MATH 335 Computational Design 5 credits

Quarter Six

- ART 402 Senior Studio II 5 credits
- ART 410 Thesis Exhibition and Portfolio 5 credits
- ART 430 Undoing Erasure in Art History 5 credits