



Edison College Canada
SINCE 1973
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Applied Arts Illustration Diploma

50 Weeks Program





Program Duration:
50 Weeks / 1000 Hours



Delivery Methods:
In-Class/Distance



Campus Location:
Victoria, British Columbia

Program Description

This Applied Arts Illustration Diploma program is a one-year comprehensive program that prepares students for a career in illustration. The program utilizes both analogue and digital techniques, allowing each student to hone their unique skill, develop a marketable style, and strengthen their creative voice while learning the ins and outs of the illustration industry and how to thrive in it.

Workplace Settings

- Editorial: Magazines, Book Publishing
- Textiles: Fabric Design
- Video Games: Concept Art
- Children's Books: Picture Book Illustration
- Ephemera: Short-lived Art Items
- Film/Music: Promotional Visuals

Estimated Salary

\$ 41,600

Minimum Salary Average Range

\$109,990

Maximum Salary Average Range

The annual salaries of Applied Arts Illustrators range from \$41,600 to \$109,990. The hourly wage range is from \$20 to \$52.88 per hour, according to the Canadian Job Bank.

The salaries of Applied Arts Illustrators mainly depend on work experience, type of employer, and the province where the worker works. Some provinces, like Quebec, British Columbia, and Ontario, have higher salaries compared to other provinces and territories.

Admission Requirements

- **High School Graduate or equivalent OR Mature student status (19 years or older prior to starting the program)**
- **Meet one of the following English Language Proficiency requirements:**
 - Min Grade 10 English (with at least a 'C')
 - IELTS 5.5, CLB Level 5 or Duolingo 95





Courses

Illustration Principles (60 Hours)

This course teaches the basics of elements of illustration practice, focusing on sketchbook ideation, research, iteration, and conceptual groundwork in visual communication. Students will learn to use a sketchbook as the foundation of their illustration practice, as a container and living document for knowledge-keeping, research, sketching, technical exploration, and written reflection.

Drawing Fundamentals (60 Hours)

This course introduces the fundamental elements of drawing for illustration, covering subjects like perspective, composition, dimension, and line, with an overarching emphasis on rigor and material expression.

History of Illustration (60 Hours)

This course explores the use and purpose of illustration over the course of civilization. From ancient history to modern times, students will learn the ways in which illustration has been used to decorate, tell stories, advertise, and revolutionize the world.

Drawing: Figure and Form (60 Hours)

Building from drawing fundamentals 101, students will focus on the human figure in this class, studying pose, expression, light and shadow, and dynamic movement using live models, observation prompts, and photo references.

Digital Fundamentals (60 Hours)

This course introduces students to popular digital art-making tools, and the design principles that accompany them. Using applications like 'Adobe Photoshop' and 'Procreate', students will learn how to transfer, create, and format artworks for digital and print display.

Painting Fundamentals (60 Hours)

Exploring historic and contemporary illustration painting media, students will learn how colour, light, contrast, viscosity, and value can impact any painting discipline.

Business of Illustration (60 Hours)

From contracts to agents, marketing to book-keeping, this course teaches students the terminology, traditions, professional networks, and business functions of a career in illustration.

Illustration Topic: Editorial (60 Hours)

Students begin the topics section of the program with the field of editorial illustration, learning the many ways illustrators use artwork to interpret printed material and writing. This course examines freelance opportunities for magazines and newspapers, book covers and interiors, promotional and infographics, and more.

ILLUS. TOPIC: PICTURE BOOKS 203 (60 Hours)

As a subgenre of editorial, this class explores the use of illustration in books for young readers. Focusing on allegory, storytelling, and education, students will learn about the fields of children's books, board books, educational texts, and the overarching field of children's literature.

ILLUS. TOPIC: ENVIRONMENT AND LANDSCAPE 205 (60 Hours)

This course looks at the uses of environment and landscape in illustration. From plein-air painting to travel posters, botanical illustration to animation backgrounds, students learn the function of place and surroundings that fill the space in compositions.

ILLUS. TOPIC: VISUAL DEVELOPMENT 207 (60 Hours)

Returning to digital media to explore the function of concept art in the entertainment industry, this course focuses on the research and development behind characters, creatures, props, hardware, and environments for video games, animation, role playing games, and movies.

ILLUS. TOPIC: ALTERNATIVE PRACTICES 209 (60 Hours)

This course introduces the methods and materials that run parallel to an illustrator's primary career. Exploring textiles, toys, sculpture, pattern design, and ephemera, students will explore the lesser-known opportunities of the work they produce.

ILLUS. TOPIC: SEQUENTIAL ILLUSTRATION 211 (60 Hours)

For this last topic course, students will take on the complex and challenging field of sequential art. Comics, graphic novels, card decks, and art series will be spotlighted, exploring how writing, narrative, composition, symbolism, and character creation combine to tell a story in visual form.

THESIS I 300 (80 Hours)

For the final experience of the program, students will be turning their attention to the creation of a professional portfolio. Beginning with an outline of career goals, research topics, and a thesis proposal, students will embark on a series of self-directed projects to build a portfolio of works that reflect their greatest strengths in visual communication.

THESIS II 310 (80 Hours)

Continuing their proposed thesis projects from Thesis I 300, students will further develop criteria for advancement in their chosen professional fields and complete their outlined works by deadline. Each thesis will culminate in a professional portfolio presentation and written academic reflection to earn their diploma.

Student Support Award

\$4,500

Note:

Effective October 2026, the Student Support Award is applied toward program tuition fees. Following each disbursement, the applicable portion of the Award will be provided to the student within 6–8 weeks, provided the student meets the required attendance and academic performance conditions.

To remain eligible, students must successfully complete all required courses and the practicum, graduate from the program, and have no outstanding tuition balance.

Students who withdraw, are terminated, or fail the program will not be eligible for the Award and must repay to the College any Award amount that is required to be returned. If not repaid, the amount may be sent to collections, where applicable.

Full Name _____ **Date** _____

Signature _____



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