

## PROGRAM OVERVIEW

Illustrators tell stories, express ideas and communicate through visual art. The profession spans a wide range of applications, encompassing graphic novels, scientific illustration, visual development for animation and games, children’s books, interactive illustration and anything an illustrator can bring to life. The field includes editorial, advertising, and product illustration. Given the vast array of opportunities, today’s illustrators must understand how to communicate effectively with a chosen medium and situate their work professionally within a particular market.

Students in the illustration emphasis receive instruction in conceptual illustration, digital illustration, rendering, perspective, painting, exhibition preparation, professional practices and the use of various artistic and illustration techniques. In preparation for a professional illustration career, the course work allows students to master numerous essential digital and traditional tools.

## ACADEMIC ADVISING

Freshmen with fewer than 30 credits and/or CAM students who are Undeclared are assigned to the Center for Undergraduate Exploration and Advising (CUE&A). All other College of Arts & Media (CAM) students with more than 30 credits who have declared CAM majors are assigned to the CAM Office of Advising and Student Services.

*Students can connect with the internal CAM admissions team to learn more about the program, additional admission requirements, spaces, equipment and technology.*

*Students with a declared CAM major that have more than 30 credits are encouraged to meet with a CAM advisor every semester prior to registration.*

*Freshmen with fewer than 30 credits and/or CAM students that are Undeclared students are assigned to the Center for Undergraduate Exploration and Advising. These students are required to meet with an advisor every semester prior to registration.*

### CAM Recruitment and Enrollment

[CAMinfo@ucdenver.edu](mailto:CAMinfo@ucdenver.edu)  
Visit the CAM website [here](#)  
Arts Building, Suite 177  
303-315-7400 (option 1)

### CAM Office of Advising and Student Services

[CAMadvising@ucdenver.edu](mailto:CAMadvising@ucdenver.edu)  
Visit the CAM website [here](#)  
Arts Building, Suite 177  
303-315-7400 (option 1)

### Center for Undergraduate Exploration and Advising (CUEA)

[CUEA@ucdenver.edu](mailto:CUEA@ucdenver.edu)  
Visit the CUEA website [here](#)  
Student Commons 1113  
303-315-1940

## GENERAL GRADUATION REQUIREMENTS & POLICIES

All CU Denver CAM students are required to complete the following minimum general graduation requirements:

1. Complete a minimum of 120 semester hours.
2. Achieve a minimum 2.0 CU cumulative grade point average (GPA).
3. Complete a minimum of 45 upper division (3000/4000 level) credits.
4. Complete all college and major requirements.
5. Residency: complete a minimum of 30 CU Denver hours in good standing at CU Denver.

## PROGRAM REQUIREMENTS & POLICIES

Illustration is rigorous, and students are expected to be highly motivated. Emphasis courses take a minimum of four semesters to complete, assuming students start in fall semester and are accepted into the program the first time they apply during the previous Spring. To be eligible to apply for admission, students must complete (or be currently enrolled in) a minimum of 7 courses: FINE 1100 Drawing I, FINE 1400 2-D Design, FINE 1500 3D Design, FINE 2155 Intro to Digital Design, FINE 2405 Intro to Digital Design, and FINE 2600 Art History I, and FINE 2610 Art History II, with a cumulative GPA of 2.0 or greater. The portfolio review day occurs during the Spring term, on the Friday nearest to April 1st.

**Students are responsible for meeting with a CAM advisor to confirm degree progress.** Students completing the Fine Arts BFA Degree with an emphasis in Illustration are required to complete the following minimum program requirements:

1. Complete 34 semester hours of **CU Denver Core Curriculum coursework**.
2. Complete a minimum of 77 semester hours of **major-area coursework** with a grade of C (2.0) or better in each course.
3. Complete a 3-credit College of Arts & Media graduation requirement.

Courses	Credits	Notes
<b>Required CU Denver Core Curriculum Coursework</b>	<b>34</b>	<a href="#">CU Denver Core Curriculum</a>
<b>Required College of Arts &amp; Media graduation requirement</b> Non-Major Arts (Theatre, Film, or Music)	3	
<b>General Electives</b>	5	
<b>Major Specific Courses</b>	<b>33</b>	
FINE 1100 Drawing I	3	
FINE 2100 Drawing for Story	3	
FINE 2020 Life Drawing II: Anatomy and Portraiture	3	

# ILLUSTRATION

Bachelor of Fine Arts (B.F.A.) – Catalog Year 2026-2027

FINE 2155 Intro to Digital Photography	3	
FINE 2200 Painting I	3	
FINE 3010 Illustration I: Image Making	3	*Prerequisites: FINE 1100.
FINE 3410 Illustration II: Digital Media	3	*Prerequisite: FINE 1100, 1400, 1500, 2155, 2405, 2600, 2610, and 3010.
FINE 4000 The Business of Art	3	*Prerequisite: FINE 2010.
FINE 4001 Illustration III: Investigative Methods	3	*Prerequisite: FINE 3410.
FINE 4002 Illustration IV: Professional Practice	3	*Prerequisite: FINE 4001.
FINE 4003 Advanced Illustration Studio III	3	*Prerequisite: FINE 4002; restricted to Illustration majors.
<b>Additional Required Visual Arts Coursework</b>	<b>45</b>	
FINE 2030 Life Drawing	3	*Prerequisite: FINE 1100.
FINE ____ Digital Media Choice: Motion Design I- FINE 3414 or 2D Animation- FINE 3455	3	
FINE 2600 Art History I	3	
FINE 2610 Art History II	3	
FINE 3050 Figure Drawing and Painting	3	
FINE ____ Specialization Choice: Game Characters and Concept Art- FINE 1825 or Graphic Novel Workshop- FINE 3014	3	
FINE 3030 Media of Drawing	3	*Prerequisite: FINE 1100.
FINE 3450 Digital Painting	3	*Prerequisite: FINE 1100.
FINE ____ Character and Product Prototyping FINE 3532 or 3D Design FINE 1500	3	
FINE ____ Art History Elective	3	
FINE ____ Pre-20 <sup>th</sup> C Art History Elective	3	*Prerequisites: FINE 2600 + 2610.
FINE ____ Visual Arts Electives (4)	12	
<b>TOTAL PROGRAM HOURS</b>	<b>120</b>	

## SAMPLE ACADEMIC PLAN OF STUDY

The following academic plan is a *sample* pathway to completing degree requirements for this major. The plan below is intended for first-time, First-Year students. This sample schedule can be adjusted to accommodate AP, IB, and/or CLEP credits, as well as courses taken during the summer sessions. In addition, students should tailor this plan based on transfer credit, course availability, and individual preferences related to course load, schedules, or add-on programs such as minors or double majors. **Students deviating from this plan must fulfill course prerequisites and should meet with an advisor to confirm course sequencing and degree requirements.**

### YEAR ONE

Semester 1	CRS
FINE 1100 Drawing I	3
FINE 2030 Life Drawing I	3
FINE 2155 Intro to Digital Photography	3
First-Year Seminar ( <i>fulfills CU Denver CORE req't</i> )	3
CU Denver CORE Math requirement	3
<b>TOTAL SEMESTER HOURS</b>	<b>15</b>

Semester 2	CRS
FINE 2200 Painting I	3
FINE 2020 Life Drawing II (Anatomy and Portraiture)	3
FINE ____ Character and Product Prototyping FINE 3532 or 3D Design FINE 1500	3
ENGL 1020 Core Composition I	3
CU Denver CORE requirement	3
<b>TOTAL SEMESTER HOURS</b>	<b>15</b>

### YEAR TWO

Semester 3	CRS
FINE 2100 Drawing for Story	3
FINE 3010 Illustration I: Image Making <sup>PE</sup>	3
FINE 2600 Art History Survey I	3
ENGL 2030 Core Composition II <sup>PR</sup>	3
CU Denver CORE requirement	3
<b>TOTAL SEMESTER HOURS</b>	<b>15</b>

Semester 4	CRS
FINE 3410 Illustration II: Digital Media	3
FINE 3450 Digital Painting <sup>PE</sup>	3
FINE 2610 Art History Survey II	3
CU Denver CORE requirement ( <i>suggest Lab Science</i> )	4
CU Denver CORE requirement <sup>M</sup>	3
<b>TOTAL SEMESTER HOURS</b>	<b>16</b>

### YEAR THREE

Semester 5	CRS
FINE ____ Digital Media Choice: Motion Design I- FINE 3414	3
FINE 3030 Media of Drawing <sup>PE</sup>	3
FINE 3050 Figure Drawing and Painting	3
FINE ____ Art History Elective	3

Semester 6	CRS
FINE ____ Specialization Choice: Game Characters and Concept	3
FINE 4001 Illustration III: Investigative Methods <sup>PE</sup>	3
FINE ____ Visual Art Elective #1 (FINE 1000+)	3
FINE ____ Pre-20 <sup>th</sup> c Art History Elective <sup>PE</sup>	3

# ILLUSTRATION

Bachelor of Fine Arts (B.F.A.) – Catalog Year 2026-2027

CU Denver CORE requirement	3
<b>TOTAL SEMESTER HOURS</b>	<b>15</b>

CU Denver CORE requirement	3
<b>TOTAL SEMESTER HOURS</b>	<b>15</b>

## YEAR FOUR

Semester 7	CRS
FINE 4000 The Business of Art	3
FINE 4002 Illustration IV: Professional Practice <sup>PE</sup>	3
FINE ____ Visual Art Elective #2 (FINE 1000+)	3
CU Denver CORE requirement	3
General Elective <i>(student choice)</i>	3
<b>TOTAL SEMESTER HOURS</b>	<b>15</b>

Semester 8	CRS
FINE 4003 Adv. Illustration Studio III <sup>PE</sup>	3
FINE ____ Visual Art Elective #3 (3000+)	3
FINE ____ Visual Art Elective #4 (1000+)	3
Non-Major Arts	3
General Elective <i>(student choice)</i>	2
<b>TOTAL SEMESTER HOURS</b>	<b>14</b>

<sup>M</sup> Major Course Available    <sup>PE</sup> Prerequisite Enforced    <sup>PR</sup> Prerequisite Recommended