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.

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 to create products for a specified purpose or audience.

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

• Evaluate the creativity of ideas and use of concepts for visual communication.

Program Advisors

Rockville

• Prof. Martha Vaughan, 240-567-7521,
  Martha.Vaughan@montgomerycollege.edu

For more information, please visit https://www.montgomerycollege.edu/academics/programs/graphic-design/illustration-graphic-design-aas-degree.html

To view the Advising Worksheet, please visit https://www.montgomerycollege.edu/documents/counseling-and-advising/advising-worksheets/current-catalog/305.pdf
Suggested Course Sequence

A suggested course sequence for full-time students follows. All students should review this advising guide and consult an advisor.

First Semester
- ENGL 101 - Introduction to College Writing 3 semester hours *
- ARTT 100 - Introduction to Drawing 3 semester hours (ARTD)
- 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 - Introduction to 2D Design 3 semester hours (GEEL)
- GDES 135 - Illustration II 3 semester hours
- GDES 214 - Photoshop for Graphics and Photography 4 semester hours

Third Semester
- ARTT 201 - Art History: 1400 to Present 3 semester hours (GEEL)
- ARTT 205 - Figure Drawing I 3 semester hours
- GDES 140 - Introduction 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 4 semester hours (NSLD)

Total Credit Hours: 60

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103, or any GDES elective.
Transfer Opportunities
Montgomery College has partnerships with multiple four-year institutions and the tools to help you transfer. To learn more, please visit https://www.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://www.montgomerycollege.edu/life-at-mc/student-life/

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
Montgomery College offers a range of services to students and alumni to support the career planning process. To learn more, please visit https://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. For more information, please visit https://montgomerycollege.emsicareercoach.com

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