



ACADEMY *of* ART UNIVERSITY®

COURSE CATALOG



FOUNDED IN SAN FRANCISCO 1929 BY ARTISTS FOR ARTISTS

Begin Your Future Here

This book is more than a catalog. It tells of people, just like you, who aspire to do what they love everyday. These are accounts from students, graduates and faculty, who spend their days filling the world with beauty, making their visions into realities, and looking at things in a new light.

*If the following pages inspire you, take it as a sign.
This could be the beginning of another story – yours.*

2023-2024 COURSE CATALOG

SP23 SU23 **FA23**

SP24 SU24 FA24

Effective date:
January 1, 2023 - December 31, 2024



OUR PROGRAMS



SCHOOL OF ACTING

AA Acting*
BFA Acting*
MA Acting*
MFA Acting*

SCHOOL OF ADVERTISING

AA Advertising
AA Studio Production
BFA Advertising
CERT Advertising*
MA Advertising & Branded Media
MFA Advertising

SCHOOL OF ANIMATION & VISUAL EFFECTS

AA Animation & Visual Effects
BFA Animation & Visual Effects
CERT Animation & Visual Effects*
MA Animation & Visual Effects
MFA Animation & Visual Effects

BFA & MFA Available Areas of Emphasis:
• 2D Animation and Stop Motion
• 3D Animation
• 3D Modeling
• Storyboarding
• Visual Effects



MA Available Areas of Emphasis:

- 2D Animation and Stop Motion
- 3D Animation
- 3D Modeling
- Visual Effects

SCHOOL OF ARCHITECTURE

BA Architectural Design
B.Arch Architecture
MA Advanced Architectural Design
M.Arch Architecture

SCHOOL OF ART EDUCATION

BFA Art Education**
BFA Art Education & Art History**
BFA Art Education & Fine Art**
CRED Art Education**
MA Art Education**
MAT Art Education**

SCHOOL OF ART HISTORY

BA Art History**
BFA Art History**
MA Art History**

SCHOOL OF COMMUNICATIONS & MEDIA TECHNOLOGIES

BA Communications & Media Technologies
MA Communications & Media Technologies



SCHOOL OF FASHION

AA Fashion Communication
(Effective 07/03/2023, formerly AA Fashion Journalism)
AA Fashion Marketing
AA Fashion Merchandising
AA Fashion Product Development
AA Fashion Styling
BFA Costume Design
BFA Fashion
BFA Fashion Marketing
BFA Fashion Merchandising
BFA Fashion Product Development
BFA Fashion Communication & Styling
(Effective 07/03/2023, formerly BFA Fashion Styling)
BFA Textile Design*
CERT Fashion*
CERT Social Media Management
MA Costume Design
MA Fashion Art Direction
MA Fashion Journalism
MA Fashion Marketing
MA Fashion Merchandising
MFA Costume Design
MFA Fashion
MFA Fashion Marketing & Brand Management
MFA Fashion Merchandising & Management
MFA Fashion Product Development
MFA Textile Design*



BFA Available Areas of Emphasis:

- Fashion Design*

MFA Available Areas of Emphasis:

- Fashion Design*

SCHOOL OF FINE ART

AA Fine Art
BFA Fine Art
CERT Fine Art*
MA Fine Art
MFA Fine Art

AA, BFA, MA & MFA Available Areas of Emphasis:

- Drawing & Painting
- Printmaking
- Sculpture

SCHOOL OF GAME DEVELOPMENT

AA Game Design
(Effective 07/03/2023, formerly AA Game Development)
BFA Game Art
BFA Game Design
(Effective 07/03/2023, formerly BFA Game Development)
BS Game Programming
MA Game Development
MFA Game Development



SCHOOL OF GRAPHIC DESIGN

AA Graphic Design
BFA Graphic Design
CERT Graphic Design*
MA Graphic Design & Digital Media
MFA Graphic Design

SCHOOL OF ILLUSTRATION

AA Illustration
BFA Illustration
CERT Illustration*
MA Illustration
MFA Illustration
BFA & MFA Available Areas of Emphasis:
• Comics

SCHOOL OF INDUSTRIAL DESIGN

AA Automotive Restoration*
AA Industrial Design
BFA Industrial Design
CERT Industrial Design*
MA Industrial Design
MFA Industrial Design
AA & BFA Available Areas of Emphasis:
• Transportation Design



SCHOOL OF INTERIOR ARCHITECTURE & DESIGN

AA Interior Architecture & Design
BFA Interior Architecture & Design
CERT Interior Architecture & Design*
MA Interior Architecture & Design
MFA Interior Architecture & Design

SCHOOL OF INTERACTION & UI/UX DESIGN

AA Interaction & UI/UX Design
BFA Interaction & UI/UX Design
CERT Interaction & UI/UX Design*
MA Interaction & UI/UX Design
MFA Interaction & UI/UX Design

SCHOOL OF JEWELRY & METAL ARTS

AA Jewelry & Metal Arts
BFA Jewelry & Metal Arts
MA Jewelry & Metal Arts
MFA Jewelry & Metal Arts

*These Programs are not available online
**These Programs are not available onsite

OUR PROGRAMS



SCHOOL OF LANDSCAPE ARCHITECTURE

AA Landscape Architecture
BFA Landscape Architecture
MA Landscape Architecture
MFA Landscape Architecture

SCHOOL OF MOTION PICTURES & TELEVISION

AA Motion Pictures & Television
BFA Motion Pictures & Television
CERT Motion Pictures & Television*
MA Writing & Directing for Film*
MFA Motion Pictures & Television

BFA Available Areas of Emphasis:

- Cinematography
- Directing
- Editing
- Production Design
- Producing
- Screenwriting

SCHOOL OF MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA

AA Music Production
AA Sound Design
BFA Music Production
BFA Music Scoring & Composition
BFA Sound Design
MA Music Scoring & Composition
MA Sound Design
MFA Music Scoring & Composition
MFA Sound Design

SCHOOL OF PHOTOGRAPHY

AA Photography
BFA Photography
CERT Photography*
MA Photography
MFA Photography

SCHOOL OF VISUAL DEVELOPMENT

AA Visual Development
BFA Visual Development
MA Visual Development
MFA Visual Development

MA & MFA Available Areas of Emphasis:

- Entertainment Art

SCHOOL OF WRITING FOR FILM, TELEVISION & DIGITAL MEDIA

BFA Writing for Film, Television & Digital Media
MFA Writing for Film, Television & Digital Media

*These Programs are not available online

**These Programs are not available onsite

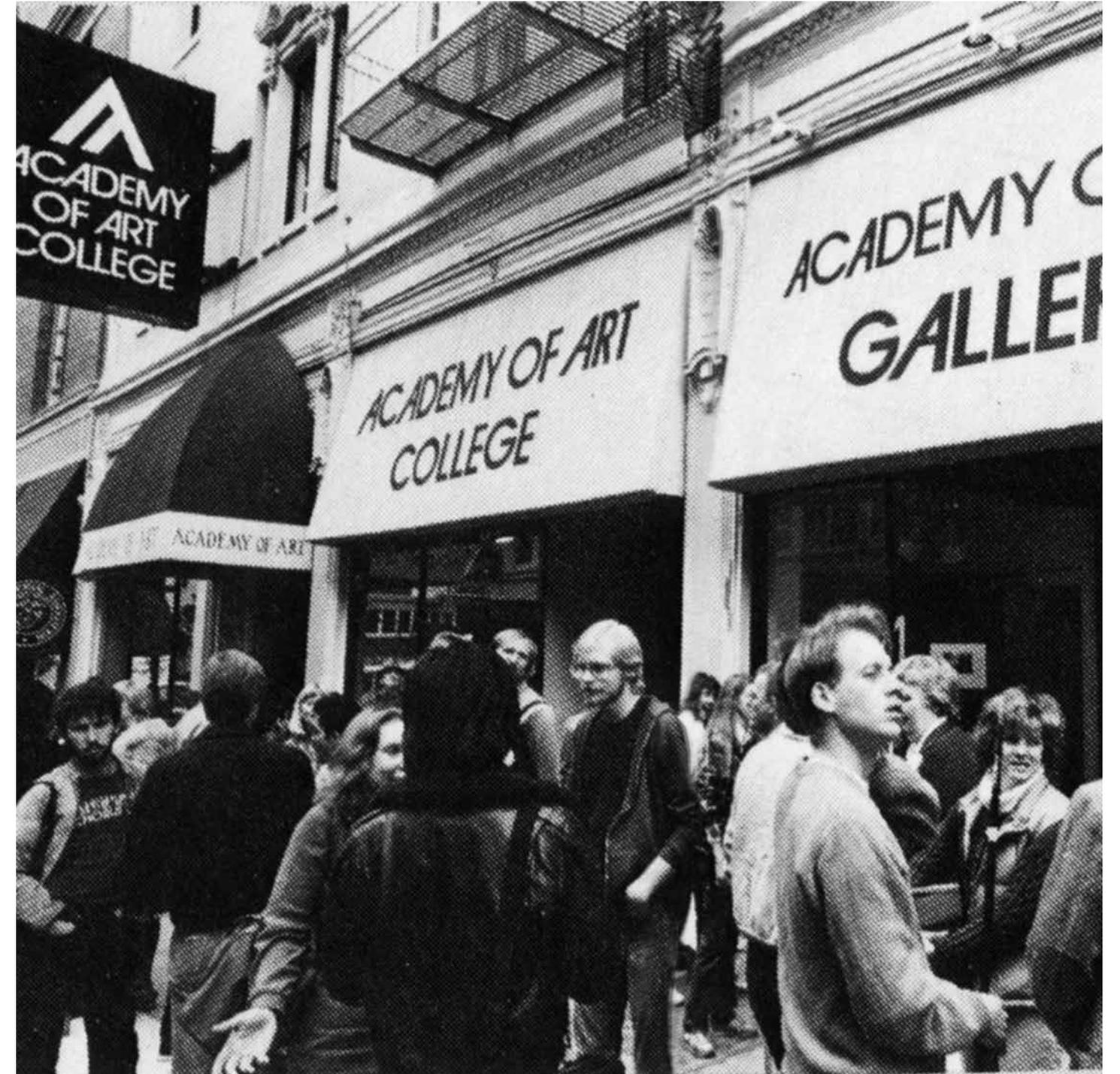
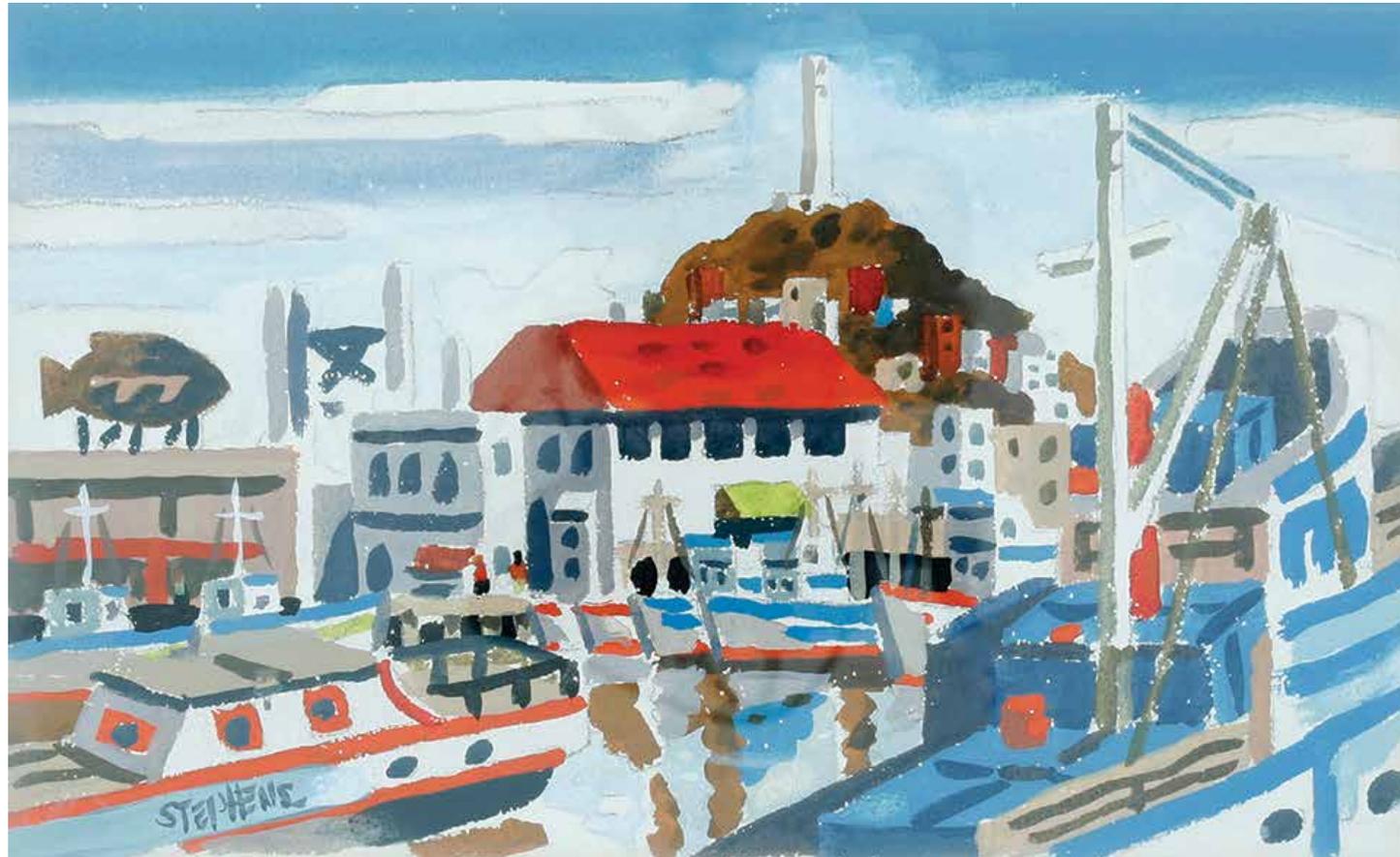


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<https://www.academyart.edu/academicpolicies>

Board of Directors, Administrators and Faculty (Catalog Addendum 2):
<http://www.academyart.edu/board-of-directors-administrators-faculty>

Course Fees & Prerequisites:
<https://www.academyart.edu/course-fees-prerequisites>

WHAT WE OFFER

PRE-COLLEGE PROGRAMS

High School Art Experience
Tuition-free high school scholarships

PROFESSIONAL DEVELOPMENT

In-Service Teachers
Practicing professionals

PERSONAL ENRICHMENT

Continuing Art Education
All levels from beginner to advanced

FLEXIBLE SCHEDULE

Days, nights, weekends, online
Intersession classes offered between semesters*

*Financial Aid is not available for intersession classes. Search up-to-date course schedules at www.academyart.edu



COURSES FOR BEGINNERS

Foundations coursework for every level
No-barrier admissions policy; no portfolio required



ATHLETICS

NCAA PacWest Conference
Intercollegiate Teams
Recreational & Intramural Sports



UNDERGRADUATE DEGREES

Associate of Arts
Bachelor of Arts
Bachelor of Science
Bachelor of Architecture
Bachelor of Fine Arts
Certificate

GRADUATE DEGREES

Master of Arts
Master of Fine Arts
Master of Architecture

CREDENTIAL PROGRAMS

Art Teaching Credential

FINANCIAL AID AND CAMPUS HOUSING
visit us online at www.academyart.edu



ONLINE EDUCATION

Undergraduate + Graduate Degrees
Study 100% online, or take online classes toward your degree
Earn the same credit as on campus classes
For more information, visit <http://online.academyart.edu>



INTERNATIONAL STUDENT SERVICES

Help with immigration and visa questions
Take English for Art Purposes support courses and other university courses at the same time



We are able to meet the needs of students from all skill levels and all backgrounds. Call an admissions representative today to personalize your educational plan: 1.800.544.2787.

AS YOU
EXPLORE
OUR EXCITING
WORLD
WE INVITE YOU
TO VISIT OUR
WEBSITE FOR
ADDITIONAL
INFORMATION,
TO WATCH
VIDEOS, AND
TO SEE MORE
STUDENT
WORK.

WWW.ACADEMYART.EDU



HISTORY OF THE SCHOOL



We strongly believe that all students willing to make the commitment have the ability in them. We are committed to hiring a faculty of distinguished professionals to help our students become professionals themselves.

This is our 90 year tradition.

1929

- Richard S. Stephens, Art Director for Sunset Magazine, founds the Académie of Advertising Art, along with his wife Clara, with a beginning enrollment of 45 students

1933

- Fashion Illustration is added to the curriculum

1936

- **Fine Art Department** is added

1946

- Enrollment grows to 250 students
- Courses are offered in General Advertising and Commercial Art, Fashion Illustration, Cartooning, and Lettering & Layout

1951

- Richard A. Stephens, son of founder Richard S. Stephens, becomes President

1955

- Magazine Illustration and Photography are added to the curriculum

1957

- Art History, English, and American History are added to the curriculum



1966

- School name changed from Academy of Advertising Art to Academy of Art College
- Academy is granted authority to offer a Bachelor's Degree in Fine Art
- Fine Art, Fashion, Photography, Interior Design, Advertising and Illustration classes offered
- Academy acquires its own space at 740 Taylor Street

1968

- Academy expands to 625 Sutter

1976

- Academy continues to expand to 540 Powell Street
- Approximately 750 students enrolled
- Library opens
- In-house advertising agency begins (ADCOM)

1977

- Master of Fine Arts program inaugurated and approved by the California State Department of Education

1980

- The Academy's Department of Transportation begins a shuttle service for students
- The school maintains a fleet of over 50 vehicles

1981

- Academy receives National Association of Trade and Technical Schools (NATTS) accreditation
- Graphic Design courses offered

1983

- Academy expands to provide a student housing facility across the street from 625 Sutter

1988

- Academy receives Foundation for Interior Design Education Research (FIDER) accreditation which is now Council for Interior

Design Accreditation (CIDA)

1992

- Elisa Stephens, granddaughter of founder Richard S. Stephens, appointed president
- 79 New Montgomery building acquired
- **School of Product Design** begins



1993

- **School of Motion Pictures & Video** begins
- Academy's first dormitory at 680 Sutter Street

1994

- Academy introduces Programs in Computer Arts and begins offering classes in 3D Modeling, Animation and New Media
- **School of Product Design** becomes School of Product & Industrial Design

1998

- Academy receives Accrediting Council for Independent Colleges and Schools (ACICS) accreditation
- **School of Interior Design** becomes School of Interior Architecture & Design
- Academy begins offering Associate of Arts degrees in Advertising, Computer Arts, Fashion, Fine Art, Graphic Design, Illustration, Interior Architecture & Design, Motion Pictures & Video, Product & Industrial Design, and Photography.

1999

- **School of Product & Industrial Design** becomes School of Industrial Design Studios and expands curriculum to include courses in transportation and automotive design

2001

- **School of Industrial Design Studios** becomes School of Industrial Design

2002

- **School of Architecture** begins
- **School of Motion Pictures & Video** becomes School of Motion Pictures & Television

2003

- First online classes offered

2004

- Academy of Art College becomes Academy of Art University
- Animation separates from School of Computer Arts to become **School of Animation & Visual Effects**
- **School of Computer Arts** becomes School of Computer Arts & New Media

2006

- **School of Architecture** receives National Architectural Accrediting Board (NAAB) accreditation for Master of Architecture (M.Arch) Degree
- Online Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees are first offered in Advertising, Animation & Visual Effects, Computer Arts, Fashion, Fine Art, Graphic Design, Illustration, Industrial Design, Interior Architecture & Design, Motion Pictures & Television, and Photography.

2007

- Academy receives Western Association of Schools & Colleges (WASC) accreditation
- Classic Car Museum housing over 100 historic cars, including a 1929 Auburn Speedster

2008

- **School of Multimedia Communications** opens offering Bachelor of Arts and Master of Arts degrees
- National Collegiate Athletic Association (NCAA) Division II Athletic Program begins, led by former San Francisco 49er Jamie Williams

2009

- **School of Music for Visual Media** opens offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- Game Design separates from School of Animation & Visual

Effects to become **School of Game Design** offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees

- **School of Computer Arts & New Media** becomes School of Web Design & New Media

2010

- **School of Art Education** opens offering a Bachelor of Fine Arts degree
- **School of Architecture** offers a Bachelors of Fine Arts degree

2011

- **School of Landscape Architecture** opens offering Associate of Arts, Bachelor of Fine Arts, and Master of Fine Arts degrees
- **School of Acting** opens offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- **School of Music for Visual Media** changes to School of Music Production & Sound Design for Visual Media

2012

- **School of Art History** opens offering a Bachelor of Fine Arts degree
- Academy of Art is granted full membership into NCAA Division II
- **School of Interior Architecture & Design** is receives CIDA accreditation for the Master of Fine Arts program

2013

- Visual Development separates from School of Animation and Visual Effects to become **School of Visual Development** offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- Jewelry and Metal Art separates from School of Fine Art to become **School of Jewelry & Metal Art** offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- **School of Illustration** adds an emphasis in Comics for the Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- **School of Fashion** offers Associate of Arts, Bachelor of Arts and Master of Arts in Fashion Journalism
- **School of Fashion** offers Associate of Arts and Bachelor of Fine Arts in Fashion Styling

- **School of Art History** offers Master of Arts
- **School of Architecture** receives National Architectural Accrediting Board (NAAB) candidacy status for Bachelor of Architecture (B.Arch) degree

2014

- **School of Art Education** offers the Art Teaching Credential and receives California Commission on Teaching Credentials (CTC) accreditation
- **School of Advertising** offers Associates of Arts in Studio Production for Advertising and Design
- **School of Writing for Film, Television & Digital Media** opens offering Bachelor of Fine Arts and Master of Fine Arts degrees

2015

- **School of Game Design** offers Academy of Art University's first Bachelor of Science degree, a B.S. in Game Programming
- **School of Fashion** offers Bachelor of Fine Arts and a Master of Fine Arts degrees in Costume Design
- **School of Game Design** becomes School of Game Development
- **School of Art Education** offers two tracks for the Master of Arts in Teaching degree
- **School of Architecture** offers Master of Arts degree in Advanced Architectural Design
- **School of Industrial Design** offers Associate of Arts degree in Automotive Restoration
- **School of Architecture** offers Bachelor of Arts degree in Architectural Design
- **School of Acting** offers Master of Arts degree
- **School of Landscape Architecture** offers Master of Arts degree
- **School of Music Production & Sound Design for Visual Media** offers Master of Arts in Music Scoring & Composition and a Master of Arts in Sound Design degrees

2016

- **School of Fashion** offers Associate of Arts and Bachelor of Fine Arts degrees in Fashion Marketing, Fashion Merchandising, Fashion Product Development, and Associate of Arts and Bachelor of Fine Arts degrees in Fashion Visual Merchandising
- **School of Music Production & Sound Design for Visual Media** offers Associate of Arts and Bachelor of Fine Arts degrees in Music Production, Bachelor of Fine Arts and Master of Fine Arts degrees in Music Scoring and Composition, and Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees in Sound Design
- **School of Architecture** receives National Architectural Accrediting Board (NAAB) accreditation for Bachelor of Architecture (B.Arch) Degree
- **School of Advertising** offers Master of Arts degree in Advertising
- **School of Animation & Visual Effects** offers Master of Arts degree in Animation and Visual Effects
- **School of Fine Art** offers Master of Arts degree in Fine Art
- **School of Fashion** offers Master of Arts degrees in Costume Design, Fashion, and Fashion Merchandising, and Master of Fine Arts degrees in Fashion Marketing and Brand Management, Fashion Merchandising and Management, and Fashion Product Development
- **School of Game Development** offers Master of Arts degree in Game Development
- **School of Graphic Design** offers Master of Arts degree in Graphic Design
- **School of Illustration** offers Master of Arts degree in Illustration
- **School of Industrial Design** offers Master of Arts degree in Industrial Design
- **School of Interior Architecture & Design** offers Master of Arts degree in Interior Architecture and Design
- **School of Jewelry & Metal Arts** offers Master of Arts degree in Jewelry and Metal Arts
- **School of Motion Pictures & Television** offers Master of Arts degree in Writing and Directing Film
- **School of Photography** offers Master of Arts degree in Photography

- **School of Visual Development** offers Master of Arts degree in Visual Development
- **School of Web Design & New Media** offers Master of Arts degree in Web Design and New Media
- **School of Multimedia Communications** becomes School of Communications & Media Technologies, the Bachelor of Arts in Multimedia Communications becomes the Bachelor of Arts in Communications and Media Technologies, and the Master of Arts in Multimedia Communications becomes the Master of Arts in Communications and Media Technologies
- **School of Graphic Design** changes the Master of Arts in Graphic Design to the Master of Arts in Graphic Design and Digital Media
- **School of Advertising** changes the Master of Arts in Advertising to the Master of Arts in Advertising and Branded Media Technology

2017

- **School of Fashion** offers Associate of Arts, Bachelor of Fine Arts, and Master of Fine Arts degrees in Textile Design
- **School of Fashion** offers Associate of Arts, Bachelor of Fine Arts, and Master Fine Arts in Knitwear Design
- **School of Visual Development** adds an emphasis in Digital Art for the Bachelor of Fine Arts, and an emphasis in Entertainment Art for the Master of Arts and Master Fine Arts
- **School of Fashion** adds an emphasis in Pattern Making & 3-Dimensional Design for Fashion for the Bachelor of Fine Arts

2018

- **School of Fashion** offers Bachelor of Fine Arts and Master of Fine Arts degrees in Footwear & Accessory Design
- **School of Art History** offers Bachelor of Arts in Art History

2019

- **School of Fashion** offers Certificate in Social Media Management
- **School of Fashion** offers Master of Arts degree in Fashion Marketing
- **School of Fashion** offers Master of Arts degree in Fashion Art Direction

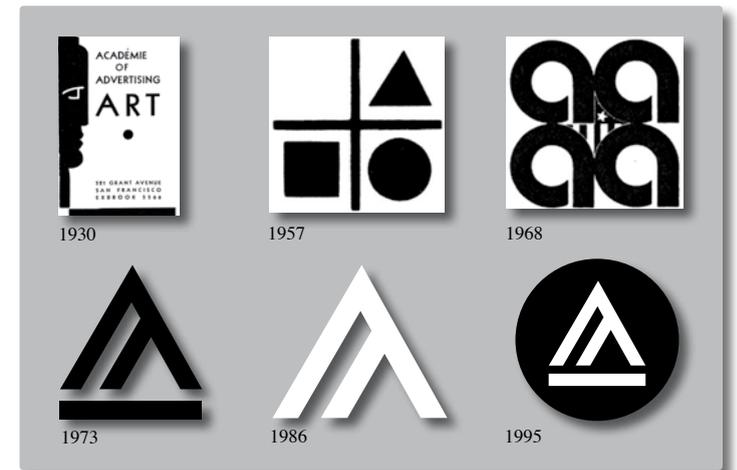
2022

- **School of Web Design & New Media** becomes School of Interaction & UI/UX Design

2023

- **School of Art Education** offers double majors in Bachelor of Fine Arts in Art Education & Fine Art and Bachelor of Fine Arts in Art Education & Art History
- **School of Fashion** changes the Bachelor of Fine Arts in Fashion Styling to Bachelor of Fine Arts in Fashion Communication and Styling
- **School of Game Development** changes the Associate of Arts in Game Development and Bachelor of Fine Arts in Game Development to Associate of Arts in Game Design and Bachelor of Fine Arts in Game Design
- **School of Fashion** changes the Associate of Arts in Fashion Journalism to Associate of Arts in Fashion Communication

90 Years of Creative Passion



Present

The creative class we are training today will be the problem solvers and visionaries of tomorrow. We consider ourselves the stewards of a learning institution that will produce this next generation.

—Dr. Elisa Stephens,
President



WELCOME

Thank you for considering Academy of Art University to start your career. I say start because you'll be placed in a professional atmosphere from day one. An arts education here offers you a chance to develop your talent and acquire skills sought by the creative marketplace.

In 1929, my grandfather founded a school for the arts based on a revolutionary principle: anyone with the dedication and commitment could become an artist regardless of their previous education.

He also believed that professional artists, who make their living on their creativity, should develop the curriculum. They are the best equipped to impart the demands of the working world to their students.

These two founding ideas are still at the heart of Academy of Art University. They have been key to our growth from 45 students, when my grandfather made his dream a reality, to the current student population of nearly 13,000.

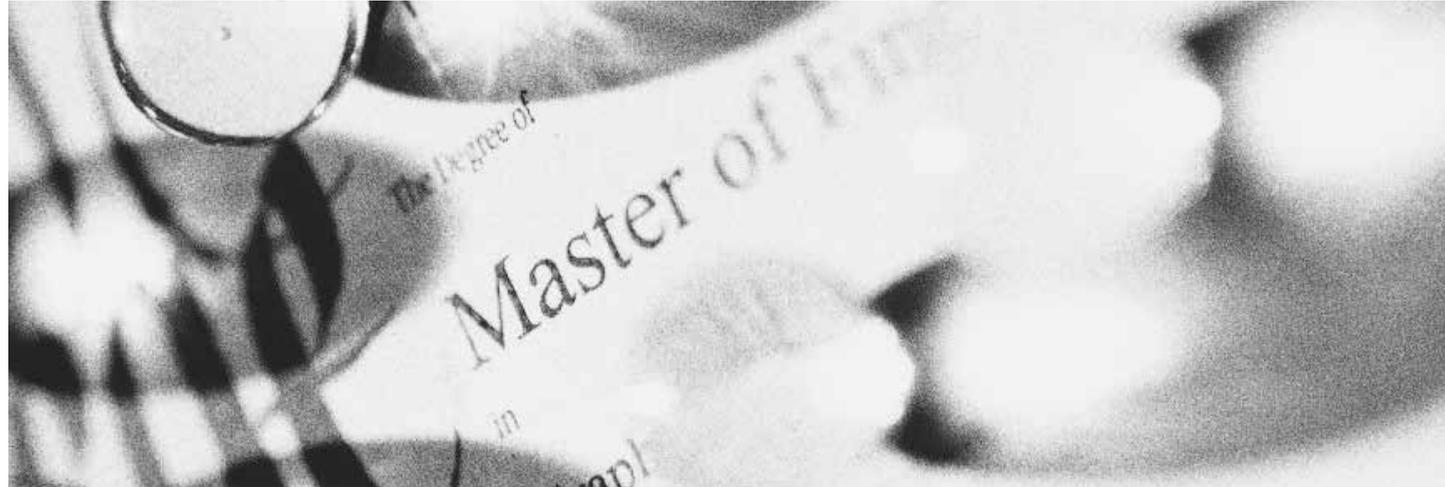
I hope the passionate faculty, modern facilities and extensive curriculum detailed in this catalog convince you that Academy of Art University should be your first choice for formal training in art and design.

Sincerely,

Elisa Stephens

Dr. Elisa Stephens,
President

WHO WE ARE



We are first and foremost a professional school, a specialized place to study for a career in art, design, acting, music, or communications. Useful skills and practical principles are taught here. That's true from Architecture, to Game Development, to Fine Art. The skills and principles necessary to get a job and have a career are taught by top-notch professionals who earn a living doing what they teach.

We have industry standard technical facilities and online teaching resources. We have topnotch production facilities and educational resources. This gives you the technological edge on which your success depends.

Our Mission: Academy of Art University prepares aspiring professionals in the fields of design, communications and the arts by delivering excellent undergraduate and graduate degrees and certificate and portfolio development programs.

Visit us online at www.academyart.edu to learn more about what we offer.

Admissions Philosophy

Our inclusive admissions policy is rare among art schools. We've found that our students' potential doesn't depend on their past elsewhere, but on their future with us.

How to Apply:

Go to the "Admissions" section in the back of this book for basic admissions requirements, instructions and applications. You may also call us at 800.544.2787 (within U.S. only) or 415.274.2200, or apply online at www.academyart.edu.

Undergraduate Admissions

Academy of Art University maintains an inclusive admissions policy for all undergraduate programs.* Previous experience with art and design is not required for admission, and students of all skill levels are encouraged to apply. It is our belief that all students willing to make the appropriate commitment have the ability to learn professional-level skills.

Art Teaching Credential Admissions

Our Art Teaching Credential program is designed specifically for the art graduate who seeks the fulfillment of guiding others in the exploration of their own creativity and personal artistic development. Students must have completed a Bachelor's degree or higher in the Visual Arts or related program to qualify for this fifth year program.

Graduate Admissions

The Academy requires graduate applicants to demonstrate their ability and intent to complete a Master of Arts (MA), Master of Fine Art (MFA) or Master of Architecture program (M. Arch).

International Students

The International Student Admissions/Services Department assists each student with the application and admissions process, student visa and immigration procedures, academic advising and class registration. The Academy application form and application procedures are also available in Traditional Chinese, Simplified Chinese, Korean, Portuguese, Spanish, Indonesian, and Thai on our website at www.academyart.edu.

Home-schooled Students

We welcome and encourage home-schooled students to enroll in our degree and non-degree programs. Academy of Art University inclusive admissions policy equally applies to home school students who participate in a program officially recognized by the state in which they live.

Transfer Students

Our Admissions Office makes transfer of credit as simple and easy as possible. If you have completed previous college-level coursework, we welcome you to submit your official transcripts for review for possible credit.

University Policies and Academic Information

This catalog is for your information only; information found in this catalog is subject to change at any time. Detailed university policies and academic information are available on our website at

Student and Academic Policies (Catalog Addendum 1):

<https://www.academyart.edu/academicpolicies>

Board of Directors, Administrators and Faculty (Catalog Addendum 2):

<http://www.academyart.edu/board-of-directors-administrators-faculty>

Course Fees & Prerequisites:

<https://www.academyart.edu/course-fees-prerequisites>

**Please note that The Academy may reject any applicant whose records indicate inadequate preparation and/or interest for its programs. An applicant who has been denied admission will not be allowed to register for classes.*

Accreditation / Memberships

ACCREDITATION

WSCUC Accreditation

Academy of Art University is regionally accredited by the WASC Senior College and University Commission (WSCUC), one of the seven regional associations that accredit public and private colleges and schools in the United States. WSCUC is located at 1001 Marina Village Parkway Suite 402, Alameda, CA 94501.

WSCUC Accreditation for Online Programs

Both onsite and online degree programs at Academy of Art University are accredited by WASC Senior College and University Commission (WSCUC). The following degree programs are not currently offered online: AA, BFA, MA and MFA in Acting; AA in Automotive Restoration; AA, BFA and MFA in Knitwear Design; AA, BFA and MFA in Textile Design; and MA in Writing & Directing for Film.

SPECIALIZED ACCREDITATIONS

CTC Accreditation

California Commission on Teacher Credentialing Accreditation
The California Commission on Teacher Credentialing (CTC) is an agency in the Executive Branch of California State Government. The major purpose of the agency is to serve as a state standards board for educator preparation for the public schools of California, the licensing and credentialing of professional educators in the State, the enforcement of professional practices of educators, and the discipline of credential holders in the State of California. CTC accredits the Academy of Art University's Single Subject Art Teaching Credential Program. They are located at 1900 Capitol Avenue, Sacramento, CA 95811. Tel: 916-322-6253.

NOTE: The online Art Teaching Credential and the Masters in Art Teaching requires fieldwork assignments in observing and teaching art to pupils in local Bay Area public schools.

CIDA Accreditation

Council for Interior Design Accreditation

The Council for Interior Design Accreditation (CIDA) is an independent, non-profit accrediting organization for interior design education programs at colleges and universities in the United States and Canada. The BFA Interior Architecture & Design and the MFA Interior Architecture & Design programs are both accredited by The Council for Interior Design Accreditation. The Council for Interior Design Accreditation (CIDA) is located at 206 Grandville Avenue, Suite 350, Grand Rapids, MI 49503-4014. Tel. 616.458.0400.

NAAB Accreditation

The National Architectural Accrediting Board

In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit professional degree programs in architecture offered by institutions with U.S. regional accreditation, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted an eight-year, three-year, or two-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture degree programs may require a preprofessional undergraduate degree in architecture for admission. However, the preprofessional degree is not, by itself, recognized as an accredited degree.

Academy of Art University, School of Architecture, offers the following NAAB-accredited degree programs:

- B. Arch. (162 undergraduate credits)
Next accreditation visit 2026
- M. Arch. (preprofessional degree + 63 graduate credits)
- M. Arch. (non-preprofessional degree + 87 graduate credits)
Next accreditation visit 2021

NON-DISCRIMINATION STATEMENT

Academy of Art University admits students of any race, color, age, religion, and national or ethnic origin to all rights, privileges, programs, and activities generally accorded or made available to students at the school. The Academy does not discriminate on the basis of race, color, age, sex, religion, physical handicap, sexual orientation, or national or ethnic origin in administration of its educational policies, scholarship and loan programs, and other school-administered programs.



MISSION STATEMENT

Academy of Art University prepares aspiring professionals in the fields of design, communication and the arts by delivering excellent undergraduate and graduate degrees and certificate and portfolio development programs.

To achieve its mission Academy of Art University:

- maintains an inclusive admissions policy for all persons who meet basic requirements for admission and instruction and who want to obtain higher learning in a wide spectrum of disciplines in art and design;
- teaches a disciplined approach to the study of art and design that encourages students to develop their own styles that blend their talents, technical skills and creative aspirations with professional knowledge;
- enlists a dedicated and very able full-time and part-time faculty of career artists, designers and scholars who are professionals and whose success as educators comes from their ability to teach students through the wisdom and skill they have amassed through years of experience and study;
- operates in an urban context so that academic programs can draw upon and contribute to the cultural wealth of those communities that are served;
- provides a creative environment that is at once supportive and challenging and underpinned by excellent personalized teaching and support services that address the needs of students of diverse ages and backgrounds;
- offers an undergraduate general education program designed to stimulate development of critical thinking and communications skills and to encourage emerging artists to draw upon a variety of disciplines, to look at issues from multiple perspectives and to cultivate the ability to function as educated global citizens;
- manages in an ethical and efficient manner and administers the finances in a prudent fashion; and
- fosters optimum quality in all aspects of programs and services.





ACTING



Lights. Camera. You.



Our perspective is simple: work hard, learn your craft, and build relationships. These are the elements that will take your career forward. We continually work to improve the program to give you the tools you need to be successful on screen or on stage.

Creativity begins with one simple idea or emotional truth; it can become defined over time or in an instant like an electric current. We believe that it's the craft and discipline that bring all the mysterious elements together. This is the foundation for your inspiration and your success.

WHAT WE OFFER

Training and Technique: The School of Acting is rooted in process, technique and truthful storytelling. Students will develop characters, give truthful performances and hone their craft. In line with top acting school practices, our acting classes cover techniques for engaging inner life, accessing imagination, building the vocal instrument and the body, bringing subtext to life and the unique requirements for working on camera.

Acting Resume: Graduates will enter the field with the skills, tools and an acting resume required of today's actors.

Professional Faculty: Learn from top industry professionals in Acting who work to inspire you and develop your unique talents as you pursue your acting degree.

Stage and Camera: The School of Acting provides a training ground that is unique and suitable for both acting for the stage and acting for camera.

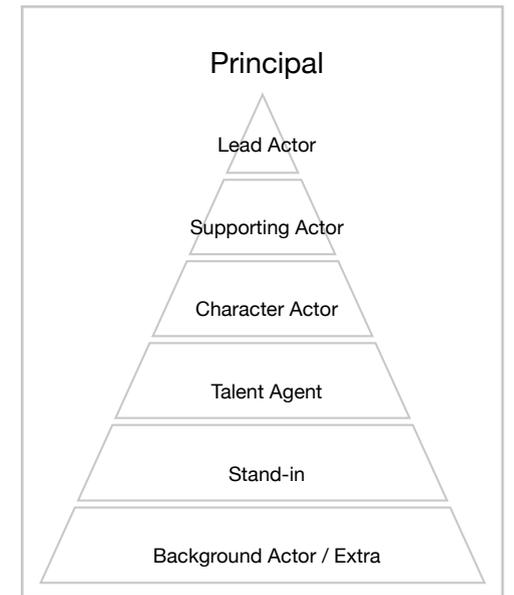


The School of Acting facilities include:
 Sound stage with camera, monitors & lighting
 Performance space with full lighting board
 Play and screenplay library
 Voiceover room
 Singing room with piano
 Prop room
 Dance room
 Alexander room
 Exercise facilities including a pool, yoga, weight, stretching & cardio rooms

Firms & Clients Hiring Our Graduates:

- ABS CBN International TV
- American Idol
- Artist International
- Boxcar Theatre Company
- Current TV, LLC
- PBS/Discovery Channel
- Radium
- Spreckels Performing Arts Center
- United Airlines
- Vivian Weisman Productions
- Zephyr Films
- Lifetime TV
- The Will Geer Theatricum Botanicum
- New Conservatory Theatre
- Lorraine Hansberry Theatre
- Nancy Hayes Casting
- And More!

CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Acting

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA ACTING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA ACTING CORE COURSES

ACT 101	Respect for Acting
ACT 105	Meisner 1
ACT 112	Voice and Speech 1
ACT 123	Improvisation 1
ACT 125	Acting in Action
ACT 141	Movement: Physical Acting
ACT 155	Meisner 2
ACT 181	Alexander Technique 1
ACT 212	Voice and Speech 2
ACT 305	Making Creative Choices for Camera
WRI 188	Characters and Backstory

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 207 | Persuasion & Argument for the Multilingual Writer |
| LA 280 | Perspective Journalism |

EMPLOYMENT COMMUNICATIONS & PRACTICES

- | | |
|--------|-------------------|
| LA 291 | Designing Careers |
|--------|-------------------|

ART HISTORICAL AWARENESS

- | | |
|--------|--------------------------------------|
| LA 120 | Art History through the 15th Century |
| LA 121 | Art History through the 19th Century |

Bachelor of Fine Arts [BFA] in Acting

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA ACTING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist

- Minimum 2.0 GPA and the following general education requirements:

- 2 Art Historical Awareness courses
- 1 Written Communication: Composition course
- 1 Written Communication: Context & Style course
- 1 Written Communication: Critical Thinking course
- 1 Historical Awareness course
- 1 Quantitative Literacy course
- 1 Cultural Ideas & Influences course
- 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA ACTING CORE COURSES

ACT 101	Respect for Acting
ACT 105	Meisner 1
ACT 112	Voice and Speech 1
ACT 123	Improvisation 1
ACT 125	Acting in Action
ACT 141	Movement: Physical Acting
ACT 155	Meisner 2
ACT 181	Alexander Technique 1
ACT 212	Voice and Speech 2
ACT 305	Making Creative Choices for Camera
MPT 495	Into the Industry
WRI 188	Characters and Backstory

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
- LA 270 U.S. History
- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 233 Popular Topics in Health, Nutrition, & Physiology
- LA 254 Human-Centered Design
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 286 Discrete Mathematics
- LA 288 Vector, Matrices and Transformations
- LA 293 Precalculus
- LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

Master of Arts [MA] in Acting

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ MAJOR ELECTIVES*	3 UNITS
TOTAL	36 UNITS

MA ACTING DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 36 units

MA ACTING REQUIRED MAJOR COURSES

ACT 604	Alexander Technique for Camera 1
ACT 606	Voice & Speech 1
ACT 607	Voice and Speech 2
ACT 622	Alexander Technique for Camera 2
ACT 635	Acting Techniques: Meisner 1
ACT 637	Acting Techniques: Meisner 2
ACT 639	Scene Study
ACT 650	Acting for Camera 1
ACT 669	Script Analysis
ACT 670	Acting for Camera 2
ACT 710	Into the Industry

Master of Fine Arts [MFA] in Acting

MFA UNIT REQUIREMENTS

MAJOR	48 UNITS
+ MAJOR ELECTIVES*	3 UNITS
+ DIRECTED STUDIES	12 UNITS
TOTAL	63 UNITS

MFA ACTING DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 63 units

MFA ACTING REQUIRED MAJOR COURSES

ACT 604	Alexander Technique for Camera 1
ACT 606	Voice & Speech 1
ACT 607	Voice and Speech 2
ACT 622	Alexander Technique for Camera 2
ACT 635	Acting Techniques: Meisner 1
ACT 637	Acting Techniques: Meisner 2
ACT 639	Scene Study
ACT 642	Shakespeare 1
ACT 645	Comedy & Sketch
ACT 650	Acting for Camera 1
ACT 669	Script Analysis
ACT 670	Acting for Camera 2
ACT 680	Audition Techniques
ACT 690	Acting for Camera 3
ACT 710	Into the Industry
ACT 750	Acting for the Camera 4

UNDERGRADUATE COURSES

ACT 101 Respect for Acting

Jump into the world of objective-based acting! Through scene study, you'll learn the basics of professional acting technique, focusing on making compelling acting choices and improving your performances based on adjustments.

ACT 105 Meisner 1

Acting is behaving truthfully under imaginary circumstances. You'll practice authentic moment-to-moment responses with a partner to breathe life into a text and discover techniques to create an organic emotional life between two actors.

ACT 112 Voice and Speech 1

Develop your resonance, range and vocal power as you work on contemporary texts. Learn how to awaken and warm up your physical instrument and connect with your authentic voice through physical relaxation and breath awareness.

ACT 123 Improvisation 1

Use your imagination, active listening, and free-flow response to create instant stories and characters. You'll learn risk taking and spontaneity to play off your partner's suggestions, connect with characters, and create environments on the spot with confidence.

ACT 125 Acting in Action

Learn how to make things happen in a scene! Practice the skills of objective-based acting, focusing on scene structure, varying strategies, and using subtext and verbal action to pursue your goals.

ACT 141 Movement: Physical Acting

Learn to use your imagination, body awareness, and physicality as instruments of expression and communication. Practice building characters using behavior, gesture, commedia dell'arte, mime, and props.

ACT 155 Meisner 2

Develop your acting skills through scene study, working on truthful behavior and physical actions. You'll continue to build reflexive and active listening skills to create dynamic subtext. Designed to be taken concurrently with ACT 205.

ACT 181 Alexander Technique 1

Achieve body authenticity. Blending the Alexander Technique with acting, you'll expand your physical facility, range, focus and depth, resulting in more authentic performances. Learn to release habits that impede performance and efficient movement.

ACT 205 Meisner 3

Learn to craft dynamic characters. You'll develop an expanded and diverse body of character work by doing advanced exercises rooted in relationships, activities, and imagined circumstances. Designed to be taken concurrently with ACT 155.

ACT 212 Voice and Speech 2

Build on your work in Voice and Speech 1, exploring more complex and heightened contemporary and classical texts. Become familiar with the sounds and symbols of the International Phonetic Alphabet (IPA) and use it to enliven your embodied articulation and for dialect notation.

ACT 223 Improvisation 2

Take your improvisational skills to the next level. You'll learn to use improvisation and observation techniques to create spontaneous story lines and authentic characters.

ACT 241 Alexander Technique 2

In this advanced Alexander Technique course, you will expand on your Alexander practices developed during ACT 181. Working with film and television scripts, you will craft characters with dynamic physical and vocal expression and inhabit them without extraneous tension and habitual behaviors.

ACT 269 Script Analysis and Rehearsal Techniques

Develop a concrete, professional process for analyzing plays and screenplays. Apply your understanding of character and story arcs to make compelling acting choices. Rehearse scenes from plays, television shows and screenplays, applying creative rehearsal techniques to unlock spontaneous and connected performances.

ACT 275 Classical Performance 1

Immerse yourself in the world of Shakespeare through scene study and monologues. Increase your technical proficiency in all disciplines of acting through rigorous practice in scansion and iambic pentameter specific to Shakespearean text.

ACT 281 Stage Combat 1

Stage combat is a vital tool for dramatic storytelling. You will acquire basic conflict choreography skills, including edged weapons like broadsword, rapier, and dagger. Apply your skills in historical and contemporary scene work.

ACT 305 Making Creative Choices for Camera

In this scene study class, you will practice your core acting skills and apply them while working camera. Gain hands-on experience bringing contemporary film/tv scripts to life. Play scenes in multiple takes and out of linear order. Learn to recognize the energetic requirements of various shot choices and play in ways that are highly usable in editing (avoiding common mistakes). Note: this class is a pre-req to the Reel Development series.

ACT 312 Voiceover - Fall

Build your book of characters for games, cartoons, anime, and toys. You will set up a home recording studio under the instructor's guidance. Work with new Voiceover styles and techniques every week. Over the course of this class you will create more than a dozen characters!

ACT 321 Accents and Dialects

Learn how to approach accents and dialects. Analyze major sound changes, pitch, rhythm, inflection, and placement. Consider how these are linked to specific geographic, historic, and cultural influences.

ACT 355 Reel Development 1

Polish your on-camera acting and develop compelling material for your reel in this series of industry-driven preparation courses. Practice a range of acting approaches to refine and master techniques that work for you. Focus on filmed scene work, exercises and taped auditions.

ACT 381 Stage Combat 2

Strengthen your stage combat fundamentals. In scene study, you will use advanced fight choreography, training for the actor/combatant proficiency skills test. Gain experience in unarmed combat, single rapier, broadsword, rapier, dagger, small sword, and quarter staff.

ACT 405 Reel Development 2

Polish your on-camera acting and develop compelling material for your reel in this series of industry-driven preparation courses. Practice a range of acting approaches to refine and master techniques that work for you. Focus on filmed scene work, exercises and taped auditions.

ACT 412 Voiceover - Spring

Get the knowledge and the demo reel to book Voiceover jobs. From a commercial demo and marketing plan to talent agents and auditions, you'll learn what's necessary to build a career. Refine your performance through script analysis and command of styles, then record your reel!

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ACT 423 Comedy & Sketch

Learn to develop improv into scripted material. Dive into a range of genres as you write, shape and perform original sketches.

ACT 455 Reel Development 3

Polish your on-camera acting and develop compelling material for your reel in this series of industry-driven preparation courses. Practice a range of acting approaches to refine and master techniques that work for you. Focus on filmed scene work, exercises and taped auditions.

ACT 468 Audition Process: From Cold Readings to Callbacks

Increase your odds of booking the job! Learn and apply advanced techniques for auditioning successfully in film, television, theater, industrials, and web dramas.

ACT 469 Script Analysis

Actors, directors, and writers will work together to analyze screenplays collaboratively in a professional context. Focus is on developing more sophisticated approaches to story and subtext. Creatively, students will work together to identify and deliver a range of performance options. [This course is cross-listed with ACT 669 and LA 469.]

ACT 485 Reel Development 4

Get industry-ready. Expand your existing body of work. Practice techniques that result in inspired character creation. Take your taped auditions to the next level. You will star in new material that and showcases your talent in this advanced scene study for camera class.

ACT 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ACT 498 Collaborative Project

Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

ACT 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

ACT 499RD Reel Development: Refining Your Approach to On-Camera

Challenge yourself to create dynamic characters in different genres. Star in a professionally-directed soundstage scene for your demo reel. Extensively exercise and refine your on-camera acting process through scene study for camera and taped auditions. Receive in-depth input on your successes and areas for improvement.

ACT 500 Internship in Acting

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ACT 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.



GRADUATE COURSES

ACT 604 Alexander Technique for Camera 1

Create powerful performances and dynamic characters by expanding your body's abilities. Using the Alexander Technique, you will analyze your filmed scene work to increase body awareness, identify habitual behaviors, and free yourself from physical tension.

ACT 606 Voice & Speech 1

Free your authentic speaking voice through relaxation, breath awareness, and developing resonance and range. Learn to release through unlocking physical, mental, emotional and vocal blocks. Work with the International Phonetic Alphabet (IPA) for Neutral American Speech.

ACT 607 Voice and Speech 2

Continuing your work from ACT 606, you will build a full vocal and articulation warm-up that expands your vocal range through 3-4 octaves of speaking pitches. Explore contemporary and classical texts and scenes and learn more advanced IPA notation as a foundation for dialect work.

ACT 608 Speech 3: Dialects

You will learn how to use IPA (The International Phonetic Alphabet), ear training and physical exploration in order to acquire and embody a variety of American and British dialects of English as well as foreign accents. You will notate and learn 6 monologues in dialect and perform them throughout the term. In addition, you will research the region specifics, social, cultural and political characteristics of each region of study in order to have a broader understanding of the characters you are exploring in dialect. Finally, you will research a dialect or accent of your choice, create a dialect breakdown for the class and peer-teach at the end of the course.

ACT 622 Alexander Technique for Camera 2

Apply what you learned in ACT 620 to plays, screenplays, and television. You'll use physical and vocal expression to craft dynamic characters and tell stories without being held back by bad habits.

ACT 635 Acting Techniques: Meisner 1

Develop a disciplined and dynamic acting practice. Through a progressive series of partner exercises, you will refine your active listening skills, heighten your attention, and generate reflexive and truthful responses...the key to authentic acting.

ACT 637 Acting Techniques: Meisner 2

Go deeper and find more variation in your instrument. You'll work on being fully present in the moment and explore and expand your range through emotional preparation and continued interconnected partner exercises.

ACT 639 Scene Study

Create dynamic characters and performances. In this scene study class, work with a range of material and rehearsal techniques while refining your skills as a professional actor.

ACT 640 Creating Physical Characters

Build characters from the outside in. You'll explore how physical behaviors can be used to create characters and focus on rhythm, appetite, status, psychological gesture, and object manipulation. Work with masks, mime, neutral mask, clown, commedia dell'arte, and contemporary archetypes to enhance your work.

ACT 642 Shakespeare 1

Work on classical scenes and monologues. Craft complex, truthful and historically accurate characters from Shakespeare by learning specific physical behaviors, styles of speech and cultural inflections of this time period.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ACT 645 Comedy & Sketch

Learn to develop improv into scripted material. Dive into a range of genres as you write, shape and perform original sketches.

ACT 650 Acting for Camera 1

You cannot "fake it" on camera. Learn to play on camera in an authentic, relaxed and engaging way, working with contemporary scenes from film & TV. Acting for film/tv presents a unique set of technical challenges. Learn what works! Practice a range of vocal/physical expression and cultivate the intensity of your inner life. Know what works (and what doesn't) for different shot choice. Learn to play your intentions with clarity and nuance. Note: this class is part of the Acting for Camera series.

ACT 669 Script Analysis

Actors, directors, and writers will work together to analyze screenplays collaboratively in a professional context. Focus is on developing more sophisticated approaches to story and subtext. Creatively, students will work together to identify and deliver a range of performance options. [This course is cross-listed with ACT 469 and LA 469.]

ACT 670 Acting for Camera 2

Shoot compelling material for your reel that will help you compete in the industry. Take your acting to the next level with 360-degree mentorship of your process and weekly scene and audition work, mentored by acting coaches, LA-based directors, professional soundstage crews and/or green screen shooting experts, a casting director and an Academy Award-winning producer.

ACT 680 Audition Techniques

Prepare to enter the industry. Master advanced audition and interview techniques for professional actors.

ACT 690 Acting for Camera 3

Shoot compelling material for your reel that will help you compete in the industry. Take your acting to the next level with 360-degree mentorship of your process and weekly scene and audition work, mentored by acting coaches, LA-based directors, professional soundstage crews and/or green screen shooting experts, a casting director and an Academy Award-winning producer.

ACT 695 Collaborative Project

Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project as part of their studio requirement.

ACT 699 Special Topics

Special Topics class offerings change each semester and are taught by experts in a specific area. You may contact your academic department director or advisor for more information. Please note that some Special Topics have a required course fee, prerequisites, and/or may require Department Director approval.

ACT 699AS Advanced Acting Studio

Advanced scene study is the touchstone of working actors. You will practice advanced approaches to acting and character development. Work on crafting your process and taking your technique to the next level.

ACT 710 Into the Industry

Developing the professional collateral needed to enter the entertainment industry. Create a professional website, resume, demo reel, and a personal pitch. Create and package a project to market to the industry upon graduation. [This course is cross-listed with MPT 495.]

ACT 750 Acting for the Camera 4

Hone your on-camera acting and taped audition technique in this advanced Acting for Camera class. Shoot new material tailored for your reel as you prepare to make the transition to the competitive world of professional acting. Work on a range of projects and learn to hold yourself to a professional standard.

ACT 800 Directed Study

Directed study is the primary concentration of a Master's degree candidate's work toward the completion of a Final Portfolio and/or Thesis Project. With the approval of the Department Director, students may take any university coursework to develop specific conceptual and technical skills that will enable them to further develop their Final Portfolio and/or successfully bring a Final Thesis Project to completion. Please note that some Directed Study courses have a required course fee and course prerequisites may vary by topic.

ACT 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

ACT 990 Portfolio Enhancement

Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.





ADVERTISING



Where Creativity Meets Commerce

The art of advertising isn't just about buying and selling. It's about starting a conversation with people. In our profession, we create compelling ideas and deliver them to an audience of millions. Art directors use visuals, writers use words and creative strategists use their understanding about the complexities of culture and social interaction to bring these visionary concepts to life.

Artful storytelling is honest, emotional and compelling. The more we know and the greater our curiosity, the more unique our stories become.

Our instructors are all working professionals who've created award-winning work for top brands like Nike, Microsoft, ESPN, Disney, Apple, Jack Daniel's as well as America's top entertainment companies. Whether your future role is as art director, copywriter, strategist or production artist, we'll help you focus your passion and develop the skills you'll need to enjoy a career in advertising. It's a lot of fun.



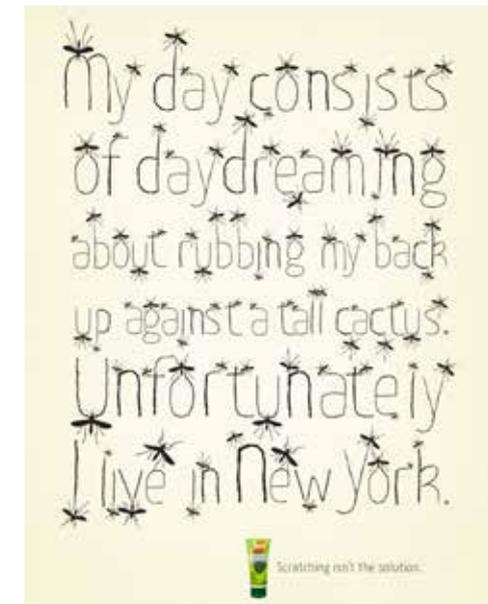
WHAT WE OFFER

Professional Faculty: We have a prestigious faculty of working professionals to lead and guide our students. Additionally, many classes and special events feature industry leaders who provide their perspectives on great work and finding a great job.

Industry Outreach: Our portfolio nights and boot camp events during each semester are open to all students and provide great collaborative and networking experiences. Representatives from major advertising agencies, and creative recruiters from around the country, participate in The Academy's yearly portfolio reviews with graduating seniors.

Opportunity: We encourage our students to enter dozens of competitions. Winners are sent to awards shows held nationally and internationally.

Professional Experience: Students collaborate on interdisciplinary real-world projects for real clients in our agency Young & Hungry. Each year, students intern at agencies locally and worldwide beginning their career.



Every year, advertising students participate in real-world projects for real clients. These are just some of the clients our students have worked with recently:

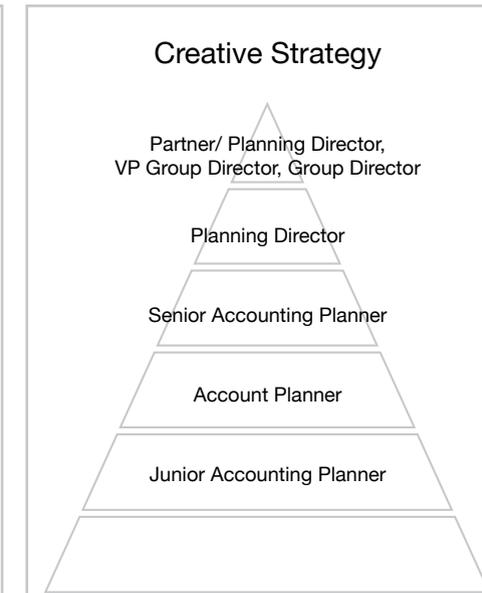
Esurance: Students competed to create innovative advertising ideas for the existing "Erin Esurance" campaign. Media included: interactive, PR events, ambient, and guerilla advertising. Esurance's Marketing Team selected the winning campaigns and awarded an Academy student a paid summer internship. They also sponsored construction for a state-of-the-art conference room designed by Academy Interior Architecture and Design students. Prizes included \$2,500 in scholarships for 5 students.

Charles Schwab: Prizes for the winning creative ideas developed for the existing "Ask Chuck" campaign, included \$7,000 in scholarships for 7 students. Competing students put together media that included: print, interactive and innovative advertising. Charles Schwab's Advertising Manager and Advertising Department selected the winning campaign ideas.

Rainbow Light, Green Dog Naturals: For Rainbow Light's GreenDog Naturals canine supplements, on campus and online students competed to create an emerging media campaign. Media included: social media website, YouTube videos, blogs, banners and print advertising. Rainbow Light's Vice President of Business Development selected winning campaign ideas. Prizes included \$2,000 in scholarships for 6 students.

Aquarium of the Bay: On campus and online students competed to develop an umbrella campaign for the Aquarium's three new exhibits: Octopus, Jellies and Bay Lab. Media included: newspaper ads for the *San Francisco Chronicle*, *Examiner* and *SF Weekly*; BART station billboards; posters for BART train interiors; radio commercials; website banners; video display for the San Francisco Ferry Building; and a digital billboard on display at the Bay Bridge. Aquarium of the Bay's Marketing Team and Chief Executive Officer selected winning campaigns. Prizes included \$2,000 in scholarships for 4 students.

CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Advertising

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA ADVERTISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA ADVERTISING CORE COURSES

- ADV 207 Creative Strategy
- ADV 241 Ideation Techniques
- ADV 244 Art Direction for Advertising
- ADV 341 Midpoint Portfolio
- COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
- FND 149 Introduction to Design Thinking
- GR 102 Design Technology: Digital Publishing Tools
- GR 150 Introduction to Visual Communication
- IXD 105 Design Technology: Visual Design Tools
- IXD 210 Visual Design 1
- PH 103 Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 242 History of Graphic Design

Associate of Arts [AA] in Studio Production for Advertising & Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN CORE COURSES

ADV 109	Advertising Methods & Trends
ADV 236	Digital Photography
ADV 341	Midpoint Portfolio
COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
GR 102	Design Technology: Digital Publishing Tools
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
IXD 210	Visual Design 1
IXD 230	Digital Imaging 1
IXD 249	Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

Bachelor of Fine Arts [BFA] in Advertising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA ADVERTISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA ADVERTISING CORE COURSES

ADV 207	Creative Strategy
ADV 241	Ideation Techniques
ADV 244	Art Direction for Advertising
ADV 341	Midpoint Portfolio
ADV 470	Final Portfolio
COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technology: Digital Publishing Tools
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
IXD 210	Visual Design 1
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
- LA 270 U.S. History
- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 233 Popular Topics in Health, Nutrition, & Physiology
- LA 254 Human-Centered Design
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 286 Discrete Mathematics
- LA 288 Vector, Matrices, & Transformations
- LA 293 Precalculus
- LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century
- LA 242 History of Graphic Design

CHOOSE ONE ADDITIONAL COURSE:

- LA 117/LAN 117 Survey of Landscape Architecture
- LA 118/IND 118 History of Industrial Design
- LA 128 The Body As Art: History of Tattoo & Body Decoration
- LA 129 History of Automotive Design
- LA 131/GAM 131 History of Gaming
- LA 132/ANM 102 History of Animation
- LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
- LA 137/VIS 137 History of Visual Development
- LA 147/PH 147 History of Photography
- LA 152/ILL 152 History of American Illustration (20th Century)
- LA 182 Genres in Film
- LA 195/ILL 195 History of Comics: American Comics
- LA 197/ILL 197 History of Comics: International and Alternative Comics
- LA 219 History of the Built Environment 1: Ancient to Gothic
- LA 220 American Art History
- LA 222 20th Century Art
- LA 224 Women, Art & Society
- LA 226 /IAD 230 Survey of Traditional Interior Architecture
- LA 229/IAD 231 Survey of Contemporary Interior Architecture
- LA 244/FSH 244 History of Fashion
- LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
- LA 246/FSH 246 History of Textiles
- LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 284 Evolution of the Horror Film
- LA 319 History of the Built Environment 3: 1900 to Present.
- LA 326 Topics in World Art
- LA 327 Art of the Classical World
- LA 333 Art of the Middle Ages
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 432 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 464 Dada & Surrealism



Certificate in Advertising

CERTIFICATE REQUIREMENTS

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS
TOTAL	120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Advertising and Branded Media Technology

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES REQUIRED MAJOR COURSES

ADV 602	Art Direction
ADV 604	Copywriting
ADV 605	Digital Graphics
ADV 606	Campaign
ADV 623	Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
ADV 625	Digital Branding and Advertising
ADV 670	Portfolio Development
COM 602	Visual Storytelling: Editing for Short-Form Video Content
GR 617	Type Forms
IXD 613	Topics in Motion Graphics
	+ 1 Major course

MA ADVERTISING AND BRANDED MEDIA TECHNOLOGY DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615	History of Graphic Design
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Master of Fine Arts [MFA] in Advertising

MFA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ DIRECTED STUDY	15 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

**Per director approval*

MFA ADVERTISING DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course

MFA ADVERTISING REQUIRED MAJOR COURSES

ADV 602	Art Direction
ADV 604	Copywriting
ADV 605	Digital Graphics
ADV 606	Campaign
ADV 623	Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
ADV 625	Digital Branding and Advertising
ADV 646	Advanced Campaign
ADV 670	Portfolio Development
ADV 850	Final Portfolio
GR 617	Type Forms
IXD 613	Topics in Motion Graphics

MFA ADVERTISING GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603 Anthropology: Experiencing Culture

GLA 606 Crossing Borders: Art & Culture in a Global Society

GLA 617 Mythology for the Modern World

GLA 627 The Global Design Studio; Past, Present, & Future

GLA 903 Seminar in Great Britain

GLA/FSH 904 Study Abroad: Fashion Culture and Industry

GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 676 Professional Practices for Designers & Advertisers

UNDERGRADUATE COURSES

ADV 109 Advertising Methods & Trends

Explore the connection between advertising and society. Through brainstorming, discussion, and empathy exercises you'll learn how advertising can bring people and business together. Plus, pitch an idea based on a specific style.

ADV 125 The Creative Process

Artists and designers are creative problem solvers. Explore the art and science of creativity. You'll analyze your own creative process to find strengths and develop solutions-based skills that will help you realize your creative potential.

ADV 207 Creative Strategy

Great things happen when a strategic framework is applied to creativity. Based on current cultural and market observations, you'll develop and present strategic maps and data visualizations to connect businesses and people.

ADV 215 Short Copy for Campaigns

Get the copywriting skills to craft concept driven advertising. Learn what it takes to ensure headlines, body copy, taglines, and visuals come together cohesively to make your ad campaigns sing.

ADV 226 Research Methods for Creative Strategists

Knowing your audience puts you a step ahead of the rest. Develop cultural anthropology skills to gain consumer insights, and present your findings in top line summaries, stories, and videos.

ADV 241 Ideation Techniques

The art of idea creation. Develop compelling concepts as you explore the purposes, possibilities, and practices to create ads and products.

ADV 244 Art Direction for Advertising

Grasp the fundamentals of art direction in advertising. Learn advertising history, usage of fonts, page layout, and the responsibilities of an art director.

ADV 315 Copy for Podcasts, Radio, & Streaming

Radio is often called the theater of the mind. Learn techniques in storytelling, pacing, dialogue, casting, and sound effects. You will head into a studio and work with voice actors to create radio gems.

ADV 341 Midpoint Portfolio

Your portfolio is everything. You'll take the first step into creating and presenting your own portfolio website and personal branding system. You'll revisit, redo, update, revise, and add to past work to create a portfolio that reflects the skills you've gained.

ADV 343 Campaign

Develop targeted campaigns that work. Collaborate with art directors and copywriters and creative strategists to develop advertising campaigns that effectively target specific consumers. [This course is cross-listed with ADV 606.]

ADV 346 Advanced Campaign

Teamwork makes the dream work. Collaborate with fellow creative strategists, art directors, and copywriters to create integrated campaigns that double as professional-level portfolio pieces. [This course is cross-listed with ADV 646.]

ADV 348 Advertising for Games & Entertainment

Analyze pop culture trends to create ads for TV, games, music, movies, and web. You'll also conduct research for a target audience to develop a concept that includes trailer scripts, key art, and ads.

ADV 367 Art of Presentation

Present like a pro. You'll get hands-on experience presenting ideas, campaigns, and portfolios to real employers and clients. You'll also build a network of industry contacts through real-life scenarios and role-playing.

ADV 370 Brand and Branding

Learn to build brand identity. You'll develop the marketing and design skills that work best to differentiate a brand in a saturated marketplace, increase brand equity in people's minds, and create a following of loyal customers.

ADV 402 The Art of Influencers

Become a brand influencer! From creating a logo and creative platform, to shooting videos for social media, this class will cover what it means to become a brand and a leading influencer. Use design, video and writing tools to help establish your brand presence for prospective employers or entrepreneurial endeavors. [This course is cross-listed with ADV 702.]

ADV 467 Television Commercial Production

Collaborate with ADV and MPT students to produce solid television commercials. You'll learn all stages of production, including casting, the bidding process, music, sound design, graphics, special effects, and more.

ADV 470 Final Portfolio

Perfect your portfolio to land the job. You'll analyze and fine-tune your previous work to bring it to portfolio-level sophistication.

ADV 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ADV 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

ADV 498FA Future Agency

This course offers the opportunity to gain hands-on agency experience. Students will work in teams and function as an agency to create ads for real clients. Topics will include workflow, budgeting, account service, meeting clients' needs, and pursuing new business. Agency capabilities will include digital, social media, broadcast, and print.

ADV 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

ADV 499AI AI for Advertising

AI is changing the advertising landscape! This introduction to the creative development process includes an exploration of AI and how it can be used to develop and optimize your creative work. You will develop your creativity, learn how to collaborate effectively, and understand the importance of research in the advertising industry.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ADV 500 Internship in Advertising

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ADV 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES**ADV 602 Art Direction**

Take your visual concepts to another level. Learn layout and typographic techniques the pros use to communicate clearly, powerfully and with real sophistication.

ADV 604 Copywriting

Get the copywriting skills to craft well-written, creatively focused advertising. Assignments are based on creative strategies written by you, the graduate student.

ADV 604L Required First Seminar Session**Designation: ADV 604**

Required First Seminar Session Designation: ADV 604

ADV 605 Digital Graphics

Use the right tools to make the most of your designs. Get a foundation in industry-standard Adobe InDesign, Illustrator, and Photoshop and utilize them in immersive design projects.

ADV 606 Campaign

Develop targeted campaigns that work. Collaborate with art directors and copywriters and creative strategists to develop advertising campaigns that effectively target specific consumers. [This course is cross-listed with ADV 343.]

ADV 622 Perspectives in Advertising

Know your advertising history. Study people, agencies, events, and campaigns that shaped today's industry, along with current trends that will affect future advertising. Start research to determine the direction for your graduate studies.

ADV 623 Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity

We're taught that we're thinking creatures that feel. The truth is we're feeling creatures that think. Emotions don't hinder decisions. They're the foundation on which they're made! You will learn how to demystify emotions and empower art and brands through the power of human insight.

ADV 623L Required First Seminar Session**Designation: ADV 623**

Required First Seminar Session Designation: ADV 623

ADV 625 Digital Branding and Advertising

Enter the world of online ads, social media, and non-traditional advertising. You'll learn to bring ideas to life through demos using briefs, storyboards, and motion graphics.

ADV 646 Advanced Campaign

Teamwork makes the dream work. Collaborate with fellow creative strategists, art directors, and copywriters to create integrated campaigns that double as professional-level portfolio pieces. [This course is cross-listed with ADV 346.]

ADV 670 Portfolio Development

Prep for midpoint (MFA) or final (MA) reviews. You'll apply universal themes from historical and modern visual narratives to augment your portfolio presentation, and revise, expand, and polish your current body of work.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ADV 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

ADV 695FA Future Agency

This course offers students the opportunity to work on real client projects in an agency environment. Students will work collaboratively in teams, interact directly with clients, and perform various roles of a creative team, including leadership opportunities. Projects will span from new business and research stages to completed campaigns.

ADV 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

ADV 699AI AI for Advertising

AI is changing the advertising landscape! This introduction to the creative development process includes an exploration of AI and how it can be used to develop and optimize your creative work. You will develop your creativity, learn how to collaborate effectively, and understand the importance of research in the advertising industry.

ADV 702 The Art of Influencers

Become a brand influencer! From creating a logo and creative platform, to shooting videos for social media, this class will cover what it means to become a brand and a leading influencer. Use design, video and writing tools to help establish your brand presence for prospective employers or entrepreneurial endeavors.

ADV 800 Directed Study

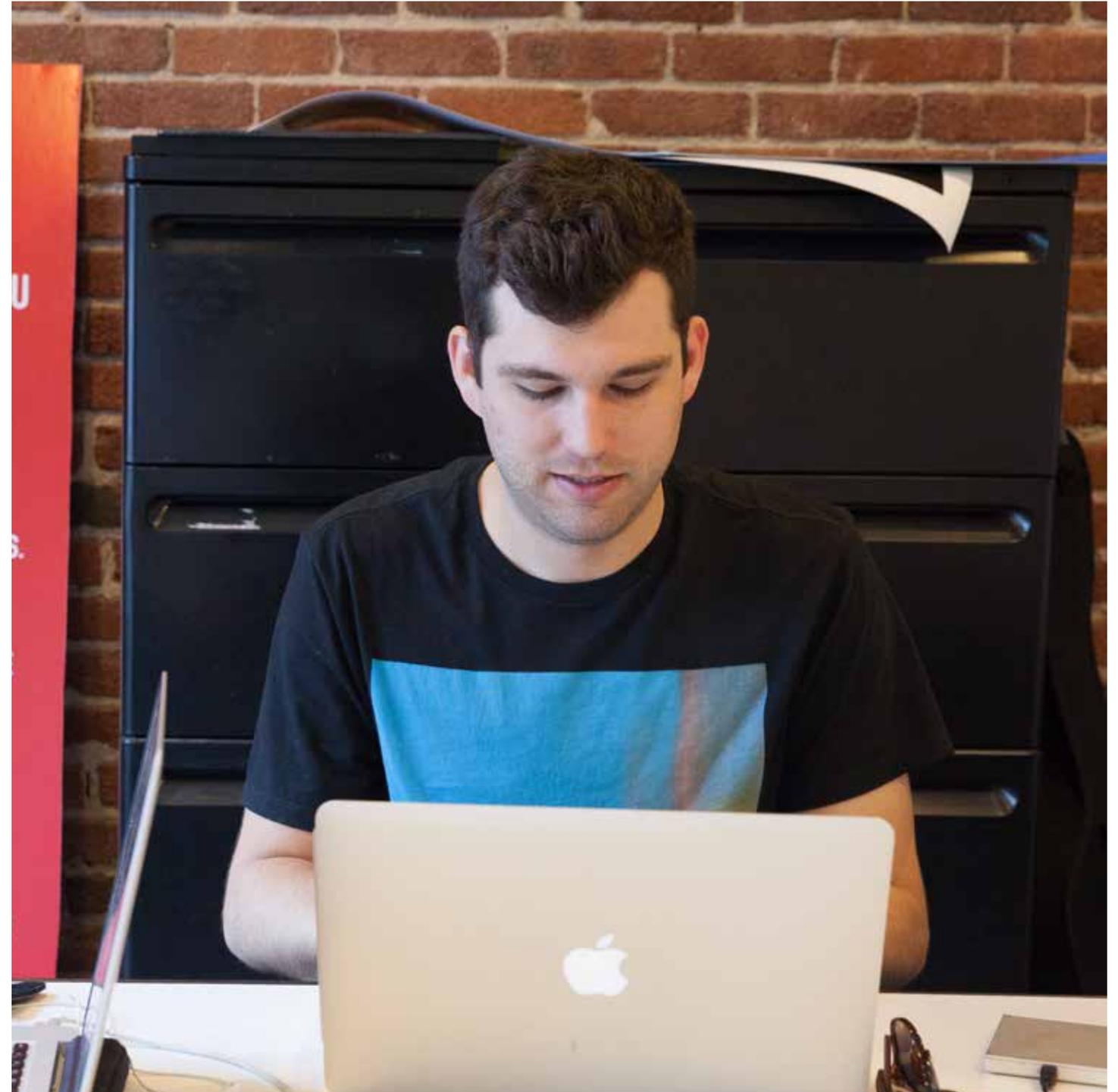
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

ADV 850 Final Portfolio

Finalize your portfolio for use as an active job seeker. Build out your personal brand and your unique portfolio, including revising and expanding previously completed work.

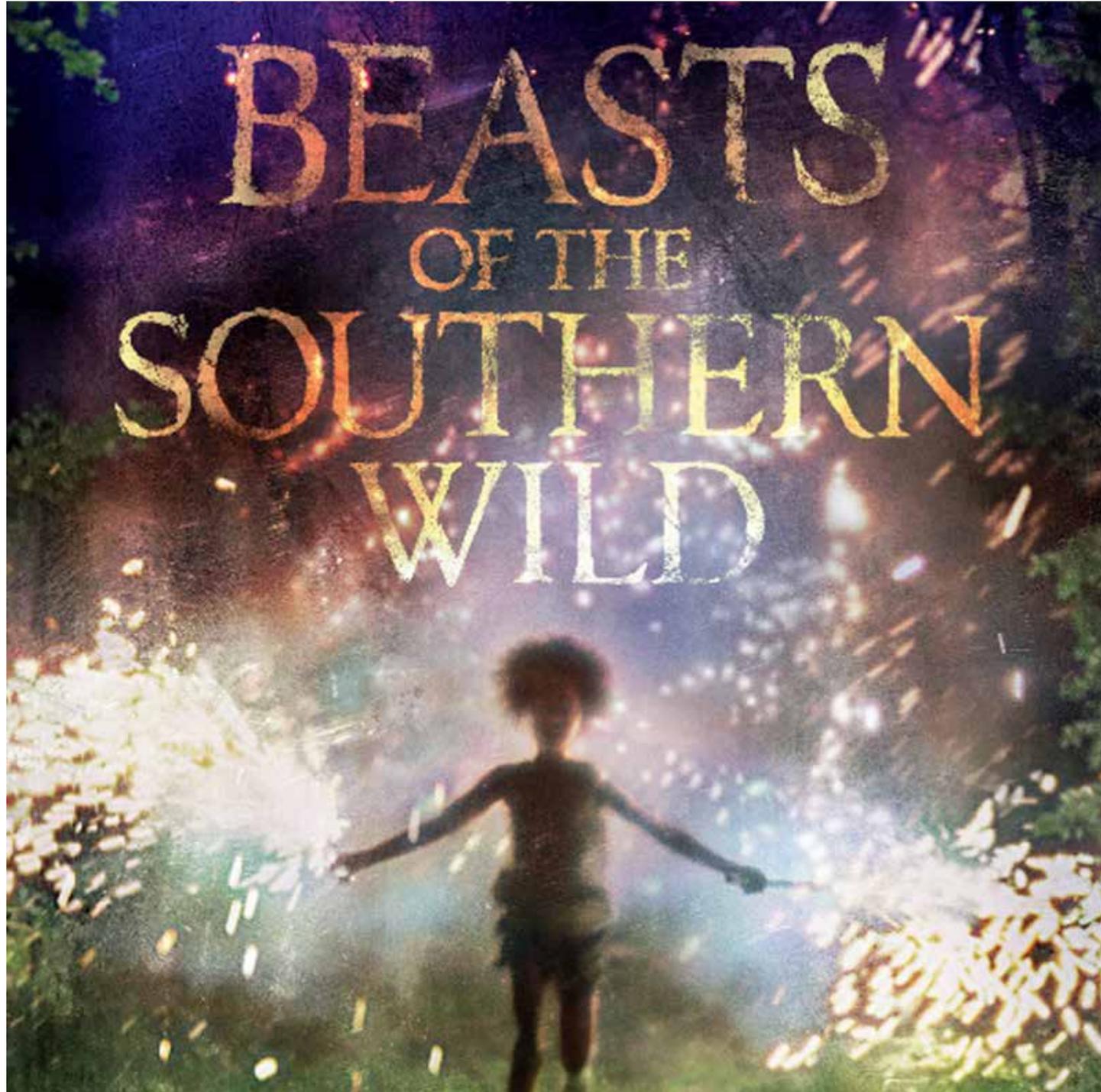
ADV 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.





ANIMATION & VISUAL EFFECTS



Move from Pencil and Mouse to a Career in Animation

Animation involves equal parts technical knowledge, drawing skills and imagination.

At The Academy, you can specialize in following areas of animation: traditional, 3D animation, 3D modeling, storyboarding, and Visual Effects (VFX). In the traditional, you'll focus on both digital and classical drawing fundamentals of animation; In 3D animation, you'll become proficient in movement and performance in a 3D medium; In 3D modeling, you'll become highly skilled at creating three dimensional representations of objects; In Storyboarding, you'll take ideas and translate them into a cinematic image; In Visual Effects, you'll make digital images come to life in both live action and 3D.

Your instructors will be professional animators who will make sure you graduate with the versatility to move between pencil and mouse. And with that foundation, you'll move from portfolio to career.



WHAT WE OFFER

Cutting-Edge Curriculum: Our curriculum runs neck and neck with industry standards. Students learn the latest technology and participate in collaborative projects between the 2D and 3D curriculum.

Industry Relationships: Academy of Art University is located in the San Francisco Bay Area, one of the capitals of the animation industry. We offer the most exciting industry experiences you'll find at any school. In many classes, students go on field trips or virtual tours of well-known animation studios.

Professional Faculty: Our faculty boasts Academy Award™, Clio, VES, BAFTA, and Cannes winners and nominees, among other major industry recognition. The high-profile faculty help provide deeply important creative and placement ties to the current industry.

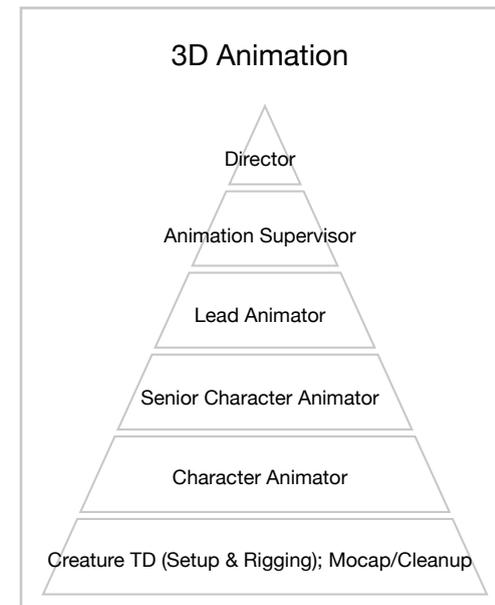
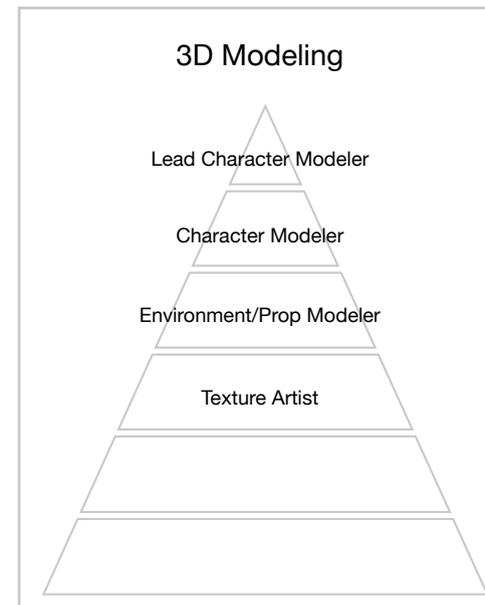
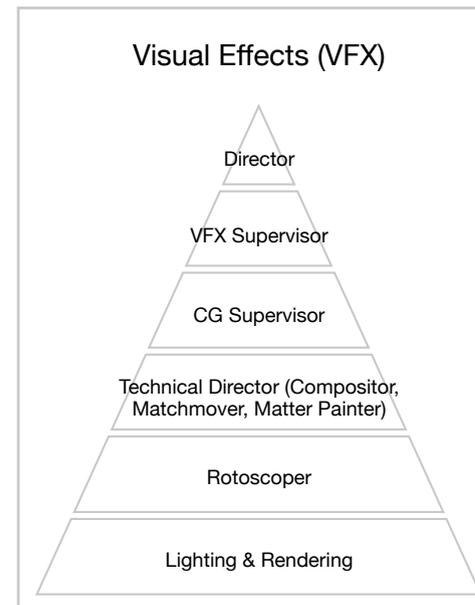
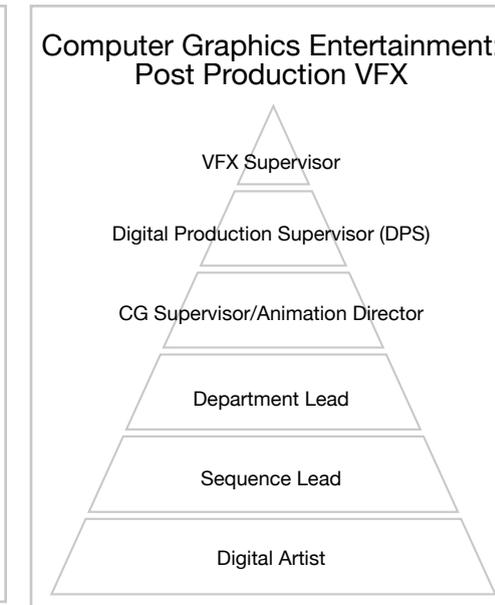
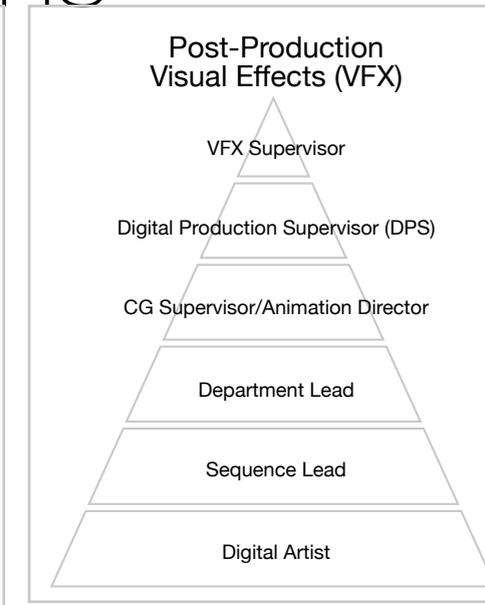
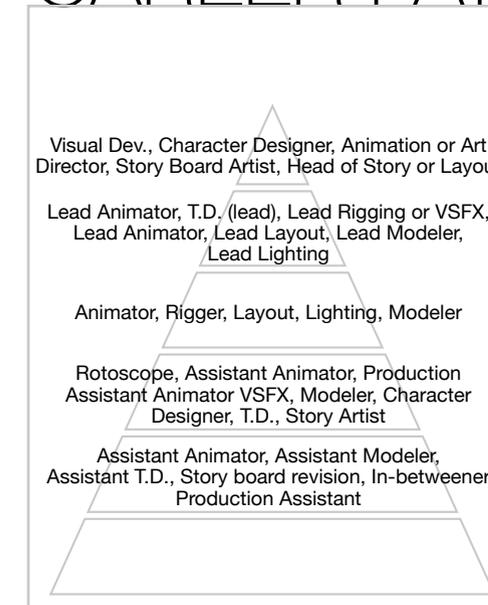
Guest Lectures: Every semester, top talent in the animation industry give guest lectures and portfolio reviews for our students.

Industry Events: The School of Animation & Visual Effects participates fully in all major industry events, including SIGGRAPH, WonderCon, Comic-Con, and the Game Developers Conference. The University operates display booths, throws exclusive industry parties, and gives students numerous opportunities to take advantage of these events.

Fall Animation Festival: Held every year, the school's Fall Animation Festival features industry guest speakers and judges.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Animation & Visual Effects

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 3 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA ANIMATION & VISUAL EFFECTS CORE COURSES

- ANM 101 Introduction to Computer Graphics for Animation
 ANM 105 Introduction to 3D Production A
 or ANM 190 Traditional Animation 1
 ANM 108 Cinematics for Animation & VFX
 ANM 180 Introduction to Animation Principles & Techniques
 ANM 202 Introduction to 3D Production B
 or ANM 270 Storyboarding Principles
 ANM 205 Careers in Animation & VFX
 ANM 251 Fundamentals of Lookdev & Lighting
 or FND 112 Figure Drawing
 ANM 341 Principles of Compositing
 or FND 116 Perspective

- FND 110 Analysis of Form
 FND 122 Color Fundamentals
 GAM 107 Game Engines
 or ILL 120 Clothed Figure Drawing 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
 LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
 LA 207 Persuasion & Argument for the Multilingual Writer
 LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century
 LA 132 History of Animation
 or LA 134 History and Technology of VFX and Computer Animation

Bachelor of Fine Arts [BFA] in Animation & Visual Effects

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA ANIMATION & VISUAL EFFECTS CORE COURSES

- ANM 101 Introduction to Computer Graphics for Animation
- ANM 105 Introduction to 3D Production A
or ANM 190 Traditional Animation 1
- ANM 108 Cinematics for Animation & VFX
- ANM 180 Introduction to Animation Principles & Techniques
- ANM 202 Introduction to 3D Production B
or ANM 270 Storyboarding Principles
- ANM 205 Careers in Animation & VFX
- ANM 251 Fundamentals of Lookdev and Lighting
or FND 112 Figure Drawing
- ANM 341 Principles of Compositing
or FND 116 Perspective
- ANM 405 Senior Portfolio for Animation & VFX

- FND 110 Analysis of Form
- FND 122 Color Fundamentals
- GAM 107 Game Engines
- or ILL 120 Clothed Figure Drawing 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
- LA 270 U.S. History
- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 233 Popular Topics in Health, Nutrition, & Physiology
- LA 254 Human-Centered Design
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 286 Discrete Mathematics
- LA 288 Vector, Matrices, & Transformations
- LA 293 Precalculus
- LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century
 LA 132 History of Animation
 or LA 134 History and Technology of VFX and Computer Animation
- CHOOSE ONE ADDITIONAL COURSES:**
 LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Certificate in Animation & Visual Effects

CERTIFICATE REQUIREMENTS

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS
TOTAL	120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Animation & Visual Effects

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA ANIMATION & VISUAL EFFECTS REQUIRED MAJOR COURSES

ANM 610	Figurative Concepts
ANM 620	Advanced Character Animation
ANM 623	3D Modeling & Animation 1 (Maya)
ANM 652	Introduction to Rigging
ANM 685	Storyboarding Principles
ANM 686	3D Character Animation 1
ANM 687	3D Character Animation 2
ANM 688	Traditional Animation
ANM 770A	Final Portfolio Preparation for Animators
ANM 787	3D Animation Studio
	+ 1 Major course

MA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

2D ANIMATION & STOP MOTION EMPHASIS

ANM 605	Layout Design for Animators
ANM 610	Figurative Concepts
ANM 612	Traditional Animation Principles & Pipelines
ANM 633	Character Design for Animation
ANM 648	2D Digital Cutout
ANM 680	Color Scripting
ANM 685	Storyboarding Principles
ANM 688	Traditional Animation
ANM 692	Traditional Animation 2
ANM 770	Final Portfolio Preparation
	+ 1 Major course

3D ANIMATION EMPHASIS

ANM 610	Figurative Concepts
ANM 620	Advanced Character Animation
ANM 623	3D Modeling and Animation 1 (Maya)
ANM 652	Introduction to Rigging
ANM 685	Storyboarding Principles
ANM 686	3D Character Animation 1
ANM 687	3D Character Animation 2
ANM 688	Traditional Animation
ANM 770A	Final Portfolio Preparation for Animators
ANM 787	3D Animation Studio
	+ 1 Major courses

3D MODELING EMPHASIS

ANM 623	3D Modeling & Animation 1 (Maya)
ANM 629	Fundamentals of Lookdev & Lighting
ANM 632	Hard Surface Modeling 1
ANM 636	Organic Modeling
ANM 656	Organic Modeling 2
ANM 682	Hard Surface Modeling 2
ANM 770	Final Portfolio Preparation
FA 622	Anatomy for Artist
FASCU 620	Figure Modeling
FASCU 632	Ecorche
	+ 1 Major course

VISUAL EFFECTS EMPHASIS

ANM 604	Cinematography for VFX
ANM 623	3D Modeling & Animation 1 (Maya)
ANM 629	Fundamentals of Lookdev & Lighting
ANM 630	Node-Based Compositing 1
ANM 640	Advanced Lookdev & Lighting
ANM 642	Production Compositing Principles
ANM 655	Scripting for VFX & Riggers
ANM 770	Final Portfolio Preparation
	+ 3 Major courses

**MA ANIMATION & VISUAL EFFECTS
GRADUATE LIBERAL ARTS REQUIREMENTS****ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY****CHOOSE ONE:**

GLA 621	History & Techniques of Character Animation
GLA 622	History & Techniques of VFX

**Master of Fine Arts [MFA] in
Animation & Visual Effects****MFA UNIT REQUIREMENTS**

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

**MFA ANIMATION & VISUAL EFFECTS
REQUIRED MAJOR COURSES**

ANM 610	Figurative Concepts
ANM 623	3D Modeling and Animation 1 (Maya)
ANM 670	Preproduction
ANM 685	Storyboarding Principles
ANM 686	3D Character Animation 1
ANM 687	3D Character Animation 2
ANM 688	Traditional Animation
ANM 697	Feature Animation
ANM 770A	Final Portfolio Preparation for Animators
ILL 625	Perspective for Characters and Environment

2D ANIMATION & STOP MOTION EMPHASIS

ANM 605	Layout Design for Animators
ANM 610	Figurative Concepts
ANM 612	Traditional Animation Principles & Pipelines
ANM 633	Character Design for Animation
ANM 670	Preproduction
ANM 685	Storyboarding Principles
ANM 770	Final Portfolio Preparation
	+ 3 Major courses

**MFA ANIMATION & VISUAL EFFECTS DEGREE
REQUIREMENTS**

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course

3D ANIMATION EMPHASIS

ANM 610	Figurative Concepts
ANM 623	3D Modeling & Animation 1 (Maya)
ANM 670	Preproduction
ANM 685	Storyboarding Principles
ANM 686	3D Character Animation 1
ANM 687	3D Character Animation 2
ANM 688	Traditional Animation
ANM 697	Feature Animation Training
ANM 770A	Final Portfolio Preparation Preparation for Animators
ILL 625	Perspective for Characters & Environment

3D MODELING EMPHASIS

- ANM 623 3D Modeling & Animation 1 (Maya)
- ANM 629 Fundamentals of Lookdev & Lighting
- ANM 632 Hard Surface Modeling 1
- ANM 636 Organic Modeling
- ANM 670 Preproduction
- ANM 770 Final Portfolio Preparation
- FA 622 Anatomy for Artists
- FA 626 Chiaroscuro
- FASCU 620 Figure Modeling
- FASCU 632 Ecorche

VISUAL EFFECTS EMPHASIS

- ANM 604 Cinematography for VFX
- ANM 623 3D Modeling & Animation 1 (Maya)
- ANM 629 Fundamentals of Lookdev & Lighting
- ANM 630 Node-Based Compositing 1
- or ANM 655 Scripting for VFX & Riggers
- ANM 640 Advanced Lookdev & Lighting
- or ANM 650 Matchmoving
- or ANM 631 Matte Painting
- ANM 642 Production Compositing Principles
- ANM 650 Matchmoving
- or ANM 651 Rotoscoping for Compositors
- ANM 670 Preproduction
- ANM 770 Final Portfolio Preparation
- MPT 625 Editing Concepts and Creative Solutions

MFA ANIMATION & VISUAL EFFECTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

- GLA 621 History & Techniques of Character Animation
- or GLA 622 History & Techniques of VFX

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

- GLA 603 Anthropology: Experiencing Culture
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 617 Mythology for the Modern World
- GLA 627 The Global Design Studio; Past, Present, & Future
- GLA 903 Seminar in Great Britain
- GLA/FSH 904 Study Abroad: Fashion Culture and Industry
- GLA 905 Study Abroad: Art & Architecture of Renaissance Florence



UNDERGRADUATE COURSES

ANM 101 Introduction to Computer Graphics for Animation

Explore the different disciplines that collectively contribute to computer graphics production. You'll learn the basic concepts and terminology of computer graphics used in film, visual effects, games, and animation.

ANM 102 History of Animation

What's up doc? From an historical context, you'll analyze the work of the creative visionaries, fine artists, and technical pioneers behind classic animated characters from Bugs Bunny to Thanos, and beyond. [This course is cross-listed with LA 132.]

ANM 104 History and Technology of VFX and Computer Animation

The history of special effects is rich with innovation. You'll examine it all—from in-camera techniques, traditional stop motion, motion control, matte paintings, and miniatures, to modern computer-generated visual effects and animation, compositing, and production methodology. [This course is cross-listed with LA 134.]

ANM 105 Introduction to 3D Production A

In part one of this two-part course you'll learn to navigate the complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

ANM 108 Cinematics for Animation & VFX

Cinematics is the language and techniques of filmmaking. To learn the Cinematics Animation and VFX, you'll board, shoot, and edit a film, critically analyzing examples of film content and production to understand why choices in filmmaking are made.

ANM 109 Editing for Animation & VFX

Learn the art and science of editing. Using Final Cut Pro, you'll make informed editing decisions as you editing digital video and audio files to prepare an animated film for DVD and web delivery.

ANM 180 Introduction to Animation Principles & Techniques

Gain technical skills practicing experimental and stop motion animation. Building a firm foundation for future animation work, you'll gain hands-on experience with media of clay, paper cutouts, found objects, pixilation, and stop motion puppets.

ANM 190 Traditional Animation 1

Gain the skills to bring your 2 dimensional drawings to life. Using various methods and techniques, you will create a variety of simple animated shots that demonstrate the fundamentals of animation via hand drawn techniques.

ANM 202 Introduction to 3D Production B

In the second part of this two-part course you'll learn to navigate the complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

ANM 205 Careers in Animation & VFX

Step back and survey your body of work. Working with faculty, you'll identify strengths, weaknesses, and interests to determine your emphasis, and begin developing your portfolio to meet industry standards.

ANM 206 Producing for Animation & Visual Effects 1

Find out what it takes to produce a feature animation or video game. By producing several commercial projects, you'll receive hands-on training in the start-to-finish creation and delivery of entertainment products.

ANM 221 3D Character Animation 1 for Animators, Riggers

You'll focus on conceptualizing, storyboarding, and executing a high quality animation project.

ANM 222 Introduction to Rigging for Animators, Riggers

Learn character design and 3D character set-up for the animator. You'll learn methodology and strategies to create readily revisable characters for maximum flexibility in a 3D environment.

ANM 223 3D Workflow of Animation

Good workflow includes working clean, being efficient, posing, making shots visually appealing, and practicing good scene hygiene. You'll spend more time planning your shots so your ideas are clear to the audience.

ANM 236 Producing for Animation & Visual Effects 2

As producer on an active animation project, you'll present the current status of your project and review milestones and risks with your peers. You'll gain experience running effective dailies, communicating with a team, and project management.

ANM 242 Dynamics 1 for FX TDs, Riggers

You'll learn key CG effects techniques to generate dynamic simulations of real-world phenomena for film effects. Gain a solid foundation. [This course is cross-listed with ANM 773.]

ANM 243 Rotoscoping for Composers

Discover the secret 'hidden effects' of the industry. You'll explore rotoscoping and digital paint effects for film and television, focusing on wire removal, articulated mattes, plate restoration, plate extension, and paint animation. [This course is cross-listed with ANM 651.]

ANM 246 Digital Painting for VFX Artists

VFX students need a strong artistic and aesthetic eye to complement their technical skills. Bridging traditional art skills with digital art media, you'll learn theory, visualizing, sketching, and painting as foundations for VFX work.

ANM 251 Fundamentals of Lookdev & Lighting

Learn how to render beautiful animations, just like your favorite studios. You'll learn core principles of looked and lighting including painting in 3D, how to work with BRDF shaders, linear lighting, animation caches, compositing of render passes and much more.

ANM 253 Cinematography for VFX

Setup lighting, green screen and tracking markers the way professional VFX supervisors understand for both studio post production and Indie type "guerrilla" filmmaking. New digital cameras operation and sensors types are taught with how to best record on set VFX elements for successful compositing and integration with digital elements.

ANM 255 Scripting for VFX & Riggers

Interested in a career in technical direction? Combining your artistic talents with your technical abilities you'll use Maya's Embedded Programming Scripting Language called Mel to build a solid foundation of programming skills. [This course is cross-listed with ANM 655.]

ANM 260 Traditional Animation 2

Improve and develop your hand-drawn animation skills by focusing on volume, form and movement. Applying the traditional principles of animation to character animation, you will develop and create a simple animated short story using a sequence of animated shots.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ANM 270 Storyboarding Principles

Become an illustrative storyteller. Taking a step-by-step approach to story development, you'll study the structural elements of storytelling, storyboarding formats, motion and animation, animatics, and character development. [This course is cross-listed with ANM 685.]

ANM 277 Motion Quick Sketching

Speak the language of animators, story artists, and game developers. You'll learn the standard professional note taking techniques they use to communicate ideas to coworkers.

ANM 287 Stop Motion Set Design & Fabrication

Gain basic design, fabrication, and surface skills to create simple stop motion sets and props. You'll learn to apply design fundamentals, construction, craft, and scenic skills to animation.

ANM 303 Previs & Postvis

Previs is pre-visualizing movie scenes before filming. It includes creating animated shots that guide shooting visual effects scenes. Postvis is assembling the visual effects of a film. You'll learn the skills needed for jobs in previsualization.

ANM 312 Hard Surface Modeling 1

Explore different geometry in Maya (polygon, nurbs, and subdivision) focusing on polygonal and subdivision surfaces, and production methodology. You'll acquire advanced tools that enhance the modeling experience.

ANM 313 Organic Modeling

Master modeling techniques like texturing, shading, and character set-up. Using nurbs, polygon, and subdivision modeling, you'll finish at least one demo reel of quality modeling for your final project.

ANM 316 Environment Creation

Develop portfolio-worthy, original environments using your composition, matte painting, rendering, plant creation, and animation skills.

ANM 321 3D Character Animation 2

Gain character animation skills through hands-on experience. You'll practice animation principles like timing, spacing, force, dynamic posing, weight, arcs, and technique.

ANM 322 Advanced Rigging

Animators are creative problem solvers. You will gain problem-solving skills to fix complex, real-life character control, deformation, mechanical device, software, and computer issues. Plus, learn the latest rigging techniques and styles.

ANM 324 Lip Sync and Facial Performances

Create the strong facial performances of advanced character animators. You'll learn to use your face and eyes to subtly convey emotions and thought processes. Plus, you'll learn the mechanics of lip-sync and apply them to your character animations.

ANM 325 3D Realistic Animation

Make animations that mimic the way real animals move. You'll analyze animal kinesiology and musculature, applying your research to animate a quadruped walkcycle.

ANM 326 Motion Capture for Animators, Riggers

Enter the exciting world of motion capture! Using industry-specific software, you'll capture, clean and animate your own motions while learning important industry techniques for your individual motion capture project.

ANM 327 Animal and Creature Animation

You will create animation that mimic real and stylized animal locomotion. Realistic creature rigs and animal reference will be analyzed to understand movement and muscles. You will apply research and physics to block and animate a quadruped.

ANM 341 Principles of Compositing

Step into the world of professional film and T.V work as you are introduced into the production pipeline. You will be exposed to the concepts needed for successful compositing. In this course, you will cover basic compositing techniques such as greenscreen extractions, splines, merging layers, and color correction.

ANM 342 Node-Based Compositing 1

Learn advanced compositing techniques such as keying, float color space, and tracking. You'll focus on developing your artistic eye, attention to detail, troubleshooting skills, and maintaining rigorous image quality standards. [This course is cross-listed with ANM 630.]

ANM 344 Dynamics 2: Fluids

Learn to simulate, light, shade, and render fluids in Houdini. Using Houdini's fluid dynamics capabilities, you'll learn the fundamentals of computational fluid dynamics and common terminology for liquid visual effects.

ANM 345 Matte Painting

Create digital matte paintings for visual effects shots. You'll apply skills in advanced shot layout, image projection, layer integration, lighting, perspective, depth perception, and modeling to create environments.

ANM 352 Matchmoving

Practice live-action 3D camera tracking. You'll learn to measure the environment, gather camera information, and apply tracking markers to prepare for a matchmove in a live action set. [This course is cross-listed with ANM 650.]

ANM 353 Advanced Lookdev & Lighting

Lighting can determine both what the audience sees, and how they feel. You'll learn advanced lookdev techniques such as grooming hair and rendering cloth fibers down to the thread level, as well as advanced lighting techniques and tricks of the trade used by cinematographers to create stunning animated shots. [This course is cross-listed with ANM 640.]

ANM 354 Dynamics 2: Fluids

Create visually appealing fluid simulations as seen from top visual effects production studios. You will learn how to create beautiful fluid and ocean simulations as well as compressible fluid simulations such as fog, smoke and smoke-trails using Real Flow and Maya software.

ANM 355 Advanced Scripting

Expand and deepen your skills as a technical director. You will practice advanced programming skills while learning the Python scripting language.

ANM 357 3D Texture Painting

Take your painting skills to the next level, learning to hand paint textures and create shaders for richly detailed organic objects and creatures, down to micro details of skin pores and wrinkles. A great class for both modelers and lookdev artists. [This course is cross-listed with ANM 639.]

ANM 358 Real-Time Animation & Visual Effects

This course will introduce you to the virtual animation and visual effects production pipeline. This course will teach you how to work in Unreal Engine and why we use it in virtual production. We will explore the proper real-time production methods and how to work with physical VR trackers and how to incorporate green screen as well.

ANM 362 Traditional Animation 3

You must make strong acting choices to give your animated characters dynamic personalities. You'll expand your digital tool repertoire by applying skills in advanced draftsmanship, detail, lip-sync, digital clean-up, and color.

ANM 368 2D Digital Cutout

Gain various ink, paint, and compositing skills to work in digital commercial animation production. You'll learn storyboarding, animatics, painting, compositing and post-production.

ANM 370 Storyboarding for Film Genres

Learn to storyboard for a variety of film genres - comedy, drama, action and musical. You'll gain a comprehensive skill set by drawing, staging, and creating story sequences for animation and live action production.

ANM 372 Storyboarding for Cinematic Effect

Take a deep dive into how to structure interesting camera angles and impactful cinematic compositions for storyboarding. You'll learn how to draw, stage and pitch story sequences for animated and live action storyboards.

ANM 375 Maquette Sculpting

Become a functioning member of a character development team working on a feature film, television show, television commercial, or games. You'll apply the latest techniques, materials, and professional tips to your specific projects.

ANM 377 2D Production and Layout 1

You'll practice digital animation scene layout and production for studio, independent, and freelance workflows.

ANM 380 Stop Motion

You'll animate a stop motion puppet to better understand character expression, pantomime, and the process and principles of classic animation.

ANM 382 Stop Motion 2

Fully produce a lip-synced stop motion spot. To expand your animation repertoire, you'll learn the diverse elements of animated production including narrative communication, project planning, lighting, and production design.

ANM 385 Puppet Making for Stop Motion 2

Create your own stop-motion puppet. To gain advanced stop-motion puppet fabrication skills—from armature machining to mold making and foam casting of the puppet—you'll employ your creativity, self-expression, drawing, and sculpting abilities.

ANM 405 Senior Portfolio for Animation & VFX

Create a reel of your best work to showcase your skills. To professionally market your abilities, you'll hone client/artist relationships, practice presentation techniques, and develop consistent identity, resume, reel packaging, and stationary systems.

ANM 412 Hard Surface Modeling 2

Concentrate on NURBS modeling. You'll learn to convert NURBS models into polygon models, and explore the differences between polygonal and NURBS modeling. [This course is cross-listed with ANM 682.]

ANM 413 Organic Modeling 2

Model organic characters like professional visual effect studio modelers. This course further develops comprehensive instruction in Zbrush software for high resolution organic modeling. Course concepts include model retopology, character concept design, polypainting and texturing, transform and decimation tools and rendering model turntables.

ANM 414 Head Sculpting & Facial Expression

Create believable facial animation. As a 3D modeling major, you'll learn to properly model a head with clean topology, create a facial, and build a facial rig.

ANM 415 Modeling Studio

Learn to shade, render, and texture cloth and hair. You'll work to create fully rendered, portfolio-quality images for your advanced projects.

ANM 419 Organic Modeling 3

The production industry continues to evolve, demanding more from the emerging artist. To understand the mechanics of motion in the musculoskeletal system of the human body, you'll pose and sculpt models with accurate balance, weight, and anatomy.

ANM 421 3D Character Animation 3

Apply acting and performance methods to character animation. You'll take an in-depth look at character acting, including lip-sync, facial expressions, method-acting, eye animation, subtext, and reference.

ANM 441 Node-Based Compositing 2

Develop your ability to plan and solve problems in a production environment. You'll apply independent skills you've acquired in Nuke and other software to real-world projects.

ANM 445 Advanced Matte Painting

Be a problem solver in a production based environment. Using detailed planning and problem solving skills, you'll create realistic special effects for real-world films, commercials, and interactive projects. Plus, study the effects of lighting and shadowing.

ANM 477 2D Production and Layout 2

Be a problem solver. You'll get the production and layout skills to develop problem solving schemes, speed up production, and build creative work-arounds.

ANM 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ANM 497A Feature Animation 1

Create animations that jump, walk, and use their arms. Using human rigs, you'll apply timing, squash and stretch, arcs, and anticipation to bipedal characters. A panel of industry experts may select you for this course based on your demo reel.

ANM 497B Feature Animation 2

You'll animate bipedal characters to push, pull, and throw focusing on realistic movement, weight, and anticipation. A panel of industry experts may select you for this course based on your portfolio.

ANM 497C Feature Animation 3

Animate convincing dialogue, gesture, and body language to create compelling character performances. You'll develop observational sketchbook drawings and original video references to create industry-level work for your professional animator's reel.

ANM 497S Feature Animation: Shot Production

Refine your work to a production-level finish. Using the graph editor, you'll move at a pace that allows you to perfectly execute shots with appeal, fundamentals, and highly polished finish.

ANM 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

ANM 498SF Short Film Production

In this class students will develop in groups short films within 3 weeks. Students will be paired with Visual Development, Sound and Animation Majors.

ANM 498X2 Studio X 2D Short Film

You will complete a series of finished 2D animated shorts, working across disciplines in small teams under tight deadlines. Students from Visual Development, Music/Sound students and 2D Animation are all encouraged to apply for consideration in this truly cross-disciplinary class.

ANM 498X3 StudioX VFX 3D for Modelers, Riggers, FX TDs

In this studio production course, you will perform a variety of tasks for client-based projects. These can include dynamics, modeling, texturing, rigging, lighting, and animation.

ANM 498XA Studio X 3D Animation

In this advanced 3D animation course that recreates the production environment, you will be responsible for generating animation to the specifications of the project's stakeholder. You will focus on matching action across shot cuts, adapting animation styles to align with project aesthetics and delivering files in the production pipeline. Portfolio approval is required for participation in this course.

ANM 498XC StudioX for Compositing

Students will composite shots in a production environment. This class focuses on skills that will be beneficial to surviving in a real production environment. Shot dailies will be held weekly with production notes published to the class that will push students' work to a higher level.

ANM 498XD Studio X Story Development

You will learn how to make your ideas come to life using visual development, storyboarding, basic drawing, basic design, basic fundamentals of animation, film grammar, and three act story structure.

ANM 498XL StudioX for Lookdev & Lighting

In this course, students will gain real-world experience by applying their advanced texturing and lighting skills to actual film projects in a production environment. Students will work with the project director, supervisor, and PA as a team to meet production demands. Producing professional level VFX work will be emphasized.

ANM 498XP StudioX for Production Management

In this studio production course, you will focus on production management. You will perform a variety of tasks for client-based projects. These can include managing crew assignments, organizing dailies sessions, scheduling client reviews, organizing project files and many other production tasks.

ANM 498XS Studio X Stop Motion

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving.

ANM 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

ANM 500 Internship in Animation

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ANM 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE
COURSES**ANM 604 Cinematography for VFX**

Setup lighting, green screen and tracking markers the way professional VFX supervisors understand for both studio post production and Indie type "guerrilla" filmmaking. New digital cameras operation and sensors types are taught with how to best record on set VFX elements for successful compositing and integration with digital elements.

ANM 605 Layout Design for Animators

Gain perspective. To learn the size and structure of an animation film production unit, you'll analyze animated feature films, focusing on layout design, value, and structure.

ANM 610 Figurative Concepts

Master your ability to draw proportionally accurate figures, both nude and clothed, for entertainment art. You'll study anatomy, proportion, foreshortening, construction, movement and gesture, making simple still lifes and tonal self-portraits.

ANM 612 Traditional Animation Principles & Pipelines

Experience what it's like to work as an assistant animator. To increase your ink and paint skills, you'll learn digital and traditional tools to create a finished full color scene from rough animation.

ANM 614 Color and Design Application for Animation

Understand the role of Art Direction in animated films. Using traditional and digital media, you'll examine the psychology of color, how light effects color, and various color theory combinations to create interesting visual compositions.

ANM 620 Advanced Character Animation

Explore computer animation theory, focusing on character development. You'll study traditional animation techniques, motion and animation vocabulary, secondary motion, and line of action.

ANM 623 3D Modeling & Animation 1 (Maya)

Learn to navigate this complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

ANM 624 Lip Sync and Facial Performances

Create the strong facial performances of advanced character animators. You'll learn to use your face and eyes to subtly convey emotions and thought processes. Plus, you'll learn the mechanics of lip-sync and apply them to your character animations.

ANM 625 3D Realistic Animation

Make animations that mimic the way real animals move. You'll analyze animal kinesiology and musculature, applying your research to animate a quadruped walkcycle.

ANM 626 Motion Capture for Animators, Riggers

Enter the exciting world of motion capture! Using industry-specific software, you'll capture, clean and animate your own motions while learning important industry techniques for your individual motion capture project.

ANM 627 Animal and Creature Animation

You will create animation that mimic real and stylized animal locomotion. Realistic creature rigs and animal reference will be analyzed to understand movement and muscles. You will apply research and physics to block and animate a quadruped.

ANM 629 Fundamentals of Lookdev & Lighting

Learn how to render beautiful animations, just like your favorite studios. You'll learn core principles of lookdev and lighting including painting in 3D, how to work with BRDF shaders, linear lighting, animation caches, compositing of render passes and much more.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ANM 630 Node-Based Compositing 1

Learn advanced compositing techniques such as keying, float color space, and tracking. You'll focus on developing your artistic eye, attention to detail, troubleshooting skills, and maintaining rigorous image quality standards. [This course is cross-listed with ANM 342.]

ANM 631 Matte Painting

Create digital matte paintings for visual effects shots. You'll apply skills in advanced shot layout, image projection, layer integration, lighting, perspective, depth perception, and modeling to create environments.

ANM 632 Hard Surface Modeling 1

Explore the different types of geometry in Maya (polygon, nurbs, and subdivision), focusing on polygonal and subdivision surfaces. You'll get the basic and advanced tools needed to enhance the modeling experience in Maya.

ANM 633 Character Design for Animation

Produce animation for TV, features, games, and storyboards. Working from live models, you'll maintain a sketchbook showing your design flexibility, sequential drawing for animated performance, line-of-action, and volume control skills in a variety of styles.

ANM 634 Traditional Animation 3 (Character Development)

Improve specific character development skills to work in the animation industry. You'll learn to animate and clean up "on model" from model sheets.

ANM 636 Organic Modeling

Master modeling techniques like texturing, shading, and character set-up. Using nurbs, polygon, and subdivision modeling, you'll finish at least one demo reel of quality modeling for your final project.

ANM 639 3D Texture Painting

Take your painting skills to the next level, learning to hand paint textures and create shaders for richly detailed organic objects and creatures, down to micro details of skin pores and wrinkles. A great class for both modelers and lookdev artists. [This course is cross-listed with ANM 357.]

ANM 640 Advanced Lookdev & Lighting

Lighting can determine both what the audience sees, and how they feel. You'll learn advanced lookdev techniques such as grooming hair and rendering cloth fibers down to the thread level, as well as advanced lighting techniques and tricks of the trade used by cinematographers to create stunning animated shots. [This course is cross-listed with ANM 353.]

ANM 641 Node-Based Compositing 2

Develop your ability to plan and solve problems in a production environment. You'll apply independent skills you've acquired in Nuke and other software to real-world projects.

ANM 642 Production Compositing Principles

Using advanced compositing and effects techniques, you'll learn to integrate live-action footage with CG elements, effects shots, and photorealism into your projects.

ANM 648 2D Digital Cutout

Gain various ink, paint, and compositing skills to work in digital commercial animation production. You'll learn storyboarding, animatics, painting, compositing and post-production.

ANM 650 Matchmoving

Practice live-action 3D camera tracking. You'll learn to measure the environment, gather camera information, and apply tracking markers to prepare for a matchmove in a live action set. [This course is cross-listed with ANM 352.]

ANM 651 Rotoscoping for Composers

Discover the secret 'hidden effects' of the industry. You'll explore rotoscoping and digital paint effects for film and television, focusing on wire removal, articulated mattes, plate restoration, plate extension, and paint animation. [This course is cross-listed with ANM 243.]

ANM 652 Introduction to Rigging

Gain skills to design and setup 3D characters for animation. Starting with basic concepts of character setup, you'll move to more complex topics like modeling characters for animation, facial animation setup, and animation workflow.

ANM 654 Modeling Studio

As a modeling and texture student, you'll explore multi-patch nurbs and polygon modeling, shading, rendering, and texturing to create fully rendered, portfolio-quality images.

ANM 655 Scripting for VFX & Riggers

Interested in a career in technical direction? Combining your artistic talents with your technical abilities you'll use Maya's Embedded Programming Scripting Language called Mel to build a solid foundation of programming skills. [This course is cross-listed with ANM 255.]

ANM 656 Organic Modeling 2

Model organic characters like professional visual effect studio modelers. This course further develops comprehensive instruction in Zbrush software for high resolution organic modeling. Course concepts include model retopology, character concept design, polypainting and texturing, transform and decimation tools and rendering model turntables.

ANM 658 Real-Time Animation & Visual Effects

This course will introduce you to the virtual animation and visual effects production pipeline. This course will teach you how to work in Unreal Engine and why we use it in virtual production. We will explore the proper real-time production methods and how to work with physical VR trackers and how to incorporate green screen as well.

ANM 670 Preproduction

Refine your thesis topic while learning the roles of pre-production artists. Working one-on-one with the instructor, you'll prepare to present their midpoint reviews including written thesis, concept drawing, character studies, storyboards, and story reels (animatics).

ANM 672 Animated Filmmaking

Launch your animation project like a pro. Take your thesis or short film from an animatic to full layout, ready to animate. You'll learn about cinematography, camera animation, asset preparation, and editing as it pertains to your specific project.

ANM 680 Color Scripting

You'll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen-frame color script.

ANM 682 Hard Surface Modeling 2

Concentrate on NURBS modeling. You'll learn to convert NURBS models into polygon models, and explore the differences between polygonal and NURBS modeling. [This course is cross-listed with ANM 412.]

ANM 685 Storyboarding Principles

Become an illustrative storyteller. Taking a step-by-step approach to story development, you'll study the structural elements of storytelling, storyboarding formats, motion and animation, animatics, and character development. [This course is cross-listed with ANM 270.]

ANM 686 3D Character Animation 1

Learn the unique character animation techniques of different professional studios. You'll study real-world weight, physics, object interaction, pantomime, character sketching, and motion analysis to animate 3D characters.

ANM 687 3D Character Animation 2

You'll apply character thinking, changes of emotion, and lip-sync animation to your current projects.

ANM 688 Traditional Animation

To master the twelve principles of animation, you'll learn its terminology and history, and practice storyboarding and character forms.

ANM 691 Storyboarding for Film Genres

Learn to storyboard for a variety of film genres - comedy, drama, action and musical. You'll gain a comprehensive skill set by drawing, staging, and creating story sequences for animation and live action production.

ANM 692 Traditional Animation 2

Strengthen your knowledge of animation. Focusing on inbetweening, flipping properly, pencil pressure and consistency of drawing, you'll learn simple character design, simple storyboards, and to use work sheets.

ANM 694 Head Sculpture & Facial Expressions

Focus on the head and face in this advanced Maya modeling course.

ANM 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

ANM 695X2 Studio X 2D Short Film

You will complete a series of finished 2D animated shorts, working across disciplines in small teams under tight deadlines. Students from Visual Development, Music/Sound students and 2D Animation are all encouraged to apply for consideration in this truly cross-disciplinary class.

ANM 695X3 StudioX VFX 3D for Modelers, Riggers, FX TDs

In this studio production course, you will perform a variety of tasks for client-based projects. These can include dynamics, modeling, texturing, rigging, lighting, and animation.

ANM 695XA Studio X 3D Animation

In this advanced 3D animation course that recreates the production environment, you will be responsible for generating animation to the specifications of the project's stakeholder. You will focus on matching action across shot cuts, adapting animation styles to align with project aesthetics and delivering files in the production pipeline. Portfolio approval is required for participation in this course.

ANM 695XC StudioX for Compositing

Students will composite shots in a production environment. This class focuses on skills that will be beneficial to surviving in a real production environment. Shot dailies will be held weekly with production notes published to the class that will push students' work to a higher level.

ANM 695XD Studio X Story Development

You will learn how to make your ideas come to life using visual development, storyboarding, basic drawing, basic design, basic fundamentals of animation, film grammar, and three act story structure.

ANM 695XL StudioX for Lookdev & Lighting

In this course, students will gain real-world experience by applying their advanced texturing and lighting skills to actual film projects in a production environment. Students will work with the project director, supervisor, and PA as a team to meet production demands. Producing professional level VFX work will be emphasized.

ANM 695XP StudioX for Production Management

In this studio production course, you will focus on production management. You will perform a variety of tasks for client-based projects. These can include managing crew assignments, organizing dailies sessions, scheduling client reviews, organizing project files and many other production tasks.

ANM 695XS Studio X Stop Motion

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving.

ANM 697 Feature Animation

Lead animators will guide you to focus on the artistry of animation. A panel of industry experts may select you for this course based on your portfolio.

ANM 697B Feature Animation 2

You'll animate bipedal characters to push, pull, and throw focusing on realistic movement, weight, and anticipation. A panel of industry experts may select you for this course based on your portfolio.

ANM 697C Feature Animation 3

Animate convincing dialogue, gesture, and body language to create compelling character performances. You'll develop observational sketchbook drawings and original video references to create industry-level work for your professional animator's reel.

ANM 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

ANM 706 Producing for Animation & VFX

Experience what it takes to develop and deliver entertainment projects. You'll receive hands-on training in the project workflows, pre-production management, and post-production visual effects used to produce several commercial projects. Maya software.

ANM 744 Dynamics 2: Fluids

Create visually appealing fluid simulations with Houdini software as seen from top visual effects production studios. You will learn how to simulate, light, shade and render beautiful fluid visual effects using Houdini.

ANM 770 Final Portfolio Preparation

Prepare for your future career by learning what's expected of the professional in the animation, visual effects, and game industries. As an MFA candidate, you'll gain communication, collaboration, networking, marketing, and workplace pipeline skills.

ANM 770A Final Portfolio Preparation for Animators

Prepare for your future career by learning what's expected of the professional in animation. You'll gain communication, collaboration, networking, marketing, and workplace pipeline skills while polishing your portfolio.

ANM 772 Storyboarding for Cinematic Effect

Take a deep dive into how to structure interesting camera angles and impactful cinematic compositions for storyboarding. You'll learn how to draw, stage and pitch story sequences for animated and live action storyboards.

ANM 773 Dynamics 1 for FX TDs, Riggers

You'll learn key CG effects techniques to generate dynamic simulations of real-world phenomena for film effects. Gain a solid foundation. [This course is cross-listed with ANM 242.]

ANM 780 Stop Motion

You'll animate a stop motion puppet to better understand character expression, pantomime, and the process and principles of classic animation.

ANM 782 Stop Motion 2

Fully produce a lip-synced stop motion spot. To expand your animation repertoire, you'll learn the diverse elements of animated production including narrative communication, project planning, lighting, and production design.

ANM 787 3D Animation Studio

To thrive in the animation studio environment, you must meet deadlines, utilize proper workflow, and maintain efficient professional practices. You'll be given individually tailored critiques, assignments, and directorial notes to help improve your work.

ANM 791 Animation Project Completion

In this course, students will complete their thesis projects or portfolio showpieces, with an emphasis on character animation. Regular critiques will be applied by both the instructor and fellow classmates.

ANM 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your mid-point review. Director approval required. Fees and prerequisites will vary by topic.

ANM 820 Thesis Direction: 3D Animation

To thrive in the animation studio environment, you must meet deadlines, utilize proper workflow, and maintain efficient professional practices. You'll be given individually tailored critiques, assignments, and directorial notes to help improve your work.

ANM 830 Thesis Direction: 3D Modeling

This course is for graduate students who want to complete their thesis focusing in 3D Modeling. Each student's final thesis project will be discussed during each class.

ANM 840 Thesis Direction: Lookdev, Lighting & FX

You will work on a focused VFX, including Lookdev, Lighting, FX, Matte Painting, or Compositing project. Individual project progress will be discussed during each class.

ANM 848 2D Digital Cutout

Gain various ink, paint, and compositing skills to work in digital commercial animation production. You'll learn storyboarding, animatics, painting, compositing and post-production.

ANM 880 Color Scripting

You'll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen-frame color script.

ANM 890 Traditional Animation Thesis Completion

Be mentored in your 2D thesis work. From pre-production development to completion, you will create content for your visual development and 2D short film thesis project.

ANM 891 Animation: Thesis Completion

Complete your final thesis project. Critiques from both the instructor and fellow classmates will improve your character animation abilities.

ANM 900 Internship

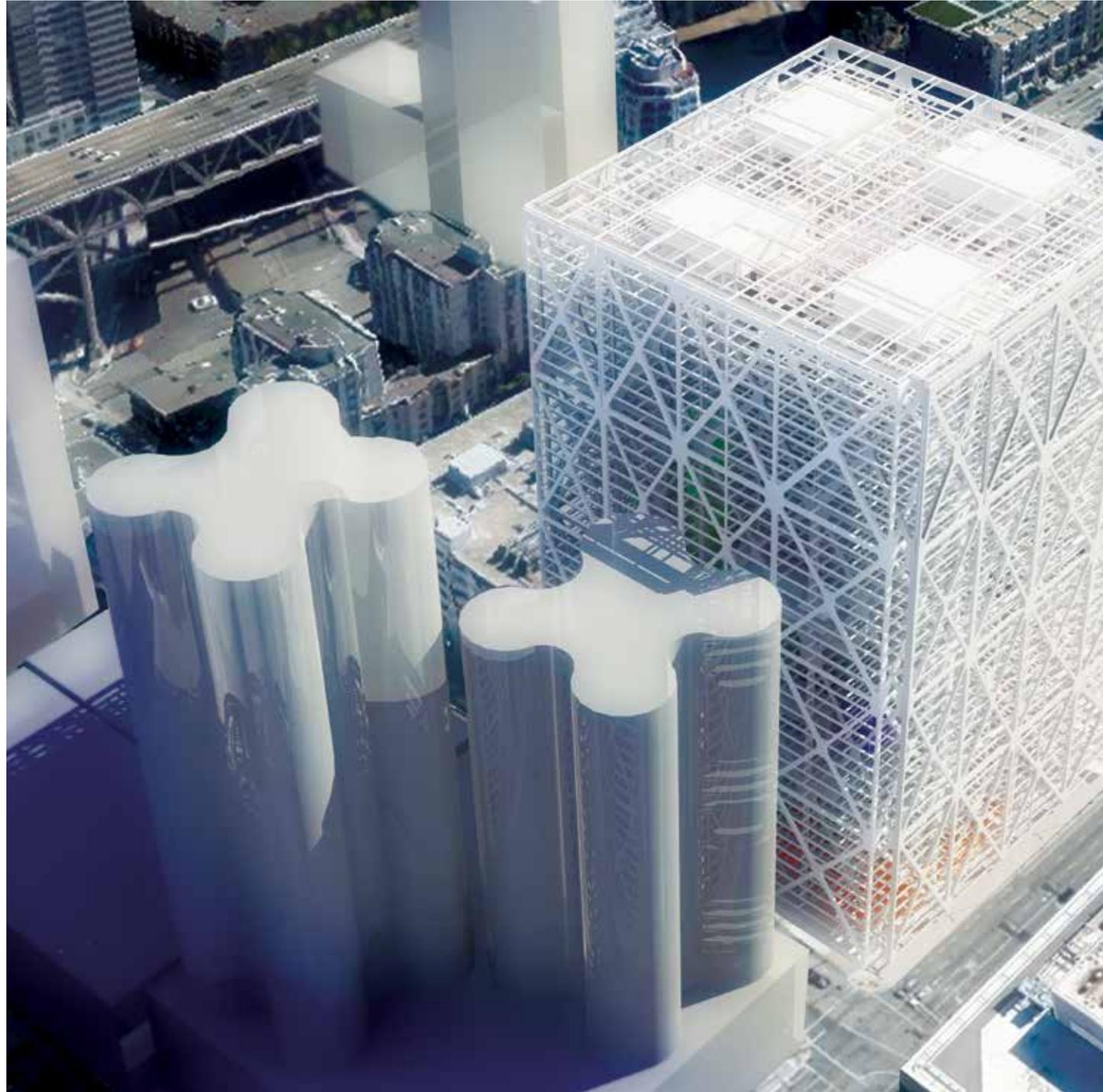
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

ANM 990 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.



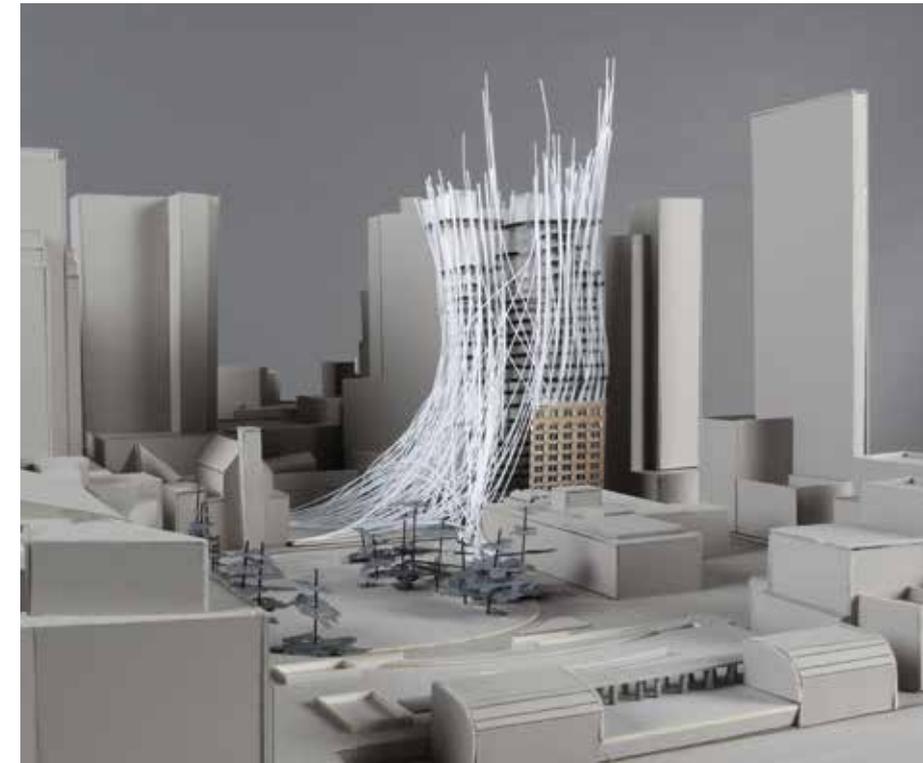
ARCHITECTURE



Visions Transform into Built Reality

Architects embrace challenge. Every project offers a unique set of conditions and opportunities. This is what makes this profession one of the most exciting. The School of Architecture at Academy of Art University is committed to advancing the art and practice of architecture by offering academic programs that foster critical thinking, artistic vision and responsible leadership.

With passionate professional faculty, diverse collaboration teams, emerging technologies, fabrication labs, and sensitivity to sustainable methods – together we will participate in shaping our physical world.



WHAT WE OFFER

NAAB Accreditation:
The NAAB accredited Master of Architecture is a holistic professional program offered in two tracks. The B.Arch, which has achieved NAAB candidacy status, is offered as a first professional degree (see page 18).

Professional Faculty:
The school and faculty, which are closely tied to the profession, offer a great resource for students to network and gain valuable experience.

Stimulating Studio Environment:
The architecture school is a place without walls. In the open studios, the students utilize their own designated work spaces to develop their projects among their peers. We endeavor to sustain a studio environment that is highly conducive to group and individual exploration.

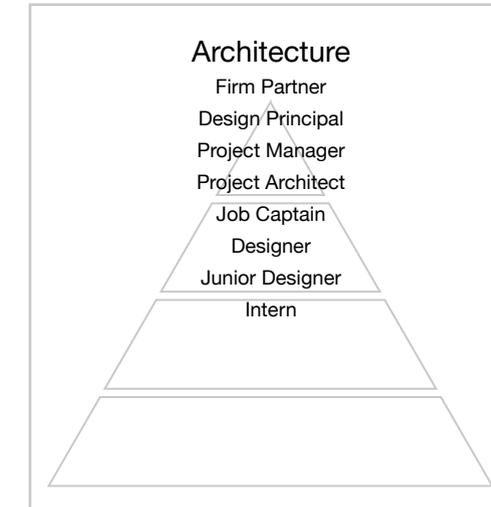
Guest Lectures:
Through design charrettes, juried reviews

and lectures, leading international figures and design professionals from notable architecture firms, actively participate within the studio setting. Field trips and site visits are thematically woven into the curriculum enhance the learning experience.

State-of-the-Art Facilities:
The Architecture School offers students a wide array of cutting edge resources, technologies, and tools that support creative production and experimentation. These include up-to-date digital fabrication systems, an extensive wood and metal shop, computer labs with highly advanced machines and software and well-equipped printing labs. Our architectural library collection is accessible physically and digitally, supporting and enhancing the design process of each student.



CAREER PATHS



DEGREE REQUIREMENTS

Bachelor of Architecture [B.Arch]

B.ARCH UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	66 UNITS
+ LIBERAL ARTS	45 UNITS
+ ELECTIVE	15 UNITS
TOTAL	162 UNITS

B.ARCH ARCHITECTURE CORE COURSES

ARH 110	Studio 1: Conceptual Design Studio
ARH 150	Studio 2: Spatial Ordering & Form*
ARH 170	Projective Drawing & Perspective
ARH 180	2D Digital Visual Media
ARH 210	Studio 3: Site Operations & Tectonic Systems*
ARH 255	Studio 4: Assembly Building & Context*
ARH 390	3D Digital Modeling
ARH 399	Building Information Modeling
FND 113	Sketching for Communication
	*6 unit courses

B.ARCH ARCHITECTURE MAJOR COURSES

ARH 239	Materials & Methods
ARH 240	Site Design & Mapping
ARH 315	Studio 5: Advocacy in Design*
ARH 320	Structures: Wood & Steel
ARH 330	Structures: Concrete, Masonry, & Tensile Systems
ARH 350	Studio 6: Site Conditions & Building Performance*
ARH 410	Studio 7: Tectonics & Structure*
ARH 420	Structures: Systems Investigation
ARH 430	Climate & Energy Use: Sustainable Strategies
ARH 440	Design Technology: Environmental Controls
ARH 441	Tectonics: Code Analysis & Building Envelope Documentation
ARH 450	Studio 8: Housing and Integrated Design*
ARH 475	Professional Practices for Architects
ARH 510	Studio 9: Mixed Use Urbanism & Research*
ARH 550	Studio 10: Final Thesis Project*
	+1 Major course
	*6 unit courses

B.ARCH ARCHITECTURE DEGREE REQUIREMENTS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses, major courses, and the following Liberal Arts courses:
 - LA 107 Writing for the Multilingual Artist
 - or LA 108 Composition for the Artist
 - LA 219 History of the Built Environment 1: Ancient to Gothic
 - LA 249 History of the Built Environment 2: Renaissance to 1900
 - LA 255 College Math
 - LA 271 College Algebra with Geometry
 - LA 292 Programming and Culture
 - LA 293 Precalculus
 - LA 296 Applied Physics
 - LA 319 History of the Built Environment 3: 1900 to Present
 - LA 359 Urban Sociology
 - LA 429 Architecture Theory
 - LA 449 Urban Design Theory
 - LA 485 Tell your Story: Personal Statement, Portfolio, Resume

And the following general education requirements:

- 3 History of the Built Environment courses
- 2 Architectural Employment Communications & Practices courses
- 1 Written Communications: Academic Writing course
- 1 Written Communications: Composition course
- 1 Fundamental Math course
- 1 Applied Math course
- 1 Advanced Math course
- 1 Applied Physics course
- 1 Cultural Influences & Human Behavior course
- 1 Historical Awareness: Inclusive Perspectives course
- 1 Urban Studies course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATIONS: ACADEMIC WRITING

LA 429 Architecture Theory

WRITTEN COMMUNICATIONS: COMPOSITION

CHOOSE ONE:

LA 107 Writing for the Multilingual Artist

LA 108 Composition for the Artist

HISTORY OF THE BUILT ENVIRONMENT

LA 219 History of the Built Environment 1: Ancient to Gothic

LA 249 History of the Built Environment 2: Renaissance to 1900

LA 319 History of the Built Environment 3: 1900 to Present

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

ADVANCED MATH

LA 293 Precalculus

APPLIED PHYSICS

LA 296 Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR

LA 292 Programming & Culture

HISTORICAL AWARENESS: INCLUSIVE PERSPECTIVES

LA 359 Urban Sociology

URBAN STUDIES

LA 449 Urban Design Theory

ARCHITECTURAL EMPLOYMENT COMMUNICATIONS & PRACTICES

ARH 475 Professional Practices for Architects**

LA 485 Tell your Story: Personal Statement, Portfolio, Resume

**Core Requirement

Bachelor of Arts [BA] in Architectural Design

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ LIBERAL ARTS	42 UNITS
+ ELECTIVE	9 UNITS
TOTAL	120 UNITS

BA ARCHITECTURAL DESIGN CORE COURSES

ARH 110	Studio 1: Conceptual Design Studio
ARH 150	Studio 2: Spatial Ordering & Form*
ARH 170	Projective Drawing & Perspective
ARH 180	2D Digital Visual Media
ARH 210	Studio 3: Site Operations & Tectonic Systems*
ARH 255	Studio 4: Assembly Building & Context*
ARH 390	3D Digital Modeling
ARH 399	Building Information Modeling
FND 113	Sketching for Communication

*6 unit courses

BA ARCHITECTURAL DESIGN DEGREE REQUIREMENTS

- Minimum 2.0 GPA
 - Minimum grade of C- in all core courses, major courses, and the following Liberal Arts courses:
- | | |
|-----------|---|
| LA 107 | Writing for the Multilingual Artist |
| or LA 108 | Composition for the Artist |
| LA 219 | History of the Built Environment 1: Ancient to Gothic |
| LA 249 | History of the Built Environment 2: Renaissance to 1900 |
| LA 255 | College Math |
| LA 271 | College Algebra with Geometry |
| LA 291 | Designing Careers |
| LA 292 | Programming & Culture |
| LA 293 | Precalculus |
| LA 296 | Applied Physics |
| LA 319 | History of the Built Environment 3: 1900 to Present |
| LA 359 | Urban Sociology |
| LA 429 | Architecture Theory |
| LA 449 | Urban Design Theory |
| LA 485 | Tell your Story: Personal Statement, Portfolio, Resume |

And the following general education requirements:

- | | |
|---|--|
| 3 | History of the Built Environment courses |
| 1 | Written Communications: Research and Analysis course |
| 1 | Written Communications: Composition course |
| 1 | Fundamental Math course |
| 1 | Applied Math course |
| 1 | Advanced Math course |
| 1 | Applied Physics course |
| 1 | Cultural Ideas & Influences course |
| 1 | Employment Communications & Practices course |
| 1 | Historical Awareness course |

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATIONS: RESEARCH AND ANALYSIS

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 429 | Architecture Theory |

WRITTEN COMMUNICATIONS: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

HISTORY OF THE BUILT ENVIRONMENT

- | | |
|--------|---|
| LA 219 | History of the Built Environment 1: Ancient to Gothic |
| LA 249 | History of the Built Environment 2: Renaissance to 1900 |
| LA 319 | History of the Built Environment 3: 1900 to Present |

FUNDAMENTAL MATH

CHOOSE ONE:

- | | |
|--------|-------------------------------|
| LA 255 | College Math |
| LA 271 | College Algebra with Geometry |
| LA 293 | Precalculus |

APPLIED MATH

- | | |
|--------|-------------------------------|
| LA 271 | College Algebra with Geometry |
|--------|-------------------------------|

ADVANCED MATH

- | | |
|--------|-------------|
| LA 293 | Precalculus |
|--------|-------------|

APPLIED PHYSICS

- | | |
|--------|-----------------|
| LA 296 | Applied Physics |
|--------|-----------------|

CULTURAL IDEAS & INFLUENCES

- | | |
|--------|-----------------------|
| LA 292 | Programming & Culture |
|--------|-----------------------|

HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|--|
| LA 171 | Western Civilization |
| LA 270 | U.S. History |
| LA 274 | Study Abroad: Art & Architecture of Renaissance Florence |
| LA 276 | Seminar in Great Britain |
| LA 359 | Urban Sociology |

EMPLOYMENT COMMUNICATIONS & PRACTICES: ARCHITECTURE

- | | |
|--------|--|
| LA 485 | Tell your Story: Personal Statement, Portfolio, Resume |
|--------|--|

Master of Architecture [M.Arch]

M.ARCH UNIT REQUIREMENTS - TRACK I

MAJOR	51 UNITS
MAJOR ELECTIVE	6 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	63 UNITS

M.ARCH ARCHITECTURE DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 63 units

M.ARCH ARCHITECTURE REQUIRED MAJOR COURSES

ARH 602	Structures
ARH 604	Material and Methods of Construction: Building Detailing
ARH 605	Graduate Design Technology: Environmental Controls
ARH 606	Construction Documents and Building Codes
ARH 608	Advanced Design Studio II - Concept, Context & Typology*
ARH 609	Advanced Design Studio I - Design Process and Morphology*
ARH 613	Sustainable Design
ARH 614	Architectural Professional Practices
ARH 619	Advanced Design Studio III - Integrated Design Concepts*
ARH 620	Digital Generated Morphology
ARH 641	Architecture History: Modernism and its Global Impact
ARH 642	Architectural Theory
ARH 659	Digitally Generated Fabrication
ARH 690	Thesis Preparation & Development

*6 unit courses

Master of Architecture [M.Arch]

M.ARCH UNIT REQUIREMENTS - TRACK II

MAJOR	69 UNITS
MAJOR ELECTIVE	6 UNITS
+ DIRECTED STUDY	6 UNITS
+ ELECTIVES*	6 UNITS
TOTAL	87 UNITS

*Per director approval

M.ARCH ARCHITECTURE REQUIRED MAJOR COURSES

ARH 602	Structures
ARH 604	Material and Methods of Construction: Building Detailing
ARH 605	Graduate Design Technology: Environmental Controls
ARH 606	Construction Documents and Building Codes
ARH 608	Advanced Design Studio II - Concept, Context & Typology*
ARH 609	Advanced Design Studio I - Design Process and Morphology*
ARH 613	Sustainable Design
ARH 614	Architectural Professional Practices
ARH 619	Advanced Design Studio III - Integrated Design Concepts*
ARH 620	Digital Generated Morphology
ARH 640	Architectural History - Introduction
ARH 641	Architecture History: Modernism and its Global Impact
ARH 642	Architectural Theory
ARH 650	Foundational Design Studio I
ARH 651	Design Process and 2D Media

M.ARCH ARCHITECTURE DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 87 units

ARH 652	Architectural Tectonics
ARH 653	Introductory Design Studio 2
ARH 654	Design Process & 3D Media
ARH 659	Digitally Generated Fabrication
ARH 690	Thesis Preparation & Development

*6 units courses

Master of Arts [MA] in Advanced Architectural Design

MA UNIT REQUIREMENTS - TRACK I

MAJOR	24 UNITS
+ MAJOR ELECTIVE	6 UNITS
+ ELECTIVES*	6 UNITS
TOTAL	36 UNITS

*Per director approval

MA ADVANCED ARCHITECTURAL DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 36 units

Master of Arts [MA] in Advanced Architectural Design

MA UNIT REQUIREMENTS - TRACK II

MAJOR	42 UNITS
+ MAJOR ELECTIVE	6 UNITS
+ ELECTIVES*	12 UNITS
TOTAL	60 UNITS

*Per director approval

MA ADVANCED ARCHITECTURAL DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 60 units

MA ADVANCED ARCHITECTURAL DESIGN MAJOR COURSES

- ARH 608 Advanced Design Studio II - Concept, Context & Typology*
- ARH 609 Advanced Design Studio I - Design Process and Morphology*
- ARH 620 Digital Generated Morphology
- ARH 642 Architectural Theory
- ARH 659 Digitally Generated Fabrication
- ARH 690 Thesis Preparation & Development

*6 unit courses

MA ADVANCED ARCHITECTURAL DESIGN MAJOR COURSES

- ARH 608 Advanced Design Studio II - Concept, Context & Typology*
- ARH 609 Advanced Design Studio I - Design Process and Morphology*
- ARH 620 Digital Generated Morphology
- ARH 640 Architectural History - Introduction
- ARH 642 Architectural Theory
- ARH 650 Foundational Design Studio I
- ARH 651 Design Process and 2D Media
- ARH 652 Architectural Tectonics
- ARH 653 Introductory Design Studio 2
- ARH 654 Design Process & 3D Media
- ARH 659 Digitally Generated Fabrication
- ARH 690 Thesis Preparation & Development

*6 unit courses

UNDERGRADUATE COURSES

ARH 110 Studio 1: Conceptual Design Studio

Learn design principles for creating spaces for people. You will utilize design, methodology, and space-making principles to gain fundamental knowledge and skills in environmental design, and prepare for future architecture and landscape architecture studios.

ARH 150 Studio 2: Spatial Ordering & Form

Develop your critical design decision-making abilities through experimentation. You will research and analyze a case study project, identify key spatial ideas and incorporate these ideas through an iterative process of model-making, diagramming and drawing for small scale projects.

ARH 170 Projective Drawing & Perspective

Practice rigorously constructed architectural drawings to develop three-dimensional thinking and communication skills. You'll learn to use line and composition techniques to articulate details that reinforce the building design and help you communicate design intent.

ARH 180 2D Digital Visual Media

Learn to make digital images and architectural drawings. Using industry software, lectures information, case studies, and tutorials, you will create digital collages, diagrams and drawings to represent an idea.

ARH 210 Studio 3: Site Operations & Tectonic Systems

Expand your design process. The catalysts for the examination of your design will come from beyond the architectural norms. You will develop two- and three-dimensional drawings and models based on specific methods of rule-driven design, and learn the behavioral aspects of space and structure.

ARH 230 Color, Perception and Space

Learn how to alter reality through color and space. You'll analyze the representational, theoretical, and practical applications of color and space in art history, and apply them to your own work through painting, photography, films, and model-making.

ARH 239 Materials & Methods

Material choices are design decisions. You'll evaluate the unique properties and construction methods of materials, including the social constructs, environmental impacts, and design opportunities they provide.

ARH 240 Site Design & Mapping

Experience the dynamic interdisciplinary nature of site design. Taking physical characteristics, regulatory parameters, accessibility, and sustainable design principles into consideration, you'll develop a site design that combines your skills and understanding of topography, landscape, and urban design.

ARH 250 Studio 4: Site Culture & Integral Urbanism

Take a stance on the role of architecture in our urban environments. Through the design of a public building, you'll advocate for and engage with under-served communities. Your honest inquiry of the urban fabric and the diversity of its inhabitants will create a responsive, empathetic program and building proposal.

ARH 255 Studio 4: Assembly Building & Context

Theaters are cultural institutions for collective story-telling. Design a theater by developing a critical viewpoint on the role of society, community, and culture. You will develop a design methodology through the analyses of the site as well as a cultural artifact. Iterative use of hand drawing, physical model-making, digital drawing will lead to a spatial composition.

VIEW the schedule, prerequisites, and course fees & REGISTER at <https://catalog.academyart.edu>

ARH 315 Studio 5: Advocacy in Design

Take a stance on the role of architecture in our urban environments. Through the design of a public building, you'll advocate for and engage with under-served communities. Your honest inquiry of the urban fabric and the diversity of its inhabitants will create a responsive, empathetic program and a building proposal. In this Midpoint Review Studio you will develop your academic portfolio to highlight your skills and progress.

ARH 320 Structures: Wood & Steel

Collaboration between architects and structural engineers determines the success and safety of a building. Seeing architecture from the perspective of a structural engineer, you will evaluate the unique properties of wood and steel—common structural materials in the US—in response to gravity and lateral forces.

ARH 330 Structures: Concrete, Masonry, & Tensile Systems

Knowledge of a range of structural systems is required for architects. You'll learn about the specific load bearing properties of concrete, masonry, and tensile systems through real-world applications and scenarios.

ARH 350 Studio 6: Site Conditions & Building Performance

Design a visitor's center attuned to its natural habitat and historical context. Physical site environments provide opportunities for design synthesis and responsible energy use. You will incorporate passive design principles in response to climate, orientation, topography, vegetation, views, building materiality, and constructability.

ARH 390 3D Digital Modeling

What if you could develop and represent your architectural idea at the same time? You will learn the software and techniques used in architecture and design offices to make 3D models, 2D drawings, renderings, books, and presentation boards that together tell a story.

ARH 399 Building Information Modeling

Become confident using industry-standard Autodesk Revit to design a building. You will learn to create technical drawings and presentation images, and learn the basic principles of compiling and organizing a construction drawing set.

ARH 410 Studio 7: Tectonics and Structure

Architecture is a reflection of contemporary culture and conflict invites innovation. You will question preconceptions to find outdated modes of inhabiting space and discover new program relationships, spatial conditions, and rich tectonic expressions. You must take this course concurrently with ARH 420.

ARH 420 Structures: Systems Investigation

Develop your structural intuition by breaking physical models. Working with a structural engineer and an architect, you will invent a structural system for your studio project that is integral to the architectural design identity, and compare structural behaviors of different building geometries using load path diagrams. You must take this course concurrently with ARH 410.

ARH 430 Climate & Energy Use: Sustainable Strategies

Learn passive and innovative strategies to minimize a building's aggressive energy and resource consumption. You'll examine the benefits of renewable resources and well-building design, focusing on best practices revealed both in vernacular architecture and forward-thinking contemporary design case studies.

ARH 440 Design Technology: Environmental Controls

Learn the fundamental concepts of heating, cooling, plumbing, and ventilation in buildings to conserve our valuable natural resources. You'll explore ways to increase human comfort using efficient systems, optimal site orientation for different climates, and effective building envelope systems. Take this course concurrently with ARH 450.

ARH 441 Tectonics: Code Analysis & Building Envelope Documentation

Buildings must be designed to keep people safe. You will develop building floor plans that comply with planning and building codes with an emphasis on egress and accessibility and evaluate a building envelope design proposal on costs, material choices, and construction assembly.

ARH 450 Studio 8: Housing & Integrated Design

Housing is an essential function that architects provide. Collaborating as a team, you will design a multi-family housing complex for an urban site including an architectural proposal that integrates building systems and sustainable strategies. Plus, you'll incorporate input from expert architects, engineers, and consultants. Take this course concurrently with ARH 440.

ARH 475 Professional Practices for Architects

Gain the legal and business knowledge to successfully transition into the architecture profession. You will examine contractual relationships among stakeholders, licensure process, organizational structures, ethics, business development, compensation, insurance, and the importance of mentorship.

ARH 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ARH 493 Contemporary Architecture Foreign Study

Immerse yourself in inspiration on our Foreign Study program. Through an intensive examination of architectural examples in several locations in a particular region, you'll learn the conceptual meaning of contemporary architecture and the role it plays in recent architectural discourse.

ARH 493DR Drawing from the Renaissance

This drawing based course will use the city of Florence, Italy and its environs as a living laboratory to sketch and analyze Renaissance buildings, as a means to understand formal principles of architecture. The course develops analytical drawing skills as a way to discuss ordering systems, materiality, volume, and proportion.

ARH 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

ARH 498PM Collaborative Project: Park Merced B. Lab

Gain hands-on experience in community-based design and make a difference in a local neighborhood. Collaboratively design, prototype, and fabricate a real project for the Park Merced community engaging with residents, facility managers, engineers, landscape architects, and young students in neighborhood schools. Become a maker, innovator, community partner, and advocate.

ARH 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

ARH 500 Internship in Architecture

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ARH 510 Studio 9: Mixed Use Urbanism & Research

Cultivate your point of view using architecture as a lens. You'll conduct research-driven architectural investigations to identify your thesis topic, develop your architectural language, and use site and demographic analysis as design criteria for the final thesis project in the subsequent semester.

ARH 512 Participatory Design

Participatory Design is key to creating equity. Working with residents and community, you will develop tools for collaborative decision-making that address the needs of diverse users by putting your communication techniques, design skills, and research methodologies into practice in a real-life project.

ARH 529 From Theory to Practice

How do architects make the leap between theoretical interests and design projects? You will analyze the ideas and techniques of architects whose work operates between theory and practice and position your own thesis work in relation to the key themes of program, structure, and form.

ARH 550 Studio 10: Final Thesis Project

Architects can be agents of change. With the guidance of faculty, you will select a unique site and program to test your thesis and address topics that matter to you. Through your architectural response, you'll challenge the status quo and envision new opportunities for architecture to solve problems.

ARH 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES

ARH 601 Spatial Composition

Study organizational principles in the patterns and structure of architectural spaces. You will gain an understanding of the relationship of organizational, structural, and spatial systems in architecture through a series of focused projects.

ARH 602 Structures

Gain an understanding of how structural systems and materials impact architectural form and structural design. You will study the elements, connections, and organizations used in the construction process from elemental to complex structures in different materials.

ARH 604 Material and Methods of Construction: Building Detailing

Gain proficiency in the technical and tactile aspects of architectural design by developing a sophisticated wall section. You will design key details, which provide a significant portion of a completed documentation for a building design.

ARH 605 Graduate Design Technology: Environmental Controls

Investigate the critical relationship between energy and the built environment. You will learn to make educated design decisions based on the inter-connectedness of building shape, climate, occupant comfort, thermal envelope, conditioning and lighting systems, acoustics, and building energy consumption. [This course is cross-listed with ARH 440.]

ARH 606 Construction Documents and Building Codes

Carry your conceptual design ideas into the concrete building details of an actual project. You will gain the knowledge to develop a set of construction documents incorporating applicable building codes and technical requirements to realize your designs.

ARH 608 Advanced Design Studio II - Concept, Context, & Typology

Engage in an intensive and stimulating process through which you will address architecture on an abstract conceptual level while questioning and considering broader implications at the finer scale of architectural idea, tectonics, space, and detail.

ARH 609 Advanced Design Studio I – Design Process and Morphology

Explore an experience-driven design methodology where you develop phenomenologically focused spatial circumstances that come together in an architectural composition to fulfill scale-specific program requirements.

ARH 613 Sustainable Design

Examine sustainable principles and how they apply to architecture, design, and construction. You'll learn how renewable energy, passive buildings, and cradle to cradle systems can improve green buildings and cities for a better future.

ARH 614 Architectural Professional Practices

Investigate the actual business of conducting an architectural practice. You will gain an understanding of the organization of professional architectural firms, including methods of project management, contracts, compensation, professional ethics, insurance, and relationships with consultants and contractors. [This course is cross-listed with GLA 614.]

ARH 619 Advanced Design Studio III - Integrated Design Concepts

Engage in integrated building design from early concept to final detail. You'll participate in an investigative process that employs multiple systems and variables to successfully complete a compelling architectural project.

ARH 620 Digital Generated Morphology

Learn how to use the computer beyond representation as a generative design tool. Using 3D modeling software, you will gain the essential skills necessary to generate and design an architectonic proposal.

ARH 631 Architectural History: Ascendancy of the Renaissance

Examine the emergence and captivating history of the European Renaissance and its different regional expressions. You will explore formal and technological developments alongside contemporaneous artistic and literary innovations of this important epoch.

ARH 640 Architectural History - Introduction

Gain a broad overview of western and non-western architectural development, from early to pre-modern periods—approximately 3000 B.C. to 1890 A.D. You will attain an essential frame of reference for the understanding of the cultural evolution of architecture.

ARH 641 Architectural History: Modernism and its Global Impact

Learn about the development of architecture and urbanism since the Industrial Revolution. You will examine cultural and technological implications on contemporary design and trace the global impact of the modern movement.

ARH 642 Architectural Theory

Immerse yourself in the world of contemporary architectural theory to understand the relationship of architectural theories to social, political, technological, and scientific events. You will learn about different schools of thought in architecture, current architectural discourse, and global practice.

ARH 650 Foundational Design Studio I

Set the foundation for your architecture studies using concepts and skills in written, spoken, and visual form. You'll learn the principal concepts of architecture by engaging in an iterative design process where you develop conceptual and spatial ideas through deliberate experimentation.

ARH 651 Design Process and 2D Media

Gain the fundamental skills and knowledge using two-dimensional media needed to begin your architecture studies. You will explore orthographic conventions of plan, section, and elevation, architectural notation, axonometric projection, and two-dimensional media to relate a two-dimensional representation to three-dimensional space.

ARH 652 Architectural Tectonics

Learn about the art, theory, and science of construction. To understand the relationships between design, technology, structures, and space on a broad and holistic level, you'll explore exemplary architectural concepts in relation to their structure and resulting spatial expression.

ARH 653 Introductory Design Studio 2

Develop your spatial design skills. You'll learn the role of design in the urban context and expand your visual/graphic thinking and vocabulary of spatial elements to increase meaning in your architectural proposals.

ARH 654 Design Process & 3D Media

Utilizing a fundamental knowledge of three-dimensional digital media, modeling, and rendering techniques, you will develop the representation and simulation skills needed to master the architectural design process.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ARH 658 Introduction to Computer Aided Drafting & Modeling

Build on basic drafting skills using AutoCAD and develop your modeling skills in Revit. You'll learn fundamental technical skills to produce a sophisticated set of drawings and renderings as the basis for a BIM process.

ARH 659 Digitally Generated Fabrication

Explore methods of advanced architectural fabrication in relation to architectural design and construction processes. Through your work, you will engage in several techniques, processes, and technologies that are applicable towards architectural production.

ARH 690 Thesis Preparation & Development

Prepare for the final Master of Architecture Thesis course. You'll begin by thinking through an architectural problem critically and research related topics to your proposal: social equity concerns, environmental considerations, program development, and typology studies, among others.

ARH 695 Collaborative Project

If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project where you will put the knowledge and skills you have acquired to work in a real-world setting. Contact your student services advisor for details.

ARH 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

ARH 800 Directed Study

Directed study is the primary concentration of a Master's degree candidate's work toward the completion of a Final Portfolio and/or Thesis Project. With the approval of the Department Director, students may take any university coursework to develop specific conceptual and technical skills that will enable them to further develop their Final Portfolio and/or successfully bring a Final Thesis Project to completion. Please note that some Directed Study courses have a required course fee and course prerequisites may vary by topic.

ARH 810 Master of Architecture Thesis

Build on the architectural thesis proposal developed in the Thesis Preparation and Development course (ARH 690). You will refine your critical and innovative architectural thesis concept to produce an integrated building project aimed at advancing the architectural profession.

ARH 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

ARH 903 Contemporary Architecture Study Abroad

Immerse yourself in outstanding contemporary built works of architecture. Through an intensive site visit to a particular region outside the USA, you will discover the conceptual meaning of these architectural examples, and their role in recent architectural discourse.

ARH 903DR Drawing from the Renaissance

This drawing based course will use the city of Florence, Italy and its environs as a living laboratory to sketch and analyze Renaissance buildings, as a means to understand formal principles of architecture. The course develops analytical drawing skills as a way to discuss ordering systems, materiality, volume, and proportion.

ARH 990 Portfolio Enhancement

Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.





ART EDUCATION



To learn how to teach artists, surround yourself with artists.



The School of Art Education's philosophy is that every educator should be skilled in and passionate about what they teach. Our students develop a broad range of their own visual art skills as well as a deep understanding of pedagogy – the art and science of teaching. Our graduates bring to their classrooms artistry that inspires and teaching abilities that succeed.

You will develop and hone your skills in art and design in classes taught by professional artists working in their field and be mentored in pedagogy classes taught by committed professional educators.

WHAT WE OFFER

Our Art Education degree combines theory and practice to offer a comprehensive and versatile education.

Students will:

Explore art education principles, history and practical applications
Design teaching strategies to engage diverse audiences
Expand both your depth and breadth of art and design abilities through hands on studio instruction
Graduate with a professional portfolio highlighting both artistic and teaching skills
Engage in fieldwork, internship and practicum opportunities at Art Education sites in your area of the world. Students are guided through these practicums in their online courses.

BFA in Art Education

Students develop a broad range of their own visual art skills as well as a deep understanding of educational pedagogy and instructional strategies through an art teacher lens.

Double Major in Art Education and Art History

The double major in Art Education and Art History prepares future Art Historians for the teaching requirements common to working in this field. Students complete the core courses and studio course requirements for both majors, providing a comprehensive and robust program of study to prepare graduates for the next steps in their career.

Recommended for Art History students who want broader career and academic prospects upon graduation, and Art Education students who wish to specialize in teaching Art History.

Double Major in Art Education and Fine Art

The double major in Art Education and Fine Art provides future art professionals with comprehensive training as both an artist and educator. Students complete all of the core requirements for both majors, resulting in a career-ready creative portfolio and knowledge of the theory and skill needed to teach art.

Recommended for Fine Art students who hope to include teaching in their career pursuits, and Art Education students who are seeking to develop a professional fine art portfolio.

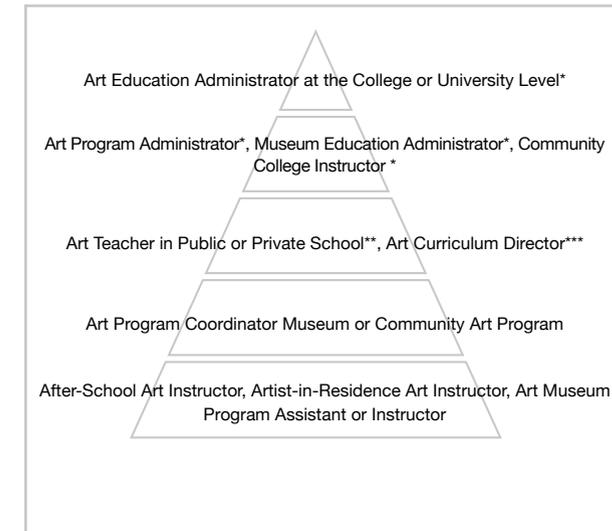
MA in Art Education

Students will grow as an artist and educator through the exploration of various Art Education programs and strategies on how to effectively teach in them. Student's Capstone project will ask students to develop and implement an arts education program.

Track One – 36 Units (MA-ARE): Recommended for students who have a portfolio demonstrating breadth and depth of art media and want to teach in a museum, community center, private school, or want to create their own Art Education Program.

Track Two – 63 Units (MA-ARE2): Recommended for students who want to teach in a museum, community center, private school, or want to create their own Art Education Program AND want to develop breadth and depth of art skills for a portfolio.

CAREER PATHS



*After earning a Masters or higher degree
**After earning a Teaching Credential
***After earning a Teaching Credential or Masters Degree

Explore our teacher preparation pathways to obtaining your California Credential

The academy of art offers three pathways towards teaching art in the classroom:

California Traditional Single Subject Credential in Art

The Traditional Single Subject Credential develops students' skills in curriculum planning, teaching to various student needs and populations, and applying instructional strategies through a student teaching semester in a public K-12 Northern California school.

Track One - 18 Units (CRED-ARE): Recommended for students who have completed their BFA in Art Education from the Academy of Art University.

Track Two – 30 Units (CRED-ARE2): Recommended for students who are new to the school of Art Education.

MAT in Art Education (California Traditional Single Subject Credential in Art AND masters degree)

The master's in teaching develops students' skills in curriculum planning, teaching to various student needs and populations, and applying instructional strategies through a student teaching semester in a public K-12 Northern California school. Students' Capstone Projects will ask them to research a topic and create an advocacy video demonstrating the importance of Arts Education in today's education system. Apart from working in a public school, a master's degree allows students to teach in museums, community programs, private schools, or at the community college level.

Track One – 27 Units (MAT-ARE): Recommended for students who have completed their BFA in Art Education from the Academy of Art University.

Track Two – 39 Units (MAT-ARE 2): Recommended for students who are new to the School of Art Education

DEGREE REQUIREMENTS

Bachelor of Fine Arts [BFA] in Art Education

BFA UNIT REQUIREMENTS

PEDAGOGY CORE	18 UNITS
+ ART & DESIGN CORE	33 UNITS
+ ART/DESIGN PORTFOLIO	24 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BFA ART EDUCATION PEDAGOGY CORE COURSES

ARE 105	Overview of the Theories and Practices of Art Education*
ARE 305	Educational Psychology*
ARE 310	Curriculum Development for the Art Classroom
ARE 340	Learning to Talk About Art*
ARE 460	Senior Seminar in Art Education*
ARE 515	Integrating Technology into Art Education Settings

*Courses requiring fieldwork.

BFA ART EDUCATION ART & DESIGN CORE COURSES

AHS 114	Traditional Materials, Tools, and Techniques in Art
FA 110	Still Life Painting 1
FA 145	Printmaking
FASCU 130	Sculpture 1
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 122	Color Fundamentals
FND 149	Introduction to Design Thinking
ILL 133	Digital Media: Digital Manipulation
PH 103	Digital Photography for Artists
MPT 106	Edit 1: The Art of Editing

BFA ART EDUCATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.5 GPA and the following general education requirements:
 - 3 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Comparative Art History course
 - 1 U.S. Constitution course
 - 1 Quantitative Literacy course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century
LA 222	20th Century Art

COMPARATIVE ART HISTORY

LA 326	Topics in World Art
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QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices and Transformations
LA 293	Precalculus
LA 296	Applied Physics

U.S. CONSTITUTION

LA 270	U.S. History
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Bachelor of Fine Arts [BFA] in Art Education & Art History

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	27 UNITS
PEDAGOGY CORE	15 UNITS
ART HISTORY ELECTIVE	9 UNITS
+ LIBERAL ARTS	30 UNITS
+ ELECTIVE	12 UNITS
+ STUDIO	36 UNITS
+ ADVANCED ART HISTORY	9 UNITS
TOTAL	138 UNITS

BFA ART EDUCATION & ART HISTORY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, studio coursework, LA 107 Writing for the Multilingual Artist or LA 108 Composition for the Artist, and LA 202 English Composition: Creative Persuasion & Argument or LA 207 Persuasion & Argument for the Multilingual Writer.
- Minimum 2.5 GPA and the following general education requirements:
 - 4 European Foreign Language courses
 - 1 Written Communications: Composition course
 - 1 Written Communications: Critical Thinking course
 - 1 Western Civilization course
 - 1 Quantitative Literacy course
 - 1 Employment Communications & Practices course
 - 1 Comparative Art History
 - 1 Cultural Ideas & Influences course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA ART EDUCATION & ART HISTORY PEDAGOGY CORE COURSES

ARE 105	Overview of the Theories and Practices of Art Education
ARE 305	Educational Psychology
ARE 310	Curriculum Development for the Art Classroom
ARE 460	Senior Seminar in Art Education
ARE 515	Integrating Technology into Art Education Settings

BFA ART EDUCATION & ART HISTORY CORE COURSES

AHS 116	Looking at Art and Design
AHS 120	Art History Through the 15th Century
AHS 121	Art History Through the 19th Century
AHS 222	20th Century Art for Art History
AHS 327	Art of the Classical World
AHS 466	Art History Senior Thesis
LA 307	History of Aesthetics
LA 326	Topics in World Art
LA 333	Art of the Middle Ages

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

COMPARATIVE ART HISTORY

LA 326	Topics in World Art*
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**Core Requirement*

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

EUROPEAN FOREIGN LANGUAGE

CHOOSE FOUR FROM ONE LANGUAGE:

LA 260	French 1: Basic Grammar & Speech
LA 262	French 2: Conversational French
LA 267	Italian 1: Basic Grammar & Speech

LA 268	Spanish 1: Basic Grammar & Speech
LA 269	Italian 2: Conversational Italian
LA 273	Spanish 2: Conversational Spanish
LA 392	French 3: Reading & Writing
LA 393	Spanish 3: Reading & Writing
LA 397	Italian 3: Reading & Writing
LA 492	French 4: Proficiency
LA 493	Spanish 4: Proficiency
LA 497	Italian 4: Proficiency

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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WESTERN CIVILIZATION

LA 171	Western Civilization
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Bachelor of Fine Arts [BFA] in Art Education & Fine Art

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
ART & DESIGN CORE	36 UNITS
PEDAGOGY CORE	18 UNITS
+ LIBERAL ARTS	33 UNITS
+ ELECTIVE	9 UNITS
+ STUDIO	42 UNITS
+ ART HISTORY	12 UNITS
TOTAL	150 UNITS

BFA ART EDUCATION & FINE ART PEDAGOGY CORE COURSES

ARE 105	Overview of the Theories and Practices of Art Education
ARE 305	Educational Psychology
ARE 310	Curriculum Development for the Art Classroom
ARE 340	Learning to Talk About Art
ARE 460	Senior Seminar in Art Education
ARE 515	Integrating Technology into Art Education Settings

BFA ART EDUCATION & FINE ART A&D CORE COURSES

FA 110	Still Life Painting 1
FA 145	Printmaking
FA 211	Introduction to Painting: Figure
FA 213	Introduction to Anatomy
FA 224	Composition & Painting
FA 143	Silkscreen 1
FA 420	Senior Portfolio Workshop/Professional Practices

BFA ART EDUCATION & FINE ART DEGREE

- Minimum grade of C- in all core courses, major courses, studio coursework, LA 107 Writing for the Multilingual Artist or LA 108 Composition for the Artist, and LA 202 English Composition: Creative Persuasion & Argument or LA 207 Persuasion & Argument for the Multilingual Writer.

- Minimum 2.5 GPA and the following general education requirements:

4	Art Historical Awareness courses
1	Written Communications: Composition course
1	Written Communications: Context & Style course
1	Written Communications: Critical Thinking course
1	Quantitative Literacy course
1	Employment Communications & Practices course
1	Historical Awareness course
1	Cultural Ideas & Influences course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

FND 110	Analysis of Form
FND 112	Figure Drawing
FND 125	Color and Design
FND 131	Figure Modeling
ILL 133	Digital Media: Digital Manipulation

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117 Survey of Landscape Architecture
- LA 118/IND 118 History of Industrial Design
- LA 128 The Body As Art: History of Tattoo & Body Decoration
- LA 129 History of Automotive Design
- LA 131/GAM 131 History of Gaming
- LA 132/ANM 102 History of Animation
- LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
- LA 137/VIS 137 History of Visual Development
- LA 147/PH 147 History of Photography
- LA 152/ILL 152 History of American Illustration (20th Century)
- LA 182 Genres in Film
- LA 195/ILL 195 History of Comics: American Comics
- LA 197/ILL 197 History of Comics: International and Alternative Comics
- LA 219 History of the Built Environment 1: Ancient to Gothic
- LA 220 American Art History
- LA 222 20th Century Art
- LA 224 Women, Art & Society
- LA 226 /IAD 230 Survey of Traditional Interior Architecture
- LA 229/IAD 231 Survey of Contemporary Interior Architecture
- LA 242/GR 242 History of Graphic Design
- LA 244/FSH 244 History of Fashion
- LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
- LA 246/FSH 246 History of Textiles
- LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 284 Evolution of the Horror Film
- LA 319 History of the Built Environment 3: 1900 to Present
- LA 326 Topics in World Art
- LA 327 Art of the Classical World
- LA 333 Art of the Middle Ages
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 432 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 464 Dada & Surrealism



Art Teaching Credential - Track I

UNIT REQUIREMENTS

MAJOR	18 UNITS
TOTAL	18 UNITS

ART TEACHING CREDENTIAL - TRACK I MAJOR COURSES MAJOR COURSES

ARE 610	Teaching Audiences in a Diverse Society
ARE 611	Teaching Audiences with Special Needs
ARE 621	Instruction & Assessment of Academic Literacy
ARE 641	Student Teaching Seminar
ARE 901	Student Teaching in Public School Classroom (6 units)

ATC DEGREE REQUIREMENTS

- Minimum 3.0 cumulative GPA
- Minimum grade of C in all required 18 units

ATC - TRACK I ENTRY REQUIREMENTS*

- Successful completion of the following courses with a grade of B- or higher: ARE 205, ARE 310, ARE 460 & ARE 515
- Minimum 2.5 GPA in an earned Academy of Art Bachelor's Degree in Art Education
- Pass the CBEST Examination
- Pass the CSET/Art Examination
- TB Health Certificate
- DOJ & FBI Clearances
- CPR & First Aid Workshop Certificate
- Resume
- 3 Letters of Recommendation

*See Admissions Requirements for details of general graduate school entry requirements.

Art Teaching Credential - Track II

UNIT REQUIREMENTS

MAJOR	30 UNITS
TOTAL	30 UNITS

ART TEACHING CREDENTIAL - TRACK II MAJOR COURSES MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	Overview of Art Education Theories and Practices
ARE 610	Teaching Audiences in a Diverse Society
ARE 611	Teaching Audiences with Special Needs
ARE 615	Integrating Technology into Art Education Settings
ARE 621	Instruction & Assessment of Academic Literacy
ARE 625	Curriculum Design and Planning
ARE 641	Student Teaching Seminar
ARE 901	Student Teaching in Public School Classroom (6 units)

ATC CREDENTIAL DEGREE REQUIREMENTS

- Minimum 3.0 cumulative GPA
- Minimum grade of C in all required 30 units

ATC - TRACK II ENTRY REQUIREMENTS*

- Minimum 2.5 GPA in an earned Bachelor's Degree (or higher)
- Pass the CBEST Examination
- Pass the CSET/Art Examination
- TB Health Certificate
- DOJ & FBI Clearances
- CPR & First Aid Workshop Certificate
- Resume
- 3 Letters of Recommendation

*See Admissions Requirements for details of general graduate school entry requirements.

Master of Arts in Teaching (MAT) Degree & Credential Program – Track I

MAT ART EDUCATION UNIT REQUIREMENTS

MAJOR	21 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	27 UNITS

MAT ART EDUCATION – TRACK I MAJOR COURSES

ARE 610	Teaching Audiences in a Diverse Society
ARE 611	Teaching Audiences with Special Needs
ARE 621	Instruction & Assessment of Academic Literacy
ARE 641	Student Teaching Seminar
ARE 901	Student Teaching in Public School Classroom (6 units)
COM 602	Visual Storytelling: Editing for Short-Form Video Content

MAT ART EDUCATION DEGREE & CREDENTIAL PROGRAM REQUIREMENTS – TRACK I

- Successful completion of Final Capstone Project
- Minimum 3.0 cumulative GPA
- Minimum grade of C in all required 27 units

MAT TRACK I – ENTRY REQUIREMENTS*

- Successful completion of the following courses with a grade of B or higher:
 - ARE 305 Educational Psychology
 - ARE 310 Curriculum Development for the Art Classroom
 - ARE 460 Senior Seminar in Art Education
 - ARE 515 Integrating Technology into Art Education Settings
- Minimum 2.5 GPA in an earned Bachelor's Degree (or higher)
- Pass the CBEST Examination
- Pass the CSET/Art Examination
- TB Health Certificate
- CTC Clearance
- CPR & First Aid Workshop Certificate
- Resume
- 3 Letters of Recommendation

*See Admissions Requirements for details of general graduate school entry requirements.

Master of Arts in Teaching (MAT) Degree & Credential Program - Track II

MAT ART EDUCATION UNIT REQUIREMENTS

MAJOR	33 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	39 UNITS

MAT ART EDUCATION – TRACK II MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	Overview of Art Education Theories and Practices
ARE 610	Teaching Audiences in a Diverse Society
ARE 611	Teaching Audiences with Special Needs
ARE 615	Integrating Technology into Art Education Settings
ARE 625	Curriculum Design and Planning
ARE 621	Instruction & Assessment of Academic Literacy
ARE 641	Student Teaching Seminar
ARE 901	Student Teaching in Public School Classroom (6 units)
COM 602	Visual Storytelling: Editing for Short-Form Video Content

MAT ART EDUCATION DEGREE & CREDENTIAL PROGRAM REQUIREMENTS – TRACK II

- Successful completion of Final Capstone Project
- Minimum 3.0 cumulative GPA
- Minimum grade of C in all required 39 units

MAT TRACK II – ENTRY REQUIREMENTS*

- Minimum 2.5 GPA in an earned Bachelor's Degree (or higher)
- Pass the CBEST Examination
- Pass the CSET/Art Examination
- TB Health Certificate
- CTC Clearance
- CPR & First Aid Workshop Certificate
- Resume
- 3 Letters of Recommendation

*See Admissions Requirements for details of general graduate school entry requirements.

Master of Arts [MA] in Art Education

MA UNIT REQUIREMENTS

MAJOR	27 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
+ STUDIO *	6 UNITS
TOTAL	36 UNITS

MA ART EDUCATION DEGREE REQUIREMENTS

- Successful completion of Final Capstone Project
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA ART EDUCATION REQUIRED MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	Overview of Art Education Theories and Practices
ARE 612	Addressing Language & Special Needs in an Inclusive Classroom
ARE 615	Integrating Technology into Art Education Settings
ARE 625	Curriculum Design and Planning
ARE 626	Innovative Instructional Design and Practices
ARE 640	Internship Placement & Concurrent Class Meetings
ARE 835	Capstone Project - Planning & Development
ARE 850	Capstone Project - Program Documentation

MA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 606 Crossing Borders: Art & Culture in a Global Society

Master of Arts [MA] in Art Education with Studio Emphasis

MA UNIT REQUIREMENTS

MAJOR	21 UNITS
+ ART & DESIGN CORE	24 UNITS
+ DIRECTED STUDY	6 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
+ ELECTIVE *	3 UNITS
TOTAL	60 UNITS

**Per director approval*

MA ART EDUCATION REQUIRED MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	Overview of Art Education Theories and Practices
ARE 612	Addressing Language & Special Needs in an Inclusive Classroom
ARE 615	Integrating Technology into Art Education Settings
ARE 625	Curriculum Design and Planning
ARE 626	Innovative Instructional Design and Practices
ARE 640	Internship Placement & Concurrent Class Meetings

MA ART EDUCATION DEGREE REQUIREMENTS

- Successful completion of Final Capstone Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Major Designated Graduate Liberal Arts

MA ART EDUCATION ART & DESIGN CORE COURSES

ANM 623	3D Modeling & Animation 1 (Maya)
COM 602	Visual Storytelling: Editing for Short-Form Video Content
FA 600	Figure Studio
FA 601	Drawing
FA 609	Painting
FA 631	Book Arts
GR 616	Making Ideas Visible
PH 600	Digital Photography Concepts & Techniques

MA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 601 Classical Aesthetics and the Renaissance

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 606 Crossing Borders: Art & Culture in a Global Society

UNDERGRADUATE COURSES

ARE 105 Overview of the Theories and Practices of Art Education

Understanding the full breadth of a program can help you prepare for success. Get insights into the history of art education, pedagogy, visual arts standards, advocacy, managing a classroom, and professional readiness.

ARE 305 Educational Psychology

Effective teaching starts with healthy psychological principles. Explore educational practices, student development and characteristics, learning processes, and teaching strategies to better understand your students, and yourself. [This course is cross-listed with GLA 600, ARE 600 and LA 305.]

ARE 310 Curriculum Development for the Art Classroom

Create lessons and curriculum for art classrooms, museums, and community settings. To support your Midpoint Review, you will organize your artwork, lessons, and journal reflections into an Art and Process Portfolio.

ARE 340 Learning to Talk About Art

Learn to engage your students' critical thinking in a variety of settings. As part of your required fieldwork, you'll gain experience leading engaging discussions about art in classrooms, museums, or community settings.

ARE 460 Senior Seminar in Art Education

Students in this final Art Education course will synthesize knowledge from previous coursework with comprehensive field experience in an art education setting i.e. turn theory into practice. Students will develop their own personal Art Education philosophy and mission statement as well as an advocacy plan. The course will also support preparation for their Final Review which will highlight their accomplishments as both an artist and educator.

ARE 515 Integrating Technology into Art Education Settings

Explore the full array of curriculum-based technologies being used in today's art education settings. 21st century teachers need to be fluent in technology literacy. This course, like ARE 615, fulfills a California Art Teaching Credential requirement.

ARE 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**



GRADUATE COURSES

ARE 600 Educational Psychology

Effective teaching starts with healthy psychological principles. Explore educational practices, student development and characteristics, learning processes, and teaching strategies to better understand your students, and yourself. [This course is cross-listed with GLA 600, ARE 305 and LA 305.]

ARE 601 Overview of Art Education Theories and Practices

Understanding the full breadth of your graduate program can lay the foundation for future success. Get insights into the history of art education, pedagogy, visual arts standards, advocacy, teaching in diverse art education environments, and professional readiness.

ARE 610 Teaching Audiences in a Diverse Society

Meet the diverse educational needs of students in a public school classroom. You'll learn strategies to identify student language needs—and how to adapt your lessons to address them—through course content, fieldwork, and observations.

ARE 611 Teaching Audiences with Special Needs

Effective public school teachers tailor their instruction to meet the specific needs of individual students in their classrooms. You will learn to adapt instruction for students with varying physical, social, and intellectual abilities.

ARE 612 Addressing Language & Special Needs in an Inclusive Classroom

Creating an inclusive classroom is both a requirement and a necessity in the 21st century. You'll learn skills and strategies to meet the needs of a diverse mix of students.

ARE 615 Integrating Technology into Art Education Settings

Explore the full array of curriculum-based technologies being used in today's art education settings. 21st century teachers need to be fluent in technology literacy. This course fulfills a California Art Teaching Credential requirement.

ARE 621 Instruction & Assessment of Academic Literacy

It is the job of every Public School educator to improve a child's success through development of their literacy skills. You'll learn strategies to help your students improve their ability to read, speak, and write about art, using fundamentals of language acquisition theory, reading comprehension, and critical thinking.

ARE 625 Curriculum Design and Planning

Fill your art education toolbox with curriculum units, lesson plans, critique strategies, collaborative practices, and how to create art environments for diverse learners.

ARE 626 Innovative Instructional Design and Practices

Broaden your art education perspective beyond traditional ideas. You will develop innovative art lessons and original art programs that can be implemented in your Capstone Project courses and in your future classrooms.

ARE 640 Internship Placement & Concurrent Class Meetings

Put theory to practice by being immersed in a teaching environment. You will spend 90 hours (spread across the semester) practicing all that you have learned in a real-world Art education environment. Share your experiences—the strengths, challenges, and reflections—with classmates.

ARE 641 Student Teaching Seminar

Review the different components of your credential program so you can move from theory to practice in your dynamic and challenging classroom. With your instructor's support, you will synthesize all that you have learned, so you can succeed as a student teacher.

ARE 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

ARE 810 GDS - MAT Capstone: The Artist/Educator Documentary

Create a professional video documentary that highlights the breadth and depth of your skills as an artist and educator. You'll integrate your art education philosophy, teaching experience and art portfolio into a dynamic digital tool for your professional career.

ARE 820 DS Mentorship Forum - MAT Capstone: The Art Advocacy Project

Advocate for Art Education! You will research and develop a multi-media presentation that provides evidence on the importance and necessity of art education in the 21st century.

ARE 835 Capstone Project - Planning & Development

You'll concept, plan, develop, and implement an original art education program—and document it all. In this first part of a two-course sequenced Capstone project, enjoy the freedom to design HOW your program will run, and WHO, WHAT, and WHERE you teach.

ARE 850 Capstone Project - Program Documentation

Put your program to the test. This second Capstone course focuses on the implementation and documentation of the original Art Education program you created in ARE 835.

ARE 901 Student Teaching in Public School Classroom

You will keep a record of all of your insights, ideas, and concerns in a written online journal each week so your instructor can plan how to best serve your individual needs. A supervisor from Academy of Art University will observe you at your school site at least six times and give useful feedback that we will review in class. The final component of 901 will address how to prepare for the required CALTPA state assessments.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**



ART HISTORY



The masterpieces of the past set precedents for the future. Art historians curate inspiration for the next generation.



Art Historians have the power to create the context in which future generations view art. Great art historians possess the unique ability to bring the artists of the past alive and make their work relevant in today's world.

WHAT WE OFFER

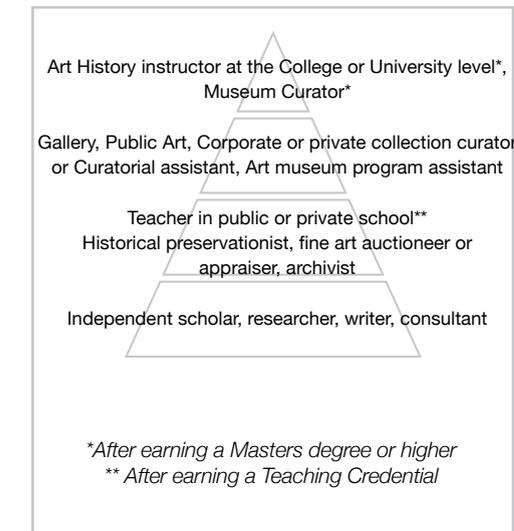


Academy of Art University's Art History program is a one-of-a-kind experience, blending academic inquiry and practice with one of the most extensive studio art and design programs in the world. Throughout this comprehensive program, you will discover the power of art and be able to make a lasting contribution to the cultural landscape.

Academy of Art University celebrates the artistic traditions of the past and encourages emerging artists and scholars to situate themselves in this cultural continuum. Students completing their Art History degree at Academy of Art University will have the opportunity to develop their studio practice while gaining an in-depth knowledge of art history. Studio classes make up approximately half of the major's curriculum and students will produce a portfolio of work within a specialized area of fine art as well as a written senior thesis.



CAREER PATHS



DEGREE REQUIREMENTS

Bachelor of Arts [BA] in Art History

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	27 UNITS
MAJOR*	9 UNITS
MAJOR ELECTIVES	24 UNITS
+ STUDIO	12 UNITS
+ LIBERAL ARTS**	36 UNITS
+ ELECTIVES	12 UNITS
TOTAL	120 UNITS

*Advanced Studies Art History

**Non-Art History General Education

BA ART HISTORY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, studio coursework, LA 107 Writing for the Multilingual Artist or LA 108 Composition for the Artist, and LA 202 English Composition: Creative Persuasion & Argument or LA 207 Persuasion & Argument for the Multilingual Writer.

- Minimum 2.0 GPA and the following general education requirements:

- 4 European Foreign Language courses
- 1 Written Communications: Composition course
- 1 Written Communications: Expository Writing course
- 1 Western Civilization course
- 1 Quantitative Literacy course
- 1 Employment Communications & Practices course
- 1 Cultural Ideas & Influences course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BA ART HISTORY CORE COURSES

AHS 116	Looking at Art and Design
AHS 120	Art History through the 15th Century
AHS 121	Art History through the 19th Century
AHS 222	20th Century Art for Art History Majors
AHS 327	Art of the Classical World
AHS 466	Art History Senior Thesis
LA 220	American Art History
LA 326	Topics in World Art
LA 333	Art of the Middle Ages

BA ART HISTORY ADVANCED STUDIES IN ART HISTORY COURSES

CHOOSE THREE:

LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	Art of the Dutch Golden Age
LA 432	Art of Spain: From El Greco to Picasso
LA 434	History of Asian Art
LA 464	Dada & Surrealism

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: EXPOSITORY WRITING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer

EUROPEAN FOREIGN LANGUAGE

CHOOSE FOUR FROM ONE LANGUAGE:

LA 260	French 1: Basic Grammar & Speech
LA 262	French 2: Conversational French
LA 267	Italian 1: Basic Grammar & Speech
LA 268	Spanish 1: Basic Grammar & Speech
LA 269	Italian 2: Conversational Italian
LA 273	Spanish 2: Conversational Spanish
LA 392	French 3: Reading & Writing
LA 393	Spanish 3: Reading & Writing
LA 397	Italian 3: Reading & Writing
LA 492	French 4: Proficiency
LA 493	Spanish 4: Proficiency
LA 497	Italian 4: Proficiency

WESTERN CIVILIZATION

LA 171	Western Civilization
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QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art*
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

*Core Requirement

Bachelor of Fine Arts [BFA] in Art History

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	27 UNITS
MAJOR*	9 UNITS
MAJOR ELECTIVES	9 UNITS
+ STUDIO	33 UNITS
+ LIBERAL ARTS**	36 UNITS
+ ELECTIVES	6 UNITS
TOTAL	120 UNITS

*Advanced Studies Art History

**Non-Art History General Education

BFA ART HISTORY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, studio coursework, LA 107 Writing for the Multilingual Artist or LA 108 Composition for the Artist, and LA 202 English Composition: Creative Persuasion & Argument or LA 207 Persuasion & Argument for the Multilingual Writer.
- Minimum 2.0 GPA and the following general education requirements:
 - 4 European Foreign Language courses
 - 1 Written Communications: Composition course
 - 1 Written Communications: Expository Writing course
 - 1 Western Civilization course
 - 1 Quantitative Literacy course
 - 1 Employment Communications & Practices course
 - 1 Cultural Ideas & Influences course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA ART HISTORY CORE COURSES

AHS 116	Looking at Art and Design
AHS 120	Art History through the 15th Century
AHS 121	Art History through the 19th Century
AHS 222	20th Century Art for Art History Majors
AHS 327	Art of the Classical World
AHS 466	Art History Senior Thesis
LA 307	History of Aesthetics
LA 326	Topics in World Art
LA 333	Art of the Middle Ages

BFA ART HISTORY ADVANCED STUDIES IN ART HISTORY COURSES

CHOOSE THREE:

LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	Art of the Dutch Golden Age
LA 432	Art of Spain: From El Greco to Picasso
LA 434	History of Asian Art
LA 464	Dada & Surrealism

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: EXPOSITORY WRITING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer

EUROPEAN FOREIGN LANGUAGE

CHOOSE FOUR FROM ONE LANGUAGE:

LA 260	French 1: Basic Grammar & Speech
LA 262	French 2: Conversational French
LA 267	Italian 1: Basic Grammar & Speech
LA 268	Spanish 1: Basic Grammar & Speech
LA 269	Italian 2: Conversational Italian
LA 273	Spanish 2: Conversational Spanish
LA 392	French 3: Reading & Writing
LA 393	Spanish 3: Reading & Writing
LA 397	Italian 3: Reading & Writing
LA 492	French 4: Proficiency
LA 493	Spanish 4: Proficiency
LA 497	Italian 4: Proficiency

WESTERN CIVILIZATION

LA 171	Western Civilization
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QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art*
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

*Core Requirement

STUDIO FOUNDATIONS

AHS 114	Traditional Materials, Tools, & Techniques in Art
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 125	Color and Design
FND 131	Figure Modeling

STUDIO FOCUS

CHOOSE SIX:

FA 110	Still Life Painting 1
FA 121	Intermediate Figure Drawing
FA 143	Silkscreen 1
FA 145	Printmaking
FA 211	Introduction to Painting: Figure
FA 213	Introduction to Anatomy
FA 222	Heads & Hands
FA 224	Composition & Painting
FA 241	Book Arts 1
FA 325	Mixed Media Drawing & Painting 1
FA 345	Mixed Media/Printmaking
FA 493	Study Abroad
FA 493	Study Abroad: Painting in Florence, Italy
FA 493	Study Abroad: Printmaking in Florence, Italy
FASCU 130	Sculpture 1
FASCU 231	Ceramics: Expressions in Clay
FASCU 233	Moldmaking
FASCU 234	Head & Figure Sculpture
FASCU 270	Ecorche
FND 116	Perspective
ILL 120	Clothed Figure Drawing 1
ILL 220	Clothed Figure Drawing 2
ILL 493	Study Abroad



Master of Arts [MA] in Art History

MA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	3 UNITS
+ STUDIO	3 UNITS
Total	36 UNITS

MA ART HISTORY REQUIRED MAJOR COURSES

AHS 600	Art History Methodologies & Theory
AHS 750	Midpoint Thesis & Research
GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 606	Crossing Borders: Art & Culture in a Global Society

CHOOSE FIVE:

AHS 610	Ancient Greek Art: the Foundation of Western Civilization
AHS 612	Egyptian Art & Archaeology – To the Death of Cleopatra VII
AHS 613	Medieval Art: From Carolingian to Gothic
AHS 620	Italian Renaissance Art
AHS 621	Art of the Northern Renaissance
AHS 622	Art of the Italian Baroque
AHS 623	Art of the Dutch Golden Age
AHS 634	Dada and Surrealism
AHS 635	Chinese Painting: Ming to Modern
AHS 636	Modern Painting and Sculpture from 1850 to the 1960s
AHS 800	Directed Study
GLA 607	Art & Ideas of the Enlightenment
GLA 903	Seminar in Great Britain

MA ART HISTORY DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
- Reading proficiency in one of the following languages: French, German, Italian or Spanish*

**If proficient in another European language that is not listed, consult with Admissions Office.*

NOTE: Students must demonstrate reading proficiency in at least one European language prior to graduation. European language coursework cannot apply toward the Master's Degree.

STUDIO COURSES

CHOOSE ONE:

FA 600	Figure Studio
FA 601	Drawing
FA 609	Painting
FA 630	Color Theory
FA 631	Book Arts
FASCU 620	Figure Modeling

MA ART HISTORY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 606	Crossing Borders: Art & Culture in a Global Society*
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**Core Requirement*



UNDERGRADUATE COURSES

AHS 114 Traditional Materials, Tools, & Techniques in Art

Learn about the materials, tools, and techniques of the past and present. You'll explore art and the art making process through hands-on studio work, theoretical investigation, weekly written assignments, and a final research paper that focuses on a particular material/technique.

AHS 116 Looking at Art and Design

Explore the fundamental building blocks of art history through the study of painting, sculpture, graphic art, and other media to gain an art historical and cultural appreciation of two- and three-dimensional art.

AHS 120 Art History Through the 15th Century

Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods.

AHS 121 Art History Through the 19th Century

Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century.

AHS 222 20th Century Art for Art History Majors

Study Western fine art movements from the late 19th century to the present including Post-Impressionism, Expressionism, Fauvism, Art Nouveau, Cubism, Futurism, Dadaism, Surrealism, Abstract Expressionism, Minimalism, Pop Art, Performance Art, Graffiti, and Post-Modernism.

AHS 327 Art of the Classical World

Gain insights into the art, architecture, and history of the ancient classical era, Greece and Rome, Mesopotamia and Egypt, through a study of historical context, literary, and philosophical texts of the era.

AHS 466 Art History Senior Thesis

Research and write your final undergraduate art history thesis. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

Additional Art History courses are listed under Liberal Arts courses starting on page 629.

VIEW the schedule, prerequisites, and course fees & REGISTER at <https://catalog.academyart.edu>

GRADUATE COURSES

AHS 600 Art History Methodologies & Theory

Learn art-historical methods and historiography, with an emphasis on historical development of current practices, interpretive methodology, critical theory, debates within the field, and cross-disciplinary dialogues. You will consider the definition of and approach to art-historical problems from late Renaissance to the present.

AHS 610 Ancient Greek Art: the Foundation of Western Civilization

Study the art, archaeology, architecture, and ideology that comprised the foundation of the ancient Greek civilization and how it has influenced Western culture, becoming ingrained in the values and arts of today.

AHS 612 Egyptian Art & Archaeology - To the Death of Cleopatra VII

Examine the art and archaeology of Egypt from the earliest times to the death of Cleopatra VII. You will critically analyze Egyptian Art and its influence in the West through the study of primary and secondary source material

AHS 613 Medieval Art: From Carolingian to Gothic

Trace the development of art and architecture from the Carolingian to the Gothic periods focusing on the Gothic Style, as well as works from early Christianity, Byzantium, and Islam to explore cross-cultural exchange of the time.

AHS 620 Italian Renaissance Art

Examine the art, artists, architecture, and historical context of Italy from 1300 to 1600 through a close reading of primary and secondary source material and an exploration of the works themselves.

AHS 621 Art of the Northern Renaissance

Explore the artistic work of Northern Europe, including Netherlands, Flanders, France, Germany and England, from 1300 to 1600, through a close reading of primary and secondary source material and an exploration of the works themselves.

AHS 622 Art of the Italian Baroque

Study Italian art and architecture from 1600 to 1700 through an appraisal of the art in its context alongside a close reading of primary and secondary source material.

AHS 623 Art of the Dutch Golden Age

Survey the works of Rembrandt, Rubens, Van Dyck, Vermeer, Hals, and others through a study of the art of the 17th century Dutch Republic and its environs.

AHS 634 Dada & Surrealism

Study the art, philosophy and film of international Dada and Surrealist artists whose work became a turning point in the evolution of modern art history, and examine both movements through the lens of Modernism and postmodernism. [This course is cross-listed with LA 464.]

AHS 635 Chinese Painting: Ming to Modern

Study painted artworks from China Ming to present day, with a particular focus on works of the literati, the influence of the art market, and historical context, as well as the art revolution and the interactions with the West.

VIEW the schedule, prerequisites, and course fees & REGISTER at <https://catalog.academyart.edu>

AHS 636 Modern Painting and Sculpture from 1850 to the 1960s

Examine modern art, primarily of Western Europe and the United States, from the mid-19th to the mid-20th century through a study of aesthetics of originality, nonconformity, and newness as well as how modern art is connected to major societal shifts that occurred during these periods.

AHS 650 Collections Care & Curatorial Practices

AHS 650 explores administrative practices within museums, and aspects of collections management, which are often influenced by the social and political values of society. Students will study the principles and practice of collections management and care, and gain familiarity with established professional standards concerning collections development, care, and curatorial practice that form the foundation for many museum activities.

AHS 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

AHS 750 Midpoint Thesis & Research

Students will prepare, research, and edit their thesis proposal, culminating in the presentation of their Midpoint Review. Passing the course and Midpoint Review will allow students to move on and enroll in their respective AHS Directed Study, in which they will use the work they've completed in AHS 750 to write an original MA Thesis.

AHS 800 Directed Study

As a Master of Arts degree candidate, you'll complete course assignments to develop the writing and research skills needed to successfully complete your written MA thesis. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

AHS 810 Art History Thesis - Greek Art

Write an original thesis on Greek Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 812 Art History Thesis: 18th and 19th Century Art

Write an original thesis on a subject pertaining to the 18th and 19th century. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 821 Art History Thesis - Italian Renaissance

Write an original thesis on Italian Renaissance Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 822 Art History Thesis - Northern Renaissance

Write an original thesis on Northern Renaissance Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 824 Art History Thesis - Gothic Art & Architecture

Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the Gothic period. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis, and criticism.

AHS 825 Art History Thesis – High Renaissance / Mannerism / Baroque

Write an original thesis on High Renaissance / Mannerism / Baroque Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 826 Art History Thesis: Medieval Art

Write an original thesis on Medieval Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 832 Art History Thesis - Dutch Art

Write an original thesis on a Dutch Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 838 Art History Thesis: Modern Art

Write an original thesis on Modern Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 845 Art History Thesis: American Art

Write an original thesis on American Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 850 Art History Thesis - 20th Century

Write an original thesis on 20th Century Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.



COMMUNICATIONS AND MEDIA TECHNOLOGIES

The On-Demand Storyteller

There never has been a more exciting time in media. Advancing audio and video technology is giving us new ways to enjoy, produce and distribute information. Content is still king—making the broadcasting skills that we'll teach you even more valuable.

The next generation of storyteller is a multimedia journalist who combines reporting, editing and producing skills in short form video. With a reel containing podcasts, webisodes and segments, you'll be on demand for the information revolution around us.



WHAT WE OFFER

Learn to write, edit, shoot, produce, host, report, and broadcast across all types of media.

Be on camera or learn to direct camera talent: in the studio, or on location. The choice is up to you! Learn the jobs of the News Anchor, Host, Video Journalist, Multimedia Journalist, and more! Multiplatform. Cutting edge. Hands-On. Start your career now.

Create professional media content for the Internet, radio, TV, cable, broadcast syndication, and more!

Become a media expert in art, design, news, fashion, entertainment, sports, technology, food, or any specialty that interests you. Develop scripts, features, articles and other written content for media coverage in various platforms. Do in-depth, feature-length investigations, or a series of investigations, just like the pros do.

Learn production skills: produce broadcast-ready video content that adheres to professional standards.

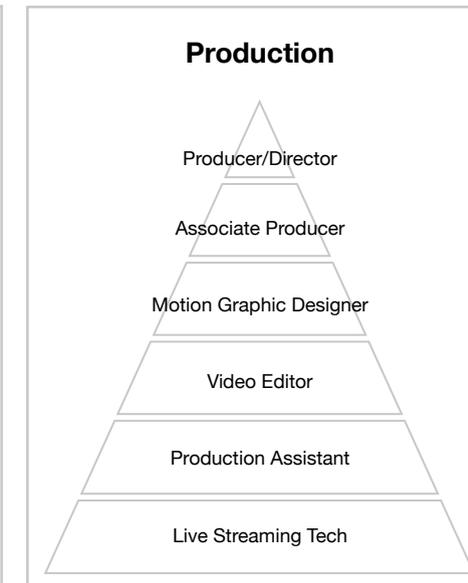
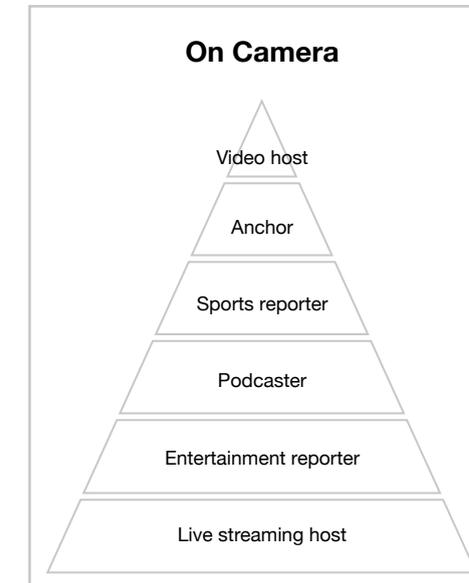
Use and create interactive content and web designs to promote and enhance your media projects.

Learn from the best: Our faculty consists of well-known industry pros with years of experience.

Do all of this while getting a minor in a field of art and design.



CAREER PATHS



DEGREE REQUIREMENTS

Bachelor of Arts [BA] in Communications and Media Technologies

BA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	18 UNITS
+ MAJOR ELECTIVES	15 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BA COMMUNICATIONS AND MEDIA TECHNOLOGIES CORE COURSES

COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
COM 103	You Media: Short Form Production 1
COM 104	Your On-Camera Presence
COM 105	Creative Writing for the Digital Landscape
COM 150	Introduction to Radio/ Podcasting
COM 200	Multiplatform Content Creation
COM 210	Multiplatform Content Live
COM 202	Social Media Production & Branding
COM 400	In-Depth Project: The Competition

COM 495	Your Media Portfolio: The Resume and Beyond
GR 102	Design Technology: Digital Publishing Tools
IXD 205	Motion Graphics 1

MAJOR ELECTIVES OR MINOR

Students may opt to minor in any field of art and design with the intent of enriching their practice in their major area of study. Minors are achieved by completing a purposeful selection of classes within another art and design discipline, typically including a broad experience of the history, aesthetics, and basic skills of that discipline. See advisor for a list of minor course options.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

Master of Arts [MA] in Communications and Media Technologies

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ ELECTIVES*	3 UNITS
TOTAL	36 UNITS

* Per director approval

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 36 units

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES REQUIRED MAJOR COURSES

COM 602	Visual Storytelling: Editing for Short-Form Video Content
COM 603	Visual Storytelling Production
COM 604	On-Camera Performance for Multiplatform Media
COM 610	Media Production: Working with the Client
COM 620	Multiplatform Specialty Writing
COM 635	Social Media Production & Branding
COM 650	Multiplatform Production: Original Series
COM 690	Final Thesis: Your Media Portfolio
IXD 613	Motion Graphics and Video
	+ 2 Major courses



UNDERGRADUATE COURSES

COM 102 Visual Storytelling: Editing

Fundamentals for Short-Form Video Content

Editing can be a persuasive storytelling tool. Using your own original footage, you'll gain basic editing skills—including importing, exporting, audio mixing, and color correction—to increase the emotional impact and user engagement of your videos.

COM 103 You Media: Short Form Production 1

Short, snackable video content is on the rise. You'll use your audio/video storytelling skills in a collaborative setting to produce, direct, shoot, and edit short form videos for a variety of media platforms.

COM 104 Your On-Camera Presence

Explore the two sides of camera work. You'll work both on-camera and behind-the-camera to develop your vocal and visual presentation skills, production know-how, interview techniques, and tips for studio, on location, and green screen work.

COM 105 Creative Writing for the Digital

Landscape

Writing is paying attention. You'll gain writing and reporting skills to create compelling entertainment, news, informational, and instructional stories for web, radio, and television.

COM 106 Sports & Media

Sports journalism is evolving. You'll get up to speed with hands-on experience in sports announcing and broadcasting, web reporting, and writing feature and news articles for digital and print.

COM 115 Digital Tools for Creative Professionals

Learn the tech and tools to build a mobile app. You'll gain skills in HTML, user interface, fonts, color models, image manipulation, vector drawing, interactive forms, animation, and other interactive media to make a unique working webapp.

COM 141 Storytelling: From Telephone to

Transmedia

Discover the power of storytelling. You'll explore the impact storytelling has on various institutions, audiences, and events and study how telling stories across multiple mediums is shaping the future of multimedia communication.

COM 150 Introduction to Radio/Podcasting

Produce your own podcasts. You'll learn the professional roles associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities.

COM 200 Multiplatform Content Creation

Designed to be taken concurrently with COM 210, this course emphasizes the ability to produce 2-minute video storytelling content that can be used in multi-platforms.

COM 202 Social Media Production & Branding

Develop a comprehensive modern marketing campaign. You'll use branding videos, influencers, product placement, social media, event marketing, analytics, and public speaking skills to promote your own product.

COM 208 Dynamic Drone Imagery

Students will be introduced to and gain hands-on experience with exciting capabilities presented by the emerging field of Small Unmanned Aerial Systems (sUAS). Students will conduct aerial cinematography exercises by flying various drones to create dynamic aerial footage. The course is divided between Ground School and the Flight Line Instruction. Topics include flight physics, aerial cinematography, flying in the National Airspace, FAA rules & regulations. [This course is cross-listed with COM 608.]

COM 209 Gender, Race, & Class in Media

Examine representations of gender, race, and class in the media. You'll explore how the shift to the audience becoming content creators—on social media, in film, television, and journalism—shapes social constructs, and learn to use various critical theories to deconstruct and analyze media. [This course is cross-listed with LA 209.]

COM 210 Multiplatform Content Live

Using video content created in COM 200, students will be able to produce a 30-minute production that will be televised and streamed. Each show, students will rotate positions so they learn the various on-camera and off-camera responsibilities needed to get a 30-minute program on the air.

COM 212 The History of African American Athletes in the Media

This course provides a historical overview of the relationship between African American athletes and the media in the United States. It explores the careers of Muhammad Ali, Wilma Rudolph, Maya Moore, Colin Kaepernick and others through a historical, psychological, political, and social lens, with an eye toward outcomes and consequences. [This course is cross-listed with LA 212.]

COM 230 Motion Graphics for Digital Media

You'll gain the design skills and aesthetic eye to create dynamic motion graphics and animation for compelling stories on broadcast, web, and mobile platforms.

COM 250 Podcast Production and Promotion

Explore podcasts from start to finish. You'll write, host, record, and edit an original feature-length podcast to publish on iTunes and promote it using social media. Learn how concept development and various formats and styles affect a podcast. [This course is cross-listed with COM 750 and LA 250.]

COM 302 Producing Live Media

The show must go on. See what it takes to create live television programs. Working in studio and on location, you'll learn both creative and technical aspects of a broadcast as you perform the duties of each crew member.

COM 306 Play by Play - Spring Sports

Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you'll gain the advanced skills to create compelling play-by-play segments for spring sports.

COM 307 Play by Play - Fall Sports

Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you'll gain the advanced skills to create compelling play-by-play segments for fall sports.

COM 351 Media Station Management

Get hands-on experience managing Urban Knights Radio, our vibrant radio/podcasting media station. You'll learn to analyze trends and audience data to program, promote, and market the station using targeted program sweepers, promos, radio segments, and feature-length podcasts. [This course is cross-listed with LA 351.]

COM 400 In-Depth Project: The Competition

Come on down! You'll study the history, personalities, and current trends to design, pitch, and participate in an unscripted competition show based on your original concept.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

COM 420 In-Depth Project: Studio Entertainment Series

Live TV will keep you on your toes. You'll experience various roles—host, on-camera talent, producer, videographer, and editor—to produce a weekly live studio series covering entertainment, fashion, or other specialty genres.

COM 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

COM 495 Your Media Portfolio: The Resume and Beyond

Artist-entrepreneurs wanted. To increase your hire-ability, you'll develop a personal brand strategy that includes a resume, demo reel, website, social media plan, a unique logo, and a professional business name. You will also be interviewed by professional hiring managers.

COM 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

COM 499 Multimedia Communications Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

COM 500 Internship in Communications and Media Technologies

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

COM 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.



GRADUATE COURSES

COM 602 Visual Storytelling: Editing for Short-Form Video Content

Editing is a powerful storytelling tool. You'll gain and use your audio and video editing skills, along with media management and distribution techniques, to tell your creative stories across all screens.

COM 603 Visual Storytelling Production

As a graduate student you'll create a series of short pieces on a variety of topics such as entertainment, news, fashion, food, reality television, technology, sports, or art and design.

COM 604 On-Camera Performance for Multiplatform Media

Go beyond broadcast performance. You'll use live streaming, social networks, and mobile communications to acquire new techniques for engaging an audience. Industry insiders will coach you in voice and movement to draw out your personality and instill professional performance and directing skills.

COM 608 Dynamic Drone Imagery

Students will be introduced to and gain hands-on experience with exciting capabilities presented by the emerging field of Small Unmanned Aerial Systems (sUAS). Students will conduct aerial cinematography exercises by flying various drones to create dynamic aerial footage. The course is divided between Ground School and the Flight Line Instruction. Topics include flight physics, aerial cinematography, flying in the National Airspace, FAA rules & regulations. [This course is cross-listed with COM 208.]

COM 610 Media Production: Working with the Client

Create a real-world production for a non-profit client. You'll perform a variety of roles to create media content, including concept, pitch, development, pre-production, and production.

COM 620 Multiplatform Specialty Writing

Master short-form writing for all media. You'll learn to gather and synthesize original interviews with information from personal contacts, email, social networks, and published material to write stories for audio, video, and the web.

COM 630 Motion Graphics for Digital Media

You'll gain the design skills and aesthetic eye to create dynamic motion graphics and animation for compelling stories on broadcast, web, and mobile platforms.

COM 635 Social Media Production & Branding

Develop a comprehensive modern marketing campaign. You'll use branding videos, influencers, product placement, social media, event marketing, analytics, and public speaking skills to promote your own product.

COM 650 Multiplatform Production: Original Series

Develop a binge-able series. Work as a series producer, associate producer, segment producer, and talent on your original series.

COM 690 Final Thesis: Your Media Portfolio

Prepare your portfolio for prime time. Applying your own creative and individual brand, you'll work to align your professional reel, your personal web presence, and social network with the professional practices today's media industry demands.

COM 695 Collaborative Project

If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project where you will put the knowledge and skills you have acquired to work in a real-world setting. Contact your student services advisor for details.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

COM 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

COM 700 In-Dept Project: The Competition

Come on down! You'll study the history, personalities, and current trends to design, pitch, and participate in an unscripted competition show based on your original concept.

COM 702 Producing Live Media

The show must go on. See what it takes to create live television programs. Working in studio and on location, you'll learn both creative and technical aspects of a broadcast as you perform the duties of each crew member.

COM 720 In-Dept Project: Studio Entertainment Series

Live TV will keep you on your toes. You'll experience various roles—host, on-camera talent, producer, videographer, and editor—to produce a weekly live studio series covering entertainment, fashion, or other specialty genres.

COM 750 Podcast Production and Promotion

Explore podcasts from start to finish. You'll write, host, record, and edit an original feature-length podcast to publish on iTunes and promote it using social media. Learn how concept development and various formats and styles affect a podcast. [This course is cross-listed with COM 250 and LA 250.]

COM 766 Play by Play – Spring Sports

Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you'll gain the advanced skills to create compelling play-by-play segments for spring sports.

COM 767 Play by Play – Fall Sports

Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you'll gain the advanced skills to create compelling play-by-play segments for fall sports.

COM 900 Internship in Communications and Media Technologies

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative x and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

COM 990 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.



FASHION



If it's in you, we'll bring it out of you.

Fashion moves fast. A transforming industry that resets itself every season requires an agile, adapting curriculum. Ours happens to be like no other fashion school in this country. International in scope, the program combines European technique, New York industry savvy and a streak of Californian cool.

You'll be taught the basics and then guided to find your own fashion path culminating on the bright lights of the runway. Our school holds three fashion shows a year to launch the careers of our future design stars.

Throughout your journey, you will be mentored by professionals trained at houses such as Alexander McQueen, Calvin Klein, Oscar de la Renta and Vivienne Westwood.

Fashion is a calling. When you're ready to devote yourself to it, call us.



WHAT WE OFFER

New York Fashion Week: Since 2005, Academy of Art University has been the first and only school to present both fall and spring graduate collections during New York Fashion Week.

Graduation Fashion Show and Awards Ceremony: The Graduation Fashion Show is an industry event attracting press from major fashion publications, recruiters, executives and top designers such as Azzedine Alaïa, Yigal Azrouël, Sarah Burton, Oscar de la Renta, Alexander McQueen, Zac Posen, Ralph Rucci, and Walter Van Beirendonck.

Real-World Projects: Academy of Art University collaborates with industry companies on projects, competitions and sponsorship. Companies include Abercrombie & Fitch, Banana Republic, Loro Piana, Mokuba, Nordstrom and Swarovski.

Internships: The university works with international brands and recruitment agencies on internships and job placement.

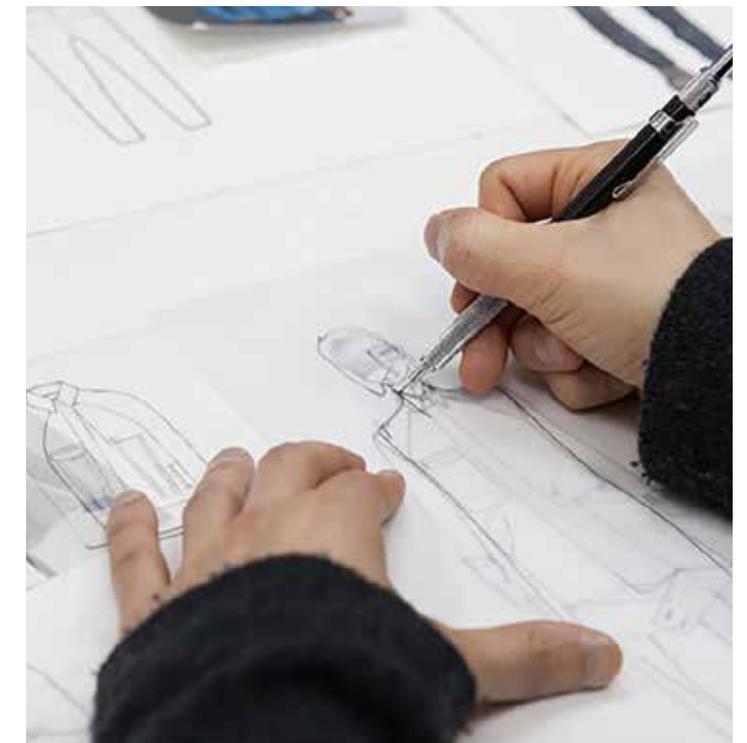
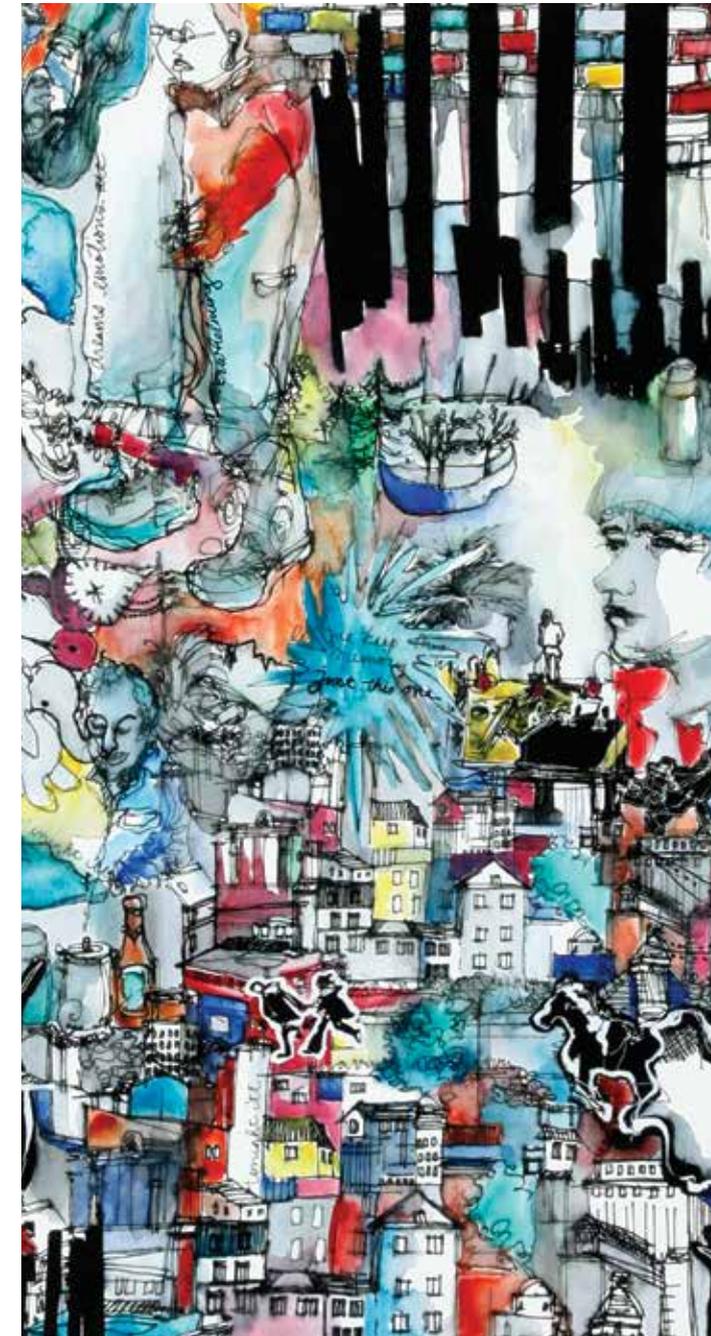
French Exchange Program: Since 1998, through the Sister City Scholarship Exchange Program, the university awards scholarships to fashion students to study at two of the best fashion schools in Paris: Studio Berçot and L'École de la Chambre Syndicale de la Couture Parisienne.

State-of-the-art Facilities: The School of Fashion has industry-standard equipment for sewing, textiles, silk screens, pattern drafting, and more. The department also provides two Stoll America Industrial Knitting production machines, 16 single bed and ten double bed knitting machines, two industrial linkers and two domestic linkers.

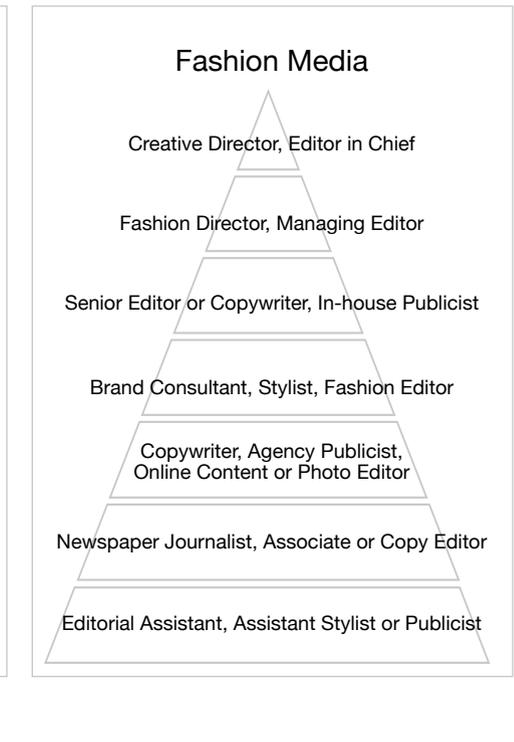
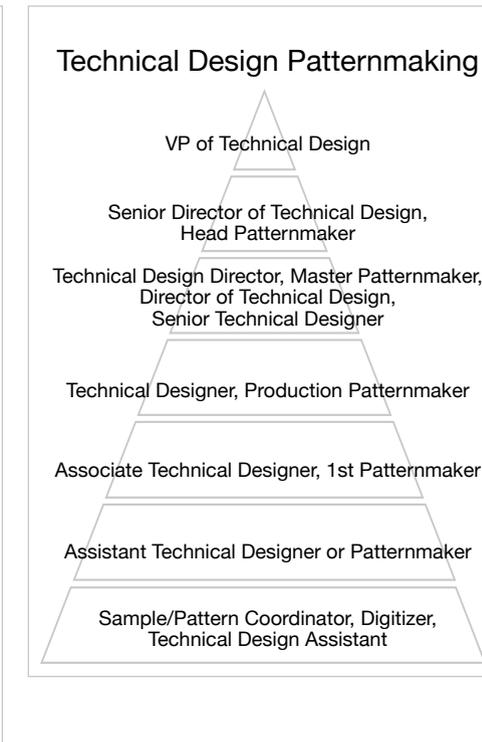
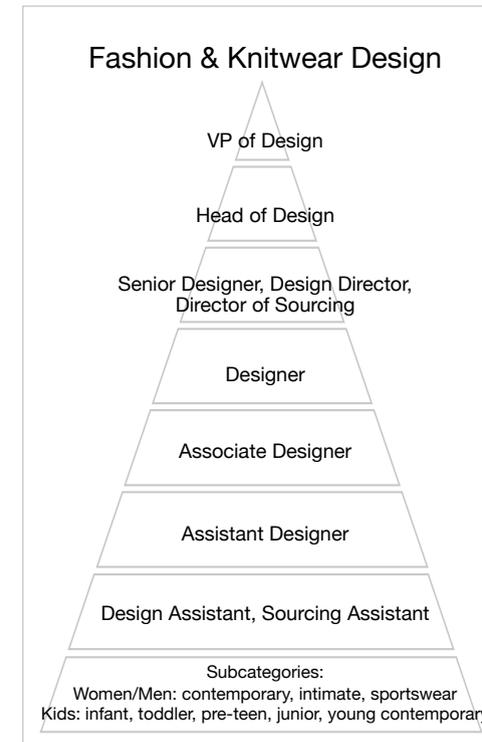
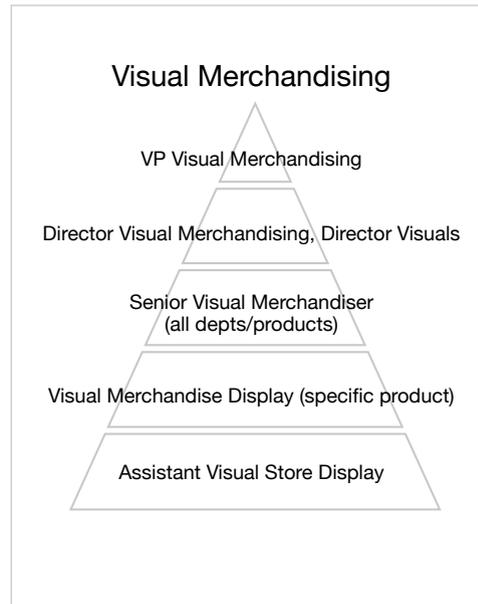
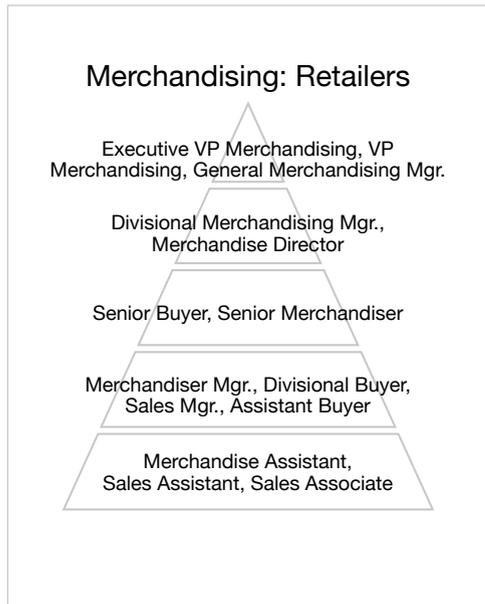
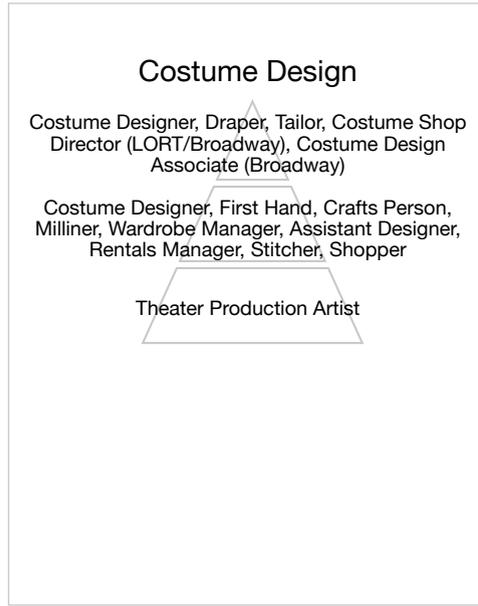
Professional Faculty: School of Fashion's instructors are professionals working in the fashion industry.

180 Magazine: The School of Fashion publishes 180 Magazine as an outlet for Fashion Journalism and Fashion Styling students who produce shoots, interview designers and write articles on the intersection of fashion and culture.

SHOP657: From product development to merchandising and design of the space to sales, the store is entirely student-driven, giving Academy of Art University students the real-world experience of curating alumni and student-produced collections.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Fashion Communication

(Effective 07/03/2023, formerly Associate of Arts [AA] in Fashion Journalism)

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA FASHION COMMUNICATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA FASHION COMMUNICATION DEGREE REQUIREMENTS

FSH 108	Foundations of Fashion Journalism
FSH 105	Introduction to the Fashion Business
FSH 118	Fashion Research & Reporting
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 168	Digital Tools for Fashion Media
FSH 184	Styling
FSH 218	Bloggging: Content Creation & Promotion
FSH 288	Fashion Features & Storytelling
PRO 314	Social Media Content Development
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

Associate of Arts [AA] in Fashion Marketing

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA FASHION MARKETING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Art Historical Awareness course
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course
 - 1 Fundamental Math

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

Associate of Arts [AA] in Fashion Merchandising

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA FASHION MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course
 - 1 Fundamental Math

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA FASHION MARKETING CORE COURSES

FSH 105	Introduction to the Fashion Business
FSH 107	Visual Communication Tools for Fashion
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 210	Fashion Manufacturing
FSH 213	Fashion Marketing 2
FSH 215	Retailing and Management
FSH 252	Visual Merchandising 1
FSH 323	Fashion Trend Analysis
FSH 345	Brand Marketing

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
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FUNDAMENTAL MATH

LA 255	College Math
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AA FASHION MERCHANDISING REQUIRED CORE COURSES

FSH 105	Introduction to the Fashion Business
FSH 107	Visual Communication Tools for Fashion
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 210	Fashion Manufacturing
FSH 215	Retailing and Management
FSH 250	Buying Fundamentals
FSH 252	Visual Merchandising 1
FSH 323	Fashion Trend Analysis
FSH 368	Accessories Merchandising

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 244/FSH 244	History of Fashion

FUNDAMENTAL MATH

LA 255	College Math
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Associate of Arts [AA] in Fashion Product Development

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist

- Minimum 2.0 GPA and the following general education requirements:

- 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course
- After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.*

Associate of Arts [AA] in Fashion Styling

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA FASHION STYLING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist

- Minimum 2.0 GPA and the following general education requirements:

- 2 Art Historical Awareness courses
- 1 Written Communication: Composition course
- 1 Written Communication: Critical Thinking course
- 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA FASHION PRODUCT DEVELOPMENT CORE COURSES

FSH 100	Drawing for Fashion
FSH 101	Fashion Visual Research and Design Development
FSH 109	Introduction to Fashion Product Design
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 164	Fashion Sewing Techniques
FSH 209	Advanced Sketching and Line Development
FSH 210	Fashion Manufacturing
FSH 220	Construction/Draping/Flat
FSH 259	Pre-Production

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 244 History of Fashion

AA FASHION STYLING REQUIRED CORE COURSES

FSH 105	Introduction to the Fashion Business
FSH 108	Foundations of Fashion Journalism
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 168	Digital Tools for Fashion Media
FSH 184	Styling
FSH 188	Editorial Makeup & Hair Styling
FSH 252	Visual Merchandising 1
FSH 280	Personal Styling
FSH 391	Fashion Product Styling
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

Bachelor of Fine Arts [BFA] in Costume Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA COSTUME DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA COSTUME DESIGN CORE COURSES

FSH 100	Drawing for Fashion
FSH 102	Drawing for Fashion 2
FSH 120	Color Science and Fabric Technology
FSH 140	Introduction to Costume Design
FSH 161	Digital Techniques for the Fashion Business
FSH 164	Fashion Sewing Techniques
FSH 181	Costume Design for Film
FSH 182	Costume Design for the Stage
FSH 220	Construction/Draping/Flat Pattern 1
FSH 241	Costume Production for Film
FSH 274	Applied Textiles 1
FSH 456	Fashion Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
LA 207 Persuasion & Argument for the Multilingual Writer
LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 462 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

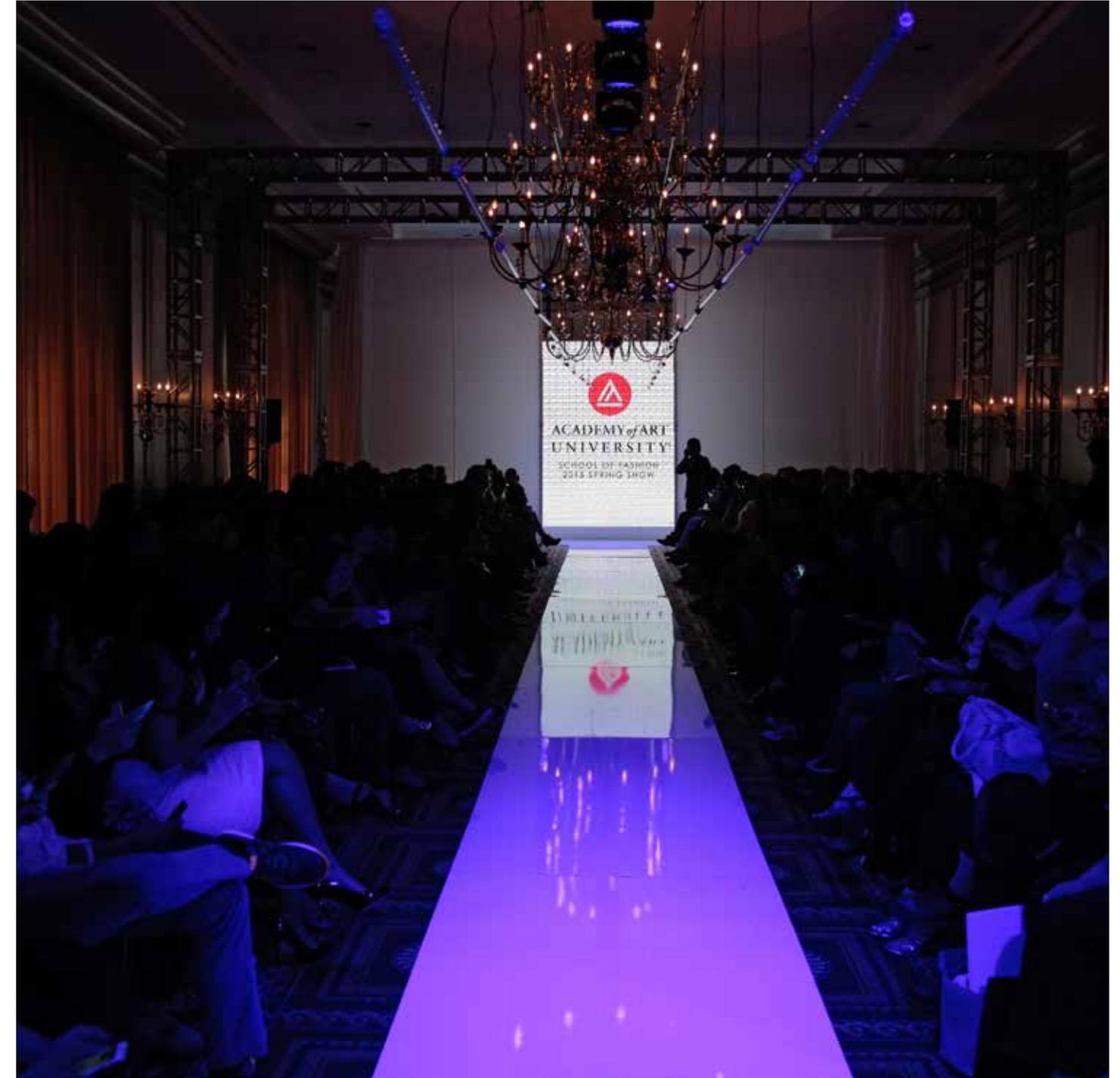
ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117 Survey of Landscape Architecture
- LA 118/IND 118 History of Industrial Design
- LA 128 The Body As Art: History of Tattoo & Body Decoration
- LA 129 History of Automotive Design
- LA 131/GAM 131 History of Gaming
- LA 132/ANM 102 History of Animation
- LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
- LA 137/VIS 137 History of Visual Development
- LA 147/PH 147 History of Photography
- LA 152/ILL 152 History of American Illustration (20th Century)
- LA 182 Genres in Film
- LA 195/ILL 195 History of Comics: American Comics
- LA 197/ILL 197 History of Comics: International and Alternative Comics
- LA 219 History of the Built Environment 1: Ancient to Gothic
- LA 220 American Art History
- LA 222 20th Century Art
- LA 224 Women, Art & Society
- LA 226 /IAD 230 Survey of Traditional Interior Architecture
- LA 229/IAD 231 Survey of Contemporary Interior Architecture
- LA 242/GR 242 History of Graphic Design
- LA 244/FSH 244 History of Fashion
- LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
- LA 246/FSH 246 History of Textiles
- LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 284 Evolution of the Horror Film
- LA 319 History of the Built Environment 3: 1900 to Present.
- LA 326 Topics in World Art
- LA 327 Art of the Classical World
- LA 333 Art of the Middle Ages
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 432 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 464 Dada & Surrealism



Bachelor of Fine Arts [BFA] in Fashion

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA FASHION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA FASHION CORE COURSES

FSH 100	Drawing for Fashion
FSH 101	Fashion Visual Research and Design Development
FSH 102	Drawing for Fashion 2
FSH 120	Color Science and Fabric Technology
FSH 164	Fashion Sewing Techniques
FSH 187	Introduction to Knitwear
FSH 220	Construction/Draping/Flat Pattern 1
FSH 221	Fashion Design Communication
FSH 230	Construction/Draping/Flat Pattern 2
FSH 266	Digital Design for Fashion
FSH 274	Applied Textiles 1
FSH 337	Construction/Draping/Flat Pattern 5

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
LA 207 Persuasion & Argument for the Multilingual Writer
LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 462 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Bachelor of Fine Arts [BFA] in Fashion Marketing

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BFA FASHION MARKETING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course
 - 1 Fundamental Math

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA FASHION MARKETING CORE COURSES

FSH 105	Introduction to the Fashion Business
FSH 107	Visual Communication Tools for Fashion
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 210	Fashion Manufacturing
FSH 215	Retailing and Management
FSH 250	Buying Fundamentals
FSH 252	Visual Merchandising 1
FSH 345	Brand Marketing
FSH 350	Private Label Product Design
FSH 390	Professional Practices and Portfolio for Fashion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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FUNDAMENTAL MATH

LA 255	College Math
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ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 102/ANM 102 History of Animation
 LA 104/ANM 104 History & Technology of Visual Effects & Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Bachelor of Fine Arts [BFA] in Fashion Merchandising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BFA FASHION MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Cultural Ideas & Influences
 - 1 Employment Communication & Practices
 - 1 Fundamental Math

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA FASHION MERCHANDISING CORE COURSES

FSH 105	Introduction to the Fashion Business
FSH 107	Visual Communication Tools for Fashion
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 210	Fashion Manufacturing
FSH 215	Retailing and Management
FSH 250	Buying Fundamentals
FSH 252	Visual Merchandising 1
FSH 323	Fashion Trend Analysis
FSH 368	Accessories Merchandising
FSH 390	Professional Practices and Portfolio for Fashion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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FUNDAMENTAL MATH

LA 255	College Math
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ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Bachelor of Fine Arts [BFA] in Fashion Product Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Fundamental Math
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA FASHION PRODUCT DEVELOPMENT CORE COURSES

FSH 100	Drawing for Fashion
FSH 101	Fashion Visual Research and Design Development
FSH 102	Drawing for Fashion 2
FSH 109	Introduction to Fashion Product Design
FSH 120	Color Science and Fabric Technology
FSH 161	Digital Techniques for the Fashion Business
FSH 164	Fashion Sewing Techniques
FSH 209	Advanced Sketching and Line Development
FSH 210	Fashion Manufacturing
FSH 220	Construction/Draping/Flat Pattern
FSH 259	Pre-Production
FSH 390	Professional Practices and Portfolio for Fashion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

FUNDAMENTAL MATH

LA 255	College Math or LA Math Requirement
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CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Bachelor of Fine Arts [BFA] in Fashion Communication & Styling

(Effective 07/03/2023, formerly Bachelor of Fine Arts [BFA] in Fashion Styling)

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BFA FASHION COMMUNICATION & STYLING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA FASHION COMMUNICATION & STYLING DEGREE REQUIREMENTS

FSH 105	Introduction to the Fashion Business
FSH 108	Foundations of Fashion Journalism
FSH 118	Fashion Research & Reporting
FSH 120	Color Science and Fabric Technology
FSH 145	Fashion Marketing 1
FSH 168	Digital Tools for Fashion Media
FSH 184	Styling
FSH 188	Editorial Makeup & Hair Styling
FSH 280	Personal Styling
FSH 391	Fashion Product Styling
FSH 484	Styling Portfolio & Promotional
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

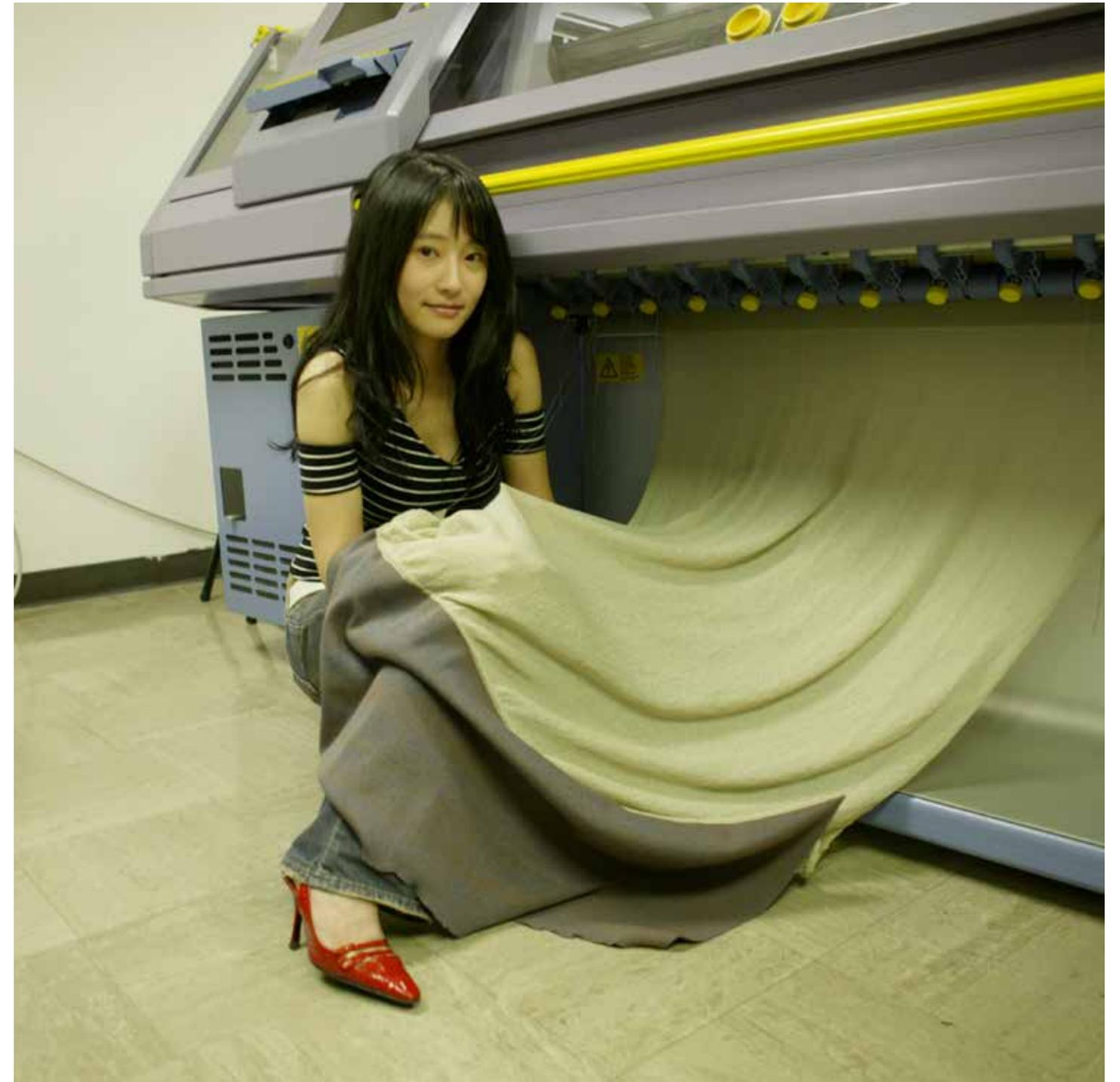
- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

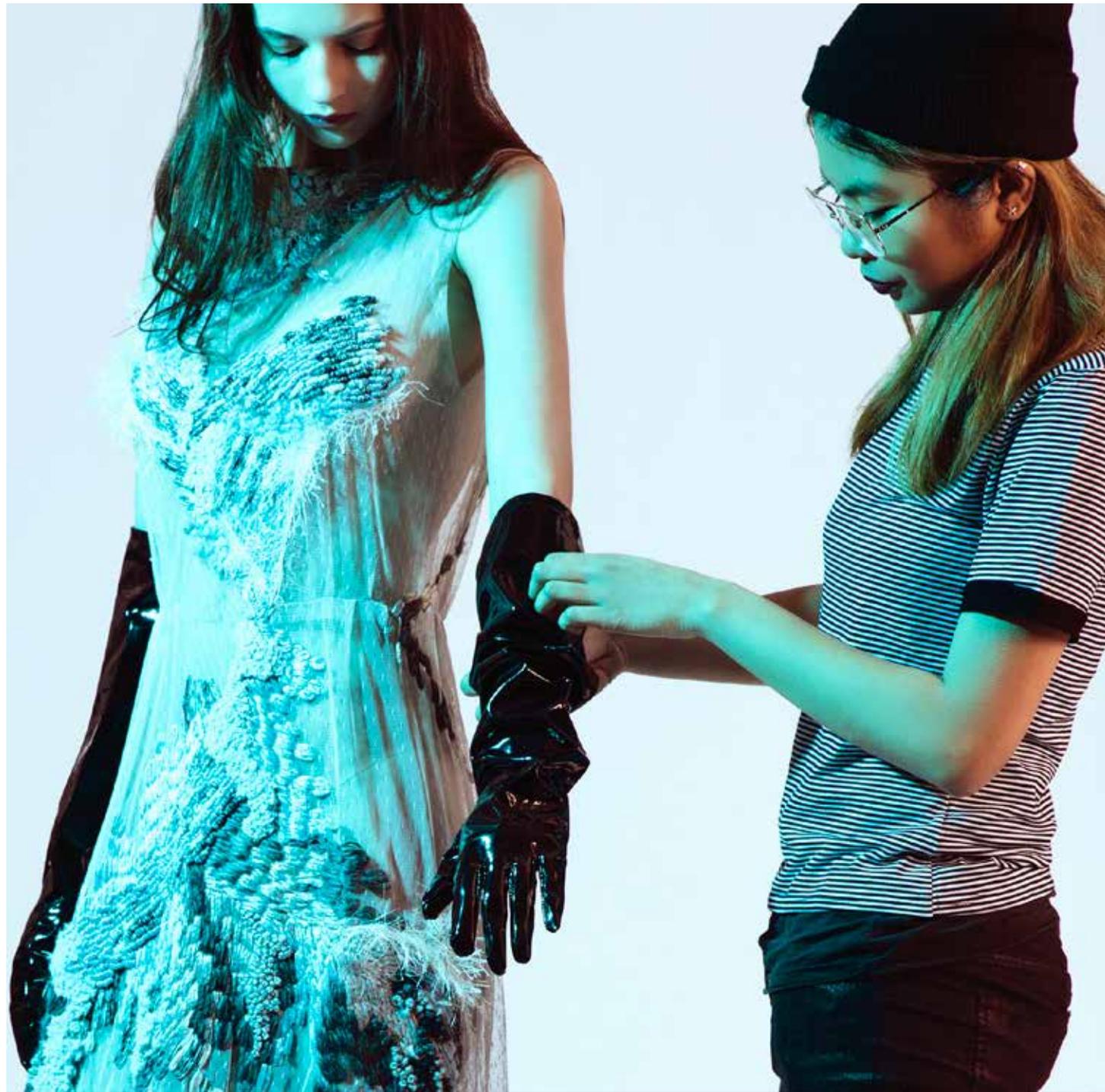
CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism







Bachelor of Fine Arts [BFA] in Textile Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA TEXTILE DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA TEXTILE DESIGN CORE COURSES

FSH 100	Drawing for Fashion
FSH 101	Fashion Visual Research and Design Development
FSH 102	Drawing for Fashion 2
FSH 120	Color Science and Fabric Technology
FSH 164	Fashion Sewing Techniques
FSH 187	Introduction to Knitwear
FSH 220	Construction/Draping/Flat Pattern 1
FSH 274	Applied Textiles 1
FSH 276	Applied Textiles 2
FSH 374	Applied Textiles 3
FSH 456	Fashion Portfolio
FSH 476	Applied Textiles 6: Senior Collection

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Certificate in Fashion

CERTIFICATE REQUIREMENTS

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS
TOTAL	120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Certificate in Social Media Management

CERTIFICATE REQUIREMENTS

MAJOR	18 UNITS
TOTAL	18 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

CERT SOCIAL MEDIA MANAGEMENT MAJOR COURSES

PRO 314	Social Media Content Development
PRO 315	Social Media Strategies
PRO 316	Social Media Data Analytics
PRO 317	Social Media Management
PRO 320	Social Media Law & Ethics
PRO 325	Social Media Professional Practices



Master of Arts [MA] in Costume Design

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA COSTUME DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA COSTUME DESIGN REQUIRED MAJOR COURSES

FSH 601	3D Design 1
FSH 640	Fashion Drawing
FSH 651	Fashion Construction
or JEM 610	Jewelry & Metal Arts: Design & Fabrication
FSH 661	Costume Design for Theater
FSH 662	Experimental Costume Design
FSH 663	Costume Design for Film
FSH 664	Advanced Costume Design for the Film Industry
FSH 665	Costume Design Production
FSH 671	Renaissance Costume Construction
FSH 676	Costume Crafts
FSH 740	Portfolio for Costume Design

MA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	Fashion, Arts, and Influence
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Master of Arts [MA] in Fashion Art Direction

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA FASHION ART DIRECTION DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA FASHION ART DIRECTION REQUIRED MAJOR COURSES

COM 602	Visual Storytelling: Editing for Short-Form Video Content
FSH 626	Digital & Print Magazine Publishing
FSH 629	Fashion Styling
FSH 643	Digital Techniques for Fashion
FSH 644	Fashion Photo Shoot and Video Production
FSH 647	Creative Fashion Product Styling and Typography
FSH 675	Visual Merchandising: Image & Brand
FSH 700	Professional Practices & Portfolio for Fashion
FSH 729	Fashion Art Direction
FSH 744	Visual Curation and Branding
PH 600	Digital Photography Concepts & Techniques

MA FASHION ART DIRECTION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	Fashion, Arts, and Influence
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Master of Arts [MA] in Fashion Journalism

MA UNIT REQUIREMENTS

MAJOR	27 UNITS
+ DIRECTED STUDY	6 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	42 UNITS

*Per director approval

MA FASHION JOURNALISM REQUIRED MAJOR COURSES

COM 602	Visual Storytelling: Editing for Short-Form Video Content
FSH 617	Fundamentals of Fashion Journalism
FSH 619	Developments & Current Debates in Fashion Journalism
FSH 626	Digital & Print Magazine Publishing
FSH 627	Fashion Research & Reporting
FSH 628	Mobile & Social Media Journalism
FSH 629	Fashion Styling
FSH 630	Fashion Marketing Strategy
FSH 700	Professional Practices & Portfolio for Fashion

MA FASHION JOURNALISM DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 42 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	Fashion, Arts, and Influence
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Master of Arts [MA] in Fashion Merchandising

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA FASHION MERCHANDISING REQUIRED MAJOR COURSES

FSH 616	Dynamics of Fashion
FSH 630	Fashion Marketing Strategy
FSH 631	Merchandising Principles
FSH 633	Retail Management and Operations
FSH 634	Textiles & Other Raw Materials
FSH 637	Product Planning and Sourcing
FSH 643	Digital Techniques for Fashion
FSH 657	Online Retailing & e-Commerce
or FSH 654	Integrated Fashion Marketing
FSH 675	Visual Merchandising: Image & Brand
FSH 700	Professional Practices & Portfolio for Fashion
FSH 807	MA Final Project: Capstone Project

MA FASHION MERCHANDISING DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA FASHION MERCHANDISING GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	Fashion, Arts, and Influence
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Master of Arts [MA] in Fashion Marketing

MFA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA FASHION MARKETING DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA FASHION MARKETING REQUIRED MAJOR COURSES

- ADV 623 Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
- or FSH 637 Product Planning and Sourcing
- or FSH 638 Product Design and Development
- or FSH 654 Integrated Fashion Marketing Communications Strategy
- or IXD 606 User Experience Design
- FSH 616 Dynamics of Fashion
- FSH 630 Fashion Marketing Strategy
- FSH 643 Digital Techniques for Fashion
- FSH 652 Global Consumer Trends in Fashion
- FSH 654 Integrated Fashion Marketing Communications Strategy
- or FSH 657 Online Retailing & e-Commerce
- FSH 655 Digital Marketing and Social Media
- FSH 658 Global Marketing & Emerging Markets
- FSH 677 Applied Financial and Business Analysis for Fashion
- FSH 700 Professional Practices & Portfolio for Fashion
- FSH 807 MA Final Project: Capstone Project

MA FASHION MARKETING GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

- GLA 613 Fashion, Arts, and Influence

Master of Fine Arts [MFA] in Costume Design

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA COSTUME DESIGN REQUIRED MAJOR COURSES

- FSH 601 3D Design 1
- FSH 629 Fashion Styling
- FSH 640 Fashion Drawing
- FSH 661 Costume Design for Theater
- FSH 662 Experimental Costume Design
- FSH 663 Costume Design Design for Film
- FSH 664 Advanced Costume Design for the Film Industry
- FSH 665 Costume Design Production
- FSH 676 Costume Crafts
- FSH 740 Portfolio for Costume Design

MFA COSTUME DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Major Designated Graduate Liberal Arts course

MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

- GLA 613 Fashion, Arts, and Influence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

- GLA 605 Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

- GLA 603 Anthropology: Experiencing Culture
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 617 Mythology for the Modern World
- GLA 627 The Global Design Studio; Past, Present, & Future
- GLA 903 Seminar in Great Britain
- GLA/FSH 904 Study Abroad: Fashion Culture and Industry
- GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

Master of Fine Arts [MFA] in Fashion

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA FASHION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course

MFA FASHION REQUIRED MAJOR COURSES

FSH 600A	Fashion Design
FSH 601A	3D Design 1
FSH 602	Fashion Design 2
FSH 603	3D Design 2
FSH 604	Fashion Design 3
FSH 605	3D Design 3
FSH 606	Fashion Design 4
FSH 607	3D Design 4
FSH 609	Digital Design for Fashion
FSH 700	Professional Practices & Portfolio for Fashion

FASHION DESIGN EMPHASIS

FSH 600	Fashion Design 1
FSH 601	3D Design 1
FSH 602	Fashion Design 2
FSH 603	3D Design 2
FSH 604	Fashion Design 3
FSH 605	3D Design 3
FSH 606	Fashion Design 4
FSH 607	3D Design 4
FSH 609	Digital Design for Fashion
FSH 700	Professional Practices & Portfolio for Fashion

FASHION MERCHANDISING EMPHASIS

FSH 630	Fashion Marketing Strategy
FSH 631	Merchandising Principles
FSH 632	Trend Analysis & Product Development
or FSH 638	Product Design and Development
FSH 634	Textiles & Other Raw Materials
FSH 635	Creating Competitive Strategy
FSH 637	Product Planning and Sourcing
FSH 643	Digital Techniques for Fashion
FSH 649	Entrepreneurship in Fashion: Strategic Brand Management
or FSH 633	Retail Management and Operations
FSH 675	Visual Merchandising: Image & Brand
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 Fashion, Arts, and Influence

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

Master of Fine Arts [MFA] in Fashion Marketing and Brand Management

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA FASHION MARKETING AND BRAND MANAGEMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1	Art Historical Awareness & Aesthetic Sensitivity course
1	Cross Cultural Understanding course

MFA FASHION MARKETING AND BRAND MANAGEMENT REQUIRED MAJOR COURSES

FSH 630	Fashion Marketing Strategy
FSH 631	Merchandising Principles
or FSH 677	Applied Financial and Business
FSH 635	Creating Competitive Strategy
FSH 637	Product Planning and Sourcing
or FSH 638	Product Design and Development
FSH 643	Digital Techniques for Fashion
FSH 652	Global Consumer Trends in Fashion
FSH 654	Integrated Fashion Marketing Communications Strategy
or ADV 623	Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
FSH 655	Digital Marketing and Social Media
FSH 658	Global Marketing & Emerging Markets
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION MARKETING AND BRAND MANAGEMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	Fashion, Arts, and Influence
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CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

Master of Fine Arts [MFA] in Fashion Merchandising and Management

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA FASHION MERCHANDISING AND MANAGEMENT REQUIRED MAJOR COURSES

FSH 630	Fashion Marketing Strategy
FSH 631	Merchandising Principles
FSH 633	Retail Management and Operations
FSH 634	Textiles & Other Raw Materials
FSH 635	Creating Competitive Strategy
FSH 637	Product Planning and Sourcing
FSH 638	Product Design and Development
FSH 643	Digital Techniques for Fashion
FSH 675	Visual Merchandising: Image & Brand
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION MERCHANDISING AND MANAGEMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1	Art Historical Awareness & Aesthetic Sensitivity course
1	Cross Cultural Understanding course

MFA FASHION MERCHANDISING AND MANAGEMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	Fashion, Arts, and Influence
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CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

Master of Fine Arts [MFA] in Fashion Product Development

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course

MFA FASHION PRODUCT DEVELOPMENT REQUIRED MAJOR COURSES

FSH 600	Fashion Design 1
FSH 609	Digital Design for Fashion
FSH 616	Dynamics of Fashion
FSH 632	Trend Analysis & Product Development
FSH 634	Textiles & Other Raw Materials
FSH 638	Product Design and Development
FSH 650	Introduction to Fashion Design
FSH 651	Fashion Construction
FSH 685	Product Manufacturing & Sourcing
or FSH 637	Product Planning and Sourcing
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION PRODUCT DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

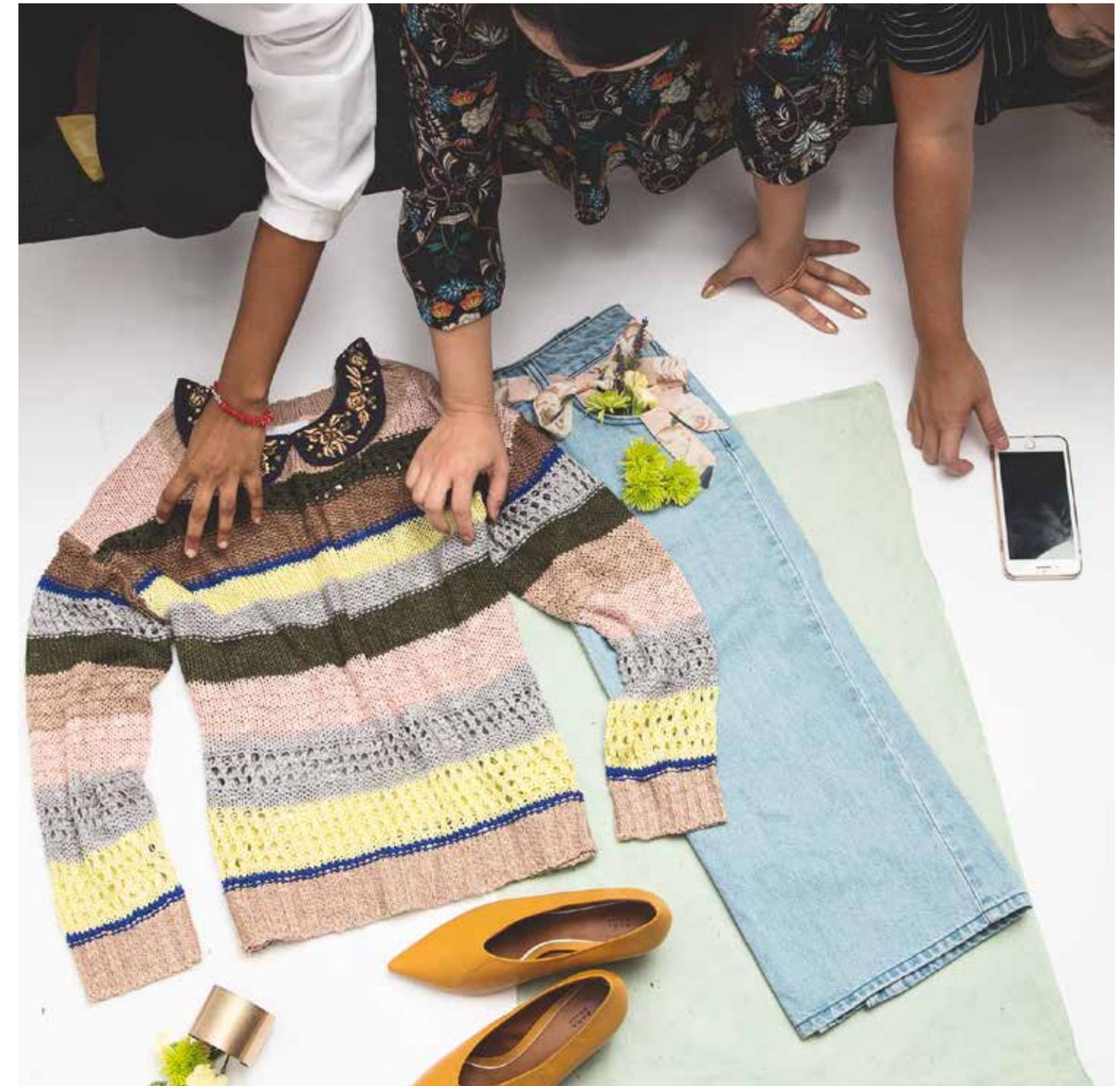
ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 Fashion, Arts, and Influence

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence



Master of Fine Arts [MFA] in Textile Design

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA TEXTILE DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course

MFA TEXTILE DESIGN REQUIRED MAJOR COURSES

FA 603	Mixed Media/Printmaking
FSH 600	Fashion Design 1
FSH 602	Fashion Design 2
FSH 610	Applied Textiles 1
FSH 611	Applied Textiles 2
FSH 612	Applied Textiles 3
FSH 613	Applied Textiles 4
FSH 620	Knitwear Design & Construction 1
FSH 621	Knitwear Design & Construction 2
FSH 700	Professional Practices & Portfolio for Fashion

MFA TEXTILE DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 Fashion, Arts, and Influence

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
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GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence



UNDERGRADUATE COURSES

FSH 100 Drawing for Fashion

Develop foundational skills in design sketching through observation and replication. You will become familiar with body proportions, basic human anatomy, and figure balance.

FSH 101 Fashion Visual Research and Design Development

Fashion design is a process. You'll build a firm foundation skills as you develop and use visual research to create, edit, and balance a collection.

FSH 102 Drawing for Fashion 2

Expand your design communication skills by using a variety of drawing media. You will focus on effective design communication through line quality, color accuracy, and rendering of pattern, texture, and drape. You will further develop your ability to draw fashion figures.

FSH 105 Introduction to the Fashion Business

You will be introduced to the concepts of fashion retail and wholesale merchandising, fashion materials, producers of fashion, and various fashion markets.

FSH 107 Visual Communication Tools for Fashion

Build foundational creative and critical thinking skills through hands-on projects, and explore a variety of traditional and contemporary media and techniques. Apply elements of visual literacy, including observational drawing and compositional fundamentals. Develop visual and verbal communication methods used in professional environments.

FSH 108 Foundations of Fashion Journalism

You will gain skills in runway reporting, interviewing, spotting stories, and using social media to create content that illuminates the ever-changing fashion landscape.

FSH 109 Introduction to Fashion Product Design

Bring your product ideas to market. You will research existing brands, conduct trend research, create storyboards, and sketch flats to develop ideas for new products. Learn consumer markets, fabrication, roles within the supply chain, product development, and fashion product categories.

FSH 118 Fashion Research & Reporting

Cultivate your journalistic voice in this hands-on journalism studio. You will gain essential reporting and writing skills and practice research strategies, fact-checking, drafting, and copy-editing techniques on a range of story types.

FSH 119 Fabric and Fiber Technology

Know your textiles. You will undertake hands-on analysis of fabric swatches and how they relate to performance and end use. [This course is cross-listed with LA 119.]

FSH 120 Color Science and Fabric Technology

Color and fabric are concepts that drive creativity, novelty, and innovation. You will explore how fashion professionals apply color and design principles at all levels of the industry. You will study how textile fibers and other fabric characteristics affect garment performance.

FSH 124 Knitwear Design

You will research knitwear trends, learn hand knitting techniques, knit swatches, and sketch garment designs to see how knitwear designers work in the fashion industry.

FSH 135 Graphic Design in Fashion

Expand your design abilities using graphics. You will learn to use graphics and graphic design to get more control over your garments and flexibility in your designs. You will learn how photography and digital imaging are used in fashion, clothing, and accessories.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

FSH 140 Introduction to Costume Design

Bring your designs to life for theater, film, or cosplay storytelling. You will learn to design costumes for a specific set of characters, altering and manipulating garments for the stage. Plus, study the systems, terminology, and tools used by costume designers.

FSH 145 Fashion Marketing 1

Put fashion marketing theory to practice. You'll develop marketing research techniques to determine consumer wants and to create fashion marketing strategies. You will learn to conceive, produce, promote, and move new fashion goods and services to consumers.

FSH 161 Digital Techniques for the Fashion Business

Use professional software to communicate visual information. Learn to work fluidly between programs to create fashion line layout, concept boards, and detailed specification for reproduction.

FSH 164 Fashion Sewing Techniques

Get the cutting and sewing skills for work in the apparel industry. You will learn both hand finishing and machine sewing techniques in wovens, and create a notebook documenting your new skills.

FSH 165 Leatherworking Techniques for Footwear & Accessories

Learn the fundamental leather working techniques necessary to develop and construct footwear and accessories. You will use industry-standard tools and equipment, producing simple bag constructions in a variety of different types of leather with hardware.

FSH 168 Digital Tools for Fashion Media

Learn to tell a compelling fashion story. Using professional digital design techniques, you will learn to combine words, visuals, and aesthetic elements to create successful fashion spreads and look-books.

FSH 181 Costume Design for Film

Help bring film characters to life. You will create character identity by breaking down a script to develop a "look book" for actors using mood boards, color stories, and illustrations.

FSH 182 Costume Design for the Stage

Costume designers are expert collaborators. You will gain skills in research, script analysis, costume period and style, design problem solving, and rendering to produce projects for your portfolio.

FSH 184 Styling

Help designers and brands tell their stories. You will develop concept drawings from cultural references and assemble compelling outfits to create fashion imagery. You will put the foundations of personal, product, and editorial styling into practice.

FSH 187 Introduction to Knitwear

Learn how to design and create knit fabrics. You will practice surface design methods such as felting, brushing, and basic macramé. Compose knit materials using hand-knit and crochet techniques and a mix of yarn types.

FSH 188 Editorial Makeup & Hair Styling

Add hair and makeup to your styling repertoire. You will gain effective hair styling and make-up techniques for use in editorial photo shoots by conceptualizing a beauty shoot which you will produce for your final project.

FSH 201 The Reclaimed Object

Re-paint, re-purpose, re-design. You will learn surface techniques to reclaim wooden surfaces like doors, tables, chairs, boxes, frames, beads, and more.

FSH 203 Footwear Construction 1

Learn how to make shoes from start to finish. You will develop fundamental skills for constructing footwear. The complete process includes pattern drafting, construction techniques, material manipulation, prototype making, and production of final product

FSH 204 Bag Construction 2

Create five different bag constructions using your pattern development, material manipulation, and technical advancement skills. You will develop and present a design portfolio containing a multi-piece bag collection.

FSH 209 Advanced Sketching and Line Development

You will focus on flat sketching for line development, line sheets, and specification sheets as you develop the skills to create industry standard flats for apparel and accessories.

FSH 210 Fashion Manufacturing

The manufacturing process is complex. Learn how apparel goes from design concept to consumer, including production, sourcing, control, planning, costing, resource allocation, and feasibility.

FSH 213 Fashion Marketing 2

Create marketing plans that bring brands to life. You will use real-life case studies and projects that focus on what fashion consumer want to develop an integrated marketing plan that works.

FSH 215 Retailing and Management

Get down to business management basics. You will learn how organization, control, planning, decision-making, leadership, training, communication, and ethics apply to real business situations through actual case studies.

FSH 218 Blogging: Content Creation & Promotion

Make your mark in the blogosphere. You will analyze various elements of successful blogging and get practical experience conceptualizing, producing, and marketing your own blog as a creative professional.

FSH 220 Construction/Draping/Flat Pattern 1

Create basic garment blocks using the principles of flat pattern drafting and pattern cutting. You will create sewn muslin samples of your created blocks.

FSH 221 Fashion Design Communication

Learn to represent your creative design ideas as specification drawings (flats) and as fully colored illustrations. Develop the design skills to analyze current design trends and learn to render fabric and color accurately.

FSH 224 Knitwear Design 1: Foundational Skills

Improve your single-bed knitting, hand knit, and crochet skills. You will understand knitwear's place in the fashion industry, and the foundational importance of material selection, color, stitch, and garment construction.

FSH 229 Computerized Product Design

Use professional digital tools to create garment technical sketches to meet industry standards. You will master the software to create, modify, store, and communicate your design ideas in precise sketches and drawings.

FSH 230 Construction/Draping/Flat Pattern 2

Advance your pattern-cutting techniques and develop your construction skills. In this intermediate course, you will construct a dress, a basic shirt, a shirt with design variations, and a high-waisted skirt. We will emphasize industry standards for pattern making and construction techniques appropriate for industrial sewing equipment.

FSH 240 The Classical Tutu: Introduction

You will learn the history of the classical and romantic tutu, and construct a classic tutu including waistbands, knickers, ruffles, wiring, basque, top skirt, and bodice.

FSH 241 Costume Production for Film

You will collaborate with a film director and students from the School of Motion Pictures & Television to bring characters to life in a feature film. Be on set during filming to costume each character and fit the actors.

FSH 242 Costume Production for Stage

You will document your ability to realize 3D costumes from your 2D designs on paper. Collaborate with actors, directors, and other designers throughout the production process.

FSH 243 Costume Design for Dance

You will experience the history of costume for multiple dance genres while developing your own design. You will build a 3D tutu from unconventional materials and construct a dress for a dance production.

FSH 244 History of Fashion

Focus on key moments in fashion history across time and culture as reference points for current fashion and design. You will explore modes of dress and ideals of beauty by highlighting the sources of influence on current fashion. [This course is cross-listed with LA 244.]

FSH 246 History of Textiles

Study traditional textiles of Asia, Africa, and the Americas including western textile design from prehistory to the present. You will also focus on late 19th and early 20th century textile use in interiors, clothing, and cars.

FSH 250 Buying Fundamentals

Apply your basic math skills to the retail buying process. You will analyze various merchandising organizations to learn sales planning, open to buy, and components of profitability.

FSH 252 Visual Merchandising 1

Learn the techniques retail organizations use to sell product. You will learn about the visual tools available, including fixtures, mannequins, signage, lighting, and props.

FSH 258 Accessory Design: Handbags & Small Leather Goods

Study the dynamics of accessory design throughout fashion history. Learn who the players are in the handbag and small leather goods industry through original research and by creating working prototypes.

FSH 259 Pre-Production

Learn garment prototype development and approval prior to production. You will use the web-based PLM system to track product specs, production package, and bill of materials, and learn advanced line development including cost and construction details.

FSH 262 Fashion Designer Ready-to-Wear

You will develop your drawing, design, and presentation skills to reflect your unique point of view while understanding about price points and differences in domestic and international markets.

FSH 265 Clothing Construction and Quality

Learn how to set up quality procedures for prototyping, sample-making, preproduction sampling, and final production. You will evaluate quality and control during the production process.

FSH 266 Digital Design for Fashion

Use digital design tools for illustration, flat sketches, specification drawing, presentations, and storyboards.

FSH 274 Applied Textiles 1

Explore textiles in both home furnishing and fashion. You will develop skills in silkscreen and heat transfer printing while learning about opportunities for a successful career in the textile industry.

FSH 276 Applied Textiles 2

Develop your understanding of fabric and printing techniques. You will learn advanced surface treatments on cloth.

FSH 280 Personal Styling

Understand personal styling. Hands-on projects will help you analyze and practice real life situations, gaining the creative and organizational skills to style personal clients and celebrities.

FSH 282 Knitwear Design 2: Intermediate Knitwear Skills & Basic Construction Techniques

Interpret basic construction processes to master intermediate single-bed machine, hand knit, double-bed knitting machine, and crochet techniques. Plus, you will interpret and develop ideas in knitwear textile and design projects.

FSH 284 Photo Shoot and Video Production

Aspiring stylists must know how to produce photo shoots and videos. You will conceptualize, produce, art direct, and style a fashion photo shoot with model as well as a video.

FSH 286 3D Design for Knitwear 1

Turn two-dimensional designs into three-dimensional garments. You will take a drafted flat pattern, drape it on a form, make new patterns, and finish it into a knit garment. Plus, experiment with knit fabric manipulation.

FSH 287 Knitwear Design 3: Design Philosophy & Advanced Techniques

Strengthen your design philosophy. You will create knitwear design drawings (flats) and fully colored illustrations. Plus, gain advanced techniques on single-bed machine, hand knit, crochet, and Dubied machine.

FSH 288 Fashion Features & Storytelling

Either write something worth reading, or do something worth writing about. You will increase your writing skills, pitch ideas, adapt straight news leads, and write feature-length articles in a simulated editorial setting.

FSH 289 Corsetry & Underpinnings

Create corsetry as both outer garment and underpinning. You will cut and construct different styles and shapes of corsets to use with draped design ideas, producing finished pieces.

FSH 292 Handbag Construction 1

Learn the process of bag construction from start to finish. You'll develop the fundamental skills of making bags, including pattern drafting, construction techniques, material manipulation, prototype making, and production of final product. Five bag constructions will be covered.

FSH 295 Sustainable and Ethical Design

You will learn the issues facing today's fashion industry while developing creative solutions and alternatives. You will create designs that address ecological and social sustainability issues.

FSH 297 Visual Merchandising: Tools & Materials

Get the tools to build effective displays for visual merchandising. You will learn to use shop tools safely, and practice skills to create visual merchandising that promotes and sells.

FSH 300 Product Development: Shoe Collection

Create your footwear collection. You will study measuring and fitting, footwear components, the product development process, specification and technical sheets, and product line presentation.

FSH 301 Denim Design

You will explore denim fashion, fabric, and fit to design your own denim collection. Study denim history, trends, washes and finishes, patterns, sample manufacturing, brand identity, merchandising, and marketing.

FSH 302 Creative Concepts for Fashion

Focus on original and creative hands-on development for collections. Color, fabrics, proportion, silhouette, customer, and wearing occasion are explored through 2D and 3D development.

FSH 303 Footwear Construction 2

Learn five different footwear constructions to create a footwear collection portfolio. Building on skills, you will make complex footwear constructions, gain pattern development techniques, and master use of different materials.

FSH 305 Fashion Public Relations

Use PR as a fashion marketing tool. You will learn the history of the public relations industry, the influences of its visionary leaders, and the changes driven by technology that impact fashion PR today.

FSH 306 Accessory Design: Senior 1

Work on industry set projects, research, and develop unique fabrications and techniques for your final collection.

FSH 307 Visual Merchandising: Creative Concepts

Creative strategies for dynamic window displays. You will be inspired by literature, music, current events, pop culture, art, fashion, and film history to create effective visual narratives.

FSH 309 Fabrication, Sourcing, & Production

You will gain line development skills utilizing web-based PLM software, and learn about technical packets and line sheets, fashion product sourcing, cost estimating, evaluating product constructions, and fashion manufacturing.

FSH 311 Millinery

Millinery is hat making. You will learn specialized techniques in a variety of materials to make wildly creative or strictly traditional hat designs and constructions.

FSH 316 International Retailing/Global Marketing

Understand the global economy through international retailers. You will learn how different legal, social, and economic environments affect the distribution of consumer products worldwide.

FSH 323 Fashion Trend Analysis

Learn tips for anticipating trends. You will study the evolutionary nature and cultural context affecting products, and learn to collect, analyze, and synthesize data to predict and understand fashion trends.

FSH 326 Virtual Garment Development for Product Design

Create garments using leading 3D-design software. Learn CLO3D to develop individual looks and garments in a virtual space with the potential of creating them in real life. You will apply the tools and functions of this fashion-industry software to your own work.

FSH 330 Construction/Draping/Flat Pattern 3

Augment your pattern cutting and construction techniques to create original designs. You will learn to cut and construct tailored garments, work on draping projects, and practice the correct way to handle fashion fabrics.

FSH 331 Construction/Draping/Flat Pattern 4

You will combine key elements from an existing designer's runway look with your own two-dimensional designs to create customized patterns. Plus, you will construct, fit, and correct garments to industry standards using new construction and finishing techniques.

FSH 335 Computerized Patternmaking

Use Gerber Accumark software to create and digitally alter patterns for a variety of silhouettes. You will also grade patterns for a large range of sizes.

FSH 337 Construction/Draping/Flat Pattern 5

Create a pre-collection. You will learn the principles of manual grading, work with a life fit model, learn work production patterns for industry, and increase new construction and finishing techniques.

FSH 340 Fashion Industry-Based Design**Competitions**

You will analyze your individual strengths and philosophy as a designer, and gain the technical skills to showcase your point of view.

FSH 342 Costume Design Production

Theatre is collaboration. You will work with the script, directors, actors, lighting crews, fellow costume designers, and others to produce original costumes for a real production locally or at the Academy. Learn to develop designs on paper, realize them in 3D, and provide appropriate documentation.

FSH 344 Fabric and Form

Drape fabric on the mannequin to create design possibilities. You will learn experimental fabric manipulation techniques to transform geometric planes of fabric into garment design for the body.

FSH 345 Brand Marketing

Build brand equity. You will gain skills in brand building, management, and marketing to develop a marketing plan for a brand that includes your visual identity, tone of voice, a brand promise, and the overall essence of your brand.

FSH 347 Inventory Management & Planning

Become a master forecaster. You will gain the inventory management skills to analyze profitability, inventory turnover, purchasing, planning, and more giving you a competitive advantage.

FSH 348 Digital Marketing and Social Media

Marketing via social media can be tricky. You will leverage the power of digital and social media platforms by developing a digital marketing strategy that is integrated with traditional marketing channels.

FSH 350 Private Label Product Design

Learn by doing. You will experience the entire product development cycle—from identifying an appropriate product, to sourcing, costing, sampling and more.

FSH 352 Visual Merchandising: Space Planning and Directives

Visualize concepts using 3D industry software. You will develop skills in creative space utilization and appropriate representation for multiple product categories, a full season concept, and adjacent products.

FSH 363 Special Event and Promotion

Create memorable customer experiences. You will plan, pitch, develop, and execute as you discover what it takes to produce a successful fashion event, product launch, promotion, or marketing initiative.

FSH 368 Accessories Merchandising

You will explore fascinating accessory categories including leather goods, jewelry, scarves, millinery, eyewear to learn the important role of accessories in various retail environments.

FSH 369 Merchandising: Beauty Products

The beauty product market is fast growing and evolving. You will explore different beauty cosmetic segments, including color cosmetics, fragrance, and skin care, and examine current trends and developments of major national and international brands.

FSH 374 Applied Textiles 3

Expand your printing abilities. You will design a finished collections of fabric designs by expanding your printing techniques using screen printing with heat transfer paints.

FSH 375 Fashion Merchandising Strategies

Adapt your point of view to meet the target market. You will learn successful strategies for fashion assortment building and product selection in both wholesale and retail spaces.

FSH 376 Applied Textiles 4

Expand your textile design skills for fashion and furnishings as you build up your fabric design collection.

FSH 377 Visual Merchandising 2

Put your visual merchandising theory and standards of execution into practice in hands-on projects. You will learn how to provide visual directives for an original retail concept.

FSH 379 Tailoring Techniques

Construct tailored menswear like a pro. Learn how different tailoring and construction techniques are used in today's menswear industry for both ready-to-wear and bespoke.

FSH 381 3D Design for Knitwear 2

Turn your 2D designs into 3D garments. Develop traditional trimming, variations of trimming designs, and draping skills to construct the neck, armholes, and sleeves on 3D forms. Gain hand knit and crochet construction techniques as well.

FSH 382 Knitwear Design 4: Design Development of Individual Creative Style

Discover your design strengths and philosophies by pushing the boundaries of creative knitwear design. You will refine your technical and presentation skills and learn basic stitch construction on the Stoll industrial machine.

FSH 384 Menswear Styling

Master menswear styling techniques. You will learn to create tailored and casual looks for men by working on photo shoots.

FSH 385 Marketing Promotion Strategy

Promotional strategies for fashion. You will create an integrated marketing plan including advertising, direct mail, publicity, public relations, personal selling, special events, and social networking.

FSH 386 3D Design for Knitwear 3

Test your skills to create a complex pre-collection. You will master cutting methods and advanced hand sewing/finishing techniques to fit contemporary design garments and correct garments to industry standards.

FSH 387 Knitwear Design 5: Pre-Collection

Prepare for a career in fashion. Your strengths and design philosophies will reflect your progress as you begin developing your senior collection. Increase your skills in Stoll industrial machine operation, knit programming, and swatch knitting.

FSH 390 Professional Practices and Portfolio for Fashion

Explore careers in fashion. You will examine career options, develop personal branding and resumes, prepare for job interviews, and build digital and physical portfolios to support your transition from student to professional in the fashion industry.

FSH 391 Fashion Product Styling

Become a product and e-commerce stylist. You will style garments, accessories, and beauty products without a model for still life fashion photography.

FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures

Learn how to use mannequins, forms, and alternatives to style for product presentations. You will use various fashion products, including apparel, fashion accessories, and home furnishings.

FSH 398 Computers for Textiles

Use computers as design tool. You will use Photoshop and Illustrator to create textile designs, colorways, and repeats.

FSH 400 Construction/Draping/Flat Pattern: Senior Thesis

Enter the designer workroom to develop a collection of designer clothing from sportswear to eveningwear.

FSH 404 Construction/Draping/Flat Pattern 4: 3D Design

You will produce a true replica of a jacket by taking one apart to analyze the detailed construction. Plus learn to create block patterns from your own draped forms.

FSH 409 Advanced Line Development

Learn targeted product development strategies by developing full collections. You will use advanced digital and hand skills and industry software to present a complete product package in line with a specific brand identity.

FSH 410 E-Commerce

Become an online entrepreneur. Learn e-commerce technologies, web-based business models, marketing innovations, and customer interface techniques to sell fashion products online. [This course is cross-listed with LA 410.]

FSH 424 Construction/Draping/Flat Pattern 5: 3D Design

You will learn three different areas of garment cut and construction; tailored forms, structured gowns, and forms in woven and knit fabrics. Plus, you will do complex analysis and reproduction of form using flats, sketches, flat pattern, drape, and sewn samples.

FSH 427 Visual Merchandising: Graphics for Presentation

You will use graphic design tools to create specifying and building signage for retail, wholesale, trade-show, in-store display, sales promotions. Plus, learn to develop dynamic graphic communication for window displays.

FSH 430 Fashion Design Studio: Senior Thesis

Solidify your personal design philosophy as you develop your thesis project. You will learn how continuity of style within design, presentation skills, and trend analysis will help target specific market segments.

FSH 434 Construction/Draping/Flat Pattern 6: 3D Design

Reproduce complex garments. Using designer garments as your guide, you will create accurate paper patterns, toiles, and fabric samples using complex cutting and hand-sewing techniques.

FSH 438 Fashion Criticism & Runway Reporting

Fashion criticism is powerful. You will study the fashion industry through the lens and language of fashion criticism, and learn how personalities, brands, institutions, and media help make fashion an economic and cultural phenomenon.

FSH 441 Renaissance Costume Construction

Creating period garments is enlightening. You will build theatrical costumes using Renaissance-era garment construction abilities, patterning and rigging techniques, along with corset construction skills. [This course is cross-listed with FSH 671.]

FSH 442 Computer Aided Design for Textiles

Develop digital skills for textile design. You will learn advanced tools and techniques in Photoshop and Illustrator to support your design concepts and to further develop your skill set for the textile design industry.

FSH 450 Entrepreneurship in Fashion

Become a fashion entrepreneur. By identifying market opportunities and establishing a unique point of view, you will develop a business plan to market and sell your own product or service.

FSH 456 Fashion Portfolio

Fine tune your graphic design skills to establish a web portfolio, develop collateral, and otherwise bring your portfolio to a professional fashion industry level. You will also learn to develop line sheets and tech packs for your collections.

FSH 460 Industry Collaboration for Fashion

Collaborate with the cross-functional teams and working professionals. You will develop leadership skills to become a successful merchandiser, product developer, or marketer of retail and wholesale fashion brands.

FSH 464 Fashion Apprenticeship: Retail Management and Operations

Experience how to run, operate, and manage a real fashion retail e-commerce business and brick-and-mortar stores. You will merchandise the online store and a selling floor, manage sales, oversee inventory, plan promotions, present products in stores, and address client issues while working on teams.

FSH 465 Fashion Industry Preparation

Perfect your design portfolio to a standard of excellence expected in the industry.

FSH 471 Knitwear Studio

Work on an individual project under the guidance of your instructor.

FSH 472 Visual Merchandising 3

Apply visual merchandising skills and techniques to conceive and execute visual planning and communication projects for a retail environment.

FSH 474 Applied Textiles 5

Expand your printing and fabric manipulation skills. You will learn the qualities and performance of different types of fabrics as you continue to produce collections of textile designs.

FSH 476 Applied Textiles 6: Senior Collection

Find your voice in printed fabrics. You will fine tune the many printing methods you have learned to create a collection of printed fabrics for your senior portfolio.

FSH 477 Visual Merchandising: Project Studio

Put your education on display. You will develop a visual program for a brand assortment that spans window design and installation, in-store feature presentations, wall merchandising, floor plan layout, fixture design, and graphic signage system.

FSH 478 Editorial Styling

Conceptualize, style, and produce innovative photo shoots. You will study key editorial stylists and magazines, submit your photo shoots to magazines for publication, and create a fashion magazine.

FSH 481 Contemporary Crochet Techniques

Apply crochet techniques to create fabrics. You will create sample swatches and select materials, colors, crochet stitch patterns, and finishing techniques to complete a design project.

FSH 482 Knitwear Design: Senior Thesis

Perfect your knitwear design portfolio to the standard of excellence expected in the industry.

FSH 484 Styling Portfolio & Promotional Strategies

Get career-ready. You will work to align your styling portfolio with your career goals by reviewing layout, website, resume, branding, and promotional materials.

FSH 488 Magazine & Digital Media Publishing

Learn the art of self-publication. You will conceptualize, design, produce, and publish a digital and print magazine.

FSH 493 Study Abroad: Fashion

Immerse yourself in the global fashion industry. Explore the fashion capital and discover the rich history of craft, design, materiality, and manufacturing. Study key brands, conduct comparative shopping, visit exhibits and markets, spot trends, and source materials. You will compile resources and ideas, and build contacts to apply to future work, with projects tailored to your area of study.

FSH 494 Study Abroad: Fashion Culture and Industry

Discover the impact of this global region on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study.

FSH 498 Collaborative Project

Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

FSH 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

FSH 499BW Beauty and Wellness in Fashion Journalism

Explore beauty and wellness journalism, from skincare, makeup, hair, and nail art to body art, wellness, mental health, and technology. You will study leading voices in beauty journalism for print and digital publications, including social media, analyze key topics, and produce a series of interviews and essays.

FSH 499FSS Fashion Styling Studio

Create your styling portfolio via photo shoot with models. You will explore styling program topics, including photo shoot production, menswear styling, and editorial styling.

FSH 499FWS Footwear & Accessory Studio

Complete portfolio pieces in this self-directed course. You'll use your knowledge of footwear and accessory design techniques, finishes, and construction to include the work that best reflects your unique design point of view and identity.

FSH 499TDS Textile Design Studio

You will create collections of textile designs for your portfolio.

FSH 500 Internship in Fashion

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

FSH 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES

FSH 600 Fashion Design 1

You will study alongside students from different disciplines to explore various approaches to design and illustration.

FSH 601 3D Design 1

Build a foundation in 3D design and garment development. You will be introduced to pattern shape manipulation and learn core principles of pattern drafting and garment construction to meet commercial fashion standards.

FSH 602 Fashion Design 2

You will build up your core design knowledge, gain an increased awareness of market place relevance, and increase your technical abilities.

FSH 603 3D Design 2

Master the art of tailoring. You will draft and construct tailored garments to meet industry standards using advanced pattern making, construction, and sewing techniques. Get professional instruction on handling fashion fabrics and using industrial sewing equipment.

FSH 604 Fashion Design 3

Your knowledge of professional teamwork protocol will be helpful as you collaborate on a project for a target market. Plus, you will develop an individual collection to showcase your unique philosophy and design strengths.

FSH 605 3D Design 3

Put your knowledge to work. Learn to make raglan-style garments, and use your newfound skills to create a customized raglan trench coat. You will also work with your mates to produce a group collection using looks from your design class.

FSH 606 Fashion Design 4

You will consult with your tutors to select a project that will increase your knowledge in a specific area.

FSH 607 3D Design 4

Consult with your tutors and choose projects that prepare patterns for the Final Project.

FSH 609 Digital Design for Fashion

Use digital design tools for illustration, flat sketches, specification drawing, presentations, and storyboards.

FSH 610 Applied Textiles 1

Explore various fabric printing methods used in the textile industry including silkscreen and heat transfer printing.

FSH 611 Applied Textiles 2

Develop your understanding of fabric and printing techniques. You will learn advanced surface treatments on cloth.

FSH 612 Applied Textiles 3

Expand your printing abilities. You will design a finished collections of fabric designs by expanding your printing techniques using screen printing with heat transfer paints.

FSH 613 Applied Textiles 4

Expand your textile design skills for fashion and furnishings as you build up your fabric design collection.

FSH 615 Textile Design

Create a textile design collection. You will get an overview of textile history, and learn various textile design methods and production techniques used in the industry today.

VIEW the schedule, prerequisites, and course fees & REGISTER at <https://catalog.academyart.edu>

FSH 616 Dynamics of Fashion

The business of fashion is complex. You will get a comprehensive look at how various components of fashion business—product development, sourcing, buying, marketing, and retailing—are intertwined to create a powerful industry.

FSH 617 Fundamentals of Fashion Journalism

Tell fantastic fashion stories. You will break down the best writing to examine how journalists skillfully craft voice, structure, angles, and fashion jargon together to tell a compelling story.

FSH 618 Knitwear Design

You will use beginning and intermediate hand knitting techniques to design two knitwear collections. You will also research knitwear in the fashion industry and focus on the work of a knitwear designer.

FSH 619 Developments & Current Debates in Fashion Journalism

Explore the role of fashion journalism in culture. In roundtable discussion led by student facilitators, you'll examine current media events and learn the industry's social challenges, scandals, and controversies.

FSH 620 Knitwear Design & Construction 1

Knitwear design is technical, diverse, and creative work. Using both hand knitting and domestic machine techniques, you'll learn how knitwear pros use yarns, color, pattern, texture, and shape for fabric development and illustration.

FSH 621 Knitwear Design & Construction 2

Create an original garment from concept to finished piece. You will work with flat pattern and 3D design; to incorporate color and pattern while investigating diversity of basic silhouette; and calculate fully fashioning and write patterns.

FSH 622 Knitwear Design & Construction 3

Using industrial knitting machines, you'll produce two garments with double-bed fabrics and 3D design; first designing within the constraints of the fitted silhouette, and then investigating the function of double-bed fabrics to explore silhouette.

FSH 623 Knitwear Design & Construction 4

Solidify your personal style. You will work self-motivated projects to perfect your portfolio and hone your skills to prepare for your final collection.

FSH 626 Digital & Print Magazine Publishing

Explore the power of print by conceptualizing your own media publication. You will bring images and words together to tell impactful stories by creating your print and digital magazine.

FSH 627 Fashion Research & Reporting

You will gain essential research and reporting skills to deliver in-depth fashion storytelling based on verified information, interviews, digital and social research techniques, and facts.

FSH 628 Mobile & Social Media Journalism

Report from where the action is. You will focus on the digital tools that empower today's journalists to produce real-time, interactive news stories. By end of the semester, you'll create an online writing portfolio using popular apps.

FSH 629 Fashion Styling

Styling is visual storytelling. You will develop concept drawings from cultural references and assemble compelling outfits to create fashion imagery. You will put the foundations of personal, product, and editorial styling into practice.

FSH 630 Fashion Marketing Strategy

Marketing plays a critical role in any fashion organization. Learn how fashion companies successfully engage customers and competitors by establishing well-defined and strategic marketing approaches. You will gather, analyze, and synthesize research and data to create new opportunities in dynamic fast-changing markets.

FSH 631 Merchandising Principles

Put your math skills to work. In the role of a buyer, you will create a successful retail business through seasonal financial planning, assortment planning, vendor negotiation, and inventory management.

FSH 632 Trend Analysis & Product Development

You will learn to gather and apply trend information to develop new and fashionable products for the marketplace. Bring an original product from concept to completion via research, sourcing, costing, merchandising, and marketing.

FSH 633 Retail Management and Operations

Develop a competitive retail business strategy. You will study the global retail environment, analyzing consumer, competition, leadership, and management issues in the contemporary fashion industry today.

FSH 634 Textiles & Other Raw Materials

Textile quality matters. A hands-on analysis of fabric swatches and raw materials will give you insights into which textiles work for specific target markets.

FSH 635 Creating Competitive Strategy

Business success requires strategic planning. You will learn strategies to create competitive advantage, form assumptions, and identify components of profitability.

FSH 636 Handbag Construction 1

Learn the process of bag construction from start to finish. You'll develop the fundamental skills of making bags, including pattern drafting, construction techniques, material manipulation, prototype making, and production of final product. Five bag constructions will be covered.

FSH 637 Product Planning and Sourcing

Product-planning and sourcing strategies are key to success in global fashion. You will explore product categories, pricing strategies, and product-mix and assortment planning. You will evaluate sourcing and manufacturing opportunities to develop a product plan that reflect a company's overall strategy and target customers.

FSH 638 Product Design and Development

Successful product development is both a science and an art. Examine the supply chain, sourcing, and the product development process. Learn how fashion brands conduct trend research, create product concepts, and design collections to bring ideas to market.

FSH 639 Handbag Construction 1

Learn the process of bag construction from start to finish. You'll develop the fundamental skills of making bags, including pattern drafting, construction techniques, material manipulation, prototype making, and production of final product. Five bag constructions will be covered.

FSH 640 Fashion Drawing

Communicate by drawing. You will gain a better understanding of the human body by drawing the clothed figure for fashion and general illustration.

FSH 643 Digital Techniques for Fashion

You will learn to work fluidly between graphic design software programs and create concept boards, branding, merchandising and production documents, and marketing collateral to communicate information effectively.

FSH 644 Fashion Photo Shoot and Video Production

Those who create fashion images have considerable control over the creative vision of a project. You will learn and use production logistics and protocols to concept, organize, and style a fashion photo shoot and video.

FSH 647 Creative Fashion Product Styling and Typography

Part art installation and part commerce, fashion still life augments the fashion product using color, composition, handcrafted props, and backgrounds. You'll combine setups and imagery with innovative typefaces and layouts to create fashion still life installations for e-commerce, Instagram, and store display.

FSH 648 Sustainability & Society

Know the sustainability challenges and policies affecting the fashion and design industries today. It will help you develop the educational, lifestyle, and technological strategies to impact sustainability in society tomorrow.

FSH 649 Entrepreneurship in Fashion: Strategic Brand Management

Build a contemporary fashion brand and change the game. You will develop a brand strategy based on in-depth research, industry-best practices, trends, market analysis, and the entrepreneurial mindset necessary to succeed in today's business environments.

FSH 650 Introduction to Fashion Design

Fashion design is a process. You will learn the basic steps of design development, editing, and balancing a ready to wear (RTW) collection. Plus, you'll develop your technical, visual, and verbal presentation skills.

FSH 651 Fashion Construction

In the design workroom setting, you use your garment construction and flat pattern drafting skills to create garments that are pattern cut and made to today's commercial standards.

FSH 652 Global Consumer Trends in Fashion

The ability to predict trends can be profitable. You will learn to read diverse market characteristics, consumer behaviors, fashion theories and global issues to identify opportunities for specific markets.

FSH 654 Integrated Fashion Marketing Communications Strategy

Become a marketing communication professional. You will develop an integrated marketing communication strategy for a fashion business that targets new customers and reflects current trends and new technologies in today's dynamic environment.

FSH 655 Digital Marketing and Social Media

Marketing via social media can be tricky. You will leverage the power of digital and social media platforms by developing a digital marketing strategy that is integrated with traditional marketing channels.

FSH 656 Fashion and Sustainability

Leave your mark on the fashion world; but only if that mark is made with sustainable practices, using 100% natural fibers and eco-friendly dyes. You'll learn to actively integrate eco-strategies into your fashion business, marketing, and product development goals.

FSH 657 Online Retailing & e-Commerce

Achieve online success. You will apply marketing, merchandising, and customer experience strategies to gain in-depth knowledge of how consumers and products connect in the world of e-commerce.

FSH 658 Global Marketing & Emerging Markets

Go global. You will examine the best practices of global and regional retailers to develop a marketing strategy for fashion organizations focused on global and emerging markets.

FSH 661 Costume Design for Theater

Take a costume designer's approach to creating theater. You will explore dramatic texts to learn story structure, character, and plot development. You will apply your research, concepts, and development to original designs.

FSH 662 Experimental Costume Design

Create costumes for musical, dance, and experimental theatre. You will learn to connect design to movement and voice, and see how performance can break down the wall between audience and actor. Develop your portfolio to show a range of design capabilities across a number of theatrical mediums.

FSH 663 Costume Design for Film

Design costumes for film and TV. Examining comedy, horror, and drama, you'll learn how color and silhouette affect the audiences' perception of character, and how continuity and fabric choices can address the specific needs of film design.

FSH 664 Advanced Costume Design for the Film Industry

Create costumes for three specific film genres: fantasy, period drama, and science fiction. You will learn to manipulate traditional research, explore unconventional costume materials, and investigate specific details for increased accuracy as you transform your 2D paper projects into 3D samples and realized designs.

FSH 665 Costume Design Production

Theatre is collaboration. You will work with the script, directors, actors, lighting crews, fellow costume designers, and others to produce original costumes for a real production locally or at the Academy. Learn to develop designs on paper, realize them in 3D, and provide appropriate documentation.

FSH 668 Footwear Construction 1

Learn how to make shoes from start to finish. You will develop fundamental skills for constructing footwear. The complete process includes pattern drafting, construction techniques, material manipulation, prototype making, and production of final product.

FSH 671 Renaissance Costume Construction

Creating period garments is enlightening. You will build theatrical costumes using Renaissance-era garment construction abilities, patterning and rigging techniques, along with corset construction skills. [This course is cross-listed with FSH 441.]

FSH 675 Visual Merchandising: Image & Brand

Master the visual image for fashion branding. You will conceptualize and execute visual merchandising designs and visual displays for a commercial environment.

FSH 676 Costume Crafts

Expand your artisanal skill set. You will learn theatrical craft techniques—to make masks, armor, and fabric distressing—that can be applied to a variety of unconventional projects.

FSH 677 Applied Financial and Business Analysis for Fashion

Analyze the financial statements and reports that decision-makers in fashion business use to solve complex business and marketing problems. You will apply theoretical concepts and financial-analysis tools to measure, forecast, and evaluate business operations and marketing activities to create a fashion business plan.

FSH 683 Computerized Product Development

Get versed on product lifecycle management software (PLM) and 3D garment virtualization software. You will explore the garment prototype development and approval prior to production using industry software. Create style information, including bill of materials, and style specifications in PLM, and create 3D garments from your style details using virtualization software.

FSH 685 Product Manufacturing & Sourcing

You will develop a global product manufacturing and sourcing structure strategy that aligns with a specific company's goals, target market, products, material sourcing, import/export regulations, distribution channels, and more.

FSH 686 Advanced Footwear Construction

Make four bags or four pairs of shoes from start to finish. Expand on skills gained in FSH 636 to make four, more complex constructions using pattern development and material manipulation. You will present a multi-piece, portfolio-ready collection.

FSH 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

FSH 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

FSH 699ADS Fashion Art Direction Studio

Produce, style, and art direct fashion images and videos for your art direction portfolio. You will explore fashion art direction topics including product styling, editorial styling, typography and layout design, photo shoot and video production, advertising, and photo shoot art direction.

FSH 699DS1 MFA Fashion Design Studio 1

Study alongside students from different disciplines to explore approaches to research and design development. You will learn the basic steps of concept development, visual communication, editing, and balancing a fashion collection.

FSH 699DS2 MFA Fashion Design Studio 2

Increase your awareness of the marketplace and build your technical skills. You will collaborate on small teams on a project for a specific target market.

FSH 699FBS Fashion Business Studio

Focus on the aspects of your individual final thesis project. You'll refine your thesis through peer critique and instruction in market research, product development, sourcing and assortment planning and merchandise display.

FSH 699FWS Footwear & Accessory Studio

Complete portfolio pieces in this self-directed course. You'll use your knowledge of footwear and accessory design techniques, finishes, and construction to include the work that best reflects your unique design point of view and identity.

FSH 699TDS Textile Design Studio

You will create collections of textile designs for your portfolio.

FSH 700 Professional Practices & Portfolio for Fashion

Explore and prepare for your career in fashion. You will develop professional personal branding, job search materials, digital and physical portfolios, and prepare for job interviews.

FSH 702 Creative Concepts for Fashion

Focus on original and creative hands-on development for collections. Color, fabrics, proportion, silhouette, customer, and wearing occasion are explored through 2D and 3D development.

FSH 740 Portfolio for Costume Design

Create the portfolio that lands the job. You will refine your previous costume projects to highlight your skills for photographing work, portfolio layout, and presenting ideas to potential employers.

FSH 729 Fashion Art Direction

Fashion art directors are the multi-disciplinary creatives behind the content creation of a fashion brand or magazine. You'll conceptualize the visual communication of a targeted project, then art direct, produce, and style a fashion photo shoot or video using custom typography and layouts.

FSH 740 Portfolio for Costume Design

Create the portfolio that lands the job. You will refine your previous costume projects to highlight your skills for photographing work, portfolio layout, and presenting ideas to potential employers. [This course is cross-listed with FSH 440.]

FSH 744 Visual Curation and Branding

Welcome to the digital revolution in fashion. You will create innovative retail experiences using imagery, installations, and branding, and translate your concepts for a multitude of platforms. Plus, gain advanced skills in art direction, styling, visual merchandising, project management, website creation, and branding.

FSH 764 Fashion Apprenticeship: Retail Management and Operations

Experience how to run, operate, and manage a real fashion retail e-commerce business and brick-and-mortar stores. You will merchandise the online store and a selling floor, manage sales, oversee inventory, plan promotions, present products in stores, and address client issues while working on teams.

FSH 771 Knitwear Studio

Work on an individual project under the guidance of your instructor.

FSH 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FSH 807 MA Final Project: Capstone Project

Apply skills, concepts, theories, and current trends to develop a complete capstone project. You will research, synthesize, develop, and present a complete marketing or merchandising project related to the global fashion industry.

FSH 809PLM Group Directed Study

Get versed on product lifecycle management software (PLM) and 3D garment virtualization software. You will explore the garment prototype development and approval prior to production using industry software. Create style information, including bill of materials, and style specifications in PLM, and create 3D garments from your style details using virtualization software.

FSH 811 Thesis/Portfolio: Design

Make a plan to finish your thesis project and/or design portfolio in this self-directed course. You'll use skills obtained throughout the program to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.

FSH 815 Thesis/Portfolio: 3D Design

Make a plan to finish your thesis project and/or 3D design portfolio in this self-directed course. You'll use skills obtained throughout the program to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.

FSH 821 Thesis/Portfolio: Textiles

Make a plan to finish your thesis project and/or textile design portfolio in this self-directed course. You'll use skills obtained throughout the program to expand your printing knowledge and explore fabric qualities and performance. This course may be repeated to complete the thesis or portfolio.

FSH 831 Thesis/Portfolio: Knitwear

Make a plan to finish your thesis and/or knitwear design portfolio in this self-directed course. You'll use your knowledge of professional knitwear design techniques, finishes, and construction to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.

FSH 850 Market Research

For your final thesis projects, you will use various research methods to develop the framework for a business plan. Plus, learn to identify and refine industry, target market, and customer profiles.

FSH 851 Product Sourcing & Assortment

Focus on sourcing products and services for your individual final project. You'll look at global location, quality, minimums, lead times, pricing, assortment variety, and assortment size to find the best suppliers based on your specific fashion business plan.

FSH 852 Product Development

Focus on product development for your individual final project. Using knowledge about fabrication, silhouettes, color, sampling, sourcing, and costing, you will analyze target markets, research, and trends to create your product lines.

FSH 853 Visual Merchandising: Brand and Image

Focus on the visual branding aspects of your individual final project. You'll refine your thesis through peer critique and instruction on merchandise display, layout and flow, materials, lighting, furnishing and fixtures, and all brand collateral: logo, signage, packaging, and other detail brand atmospherics.

FSH 855 Marketing Strategy & Plan

You will use market research to develop a marketing strategy, budget, and plan.

FSH 858 Financial Planning

Profitability and cash flow. You will take a deep dive into the financial aspects of your approved business plan to make improvements for your final thesis project.

FSH 859 Thesis Wrapup

Place the finishing touches on your thesis project. Prepare a professional presentation to share with the thesis committee.

FSH 860 Trends & Market Research

A focused look at fashion trend analysis and market research. You will collect, analyze, and synthesize research on the evolutionary nature of products, cultural contexts in fashion, and market trend forecasting to apply your findings to your product line.

FSH 863 Costing & Logistics

You will identify vendors and suppliers to develop samples and prototypes appropriate to your target market, product types, and distribution channels. Plus, you'll develop costing, logistics plans, and requirements to get your product line from manufacturing to store.

FSH 864 Advanced Computerized Product Line Development

Present your thesis project professionally. You will use advanced digital and hand design skills to complete a pre-production package and technical specification sheet for your product line. Show you know industry standard software and web-based product data management tools.

FSH 871 Costume Design Thesis

Make a plan to finish your thesis project and portfolio in this self-directed course. You'll use skills obtained throughout the program to develop and realize costume design for a performance art production and develop existing projects into a portfolio.

FSH 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

FSH 903 Study Abroad: Fashion

Immerse yourself in the global fashion industry. Explore the fashion capital and discover the rich history of craft, design, materiality, and manufacturing. Study key brands, conduct comparative shopping, visit exhibits and markets, spot trends, and source materials. You will compile resources and ideas, and build contacts to apply to future work, with projects tailored to your area of study.

FSH 904 Study Abroad: Fashion Culture and Industry

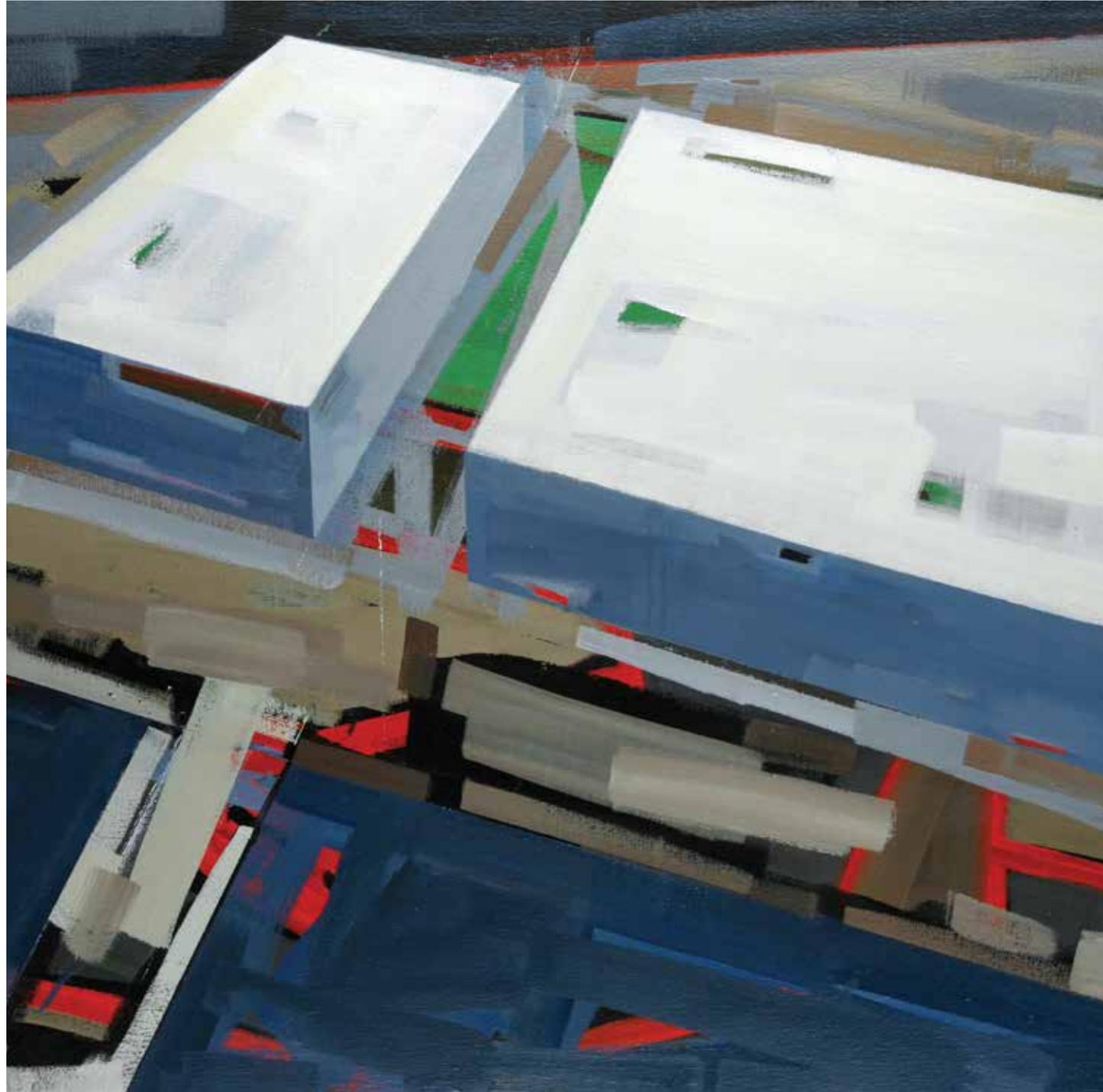
Discover the impact of this global region on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study.

FSH 990 Portfolio Enhancement

Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.



FINE ART



From Flights of Fancy to Reality

Too often, art schools are thought of as places of dreamers. And often, they are. But not here.

At Academy of Art University, flights of fancy are grounded in classical tradition. Your formal training will include a discipline that will distinguish you for a lifetime. Then, with the skills that have made the masters the masters, you'll be encouraged to let your unique vision soar.

There's more: you'll learn not only art, but the business of art: how to find an apprenticeship, market your work, exhibit in a gallery.

Imagine that. Fine art training that teaches you how to be wonderful, and make a living at it!



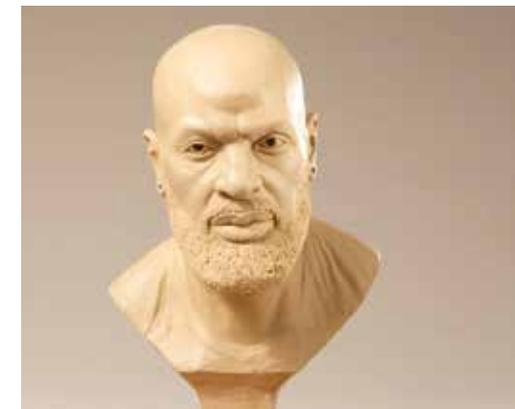
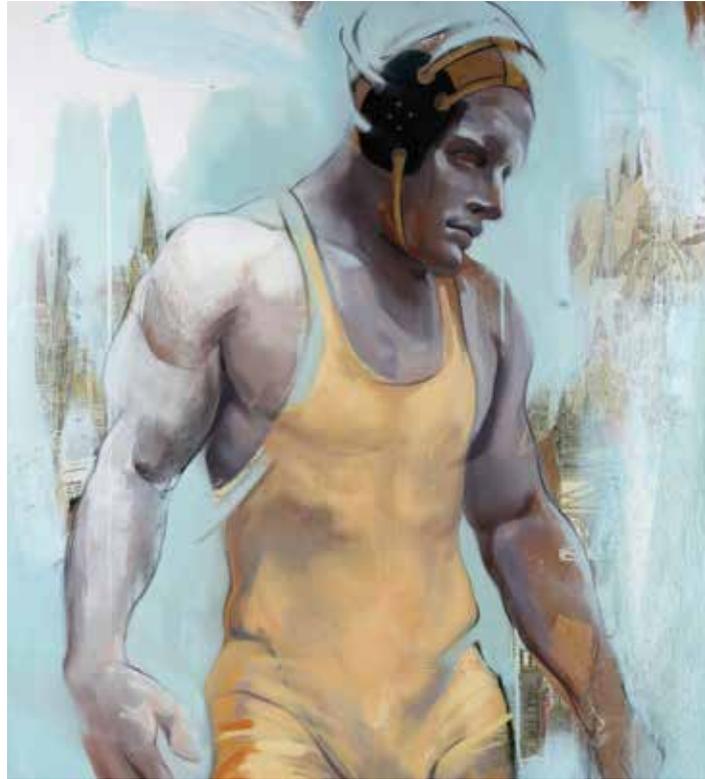
WHAT WE OFFER

About Painting

The Painting curriculum is grounded in time-tested fundamentals and technical skills. This includes accuracy and sensitivity in drawing, design, value control, color concepts which, in turn leads to the development of ideas and personal direction.

PAINTING FACILITIES:

- Our facilities include 25,000 square feet of classrooms, two classrooms of which are full-time anatomy studios, and one which is a full-time multimedia room with theatre seating.
- All classroom/studios are equipped with easels, tabarets, model stands, spotlights, cleaning stations and painting storage racks.
- There is a student art store within our facilities for all students to purchase any needed supplies at a discount.
- A prop room is well stocked with over 100 various fabrics and over 3,500 different props for class and student usage. A large variety of models are employed for all figurative classes.



About Sculpture

The Academy offers both traditional and modern sculpture curriculum. We teach aesthetic and concept development as well as a variety of media-specific skills such as ceramics, bronze casting, welding and forging.

SCULPTURE FACILITIES

The Academy's Sculpture Center is a 50,000 square foot state-of-the-art facility located in the heart of San Francisco's museum and gallery district.

- The ceramic facility contains front-loading computer programmed electric and gas kilns, a slab roller, extruder and a pug mill.
- The Academy has its own foundry, where there is a 150lb metal crucible (silicon bronze and aluminum), burnout kiln, cut-off station, burr-king sander and sand-blaster for artwork.
- In our welding area, we have state-of-the-art TIG-welders, power tools, a new sand blaster and patina stations used to finish bronze casting. Our equipment includes a jet-milling machine for cutting metal, a McEnglevan MIFCO forge machine, a plasma cutter, as well as MIG and TIG welders.
- Our Mold making studio allows students to make one, two and three-piece molds and casts with materials such as plaster and rubber.
- We offer a fully equipped, state-of-the-art wood shop.
- Resources also include pneumatic carving equipment, and vacuum casting for small metals. The department has the only complete art/sculpture neon studio in California.



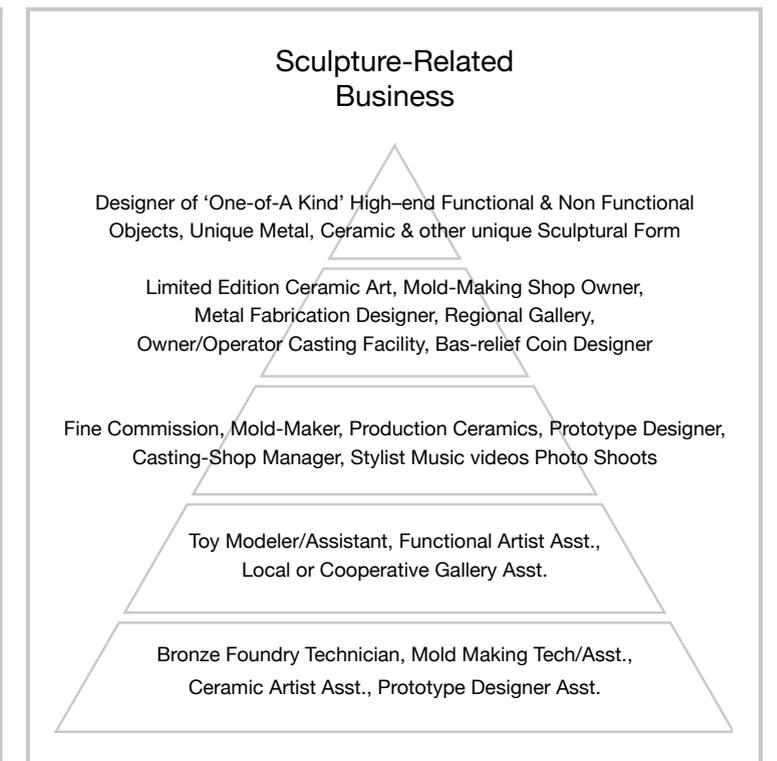
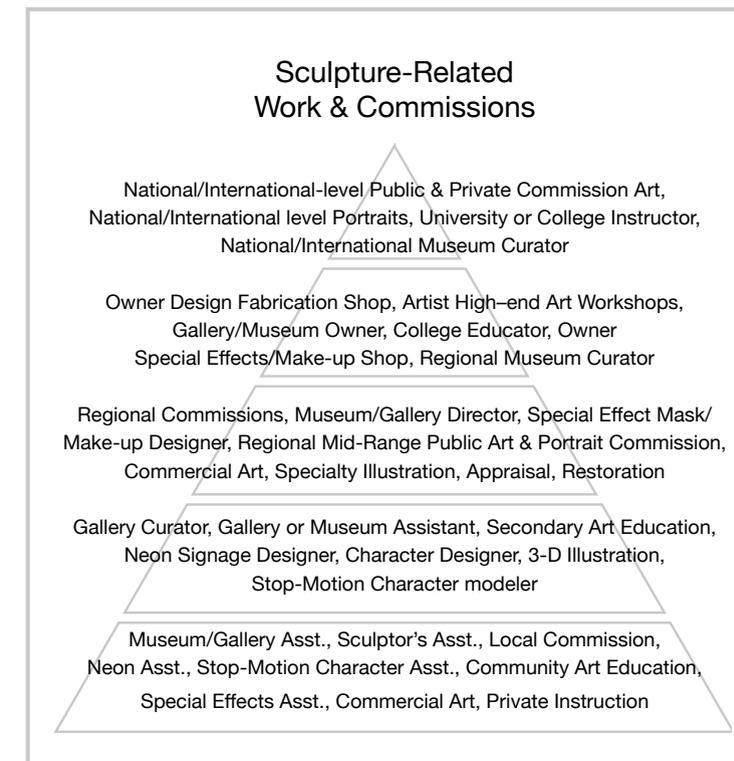
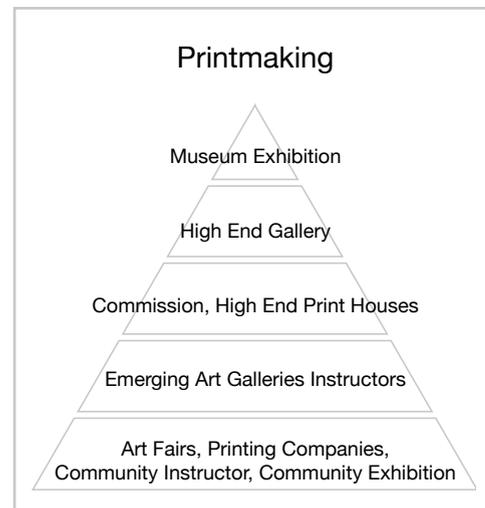
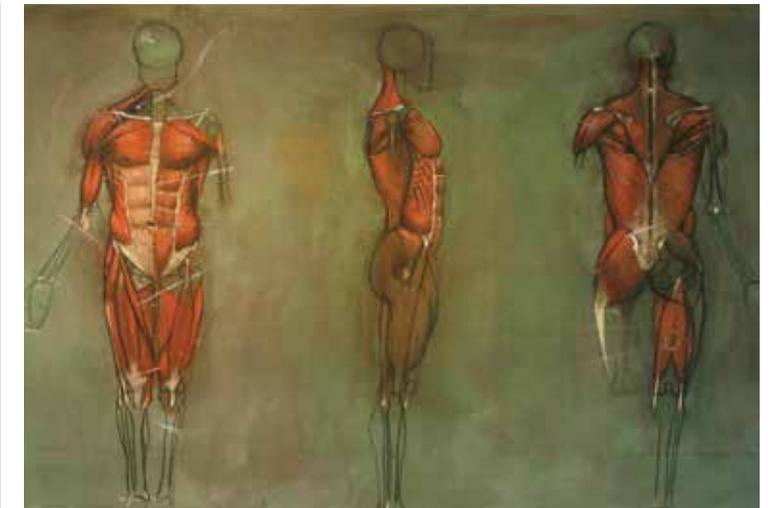
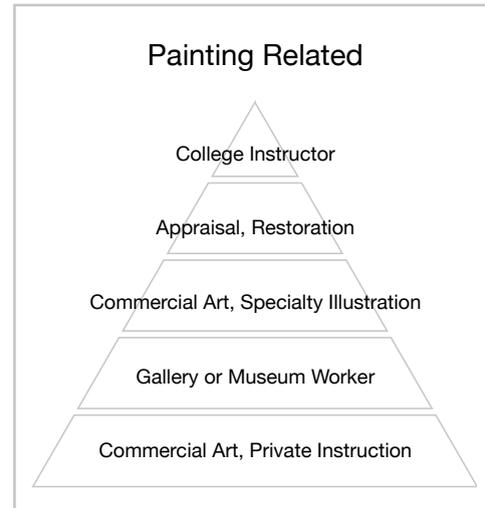
About Printmaking

The Academy's program provides students both the ability to master the important technical skills needed in Printmaking, as well as to evolve conceptually as artists. We pride ourselves in creating an atmosphere that fosters a balance of technical proficiency as well as a strong aesthetic sensibility.

- Our main Printmaking facility includes a general work area with a computer system and digital output station and 2 separate studios for advanced and beginner students with a total of 6 presses to accommodate intaglio, relief and monotype printing.
- The Intaglio studio embraces both traditional as well as sustainable approaches with support for both zinc and copper etching.
- The Silkscreen studio concentrates on the photo emulsion process and includes an expansive darkroom.
- The Lithography studio is well equipped with 4 presses and 100 stones in a wide range of sizes. This studio encourages students to master the old-world techniques of stone-based drawing and printing.
- The Book Arts/Letterpress facility is a combined studio with a variety of equipment including drill presses and paper cutters, laminating machines and book presses. Letterpress students learn to print broadsides on Vandercook presses, business cards on a Platen press, and have use of an exposure unit for the creation of Polymer Plates from film positives.
- Graduate students have exclusive access to an 800 sq. ft. shared studio, which includes a tabletop press. This shared studio is situated directly next to the main Printmaking studio for ease of access.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Fine Art

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA FINE ART DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA FINE ART CORE COURSES

FA 110	Still Life Painting 1
FA 143	Silkscreen 1
FA 145	Printmaking
or IND 138	Model Making 1
or IND 132	Sketch Modeling
FA 211	Introduction to Painting: Figure
or FASCU 130	Sculpture 1
FA 213	Introduction to Anatomy
FA 224	Composition & Painting
or FASCU 230	Sculpture 2
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 125	Color and Design
FND 131	Figure Modeling
ILL 133	Digital Media: Digital Manipulation

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

Bachelor of Fine Arts [BFA] in Fine Art

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA FINE ART DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA FINE ART CORE COURSES

FA 110	Still Life Painting 1
FA 143	Silkscreen 1
FA 145	Printmaking
or IND 138	Model Making 1
or IND 132	Sketch Modeling
FA 211	Introduction to Painting: Figure
or FASCU 130	Sculpture 1
FA 213	Introduction to Anatomy
FA 224	Composition & Painting
or FASCU 230	Sculpture 2
FA 420	Senior Portfolio Workshop/Professional Practices
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 131	Figure Modeling

FND 125	Color and Design
ILL 133	Digital Media: Digital Manipulation

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body
 Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects &
 Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative
 Comics
 LA 219 History of the Built Environment 1: Ancient to
 Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around
 the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance
 to 1900

LA 274 Study Abroad: Art & Architecture of Renaissance
 Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism

Certificate in Fine Art**CERTIFICATE REQUIREMENTS**

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS
TOTAL	120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Fine Art

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA FINE ART DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA FINE ART REQUIRED MAJOR COURSES

FA 600	Figure Studio
FA 601	Drawing
FA 602	Head Drawing
or FA 608	Abstract Painting
FA 604	Figurative Painting
or FA 605	Landscape Painting
FA 606	Still Life Painting
FA 609	Painting
FA 616	Portrait Painting
or FA 644	Quick Studies
FA 630	Color Theory
FA 626	Chiaroscuro
FA 644	Quick Studies
FA 655	MFA Thesis Preparation/MA Portfolio Review

DRAWING & PAINTING EMPHASIS

FA 600	Figure Studio
FA 601	Drawing
FA 604	Figurative Painting
FA 605	Landscape Painting
FA 606	Still Life Painting
FA 609	Painting
FA 626	Chiaroscuro
FA 630	Color Theory
FA 655	MFA Thesis Preparation/MA Portfolio Review
	+ 2 Major courses

SCULPTURE EMPHASIS

FA 600	Figure Studio
FA 601	Drawing
FA 622	Anatomy for Artists
FASCU 620	Figure Modeling
FASCU 622	Moldmaking
FASCU 624	Ceramics: Expressions in Clay
FASCU 630	Advanced Head & Figure Sculpture
FASCU 644	Portfolio Development Seminar
	+ 3 Major courses

MA FINE ART GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 601	Classical Aesthetics and the Renaissance
or GLA 602	The Art & Ideology of the 20th Century

Master of Fine Arts [MFA] in Fine Art

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA FINE ART DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course

MFA FINE ART REQUIRED MAJOR COURSES

FA 600	Figure Studio
FA 601	Drawing
FA 604	Figurative Painting
FA 605	Landscape Painting
FA 606	Still Life Painting
FA 609	Painting
FA 626	Chiaroscuro
FA 630	Color Theory
FA 655	MFA Thesis Preparation/MA Portfolio Review +1 Major course

PAINTING EMPHASIS

FA 600	Figure Studio
FA 601	Drawing
FA 604	Figurative Painting
FA 605	Landscape Painting
FA 606	Still Life Painting
FA 609	Painting
FA 626	Chiaroscuro
FA 630	Color Theory
FA 655	MFA Thesis Preparation/MA Portfolio Review +1 Major course

SCULPTURE EMPHASIS

FA 600	Figure Studio
FA 601	Drawing
FA 622	Anatomy for Artists
FA 655	MFA Thesis Preparation/MA Portfolio Review
FASCU 620	Figure Modeling
FASCU 622	Moldmaking
FASCU 624	Ceramics: Expressions in Clay
FASCU 630	Advanced Head & Figure Sculpture + 1 Major course

MFA FINE ART GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 613	Fashion, Arts, and Influence
GLA 615	History of Graphic Design
GLA 621	History & Techniques of Character Animation
GLA 622	History & Techniques of VFX
GLA 623	History and Techniques of Games
GLA 624	History of Visual Development
GLA 625	History of Photography
GLA 629	150 Years of American Illustration
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 638	Theory & Movements in Contemporary Interior Architecture
GLA 716	Fast & Furious: The World of Shorts
GLA 903	Seminar in Great Britain
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674	Professional Practices for Fine Artists
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UNDERGRADUATE COURSES

FA 110 Still Life Painting 1

Learn the indication of form, color, light and shadow through still life painting. Create interesting compositions along with various concepts relating to all majors.

FA 121 Intermediate Figure Drawing

Obtain basic figure drawing skills studying the nude model. You'll learn gesture, structure, form, and proportion, and examine light and shadow as it applies to defining form and anatomy.

FA 143 Silkscreen 1

Learn to use the direct photo emulsion stencil method of printing with water-based inks. You'll learn to use a variety of papers and inks to create works of fine art and contemporary communications.

FA 145 Printmaking

Know your print mediums. You'll learn traditional printmaking processes like etching, silkscreen, monotype, book arts, lithography, and relief printing to produce a portfolio and a book of prints.

FA 211 Introduction to Painting: Figure

Paint the human figure using oils or acrylics. You'll gain skills in value, color, form, shape, structure, and composition relating to the figure.

FA 213 Introduction to Anatomy

Humans have 206 bones and 650 muscles. You'll learn the dynamics of anatomical form and how it relates to figurative art through drawing from models.

FA 220 Watercolor

A technical, historical, and practical survey of watercolors will inform your painting choices. You'll gain skills specific to watercolors, including transparent application, value underpainting techniques, flat wash, dry brush, and wet-on-wet techniques.

FA 222 Heads & Hands

Attention Illustration, Visual Development, Animation, and Fine Art students: take this class. You'll focus on the form and structure of the head and hands to create dynamic drawings that include expressions and emotions.

FA 224 Composition & Painting

Increase the quality, scope, and breadth of your imaginative compositions. Make better paintings through a better understanding of the creative process and a deep dive into composition, value, pattern, tone, staging, mood, and color theories.

FA 241 Book Arts

How does the art of bookmaking relate to your work and direction? You'll develop answers to that question through a critical examination of the concept of bookmaking and an exploration of diverse binding forms.

FA 310 Intermediate Painting Studio

This course will focus upon the artist's individual interest. This will enable each student to begin to develop a body of work and explore their individual approach to their chosen subjects.

FA 311 Clothed Figure Painting 1

Learn to understand the body under clothing. You'll revisit proportion, gesture, light, shadow, value, and color relationships to structure, mass, and form. Plus, learn various properties of clothing, drapery, and the relation of the figure to its environment.

FA 313 Wildlife Painting 1

Take a walk on the wild side. This course is open to Illustrators, Painters, and Animators. Visit zoos, ranches, farm, or wildlife sanctuaries to observe, sketch, photograph, and develop color studies on animals. Using the medium of your choice, you'll create strong compositional paintings of animals and real or imaginary characteristics you observed. [This course is cross-listed with FA 713/313.]

FA 320 Watercolor Painting 2

Explore several watercolor media and techniques. You'll have the individual freedom to complete ambitious projects.

FA 321 Head Painting 1

To paint the human head with accuracy, you'll analyze head structure and traditional techniques, and explore the development of head forms through mass, value, shape, texture, and color.

FA 322 Quick Studies

Develop your intuitive skills for paint handling by producing painted quick studies. These on-the-fly studies in acrylics or oils will give you color, composition, paint handling, and quick indication-of-subject abilities, capturing the essence of the subject.

FA 325 Mixed Media Drawing & Painting 1

Discover new possibilities. By varying surfaces and mixing media, you'll discover how the descriptive and expressive qualities of line, alone or combined with tone and color, can give dimension, texture, and vitality to your work.

FA 328 Landscape Painting

Refine your approach and response to natural and man-made environments. You'll paint landscapes from locations and photographic references in studio.

FA 345 Mixed Media/Printmaking

Interested in experimenting with mixed media and varied surface techniques? You'll explore practical, technical, and conceptual applications for printmaking, painting, and drawing using water and oil-based mediums and contemporary transfer techniques. [This course is cross-listed with FA 603.]

FA 348 Paper Sculpture

Create a bas-relief paper sculpture using a variety of imagery. You'll gain the skills and learn techniques to sketch, design, cut, bend, and mount paper to create the illusion of three-dimensional images. You'll love this truly unique, super popular contemporary art course.

FA 350 Mural Painting

Experience the full mural production process and the business side of public art. You'll learn surfaces, mediums, materials, and methods to concept, budget, design, site survey, and produce a real mural for a real client.

FA 368 Urban Landscape

Cityscapes are dynamic, complicated places. Learning to paint cars and busses, buildings, and people as objects or shapes will help you develop the principles of dramatic light and shadow, atmospheric perspective, focal point and perspective. [This course is cross-listed with FA 607.]

FA 420 Senior Portfolio Workshop/Professional Practices

Become an artist-entrepreneur. You'll increase your business acumen in resume and biography preparation, invoicing, commission work, grant applications, public relations, income tax, contracts, insurance, and portfolio assembly.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

FA 423 Abstract Painting

You'll explore modern art from its inception to today, discovering how form and color was distorted to elicit an emotional response, then applying this to your own painting interpretations.

FA 424 Techniques of the Masters 1

Learn the techniques of the masters. You'll study painters who were influential in the modification of painting methods, and receive hands-on instruction working in the painting processes of the masters.

FA 450 Advanced Painting Studio

You will be given an opportunity to expand upon your chosen direction along with producing in class work and homework. You will be guided in terms of quality, concept, and your own personal vision.

FA 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

FA 493 Study Abroad

Travel to an inspirational location to practice your craft. You'll create art that reflects your personal insights about the place, both in plein air and in studio. Location: Florence, Italy and throughout Tuscany.

FA 493A Painting Study Abroad, Florence Italy

Immerse yourself in inspiration. By painting outdoors in several locations throughout the cultural center of Florence, Italy, you'll learn composition, drawing, value, colors, and technique.

FA 498 Collaborative Project

Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

FA 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

FA 500 Internship in Fine Arts

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

FA 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.



GRADUATE COURSES

FA 600 Figure Studio

Represent the human figure in pictorial space based on your observations and your study of the human form. You'll gain skills in proportional accuracy, foreshortening, and form and cast shadows to achieve convincing three-dimensional form of the figure.

FA 601 Drawing

Demonstrate your understanding of perspective, proportion, gesture, and foreshortening. You'll learn to depict objects, architecture, and figures using line, tone, and begin modeling.

FA 602 Head Drawing

Learn basic drawing principles for fine artists and illustrators. You'll draw the human head to learn composition, perspective, proportion, focal point, value pattern, and the use of light and shadow.

FA 603 Mixed Media/Printmaking

Interested in experimenting with mixed media and varied surface techniques? You'll explore practical, technical, and conceptual applications for printmaking, painting, and drawing using water and oil-based mediums and contemporary transfer techniques. [This course is cross-listed with FA 345.]

FA 604 Figurative Painting

Fine tune your fine art figure painting skills. Learn the basics and expand your personal style by experimenting with composition, color theory, form, and structure.

FA 605 Landscape Painting

Refine your approach and response to natural and man-made environments. You'll paint landscapes from locations and photographic references in studio.

FA 606 Still Life Painting

Develop your paint handling skills in value and color as you explore different organizational and compositional approaches to painting still life arrangements.

FA 607 Urban Landscape

Cityscapes are dynamic, complicated places. Learning to paint cars and busses, buildings, and people as objects or shapes will help you develop the principles of dramatic light and shadow, atmospheric perspective, focal point and perspective. [This course is cross-listed with FA 368.]

FA 608 Abstract Painting

You'll explore modern art from its inception to today, discovering how form and color was distorted to elicit an emotional response, then applying this to your own painting interpretations.

FA 609 Painting

Know the painting process. Using various brushes, painting mediums, and surfaces, you'll create simple compositions that explore monochromatic and limited pallet color schemes, demonstrate value and value relationships, and inform painting approaches like realism and impressionism.

FA 614 Contemporary Painting

Step out of your comfort zone. After a deep dive into the work and techniques of contemporary realists, you'll be challenged to experiment with a variety of approaches focusing on the relationships between style and subject matter.

FA 616 Portrait Painting

Take a classical approach to formal portraiture. You'll explore both ala prima and chiaroscuro approaches to portrait painting.

FA 622 Anatomy for Artists

Understand the skeletal and muscular systems of the human body. You'll investigate the complexities of the human form to enhance your figurative drawing skills.

FA 626 Chiaroscuro

Apply classical drawing principles to render a 3D form. You'll dive deep into the 5-value system of tonal rendering, composition, value pattern, variation of form, cast shadow edges, and light and shadow relationships.

FA 630 Color Theory

Get an education in color. You'll enhance your capacity to make informed color choices in your artwork by studying scientific research (theory) and through a series of hands-on projects (practice) designed to help you personalize color.

FA 631 Book Arts

How does the art of bookmaking relate to your work and direction? You'll develop answers to that question through a critical examination of the concept of bookmaking and an exploration of diverse binding forms.

FA 644 Quick Studies

Develop your intuitive skills for paint handling by producing painted quick studies. These on-the-fly studies in acrylics or oils will give you color, composition, paint handling, and quick indication-of-subject abilities, capturing the essence of the subject.

FA 650 Mural Painting

Experience the full mural production process and the business side of public art. You'll learn surfaces, mediums, materials, and methods to concept, budget, design, site survey, and produce a real mural for a real client.

FA 655 MFA Thesis Preparation/MA Portfolio Review

As an MFA student, you'll refine your thesis concept and prepare works to include in your midpoint review. Once you finalize a thesis concept, you will write content and prepare work for individualized instruction and critique. As an MA student, you'll prepare for your final portfolio presentation by completing 3 focused works in a single genre of painting. You will also compose an artist statement, a letter to a gallery, and a professional cover letter supporting your work. MA Students will complete 3 works focused on a specific concept in a single genre of painting. Students will compose a written Artist statement to support these works, a letter to a gallery to introduce their body of work, and a professional cover letter for presentation in job applications.

FA 665 Watercolor

A technical, historical, and practical survey of watercolors will inform your painting choices. You'll gain skills specific to watercolors, including transparent application, value underpainting techniques, flat wash, dry brush, and wet-on-wet techniques.

FA 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

FA 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

FA 713 Wildlife Painting 1

Take a walk on the wild side. This course is open to Illustrators, Painters, and Animators. Visit zoos, ranches, farm, or wildlife sanctuaries to observe, sketch, photograph, and develop color studies on animals. Using the medium of your choice, you'll create strong compositional paintings of animals and real or imaginary characteristics you observed. [This course is cross-listed with FA 713/313.]

FA 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FA 811 Process & Thesis Development

Begin a successful thesis project. In addition, regular instructor critiques, you will discuss approaches to your Final Portfolio and/or Thesis Project with graduate student peers. The goal is project cohesiveness, work quality, concept strength, and process through critique and feedback. Each Group Directed Study (GDS) course requires a minimum of 3 paintings, graded only for this class.

FA 820 Master Thesis

Interact with your instructor and fellow students in pursuit of your approved written thesis. Your instructor and peers will help give your project direction.

FA 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

FA 903 Study Abroad

Travel to an inspirational location to practice your craft. You'll create art that reflects your personal insights about the place.

FA 903A Painting Study Abroad, Florence Italy

Immerse yourself in inspiration. By painting outdoors in several locations throughout the cultural center of Florence, Italy, you'll learn composition, drawing, value, colors, and technique.

FA 990 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.





UNDERGRADUATE COURSES

FASCU 130 Sculpture 1

Explore the nature of three-dimensional form. You'll create a sculpture to gain technical skills, hands-on experience, and a knowledge of sculptural materials.

FASCU 150 Animal Sculpture

Learn to sculpt mammals and other animals. Exploring both anatomical realism and abstracted gestural movement of various animals, you'll use aspects of design, finish, and personal style to create portfolio-ready work.

FASCU 230 Sculpture 2

This course is Fine Arts Sculptures midpoint skills assessment class. Students will be evaluated on assignments designed to be challenging both in concept and technical skills, as well as problem-solving abilities. Students will model in clay and fabricate in cardboard volumetric constructions. Students will make three gallery-ready portfolio works; six models; and a written artist statement.

FASCU 231 Ceramics: Expressions in Clay

Clay is an expressive medium. Using various sculptural techniques, you'll gain a variety of painterly and contemporary low fire abilities.

FASCU 233 Moldmaking

Gain essential moldmaking and casting skills. You'll practice single-piece, simple two-piece, complex three-or-more-piece rigid molds, and rubber mold making techniques. Plus, you'll learn slip cast, hollow, and solid casting techniques.

FASCU 234 Head & Figure Sculpture

Express your personal creative ideas with clay. You'll develop skills in modeling gesture, figures, and proportions as you learn to sculpt the head, torso, and figure.

FASCU 270 Ecorche

Learn skeletal construction and musculature by sculpting an anatomical representation of the human body with the skin removed. Using plasteline figures, you'll explore morphology, structural concepts, and rhythmic proportion. [This course is cross-listed with FASCU 632.]

FASCU 330 Sculpture Studio

Context matters. You'll employ issues of context including site, scale, surface, form, function, material, intention, and the viewer to create professional portfolio-level sculpture.

FASCU 331 Clay, Advanced Techniques

This course introduces the techniques of hand building with clay, as well as covering important related topics such as clay bodies, kiln firing, and an overview of the contemporary ceramic scene. Special attention will be paid to the painterly application of dry and textured surfaces, especially suited to sculptural forms.

FASCU 334 Advanced Head & Figure Sculpture

Create sculptures that represent unique and personal interpretations of the human form. You'll work representationally and expressively to develop formal head and figure techniques.

FASCU 337 Bronze Casting

Use shell molds to cast a variety of metals. You'll learn to prepare waxes for casting, and how to apply different patina to the completed casting. [This course is cross-listed with FASCU 637.]

FASCU 338 Wheel Formed Sculpture

Gain the ability to make cylinders, bowls, and discs on a potter's wheel. You will use these shapes to create sculptures, an practice low temperature firings like raku.

FASCU 345 Portrait Sculpture

Learn to sculpt portraits in clay as if it were bronze. You'll understand differences in personal vs commissioned portraits, and a likeness vs. a psychological portrait, and present all as a means of expression.

FASCU 356 Expressive Large Scale Figure

You will focus on mid-sized ceramic figurative form. Working from a model, you will design and create large scale armatures to support 300 pounds of clay. While building up from maquettes to a large scale finished piece you will express your understanding of proportion, gesture and basic anatomical knowledge. These pieces will be unique to you, while developing expressive gestures and fine detailing of surfaces. Additionally, you will learn how to properly photograph and pose live models with studio lighting for your personal reference.

FASCU 361 Glaze Technology

Glazes protect and aesthetically enhance clay objects. Working in a variety glaze recipes and temperatures, you'll learn how to mix, test and manipulate glazes to create exciting new effects.

FASCU 431 Advanced Firing & Glazing Techniques

Master advanced glazing, raku, and pit firing techniques to develop your artistic, conceptual, and technical skills.

FASCU 438 Advanced Wheel Formed Sculpture

In this advanced ceramic class, you will focus on creating portfolio quality sculptures using advanced wheel throwing and firing techniques. You will practice various ceramic construction processes, glazing, surfacing, and preparation of ceramic sculptures. You will learn to prepare sculptures for gallery presentations, installations, and photography.

FASCU 461 Ceramics Portfolio

Get real-world professional experience creating an exhibition-level body of work. You'll present a proposal that establishes your ability to set and achieve goals, articulates your understanding of conceptual frameworks, and shows a high level of skill in the ceramic medium.

FASCU 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

FASCU 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

FASCU 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

FASCU 500 Internship in Sculpture

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

FASCU 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE
COURSES**FASCU 620 Figure Modeling**

You'll develop personal interpretations of the human form.

FASCU 622 Moldmaking

Gain essential moldmaking and casting skills. You'll practice single-piece, simple two-piece, complex three-or-more-piece rigid molds, and rubber mold making techniques. Plus, you'll learn slip cast, hollow, and solid casting techniques.

FASCU 624 Ceramics: Expressions in Clay

Clay is an expressive medium. Using various sculptural techniques, you'll gain a variety of painterly and contemporary low fire abilities.

FASCU 630 Advanced Head & figure Sculpture

Create sculptures that represent unique and personal interpretations of the human form. You'll work representationally and expressively to develop formal head and figure techniques.

FASCU 632 Ecorche

Learn skeletal construction and musculature by sculpting an anatomical representation of the human body with the skin removed. Using plasteline figures, you'll explore morphology, structural concepts, and rhythmic proportion. [This course is cross-listed with FASCU 270.]

FASCU 637 Bronze Casting

Use shell molds to cast a variety of metals. You'll learn to prepare waxes for casting, and how to apply different patina to the completed casting. [This course is cross-listed with FASCU 337.]

FASCU 638 Advanced Firing & Glazing Techniques

Master advanced glazing, raku, and pit firing techniques to develop your artistic, conceptual, and technical skills.

FASCU 668 Wheel Formed Sculpture

Gain the ability to make cylinders, bowls, and discs on a potter's wheel. You will use these shapes to create sculptures, an practice low temperature firings like raku.

FASCU 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

FASCU 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

FASCU 730 Expressive Large Scale Figure

You will focus on mid-sized ceramic figurative form. Working from a model, you will design and create large scale armatures to support 300 pounds of clay. While building up from maquettes to a large scale finished piece you will express your understanding of proportion, gesture and basic anatomical knowledge. These pieces will be unique to you, while developing expressive gestures and fine detailing of surfaces. Additionally, you will learn how to properly photograph and pose live models with studio lighting for your personal reference.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

FASCU 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FASCU 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

FASCU 990 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.





GAME DEVELOPMENT

WHAT WE OFFER

World-Class Curriculum: Game Development students receive a wellrounded education in the arts and sciences with an emphasis on applying techniques in Game Design, Programming, Concept Art, 3D Modeling and Animation.

Specialized Knowledge: After mastering the foundations, students develop innovative game mechanics and learn challenging 3D technology. Students can further their specialized training in game design, concept art, modeling, animation, and programming.

Master Game Design and Production Principles: Students learn and drill in design fundamentals for both 2D and 3D gameplay such as risk and reward, level layout and flow, balancing compelling gameplay, technical scripting and building suspense through story. As students progress, they learn specialized aspects of design such as monetization, unique control types, rapid development via iteration and production methods working in teams.

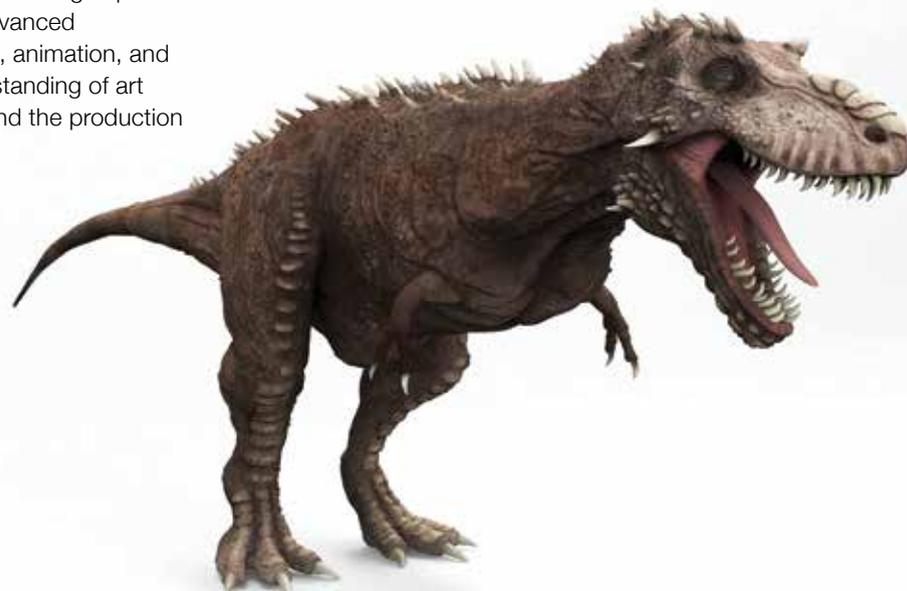
Master 2D & 3D Art Principles: This program builds on the foundations of traditional drawing, painting, and visual storytelling to develop conceptual skills. Students will have a solid grasp of fundamental game art principles, including advanced concepting, 3D modeling and texturing, shading, animation, and rigging techniques, as well as a thorough understanding of art production software, game engine technology and the production environment.

Hands-On Experience: Communication and organizational skills play key roles as students work on collaborative projects. State-of-the-art game engines are used to generate games from prototype to a publishable game, giving graduates hands-on experience with industry techniques and standards.

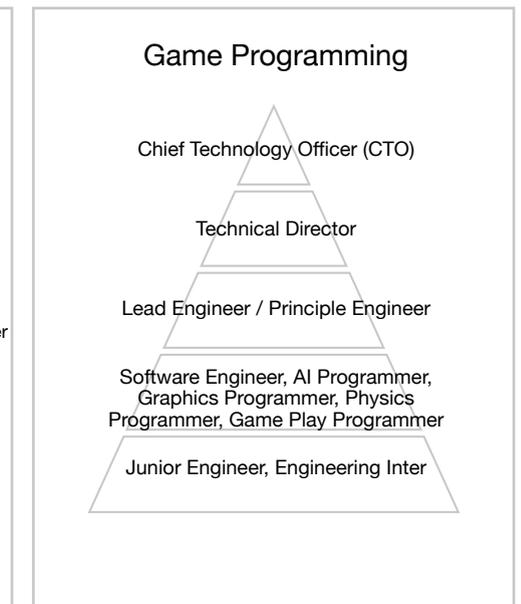
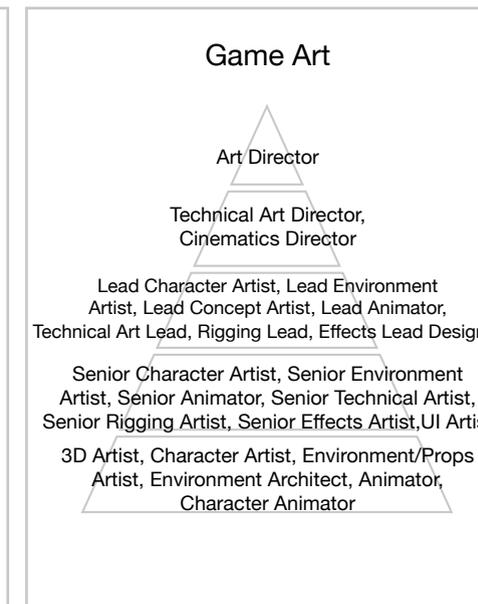
State-of-the-art Facilities: We offer industry-standard resources and equipment, including: a Game Lab, hundreds of classroom PC's and Cintiqs equipped with the latest technology and featuring all of the industry's latest development applications.

Professional Faculty: Our faculty are all working professionals at the top of the industry. Every semester, industry guests are invited for guest lectures and presentations.

Portfolio Development: Students develop an exceptional portfolio that shows skill in traditional drawing and painting as well as 3D modeling, game design, Programming, level design, animation, rigging and time management.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Game Design

(Effective 07/03/2023, formerly Associate of Arts [AA] in Game Development)

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA GAME DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course
 - 1 Fundamental Math course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA GAME DESIGN CORE COURSES

GAM 105	Introduction to Maya
GAM 107	Game Engines
GAM 110	Introduction to Game Development
GAM 111	2D Tools for Game Development
GAM 115	Elements of Scripting
GAM 150	Game Design, Theory & Analysis
GAM 170	Level Design for Video Games 1
GAM 201	3D Modeling for Games 1
GAM 215	Scripting for 3D Games 1
GAM 235	2D Level Design and Mechanics
GAM 310	Portfolio for Games 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 131 History of Gaming

FUNDAMENTAL MATH

- LA 255 College Math

Bachelor of Fine Arts [BFA] in Game Design

(Effective 07/03/2023, formerly Bachelor of Fine Arts [BFA] in Game Development)

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA GAME DESIGN CORE COURSES

GAM 105	Introduction to Maya
GAM 107	Game Engines
GAM 110	Introduction to Game Development
GAM 111	2D Tools for Game Development
GAM 115	Elements of Scripting
GAM 150	Game Design, Theory & Analysis
GAM 170	Level Design for Video Games 1
GAM 201	3D Modeling for Games 1
GAM 215	Scripting for 3D Games 1
GAM 235	2D Level Design and Mechanics
GAM 310	Portfolio for Games 1
GAM 405	Games Portfolio Preparation

BFA GAME DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course
 - 1 Fundamental Math course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
LA 207 Persuasion & Argument for the Multilingual Writer
LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 359 Urban Sociology

FUNDAMENTAL MATH

- LA 255 College Math

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 462 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century
 LA 131 History of Gaming

CHOOSE ONE ADDITIONAL COURSE:

- LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body
 Decoration
 LA 129 History of Automotive Design
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects &
 Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative
 Comics
 LA 219 History of the Built Environment 1: Ancient to
 Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around
 the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance
 to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance
 Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Bachelor of Fine Art [BFA] in Game Art

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ELECTIVES	9 UNITS
+LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA GAME ART CORE COURSES

FND 108	Digital Drawing for Entertainment
FND 112	Figure Drawing
GAM 105	Introduction to Maya
GAM 107	Game Engines
GAM 110	Introduction to Game Development
GAM 111	2D Tools for Game Development
GAM 201	3D Modeling for Games 1
GAM 233	Elements of Digital Painting
GAM 238	The Power of Composition
GAM 241	Introduction to Digital Sculpting
GAM 310	Portfolio for Games 1
GAM 405	Games Portfolio Preparation

BFA GAME ART DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
- LA 270 U.S. History
- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 233 Popular Topics in Health, Nutrition, & Physiology
- LA 254 Human-Centered Design
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 286 Discrete Mathematics
- LA 288 Vector, Matrices, & Transformations
- LA 293 Precalculus
- LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120	Art History Through the 15th Century
LA 121	Art History Through the 19th Century
LA 131	History of Gaming

CHOOSE ONE:

LA 117/LAN 117	Survey of Landscape Architecture
LA 118/IND 118	History of Industrial Design
LA 120 Art	History through the 15th Century
LA 121	Art History through the 19th Century
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA 137/VIS 137	History of Visual Development
LA 147/PH 147	History of Photography
LA 152/ILL 152	History of American Illustration (20th Century)
LA 182	Genres in Film
LA 195/ILL 195	History of Comics: American Comics
LA 197/ILL 197	History of Comics: International and Alternative Comics
LA 219	History of the Built Environment 1: Ancient to Gothic
LA 220	American Art History
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 242/GR 242	History of Graphic Design
LA 244/FSH 244	History of Fashion
LA 245/JEM 245	History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246	History of Textiles

LA 249	History of the Built Environment 2: Renaissance to 1900
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 284	Evolution of the Horror Film
LA 319	History of the Built Environment 3: 1900 to Present
LA 326	Topics in World Art
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	Art of the Dutch Golden Age
LA 432	Art of Spain: From El Greco to Picasso
LA 434	History of Asian Art
LA 464	Dada & Surrealism

Bachelor of Science [BS] in Game Programming

BS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ELECTIVES	9 UNITS
+LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BS GAME PROGRAMMING CORE COURSES

GAP 120	Principles of Computer Science
GAP 125	Programming for Games 1
GAP 225	Programming for Games 2
GAP 255	Object-Oriented Programming & Design
GAP 275	Programming for Games 3
GAP 235	Data Structures & Algorithms
GAP 285	AAA Game Engine Architecture
GAP 295	Low-Level Programming & Optimization
GAP 301	Programming Game Engines
GAP 305	Programming for Production
GAM 110	Introduction to Game Development
GAM 405	Games Portfolio Preparation

BS GAME PROGRAMMING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework and the following:

LA 107	Writing for the Multilingual Artist
or LA 108	Composition for the Artist
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations

- Minimum 2.0 GPA and the following general education requirements:

1	Art Historical Awareness course
1	Written Communication: Composition course
1	Written Communication: Context & Style course
1	Written Communication: Critical Thinking course
1	3D Math course
1	Fundamental Math course
1	Applied Math course
1	Discrete Mathematics course
1	Historical Awareness course
1	Cultural Ideas & Influences course
1	Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS**WRITTEN COMMUNICATION: COMPOSITION****CHOOSE ONE:**

- LA 107 Writing for the Multilingual Artist
 LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE**CHOOSE ONE:**

- LA 110 English Composition: Narrative Storytelling
 LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING**CHOOSE ONE:**

- LA 202 English Composition: Creative Persuasion & Argument
 LA 207 Persuasion & Argument for the Multilingual Writer
 LA 280 Perspective Journalism

FUNDAMENTAL MATH

- LA 255 College Math

APPLIED MATH

- LA 271 College Algebra with Geometry

3D MATH

- LA 288 Vector, Matrices, & Transformations

DISCRETE MATHEMATICS

- LA 286 Discrete Mathematics

HISTORICAL AWARENESS**CHOOSE ONE:**

- LA 171 Western Civilization
 LA 270 U.S. History
 LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 359 Urban Sociology

CULTURAL IDEAS & INFLUENCES**CHOOSE ONE:**

- LA 292 Programming & Culture
 LA 326 Topics in World Art
 LA 328 World Literature
 LA 343 Comparative Religion
 LA 368 Experiencing Culture: Anthropology for Today's Artist
 LA 443 Picturing Culture: Film and Photography in Anthropology
 LA 462 Power of Myth and Symbol
 LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS**CHOOSE ONE:**

- LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century
 LA 128 The Body As Art: History of Tattoo & Body Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative Comics
 LA 219 History of the Built Environment 1: Ancient to Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism

Master of Arts [MA] in Game Development

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA GAME DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA GAME DEVELOPMENT REQUIRED MAJOR COURSES

ANM 623	3D Modeling & Animation 1 (Maya)
GAM 601	Elements of Video Games
GAM 602	Game Design Principles
GAM 605	Scripting for Video Games 1
GAM 606	Rapid Game Development
GAM 607	Action Adventure & RPG Level Design
GAM 608	Drawing Bootcamp for Games: The Human Figure
GAM 651	Prototype Game Development
GAM 655	Scripting for Games 2
GAM 778	Professional Portfolio & Career Development
IXD 606	User Experience Design

MA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 623	History and Techniques of Games
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Master of Fine Arts [MFA] in Game Development

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA GAME DEVELOPMENT REQUIRED MAJOR COURSES

GAM 601	Elements of Video Games
GAM 602	Game Design Principles
GAM 605	Scripting for Video Games 1
GAM 606	Rapid Game Development
GAM 607	Action Adventure & RPG Level Design
GAM 608	Drawing Bootcamp for Games: The Human Figure
GAM 631	Thesis Project Preparation
GAM 651	Prototype Game Development
GAM 655	Scripting for Games 2
GAM 778	Professional Portfolio & Career Development

MFA GAME DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course

MFA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 623	History and Techniques of Games
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CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

UNDERGRADUATE COURSES

GAM 105 Introduction to Maya

Learn the fundamental concepts of 3D modeling for games. Using modeling tools and methods in a conventional 3D application, you will create a variety of polygonal objects and how to apply basic lighting and materials to your scenes.

GAM 107 Game Engines

Get hands-on experience producing simple games with three different game engines. You will explore the commonalities and differences in tools and workflows.

GAM 110 Introduction to Game Development

Learn the fundamentals of game development focusing on the various disciplines and roles involved in professional video game production. You will be exposed to industry-standard tools, workflows, and best practices that drive successful studios.

GAM 111 2D Tools for Game Development

Learn the two-dimensional tools used in the game industry. You will gain fundamental composition, color, layout, and presentation skills to develop different pieces using contemporary methods of digital image creation.

GAM 115 Elements of Scripting

Learn fundamental scripting elements for game development. You will explore the tools and approaches used to create game logic in both traditional and visual scripting systems.

GAM 119 Elements of User Interface Design

User interface (UI) design can make or break a game. Using graphic design skills, you will design different interface elements each week to develop a comprehensive UI style guide.

GAM 131 History of Gaming

Understanding game history helps modern developers make good design choices. You will study ancient board games, modern consoles, upcoming technologies, and a broad overview of the companies that have defined the video game industry.

GAM 150 Game Design, Theory & Analysis

Effective game design is about creativity, communication, and determining fun through the creation and balance of systematic rules. In this class, you will learn fundamental, practical principals of game design through the creation of table top games and role playing.

GAM 170 Level Design for Video Games 1

Gain a solid understanding of level design for first- and third-person video games. You will create levels and game experiences—from initial concept phase to block mesh, and multiple passes of scripting—using the Unreal game engine.

GAM 190 Mobile UI and UX

To design an intuitive UI (user interface) and UX (user experience) you must know your audience and your medium. You will learn how to create wireframes and interface elements fitting for mobile games.

GAM 201 3D Modeling for Games 1

Model immersive scenes that include multiple props. Using a conventional 3D application, you will deepen your skillset in UV coordinate mapping, different surfacing methods, and layout. Present your work in a real-time rendering application.

GAM 215 Scripting for 3D Games 1

Learn to apply coding standards and practices, automation, intermediate scripting features, and design patterns commonly found in scripted game logic. You will examine different approaches to scripting through short-form projects.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

GAM 225 Visual Effects for Games 1

Want to make cool attacks and explosions? Start here! Visual Effects (VFX) are a huge and exciting part of any game. You will learn to create amazing effects in a game engine, making you a valuable asset in the game industry.

GAM 233 Elements of Digital Painting

Gain the skills to digitally paint individual elements like skin, hair, facial features, wood, metal, stone, environments, and more.

GAM 235 2D Level Design and Mechanics

2D level design covers genres from platformers to dungeon crawlers. In this class you will learn how to create fun and functional 2D level designs and gameplay mechanics through multiple projects.

GAM 238 The Power of Composition

Use your composition and design skills to create powerful concept art. You'll analyze the work of old masters, famous illustrators, and contemporary concept artists to improve your work.

GAM 241 Introduction to Digital Sculpting

Learn the concepts and methods used to produce digital sculptures. You will learn to create organic and hard-surface objects in a digital sculpting application, explore 3D painting, and practice concept ideation. [This course is cross-listed with GAM 623.]

GAM 244 Digital Environment Sketching

Each landscape has a unique anatomy. You'll study the architectural language and style of various cultures and time periods, and learn to use draftsmanship, mood, story, symbolism, proportion, spatial relationships, and other environmental principles in your work.

GAM 245 Mobile Game Development

Program and deploy games for mobile using professional-grade software. You will build interfaces for multiple screen sizes, debug, profile, and optimize a mobile application for Android or iOS touch-screen devices.

GAM 250 Accelerated Digital Drawing Intensive for Concept Art

Get the full range of figure-drawing skills to develop a cohesive, distinct cast of characters. Working from various live models, you'll use line, shape, and color to design characters and communicate various character traits and types.

GAM 252 Systems Design

Explore the formal systems structures of games. You will model complex game systems based on high-level game concepts and balance variables of systems using systems theory, the MDA model, core and compulsion loops, combat systems, narrative architecture, social systems, game economies, and more.

GAM 255 Rapid Ideation Creation Sketching for Concept Art

We call it a boot camp, but there's nothing basic about our training. As a prospective concept artist, you'll gain the skills required to create thumbnails, ideations, and concept drawings with speed and accuracy. You'll produce volumes of sketches along the journey.

GAM 260 Prop & Weapon Design for Games

Create believable props and weapons for characters and creatures in a video game. You'll learn the aesthetics and function of weapons and props from different genres and time periods.

GAM 266 Digital Figure Painting

Expand your digital painting abilities. You'll use color theory and various painting techniques to realistically render shapes and shadows, establish color harmony, and create mood.

GAM 269 Color and Light for Concept Art

Dive into color and light. You'll examine how various light sources interact with objects and environments, and learn to apply color and light principles to create concept art, imagery, and design.

GAM 270 Level Design for Video Games 2

Learn to create stealth, trap, hub, and multi-player levels to expand your advanced level design skills. You will work through a professional level design test to complete the course.

GAM 288 C3: Character, Costume, & Creature

Gain character, costume, and creature design skills. You will examine fantasy, horror, and sci-fi genres to create provocative and memorable characters.

GAM 301 3D Modeling for Games 2

Create more sophisticated hard-surface and organic 3D objects. Industry-standard methods will be applied, such as Sub-D modeling and digital sculpting. Content will also focus on the essential steps of the 3D game asset pipeline, including retopology, UV layout, and map baking.

GAM 303 Creature Rigging

Take your rigging skills to the next level by learning to rig usual creatures and creature features. You will learn to rig wings, tentacles, multiple legs, and gain the skills to do any rigging challenge that comes your way.

GAM 310 Portfolio for Games 1

It's never too early to start planning for a portfolio and establishing a brand. In this midpoint class, you will learn the basics of creating a portfolio through a combination of professional techniques and feedback from fellow student peers and instructors.

GAM 315 Advanced Scripting

Technical design is all about problem solving through a combination of creativity, tools, and logic. In this class, you will use advanced scripting techniques to identify and overcome scripting hurdles in multiple game genres.

GAM 318 Virtual Reality and New Technology 1

Use virtual reality, emerging technologies, and new technology as it comes out to create innovative immersive experiences. You will learn from the past, experience the present, and create the future of interactive technology.

GAM 322 Stylized Character Design & Drawing for Games

Gain the skills to design stylized, simplified characters for video games. You'll practice simplifying your character designs using good design principles to create appealing styles and characters.

GAM 325 Visual Effects for Games 2

Create real-time visual effect in game engines. You will build 3D effects for environments, props, vehicles, and (of course) character attacks. Fire! Smoke! Explosions!

GAM 328 Monsters vs. Mechs

Think you've got what it takes? Prove it by designing original monsters and mechs (robots) good enough to win the Monster vs. Mech battle royale! Only the vehicles and creatures with the best common aesthetics, existing concept art, and anatomy will survive.

GAM 332 Texture & Light

Create and manage textures using hand-painted and procedural methods in 2D and 3D applications. You will identify textures that define the different properties of 3D surfaces and use UV mapping techniques to correctly apply 2D textures to a 3D object. [This course will be cross-listed with GAM 621.]

GAM 335 Story in Video Games

Games are what we play and story is why we play them. You'll learn to use specific storytelling skills to create interactive narratives, define memorable heroes and villains, and empower player agency.

GAM 340 3D Character Modeling 1

Study the game character pipeline from start to finish. Using game character ideation, low-resolution modeling techniques, UV layouts, and 2D and 3D surfacing for characters to create your own low-res, 3D game character. [This course is cross-listed with GAM 603.]

GAM 342 Game Environment Production 1

Use the environment asset pipeline to create real-time, 3D interior and exterior scenes. You will gain the storytelling, prop development, modularity, and composition skills to create compelling real-time environments. Plus, study scene management and iterative development. [This course is cross-listed with GAM 626.]

GAM 344 Digital Environment Painting

Build production-ready concept art for game environments. Using 3D and photo reference material, value speed studies, style guides, and digital painting brushes you'll create finished environment paintings. Plus, increase your composition, lighting, mood, and storytelling abilities.

GAM 350 Rapid Game Development

Become an effective game designer through multi-week projects in different genres. You will learn best practices for time management, effective communication, and project organization in a collaborative setting. [This course is cross-listed with GAM 606.]

GAM 353 Game Freemium & Monetization

Learn the principles behind freemium game design and how to use monetized gameplay mechanics to generate revenue. You will gain the skills to evaluate the profitability of social and mobile free-to-play games.

GAM 360 Environmental Modeling for Games 2

Build current-generation, real-time environments. Employing the environment art pipeline for games, you will gain lighting and rendering techniques, learn foliage creation, and present your work in a game engine.

GAM 401 Hard Surface Modeling 1

Model and sculpt mechanical and manufactured assets. You will build complicated objects, such as tools and vehicles, and learn to create and manage the resolution of these forms.

GAM 403 Organic Modeling: High Resolution Game Assets

Sculpt characters and organic environmental objects for games. Using conventional 3D and digital sculpting applications, you will create and manage dense polycounts to describe strong silhouettes, recognizable sculpted forms, and detailed relief in this high-resolution process.

GAM 405 Games Portfolio Preparation

As a senior, you will organize and enhance your accumulated work to create a portfolio that showcases your skills and accomplishments. Plus, learn professional practices and how to apply for employment.

GAM 410 Rapid Game Development 2

The pros use rapid prototyping to determine if a game will be fun, compelling, and well suited for production. Working collaboratively, you will create games on quick, two- and four-week cycles to learn scheduling, the responsibilities of different roles, and much more.

GAM 416 Combat Design

Learn to create a semester long 2D melee focused brawler or hack-n-slash game. The combat itself will be focused around a 3 hit melee combo with supplemental ranged attacks. The hero of the game can be anything from a cute sword wielding knight to a bare knuckles brawling street fighter. Enemy archetypes are discussed and implemented to compliment and counter the heroes own combat abilities. The semester and project ends with implementation of a climactic boss fight.

GAM 418 Augmented Reality Design and Technology

Explore how to design games and interactive experiences for Augmented Reality platforms. Learn to design for one of the most dynamic and versatile platforms!

GAM 425 Game VFX with Houdini

Houdini is a powerful tool for creating visual effects for games and other mediums. Learn to create awesome effects and then bring them into a game engine!

GAM 432 Advanced Textures & Materials

Go beyond an object's standard features to define wear and tear, weathering, and age. You will apply industry-standard texturing and rendering methods like map baking, 3D painting, and procedural and node-based material creation to original 3D artwork. will be demonstrated. [This course is cross-listed with GAM 632.]

GAM 440 3D Character Modeling 2

Create your own high-resolution, 3D game character. You will learn game character ideation, digital sculpting, hair and clothing, retopology, UV layouts, and both 2D and 3D surfacing properties using the full game character pipeline.

GAM 464 High Resolution Asset Studio

Produce assets that meet industry standards and timelines. Starting with existing and original concept art, you'll use each step of the game asset pipeline to deepen your knowledge of current workflows.

GAM 471 Game Studio – Art (Fall)

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Art will generate concepts and 2D and 3D assets with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Fall section of the Co-Lab covers the Alpha and Beta phases of development with a focus on polishing and finalizing projects.

GAM 472 Game Studio – Game Design (Fall)

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Fall section of the Co-Lab covers the Alpha and Beta phases of development with a focus on polishing and finalizing projects.

GAM 473 Game Studio – Art (Spring)

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Art will generate concepts and 2D and 3D assets with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Spring section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

GAM 474 Game Studio – Game Design (Spring)

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Spring section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

GAM 475 Game Studio – Art (Summer)

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Art will generate concepts and 2D and 3D assets with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Summer section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

GAM 476 Game Studio – Game Design (Summer)

The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Summer section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

GAM 483 Interactive Media Production & Entrepreneurship

Experience the roles of project and studio managers in the game and interactive entertainment industries. You will learn to build new projects, team management, assessing resources, and how to create schedules and budgets.

GAM 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

GAM 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

GAM 498ES Esports Studio

Students will learn how to prepare and produce Esports Live Broadcasts and Tournaments. Students will gain essential studio experience by producing content for live events, and create professional-grade portfolio material. This class will introduce you to the skills you will need to succeed in today's fast paced world of Esports.

GAM 498GD Collaborative Game Development

Collaborate with artists, designers, and programmers to create a video game prototype. You will use professional tools, techniques, and workflows to create a portfolio-quality project as a team.

GAM 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

GAM 500 Internship in Game Design

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

GAM 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

UNDERGRADUATE COURSES

GAP 120 Principles of Computer Science

Learn to think like a programmer. You'll write programs to move a robot, and learn numbering systems, problem solving, API design, and other concepts foundational to programming. Designed to support GAP 125 but topics apply to all forms of programming.

GAP 125 Programming for Games 1

Become proficient in C++. To learn the game industry's most-used language, you'll write text-based games using variables, branching, looping, console input/output, pointers, heap allocation, and more.

GAP 201 Programming Languages

Broaden your skills writing simple programs in several popular programming languages. You'll gain a versatile set of abilities in Lua, C#, Python, and some development tools and writing automation scripts.

GAP 225 Programming for Games 2

Increase your abilities using the most common C++ language features. You'll learn to write preprocessor directives, unit tests, custom operators, file I/O, and templates.

GAP 235 Data Structures & Algorithms

Take the leap from coder to software engineer. You will learn about asymptotic analysis of the various algorithms involved with arrays, linked lists, queues, stacks, strings, hash tables, trees, graphs, and more.

GAP 255 Object-Oriented Programming & Design

Learn essential techniques for organizing code into classes. Explore common design patterns used throughout game programming to facilitate in writing scalable, maintainable code.

GAP 275 Programming for Games 3

Make a simple 2D game. You'll learn to solve specific game programming challenges using 2D graphics, capturing player input, basic audio programming, simple physics and collision, and more.

GAP 285 AAA Game Engine Architecture

Make simple games using the Unreal Engine to learn about AAA game architecture. You'll get a behind the scenes look at how Unreal works, and why it was built this way.

GAP 288 Vector, Matrices, & Transformations

Solve linear systems using various applications. You'll learn the mathematics of 3D vectors, including dot and cross product operations, and use Matrix operations for transformations like translations, rotations, and scale.

GAP 295 Low-Level Programming & Optimization

Learn the internals of the CPU and memory systems in modern computers and consoles. You'll study optimization theory and gain hands-on experience with concurrency and multi-threaded programming.

GAP 301 Programming Game Engines

Design your own game engine. You'll follow a step-by-step process to build a stable, scalable, reusable engine that will form the foundation for future classes.

GAP 305 Programming for Production

Build two games, one using an engine from GAP 301 and another using a tool of your choice. Learning the role of engineer, you'll work in teams using industry-standard tools and methodologies to produce the games.

GAP 311 Fundamentals of Computer Graphics

Learn the foundations of modern Computer Graphics including points, lines, polygons, and how to color and light them. You'll explore different types of Shaders—the foundation for rendering CG objects—using basic lighting, texturing, types of textures, and environmental mapping.

GAP 321 Artificial Intelligence

AI brings non-player character behavior to life in a simulated world. Building AI for a variety of game types, you'll create a simulation game incorporating AI layering, behavior trees, planning, and communication that allows multiple AI agents to conspire against the player.

GAP 331 Network Programming

Build a simple two player game to be played over a network. You'll learn network protocols, server client architecture, and peer-to-peer interaction.

GAP 351 Indie Game Programming

Learn to approach one of the world's most popular "black box" game engine like an engineer. Discover how you can still make informed technical choices to create efficient systems and tools, despite limited access to source code.

GAP 361 Programming for Game UI and Tools

Create user interfaces for both behind-the-scenes game designers, and front facing game players. You'll make functional widgets including buttons, list boxes, and text fields.

GAP 391 Procedural Content Generation

This course will cover the basics of procedural content generation. Students will build systems to generate everything from worlds to terrain to quests.

GAP 477 Fall Portfolio Project: Programming

You will work on your portfolio project, contributing programming architecture and implementation to a real project. The Collaborative Project class is a real game development studio working on real games to complete and publish. You will gain essential studio experience by completing a game production cycle, hone your development skills, and create professional-grade portfolio material.

GAP 478 Spring Portfolio Project: Programming

You will work on your portfolio project, contributing programming architecture and implementation to a real project. The Collaborative Project class is a real game development studio working on real games to complete and publish. You will gain essential studio experience by completing a game production cycle, hone your development skills, and create professional-grade portfolio material.

GAP 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

GAP 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

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GAP 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

GAP 500 Internship in Game Programming

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

GAP 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.



GRADUATE COURSES

GAM 601 Elements of Video Games

Prepare to enter the video game industry. Studying professional practices and techniques, you'll find differences between large and small companies, genres, and types of games. Plus, create your own game design document that shows what you've learned.

GAM 602 Game Design Principles

Develop a set of creative tools based on games, film, art, and music from around the world. You will learn how to effectively brainstorm, prototype, and iterate on original ideas using industry standard practices and your own cultural background.

GAM 603 3D Character Modeling 1

Study the game character pipeline from start to finish. Using game character ideation, low-resolution modeling techniques, UV layouts, and 2D and 3D surfacing for characters to create your own low-res, 3D game character. [This course is cross-listed with GAM 340.]

GAM 604 Environment Modeling for Games: Principles

Study 3D game art production for environments. You will gain block out, UV mapping, texturing, and iterative development skills to develop your 3D scenes. Plus, learn to identify the best modeling practice for a given environment.

GAM 605 Scripting for Video Games 1

Is your focus on level design or game design? You will examine player interaction and events in video games using C# and game engines, and learn to break down problems and systematically build solutions individually and in teams.

GAM 606 Rapid Game Development

Become an effective game designer through multi-week projects in different genres. You will learn best practices for time management, effective communication, and project organization in a collaborative setting. [This course is cross-listed with GAM 350.]

GAM 607 Action Adventure & RPG Level Design

Gain a solid understanding of level design for 1st and 3rd person video game levels. You will create levels and game experiences from initial concept phase through block mesh and multiple passes of scripting using the Unreal game engine.

GAM 608 Drawing Bootcamp for Games: The Human Figure

Improve your concept art skills by drawing the figure and becoming familiar with human anatomy and figure drawing concepts.

GAM 610 Drawing Bootcamp: Dynamic Sketching

Improve your ability to create concept art by sketching various hard surfaces and organic subjects. You'll start your own library of reference materials including animals, vehicles, buildings, people, and assorted materials.

GAM 611 Visual Communication for Game Designers

This course focuses on developing visual design and communication skills for video game designers. Topics include: wireframes, graphic design, UI/UX, basic sketching, and verbal presentation. Students use industry-standard digital tools and vocabulary to efficiently and accurately convey their game play ideas and create graphic presentations.

GAM 612 Concept Art for Games

Apply your drawing and color skills to game-specific subjects. You'll increase your visual language, drawing, and digital painting skills to create asset model packs and designs for 3D modeling production.

GAM 621 Texture & Light

Create and manage textures using hand-painted and procedural methods in 2D and 3D applications. You will identify textures that define the different properties of 3D surfaces and use UV mapping techniques to correctly apply 2D textures to a 3D object. [This course will be cross-listed with GAM 332.]

GAM 623 Introduction to Digital Sculpting

Learn the concepts and methods used to produce digital sculptures. You will learn to create organic and hard-surface objects in a digital sculpting application, explore 3D painting, and practice concept ideation. [This course is cross-listed with GAM 241.]

GAM 626 Game Environment Production 1

Use the environment asset pipeline to create real-time, 3D interior and exterior scenes. You will gain the storytelling, prop development, modularity, and composition skills to create compelling real-time environments. Plus, study scene management and iterative development. [This course is cross-listed with GAM 342.]

GAM 627 2D Level Design and Mechanics

2D level design covers genres from platformers to dungeon crawlers. In this class you will learn how to create fun and functional 2D level designs and gameplay mechanics through multiple projects.

GAM 631 Thesis Project Preparation

Prepare for the midpoint review. You will develop an independent thesis plan, perfect your portfolio, and complete your thesis project proposal to showcase your accumulated skills and work over the first part of the program.

GAM 632 Advanced Textures & Materials

Go beyond an object's standard features to define wear and tear, weathering, and age. You will apply industry-standard texturing and rendering methods like map baking, 3D painting, and procedural and node-based material creation to original 3D artwork. will be demonstrated. [This course is cross-listed with GAM 432.]

GAM 633 Dynamic Figure Sculpting for Games

Breathe life into your characters by sculpting expressive forms. Successful character artists have a firm foundation in human anatomy. You will use digital sculpting tools to study proportions and muscle groups, create strong silhouettes, simplify anatomy, and learn proper posing techniques.

GAM 643 Environment Modeling for Games: Production

Build real-time environments using current practices and the environment art pipeline for games. You will gain foliage creation, lighting, and rendering skills, and present your work in a game engine.

GAM 651 Prototype Game Development

Student teams will work in a model production environment to build a working first playable. Students will have hands-on experience with a game engine to create their prototype game. Time management, organization, export and import pipeline, bug tracking and fixing will be refined.

GAM 652 Combat Design

Learn to create a semester long 2D melee focused brawler or hack-n-slash game. The combat itself will be focused around a 3 hit melee combo with supplemental ranged attacks. The hero of the game can be anything from a cute sword wielding knight to a bare knuckles brawling street fighter. Enemy archetypes are discussed and implemented to compliment and counter the heroes own combat abilities. The semester and project ends with implementation of a climactic boss fight.

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GAM 655 Scripting for Games 2

Learn complex, efficient, and specialized practices for scripting gameplay mechanics. You will develop several video games featuring systems of moderate complexity from scratch.

GAM 660 Digital Painting Principles

Rapidly improve your digital painting skills to create believable concept art. You'll paint the human figure and other types of materials to learn basic color theory.

GAM 665 Color & Composition for Game Art

A working knowledge of the three most important elements of concept art—color, cinematic lighting, and composition—will help you create mood and emotion in your designs.

GAM 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

GAM 778 Professional Portfolio & Career**Development**

As you reach the completion of your degree, it's time to prepare for your career in professional game development by compiling your best work into a portfolio, establishing a personal brand, and preparing all the materials you will need to apply for jobs in a very competitive industry.

GAM 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

GAM 810 Pipeline Process for Thesis

Make a plan to finish your thesis. With help from your instructor and peers you'll work to refine your concept, address challenges, and do the visual, verbal, and written work to advance your thesis toward completion.

GAM 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.





GRAPHIC DESIGN



If You Want a Portfolio that Lands you the Job, Apply Here

Graphic design is art for the people. It's the mark that symbolizes your trusted brands, the homepage of your well-loved website and the label on your favorite products.

Here, our graphic design department is second to none. From day one, you'll be treated like a working designer—taught by professionals at the top of their field. Apply yourself and you'll leave with a portfolio that has something very important that goes with it: a job.



WHAT WE OFFER

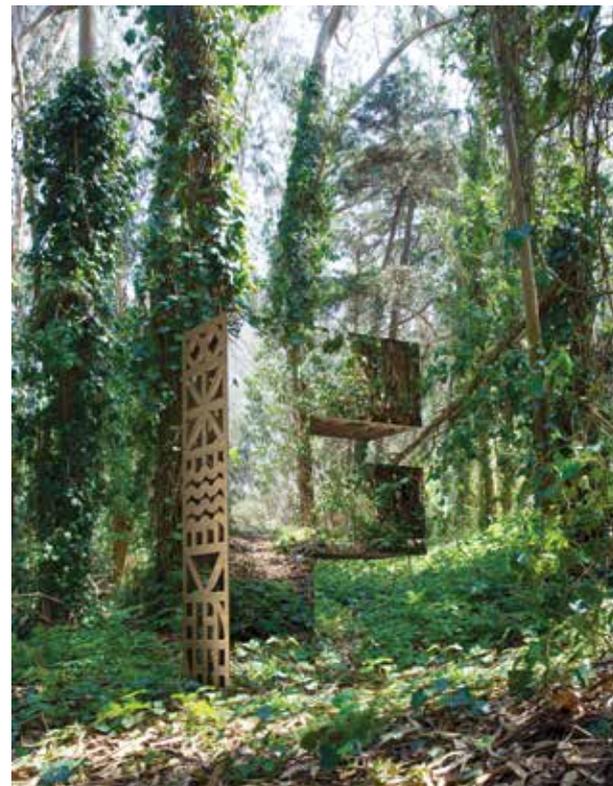
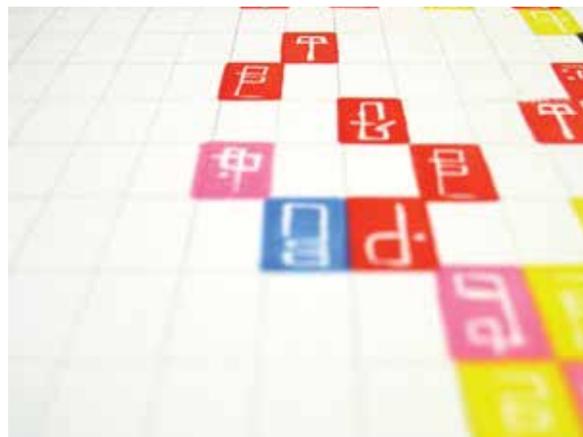
Winter Show: In addition to participating in The Academy's Spring Show, the School of Graphic Design hosts its own Winter Show, which features the graduating seniors and MFA candidates, as well as packaging and dimensional projects that are on display. Industry is invited to judge for the most outstanding portfolios and awards are given.

Real-World Projects: Every year, Graphic Design students work on many projects for real clients.

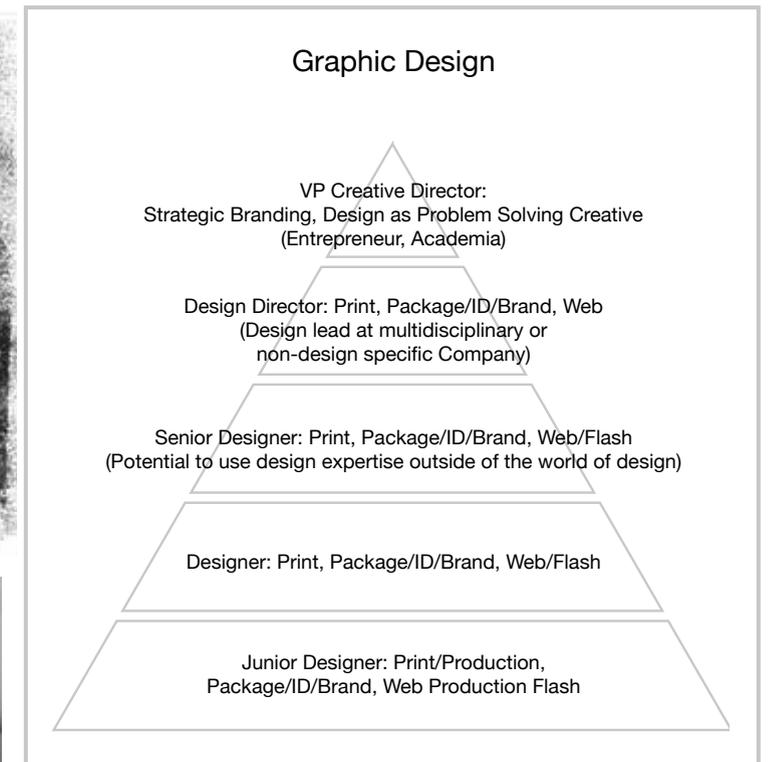
Professional Faculty: Graphic Design instructors are award-winning designers working at the top of the industry. Our faculty members bring years of industry experience into the classroom. Learn from industry greats such as Michael Osborne, famous San Francisco designer of the Post Office "Love Stamp," Tom Sieu, Creative Director of Sephora, and influential design icon Roland Young.

World-Class Curriculum: The program provides a robust curriculum of conceptual problem solving, innovation, critical thinking, and formal design as well as branding and marketing strategies. A real-world approach to design assures aesthetics, functionality, value, and meaning to all student projects.

Green Design: Green strategies are very much a part of the program. Issues of sustainability are strongly considered throughout our curriculum.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Graphic Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA GRAPHIC DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA GRAPHIC DESIGN CORE COURSES

COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technology: Digital Publishing Tools
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
GR 221	Graphic Design 1: Visual Communication
GR 310	Typography 2: Formalizing Structure
GR 321	Package Design 1: 3D Thinking/Making
GR 327	Graphic Design 2: Integrating Principles
IXD 105	Design Technology: Visual Design Tools
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 207 | Persuasion & Argument for the Multilingual Writer |
| LA 280 | Perspective Journalism |

EMPLOYMENT COMMUNICATIONS & PRACTICES

- | | |
|--------|-------------------|
| LA 291 | Designing Careers |
|--------|-------------------|

ART HISTORICAL AWARENESS

- | | |
|--------|--------------------------------------|
| LA 120 | Art History through the 15th Century |
| LA 242 | History of Graphic Design |

Bachelor of Fine Arts [BFA] in Graphic Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA GRAPHIC DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA GRAPHIC DESIGN CORE COURSES

COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technology: Digital Publishing Tools
GR 150	Introduction to Visual Communication
GR 122	Typography 1: Hierarchy and Form
GR 221	Graphic Design 1: Visual Communication
GR 310	Typography 2: Formalizing Structure
GR 321	Package Design 1: 3D Thinking/Making
GR 327	Graphic Design 2: Integrating Principles
GR 460	Senior Portfolio
IXD 105	Design Technology: Visual Design Tools
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
- LA 270 U.S. History
- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 233 Popular Topics in Health, Nutrition, & Physiology
- LA 254 Human-Centered Design
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 286 Discrete Mathematics
- LA 288 Vector, Matrices, & Transformations
- LA 293 Precalculus
- LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century
- LA 242 History of Graphic Design

CHOOSE ONE ADDITIONAL COURSE:

- LA 117/LAN 117 Survey of Landscape Architecture
- LA 118/IND 118 History of Industrial Design
- LA 128 The Body As Art: History of Tattoo & Body Decoration
- LA 129 History of Automotive Design
- LA 131/GAM 131 History of Gaming
- LA 132/ANM 102 History of Animation
- LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
- LA 137/VIS 137 History of Visual Development
- LA 147/PH 147 History of Photography
- LA 152/ILL 152 History of American Illustration (20th Century)
- LA 182 Genres in Film
- LA 195/ILL 195 History of Comics: American Comics
- LA 197/ILL 197 History of Comics: International and Alternative Comics
- LA 219 History of the Built Environment 1: Ancient to Gothic
- LA 220 American Art History
- LA 222 20th Century Art
- LA 224 Women, Art & Society
- LA 226 /IAD 230 Survey of Traditional Interior Architecture
- LA 229/IAD 231 Survey of Contemporary Interior Architecture
- LA 244/FSH 244 History of Fashion
- LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
- LA 246/FSH 246 History of Textiles
- LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 284 Evolution of the Horror Film
- LA 319 History of the Built Environment 3: 1900 to Present.
- LA 326 Topics in World Art
- LA 327 Art of the Classical World
- LA 333 Art of the Middle Ages
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 432 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 464 Dada & Surrealism

Certificate in Graphic Design

CERTIFICATE REQUIREMENTS

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS

TOTAL	120 UNITS
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- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Graphic Design and Digital Media

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA GRAPHIC DESIGN AND DIGITAL MEDIA DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA GRAPHIC DESIGN AND DIGITAL MEDIA REQUIRED MAJOR COURSES

GR 601	Type Systems
GR 605	Digital Design Studio 1
GR 613	Type Experiments
GR 616	Making Ideas Visible
GR 617	Type Forms
GR 618	Visual Literacy
GR 619	Type Composition
GR 620	Visual Thinking
GR 700	MA Portfolio Seminar
IXD 606	User Experience Design
	+ 1 Major course

MA GRAPHIC DESIGN AND DIGITAL MEDIA REQUIRED MAJOR COURSES

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615	History of Graphic Design
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Master of Fine Arts [MFA] in Graphic Design

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	15 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	12 UNITS
TOTAL	63 UNITS

*Per director approval

MFA GRAPHIC DESIGN REQUIRED MAJOR COURSES

GR 600	Visual Communications Lab
GR 601	Type Systems
GR 605	Digital Design Studio 1
GR 613	Type Experiments
GR 616	Making Ideas Visible
GR 617	Type Forms
GR 618	Visual Literacy
GR 619	Type Composition
GR 620	Visual Thinking
GR 875	Design Seminar/Portfolio

MFA GRAPHIC DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615	History of Graphic Design
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MFA GRAPHIC DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course
 - 1 Major Designated Graduate Liberal Arts course

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 676	Professional Practices for Designers & Advertisers
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MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 612	Writing and Research for the Master's Student
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UNDERGRADUATE COURSES

GR 102 Design Technology: Digital Publishing Tools

Get familiar with the technical tools of the trade. You'll study the theory and function of industry-standard computer hardware and software and learn the digital design principles professionals use to produce visual communications and digital products.

GR 107 Introduction to Interaction Design

User-centered design is where it all starts. Following an interactive design process, in this class you'll discover how human/computer interaction, user personas, interfaces, and information architecture drive the development of compelling user experiences.

GR 122 Typography 1: Hierarchy and Form

Typography gives language a physical form. Part science and part art — good typography is a skill unique to graphic design and makes your ideas come to life. You'll learn to solve typographic design problems by focusing on letterforms, proportion, hierarchy, legibility, structure, aesthetics, and more.

GR 150 Introduction to Visual Communication

Successful visual communication unites many diverse creative professions. You'll gain hands-on interdisciplinary ideation and creative problem-solving experience by working on projects that emphasize collaboration and audience engagement.

GR 221 Graphic Design 1: Visual Communication

Great graphic designers are creative problem solvers with passion and perseverance. Through research and experimentation, you'll learn to attack myriad problems from multiple angles, and gain the skills to develop solutions for a variety of audiences.

GR 242 History of Graphic Design

Know your history. You'll examine the pivotal events, technical innovations, significant movements, and creative thinkers that shaped the past and informed the current state of visual communication. You will also build a vocabulary for design that will be critical to your success in studio classes.

GR 310 Typography 2: Formalizing Structure

Transform text into visually engaging communications for both print and screen experiences. Building on Typography 1, you'll focus on building more complicated typographic compositions through an understanding of page and paragraph aesthetics, legibility across various media, typographic expression, and integration of visual imagery.

GR 321 Package Design 1: 3D Thinking/Making

Apply your design skills to three-dimensional packages. You'll build a solid foundation of the process and materials necessary to develop packages and prototype templates that account for three dimensions, material properties, and structural considerations.

GR 322 Package Design 2: Executing 3D Design

Package design is the part of a brand that you actually touch. Building upon Package Design 1, you'll make more effective use of your design skills to align branding concepts to more complex three-dimensional design formats.

GR 324 Branding Principles

A brand is the gut feeling you have about a company, product, or service. Most brands are defined by their visual properties — which makes this valuable business asset heavily dependent upon designers. You'll explore the principles of branding and identity design by creating brand expressions for new products, services, environments, and experiences.

GR 327 Graphic Design 2: Integrating Principles

Recognize the power of design. You'll gain more conceptual expertise and a stronger command of typography and visual language. Combined with solid craftsmanship skills, you will begin to produce projects that comprise a professional body of work.

GR 330 Typography 3: Complex Hierarchy

Building on the skills learned in Typography 1 and 2, you will begin to construct larger systems of typography in the form of linear narrative structures, non-linear interactive formats and coordinated typographic expressions. You will learn to develop typographic communications and technical solutions for more diverse and sophisticated platforms.

GR 350 Visual Systems 1

Expand your design skills into complex business, cultural and sociological systems. Your formal design abilities, conceptual fluency, and technical know-how will enable you to construct meaningful imagery and resonant experiences that can be extended into broader patterns of reader and user engagement.

GR 360 Graphic Design 3: Nature of Interaction

In today's world, brands are defined by the experiences that they provide. The proliferation of mobile devices means that many of those experiences are delivered as digital products. Through careful research, persona development and design strategies, you'll create the mobile design experiences around which much of Silicon Valley revolves.

GR 365 Strategies for Branding

Brands are the means by which organizations differentiate themselves. Building on skills learned in Branding Principles, you will find new ways to bring brands to life, extend brands into new territory and make brands more interesting, engaging and relevant.

GR 370 Package Design 3: Advanced 3D Branding

Extend your knowledge of packaging by developing a full-fledged product line. Using market research, product analysis, brand development, photography, and illustration you'll design portfolio-worthy products for today's demanding marketplace.

GR 425 Visual Systems 2

Designers who can develop meaningful and engaging design solutions for complex communication problems are in high demand. You'll use your mastery of type, composition, and image construction to create portfolio-ready pieces that integrate a wide variety of media into a cohesive whole.

GR 429 Information Design

Our increasingly complex world needs designers to make sense of it all. You'll learn to use your visual skills to present information in dynamic fashion by bringing interest, meaning and clarity to complex ideas through graphic representations of data sets and information.

GR 434 Typography 4: Refinement of Form

Many designers aspire to typographic mastery. In this capstone typography class, you will use your well-honed typographic skills to create portfolio-worthy artifacts that showcase your abilities.

GR 435 Typography in Motion

Motion design is a powerful tool for designers. You'll command greater attention for your work by creating animations, videos and motion graphics that are dynamic, fluid and engaging.

GR 460 Senior Portfolio

The portfolio is the final step in your Graphic Design BFA program. You'll develop a comprehensive print and digital visual system that shows off your design skills, and a robust social media presence to effectively promote your strengths to the world.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

GR 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

GR 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

GR 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

GR 500 Internship in Graphic Design

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

GR 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE
COURSES**GR 600 Visual Communications Lab**

Declare a thesis topic for your graduate studies. To secure your place in the MFA program and the opportunity to further develop your ideas — you will identify, explore and propose a suitable thesis topic as a midpoint proposal.

GR 601 Type Systems

Building on the skills learned in Type Forms and Type Composition, you will learn to construct larger systems of typography through the development of linear narrative structures, non-linear interactive formats and coordinated brand expressions. You will develop typographic communications and technical solutions for a wider array of mediums and platforms.

GR 604 The Nature of Identity

Learn to create the identity and branding systems crucial to the success of businesses, organizations, products, goods and services. Through careful strategy, development and implementation of brand and identity assets, you'll create the visual assets critical to survive the contemporary business world.

GR 605 Digital Design Studio 1

Graphic design and technical innovation are inseparable, providing today's designer myriad ways to communicate ideas and develop experiences. You'll explore how design works across various technical systems, platforms and digital devices.

GR 612 Integrated Communications - Message Synthesis

Learn to develop fully integrated messaging across various media. Drawing upon your highly developed creative abilities, this advanced studio class will identify and address interdisciplinary challenges by delivering a complex, multifaceted portfolio project.

GR 613 Type Experiments

Expand your typographic range. Having learned the rules of typography in Type Forms, Composition and Systems — now you'll learn how to break the rules and push for unusual typographic solutions that emphasize the experimental, conceptual, and emotional dimensions of typography.

GR 616 Making Ideas Visible

Understand the conceptual foundations of design as a discipline. Through a variety of historical, social, and cultural contexts, you'll acquire the design thinking and visual development skills necessary to create unique design solutions that accomplish their intended goals.

GR 617 Type Forms

Learn typography at the atomic level. Through knowledge of letterforms, proportion, hierarchy, legibility, structure, and aesthetics — you'll learn to create typographic solutions to design problems.

GR 618 Visual Literacy

Become fluent in visual language. You'll master the universal design principles, communication theory techniques, and critical skills to create meaning and understanding from the complex information that surrounds us.

GR 619 Type Composition

Take a deeper dive into the theory and applications of typography. You'll increase your ability to communicate content and meaning of text using organization, hierarchy, layout, and grid-system skills.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

GR 620 Visual Thinking

Use design to put it all together and get things done. Through specific process development techniques, you'll use your design thinking and visual development abilities to create unique design solutions that accomplish their intended goals.

GR 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

GR 700 MA Portfolio Seminar

The portfolio is the final step in your Graphic Design MA program. You'll develop a comprehensive print and digital visual system that shows off your design skills, and a robust social media presence to effectively promote your strengths to the world.

GR 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your mid-point review. Director approval required. Fees and prerequisites will vary by topic.

GR 810 Thesis

Embark upon your graphic design thesis journey through conceptualization, research and prototyping. You'll use questionnaires, interviews, and observations to chart the course your thesis problem and begin formulating solutions.

GR 830 Thesis 2 - Exploration

Continue your graphic design thesis journey by means of exploration and implementation. Building on the assets created in Thesis 1, you'll finalize a visual system and complete half of your designated thesis materials. You'll conduct user testing to refine, focus, and validate your solutions. [This course is cross-listed with GR 810 and GR 850.]

GR 850 Thesis 3 - Refinement

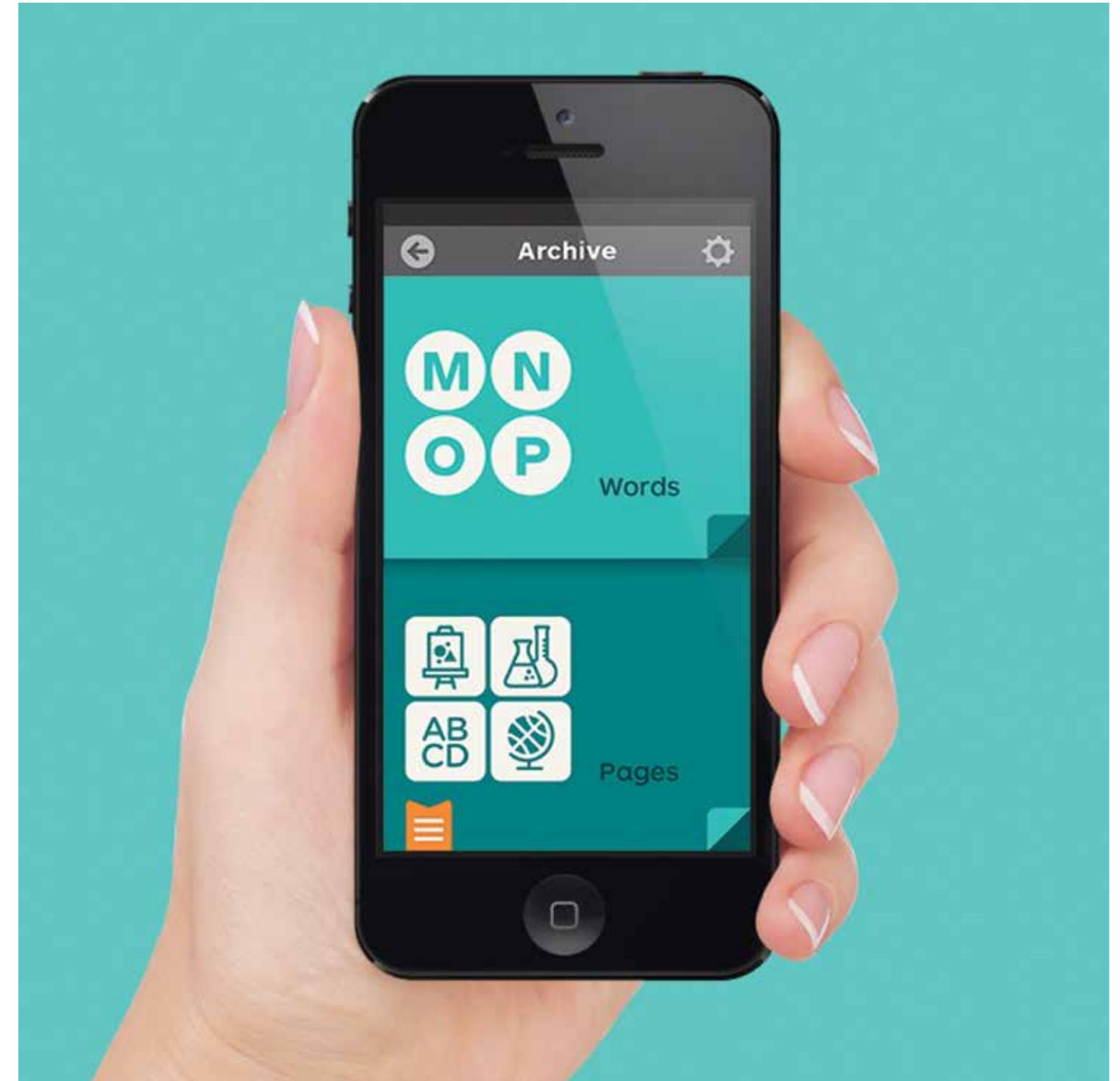
The last step in your graphic design thesis project is to refine everything for final delivery. You'll finish any remaining thesis materials, coordinate it with your final portfolio and online persona — then create a final review presentation to secure approvals. [This course is cross-listed with GR 810 and GR 830.]

GR 875 Design Seminar/Portfolio

The portfolio is the final step in your Graphic Design MFA program. You'll develop a comprehensive print and digital visual system that shows off your design skills, and a robust social media presence to effectively promote your strengths to the world.

GR 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.





ILLUSTRATION



Your Very Own Spot in the Creative Marketplace

Illustration spans a broad range from fine art to graphic novels and from motion books to advertising. We offer you the best of all possible worlds—a balanced education of classical skills and the newest media, plus the ability to specialize in the illustration field of your choice: from children's books to comics and creature design.

Our curriculum is geared to the ever-changing needs of the creative marketplace. You'll find yourself mastering a broad range of tools from the humble pencil to industry-standard software and the all important conceptual skills needed to be a professional. You'll also learn how to market yourself, and how to make a living as an illustrator, whether a freelancer, staffer, or startup entrepreneur.



WHAT WE OFFER

Industry Events: The School of Illustration holds events year-round geared toward the industry. These include: Career Nights, Network Night events, 24 Hour Comics, Costume Carnival, and Comics Summit.

Industry Guest Speakers: Every semester, the School of Illustration continues its speaker series with legendary artists such as Brom, Iain McCaig, James Gurney, Frank Cho, and many others.

Real-World Projects: Numerous inter-departmental projects take place yearly between illustration, advertising, animation, and others. Each collaborative project focuses on real-world goals and real-world expectations.

Professional Faculty: The School of Illustration boasts a prestigious faculty that currently includes Roman Muradov, award winning editorial illustrator; Dan Cooney, award winning comics artist and author; Julie Downing, award winning children's book illustrator and author; Tony Christov, Art Director at Pixar; and many other top illustrators.

State-of-the-Art Facilities: Our facilities are more expansive than any other illustration school, complete with Maclabs, Cintiq labs, all of the software needed for drawing and digital arts, and the latest lighting and full costume/prop collection in studio classrooms.



CAREER PATHS



Illustration

Freelance Illustrator, Concept Artist/Art Director, Author/Illustrator for Books, Graphic Novels/Comics, Visual Development/Story Artist for Film & Games, Surface Design and Licensed Art

Advertising, Bookcover, Children's Book & Royalties, Fantasy, Editorial Art, Comic: Penciller, Inker, Colorist

Technical Illustrator: Scientific, Architectural, Medical; Motion Books and Animated Stills

Web Design/Icons & Motion/New Media, Design Illustration, Avatar Designer

Storyboards Comp Artist, Icon Illustrator, Webgraphics, Greeting Cards

DEGREE REQUIREMENTS

Associate of Arts [AA] in Illustration

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA ILLUSTRATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 3 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA ILLUSTRATION CORE COURSES

FND 110	Analysis of Form
FND 112	Figure Drawing
FND 116	Perspective
FND 122	Color Fundamentals
GAM 233	Elements of Digital Painting
ILL 101	Introduction to Illustration
ILL 120	Clothed Figure Drawing 1
ILL 133	Digital Media: Digital Manipulation
ILL 202	Process and Illustration
ILL 232	Studio 1
ILL 333	Digital Media 3: Digital Paint

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century
- LA 152/ILL 152 History of American Illustration (20th Century)

Bachelor of Fine Arts [BFA] in Illustration

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA ILLUSTRATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA ILLUSTRATION CORE COURSES

FND 110	Analysis of Form
FND 112	Figure Drawing
FND 116	Perspective
FND 122	Color Fundamentals
GAM 233	Elements of Digital Painting
ILL 101	Introduction to Illustration
ILL 120	Clothed Figure Drawing 1
ILL 133	Digital Media: Digital Manipulation
ILL 202	Process and Illustration
ILL 232	Studio 1
ILL 333	Digital Media 3: Digital Paint
ILL 491	Portfolio Preparation and Self Promotion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century
LA 152/ILL 152	History of American Illustration (20th Century)

CHOOSE ONE ADDITIONAL COURSE:

LA 117/LAN 117	Survey of Landscape Architecture
LA 118/IND 118	History of Industrial Design
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA 131/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA 137/VIS 137	History of Visual Development
LA 147/PH 147	History of Photography
LA 182	Genres in Film
LA 197/ILL 197	History of Comics: International and Alternative Comics
LA 219	History of the Built Environment 1: Ancient to Gothic
LA 220	American Art History
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 242/GR 242	History of Graphic Design
LA 244/FSH 244	History of Fashion
LA 245/JEM 245	History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246	History of Textiles
LA 249	History of the Built Environment 2: Renaissance to 1900

LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 284	Evolution of the Horror Film
LA 319	History of the Built Environment 3: 1900 to Present.
LA 326	Topics in World Art
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	Art of the Dutch Golden Age
LA 432	Art of Spain: From El Greco to Picasso
LA 434	History of Asian Art
LA 464	Dada & Surrealism

Certificate in Illustration**CERTIFICATE REQUIREMENTS**

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS

TOTAL	120 UNITS
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- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Illustration

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA ILLUSTRATION DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

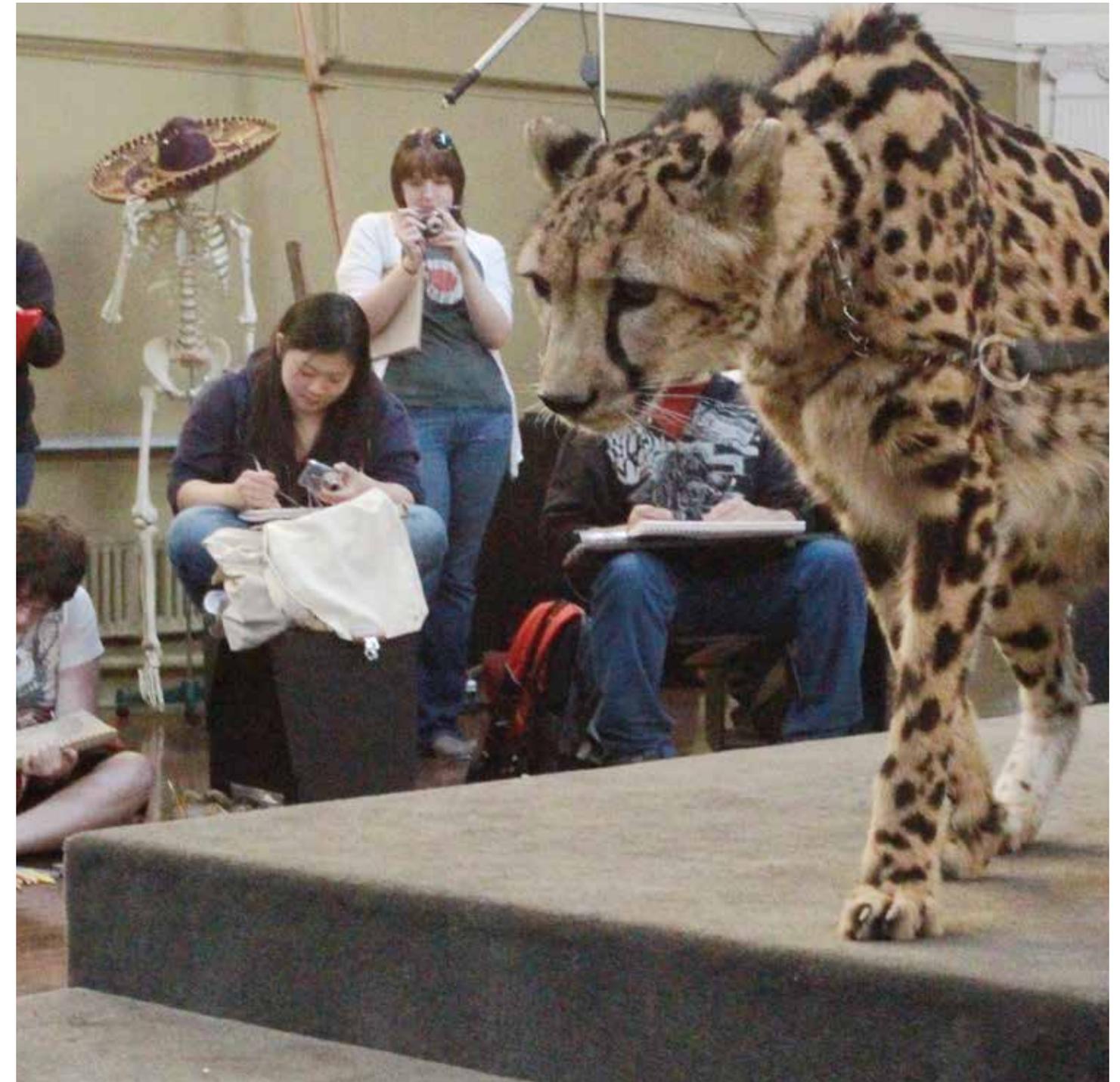
MA ILLUSTRATION REQUIRED MAJOR COURSES

FA 630	Color Theory
FA 626	Chiaroscuro
ILL 602	Concept, Technique and Illustration
ILL 610	Clothed Figure Drawing
ILL 625	Perspective for Characters & Environment
ILL 660	Digital Painting
	+5 Major courses

MA ILLUSTRATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 629	150 Years of American Illustration
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Master of Fine Arts [MFA] in Illustration

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA ILLUSTRATION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course

MFA ILLUSTRATION REQUIRED MAJOR COURSES

FA 630	Color Theory
FA 626	Chiaroscuro
ILL 602	Concept, Technique and Illustration
ILL 610	Clothed Figure Drawing
ILL 625	Perspective for Characters & Environment
ILL 660	Digital Painting
VIS 611	The Visual Elements of Story
	+ 3 Major courses

COMICS EMPHASIS

FA 630	Color Theory
ILL 610	Clothed Figure Drawing
ILL 620	The Graphic Novel 1
ILL 625	Perspective for Characters & Environment
ILL 632	Refining Layouts in Ink
ILL 660	Digital Painting
ILL 665	Vector Illustration & Motion
ILL 672	Writing for Comics & Graphic Novels
ILL 730	Graphic Novel/Comic Book 2
VIS 611	The Visual Elements of Story

MFA ILLUSTRATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 629 150 Years of American Illustration

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 675 Professional Practices for Illustrators

UNDERGRADUATE COURSES

ILL 101 Introduction to Illustration

This course introduces you to several primary concepts that will act as your cornerstone for future illustrative studies. You'll continue to use these principles as you build and hone your skills in your development as a professional illustrator.

ILL 102 Sketching the Clothed Figure

You'll be introduced to observational drawing and drawing from imagination. You will study the basic shapes and relationships of the body, proportion, foreshortening, and how to draw clothing on the figure.

ILL 120 Clothed Figure Drawing 1

Draw the clothed figure in various situations. You'll study physical flexibility in observational drawing, the essential relationships of the body, how to achieve three-dimensional form, proportion, foreshortening, and how to construct folds.

ILL 133 Digital Media: Digital Manipulation

Combine essential camera and digital imaging skills to augment your imagery. Using a camera for reference and inspiration along with digital imaging to manipulate photo images, you'll learn to create narrative content increasing your skills in a fun yet challenging environment. Phone camera or digital camera and computer access are required.

ILL 152 History of American Illustration (20th Century)

Who are the significant American illustrators of the twentieth century? You'll gain an historical awareness of modern illustration by examining social conditions, compositional styles, trends, and subject matter.

ILL 192 Graphic Novel/Comic Book 1

Tell your stories sequentially. You'll investigate the mechanics and structures of comics, storyboards, illustrated books, and film to create your own graphic short stories. [This course is cross-listed with ILL 620.]

ILL 195 History of Comics: American Comics

Some argue comics are uniquely American. By studying significant American comic strips, comic books, and graphic novels, you'll learn the styles, trends, and subject matter of cartoonists, illustrators, and authors and see how social conditions and comics align.

ILL 197 History of Comics: International and Alternative Comics

Go beyond superheroes. You'll take a deep dive into the history of comics and graphic novels from the UK, Spain, France, Russian, and more. Plus, you'll analyze manga, manhwa, bande dessinée, and underground and alternative comics for style and content.

ILL 202 Process & Illustration

Illustrators are creative problem solvers. Building on concepts for various topics and aimed at different markets, you'll hone your compositional skills while exploring different techniques for creating compelling art for various markets.

ILL 217 Writing for Comic Books & Graphic Novels

Gain professional comic book scriptwriting skills. You'll study graphic novels, the physical space words occupy, and critical writing about comics, to produce a completed comic book script in one semester. [This course is cross-listed with LA 217/ILL 672.]

ILL 220 Clothed Figure Drawing 2

Use value to draw the clothed figure. You'll learn to see and use shapes in value to create patterns and develop a sense of staging, with a focus on structure, drapery and the ways light reveals form.

ILL 232 Studio 1

Use a clear concept, professional procedures, and core design principles to develop illustrations. You'll learn the process, media, tools, and current industry techniques in black & white, waterbased media, and mixed media in color.

ILL 238 Drawing the Fantastic Figure

Increase your figure drawing skills. Focusing on anatomy, exaggeration, and the human form, you'll create a set of portfolio-quality pieces that bring your imagination to life. Merge both live models and photo references, and both classical and modern approaches to enhance your character development.

ILL 243 Advanced Perspective for Illustration, Film & Games

Draw convincing backgrounds, architecture, and set treatments from multiple angles. You'll learn to draw credible perspective relationships in any medium and from any point of view to create real, fantastic, and unusual art.

ILL 267 Animal Anatomy

Learn to realistically depict animals—both real and imaginary. You'll focus on animal fur, skin, feathers, textures, skeletons, muscles, movements, rhythms, expressions, and basic structures. [This course is cross-listed with ILL 639.]

ILL 270 Digital Clothed Figure

Draw the clothed figure using digital media. You'll practice the principles of clothed figure drawing with greater emphasis on value, construction, the design of shapes, drapery, opinion and editing.

ILL 292 Graphic Novel /Comic Book 2

Successful comic book artists are expert storytellers. You'll learn the creation of style, story arc, page layout, sense of camera, and mood and time expression techniques needed to work with major or independent publications or to self-publish.

ILL 312 The Rendered Figure

Learn proportions and structure of the human figure. Gain chiaroscuro skill in the correct application of light / shadow, centering as well as advancing / receding light—to describe the figure as dimensional form. Draw from both nude and clothed figure focusing on proportions, rhythm, stretch, compression, and expression. Learn to edit, idealize, and make artistic calls to improve the illusion of reality.

ILL 315 Location Drawing & Painting

Draw inspiration from the world outside of your studio. You'll use your composition, drawing, value, and color techniques to create unique and compelling illustrative drawings or paintings in various media. Animation students welcome!

ILL 318 Writing for Picture Books

Can picture books reflect the momentous moments in a child's life? You'll explore universal themes of family, friendship, sibling rivalry, and independence to develop picture book characters and stories that speak to children's interests and validate their emotions.

ILL 332 Vector Illustration & Motion

Companies need illustrators with specific skills. You'll use vector-based tools to create illustrations that integrate digital images into interactive practice for use on the web. [This course is cross-listed with ILL 665.]

ILL 333 Digital Media 3: Digital Paint

Preproduction art, print illustration, and web imagery work requires digital painting skills. Using industry standard bitmap/raster painting software, you'll create figurative, still life, and landscape digital paintings that include the illusion of three-dimensional form and depth in digital environments.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ILL 378 Editorial Illustration

You will develop a personal communication approach to viewpoints on a specific subject or situation in this course. This includes an exploration of visual design used to illustrate words while creating portfolio pieces for the magazine market. [This course is cross-listed with ILL 706.]

ILL 380F Fantasy Illustration

Creatively bring your individual style and imagination to life in the fantasy genre. Combining reference and invented elements, you'll learn to design and depict believable characters, creatures, environments, and apparatus while producing five portfolio-quality images.

ILL 380X Narrative Illustration Portfolio

Become an illustrative storyteller. Increase the narrative impact of your work by combining your composition, design, and perspective techniques with solid drawing and painting skills. You'll use research, photography, sketches, and multiple techniques.

ILL 383 Book Illustration

You will use different media and techniques to create original cover art from photo reference for genres encompassing science-fiction fantasy: fairy tales, cyber punk, space; fiction: teen and young adult, historical fiction, gothic horror; romance: enemies to lovers, romantic suspense, forbidden love; mystery and suspense, and children's book. [This course is cross-listed with ILL 783.]

ILL 385 Children's Book Illustration

Find your voice as an illustrator of children's books. You'll analyze different types of children's books to determine which illustration style works best for different age groups. You will study character design and also increase your pen and ink, watercolor, and acrylic paint abilities. [This course is cross-listed with ILL 735.]

ILL 388 Surface Design and Licensing

It's fun to see your illustrations at major resale markets. You'll use vector programs and traditional art mediums to create lifestyle surface art for products like greeting cards, paper products, home furnishings, wall decor, giftware, clothing and more. Plus, study the art licensing industry. [This course is cross-listed with ILL 670.]

ILL 392 Refining Layouts in Ink

Working either traditionally or digitally, use inking to elevate your work. You'll gain the inking skills to create mood, add definition, and convey a sense of dimension to augment your penciled sequential images.

ILL 475A Portfolio Graphic Novel/Comic Book

Create a unified comic world, where characters and settings complement one another for maximum effect. Using your comic illustration and coloring skills, you'll craft complex original portfolio-worthy material that shows you know sequential art.

ILL 475B Portfolio Graphic Novel/Comic Book B

Pitch your comic to publishers. Armed with your finished original comic script and an idea for a comic miniseries, you'll craft an original comic book proposal for comic publishers.

ILL 485 Children's Book Illustration 2

Publishing a book is a complex process. We'll cover it all: from thumbnail layout of your book and dynamic character and environment pencil studies; to a picture book submission package including book layout, character sketches, and final full-color art.

ILL 489 Advanced Art Licensing & Portfolio Building

This course enables students to further create additional 6-7 art collections for their art licensing portfolios. The students will also reach out for Agent Representation and Manufacturer Art Submissions for licensing their work during the course of the semester with follow-up.

ILL 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ILL 491 Portfolio Preparation and Self Promotion

Make illustration your business. Most working illustrators also have skills in accounting, interviewing, taxes, legal matters, self-marketing, agent selection, self-promotion, and more. You'll learn to reproduce, present and sell your artwork.

ILL 493 Study Abroad

Travel to an inspirational location to practice your craft. You'll create portfolio ready art that reflects your personal insights about the location, people, lifestyle and customs.

ILL 498 Collaborative Project

Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

ILL 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

ILL 500 Internship in Illustration

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ILL 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES

ILL 602 Concept, Technique and Illustration

Find your voice. Experiment with different media as you work through the full illustration process from concept sketches to finished artwork.

ILL 609 Illustration in Watercolor

Watercolor is a fun and versatile medium. Combine your personal style and advanced watercolor techniques to create watercolor illustrations for various commercial opportunities.

ILL 610 Clothed Figure Drawing

Create a believable three-dimensional illusion of a figure on a flat surface of paper. You'll study physical flexibility, how the figure moves, along with various types of folds and the construction of clothing.

ILL 612 The Rendered Figure

Learn proportions and structure of the human figure. Gain chiaroscuro skill in the correct application of light / shadow, centering as well as advancing / receding light—to describe the figure as dimensional form. Draw from both nude and clothed figure focusing on proportions, rhythm, stretch, compression, and expression. Learn to edit, idealize, and make artistic calls to improve the illusion of reality.

ILL 620 Graphic Novel/Comic Book 1

Tell your stories sequentially. You'll investigate the mechanics and structures of comics, storyboards, illustrated books, and film to create your own graphic short stories. [This course is cross-listed with ILL 192.]

ILL 625 Perspective for Characters & Environment

Learn to draw situations suggesting 3D believably. This will include not only naturalistic environments, but also lighting and the placement of characters, allowing your audience full understanding of your stories.

ILL 632 Refining Layouts in Ink

Working either traditionally or digitally, use inking to elevate your work. You'll gain the inking skills to create mood, add definition, and convey a sense of dimension to augment your penciled sequential images.

ILL 639 Animal Anatomy

Learn to realistically depict animals—both real and imaginary. You'll focus on animal fur, skin, feathers, textures, skeletons, muscles, movements, rhythms, expressions, and basic structures. [This course is cross-listed with ILL 267.]

ILL 650 Preliminary Art

The ability to clearly communicate an idea can be a lucrative skill. The vibrant “prelims” market is always looking for skilled illustrators to present ideas effectively using roughs, storyboards, sketches, and layouts. You'll also acquire techniques, terminology, market tactics, and client relationship skills.

ILL 660 Digital Painting

Digital painting is in demand by many of today's art buyers. In this class you'll use digital painting software as a tool to create graduate-level, professional illustrations.

ILL 663 Digital Illustration

Using ILL 660 as a foundation, you'll gain additional skills in photo-composition, manipulation, special effects, digital brushes, composition, and lighting to create portfolio-quality images.

ILL 665 Vector Illustration & Motion

Companies need illustrators with specific skills. You'll use vector-based tools to create illustrations that integrate digital images into interactive practice for use on the web. [This course is cross-listed with ILL 332.]

ILL 670 Surface Design and Licensing

It's fun to see your illustrations at major resale markets. You'll use vector programs and traditional art mediums to create lifestyle surface art for products like greeting cards, paper products, home furnishings, wall decor, giftware, clothing and more. Plus, study the art licensing industry. [This course is cross-listed with ILL 670.]

ILL 672 Writing for Comic Books & Graphic Novels

Gain professional comic book scriptwriting skills. You'll study graphic novels, the physical space words occupy, and critical writing about comics, to produce a completed comic book script in one semester. [This course is cross-listed with ILL 217/LA 217.]

ILL 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

ILL 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

ILL 704 Narrative Illustration Portfolio

Become an illustrative storyteller. Increase the narrative impact of your work by combining your composition, design, and perspective techniques with solid drawing and painting skills. You'll use research, photography, sketches, and multiple techniques.

ILL 706 Editorial Illustration

You will develop a personal communication approach to viewpoints on a specific subject or situation in this course. This includes an exploration of visual design used to illustrate words while creating portfolio pieces for the magazine market. [This course is cross-listed with ILL 378.]

ILL 730 Graphic Novel /Comic Book 2

Create your own graphic short stories and sequential narratives. You'll look at comics, storyboards, illustrated books, and film to investigate advanced issues in the mechanics, structures, and possibilities of visual narratives. MA student? This is your portfolio review. MFA student? This is midpoint review prep.

ILL 735 Children's Book Illustration

Find your voice as an illustrator of children's books. You'll analyze different types of children's books to determine which illustration style works best for different age groups. You will study character design and also increase your pen and ink, watercolor, and acrylic paint abilities. [This course is cross-listed with ILL 385.]

ILL 783 Book Illustration

You will use different media and techniques to create original cover art from photo reference for genres encompassing science-fiction fantasy: fairy tales, cyber punk, space; fiction: teen and young adult, historical fiction, gothic horror; romance: enemies to lovers, romantic suspense, forbidden love; mystery and suspense, and children's book. [This course is cross-listed with ILL 383.]

ILL 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

ILL 805P Skill Enhancement: Advanced Digital Painting

Preproduction art, print illustration, and web imagery work requires digital painting skills. You'll create digital paintings that include the illusion of three-dimensional form and depth in digital environments.

ILL 810 Thesis Procedure

Get individual, specific direction to finish your thesis. We'll help you use comments from the review committee to improve your theses, address personal skill issues, and make a plan to complete the project successfully.

ILL 821 Children's Book Illustration

Build the professional skills for a career in the exciting world of children's books. You will learn the history of children's literature and gain self-promotion and marketing skills to develop a 32-page picture book.

ILL 822A Portfolio Graphic Novel/Comic Book

In this course, students will refine their thesis concepts in comics (graphic novel). An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 822B Portfolio Graphic Novel/Comic Book B

In this course, students will refine their thesis concepts in comics (graphic novel). An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 850 Final Review Preparation

A comprehensive critique of your final thesis project will help your review go smoothly and successfully. You'll learn specific areas you may wish to address to enhance the caliber of your entire presentation.

ILL 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

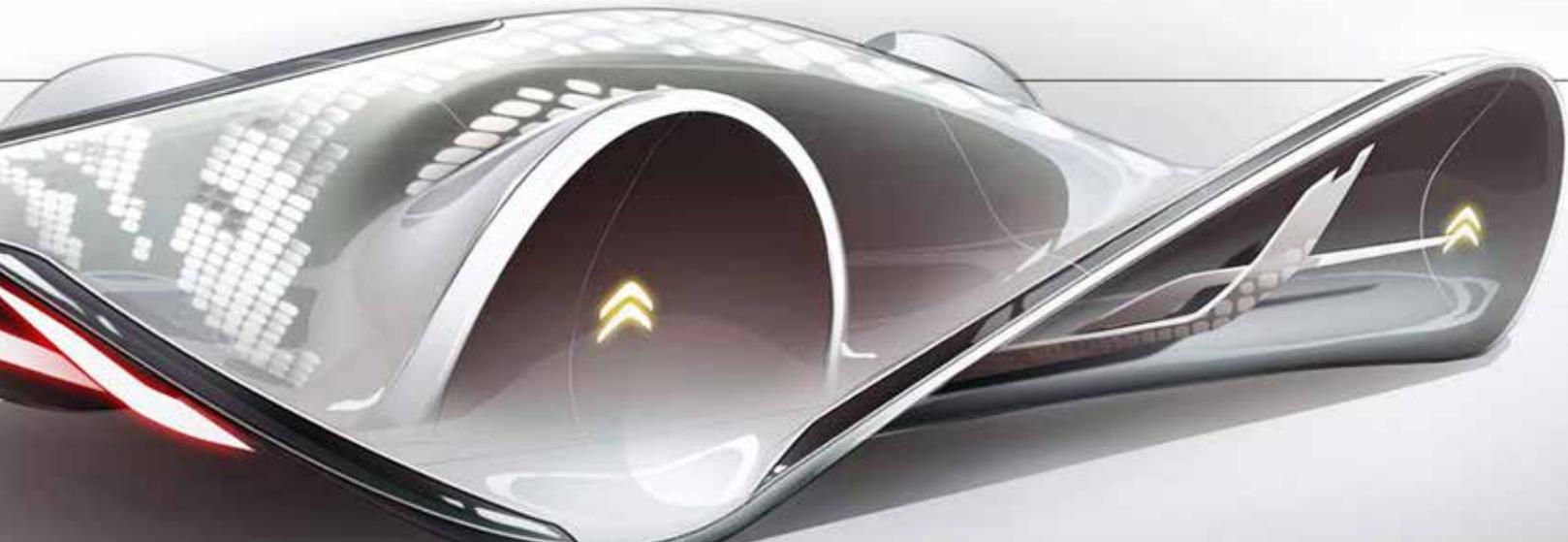
ILL 903 Study Abroad

Travel to an inspirational location to practice your craft. You'll create portfolio ready art that reflects your personal insights about the location, people, lifestyle and customs.





INDUSTRIAL DESIGN



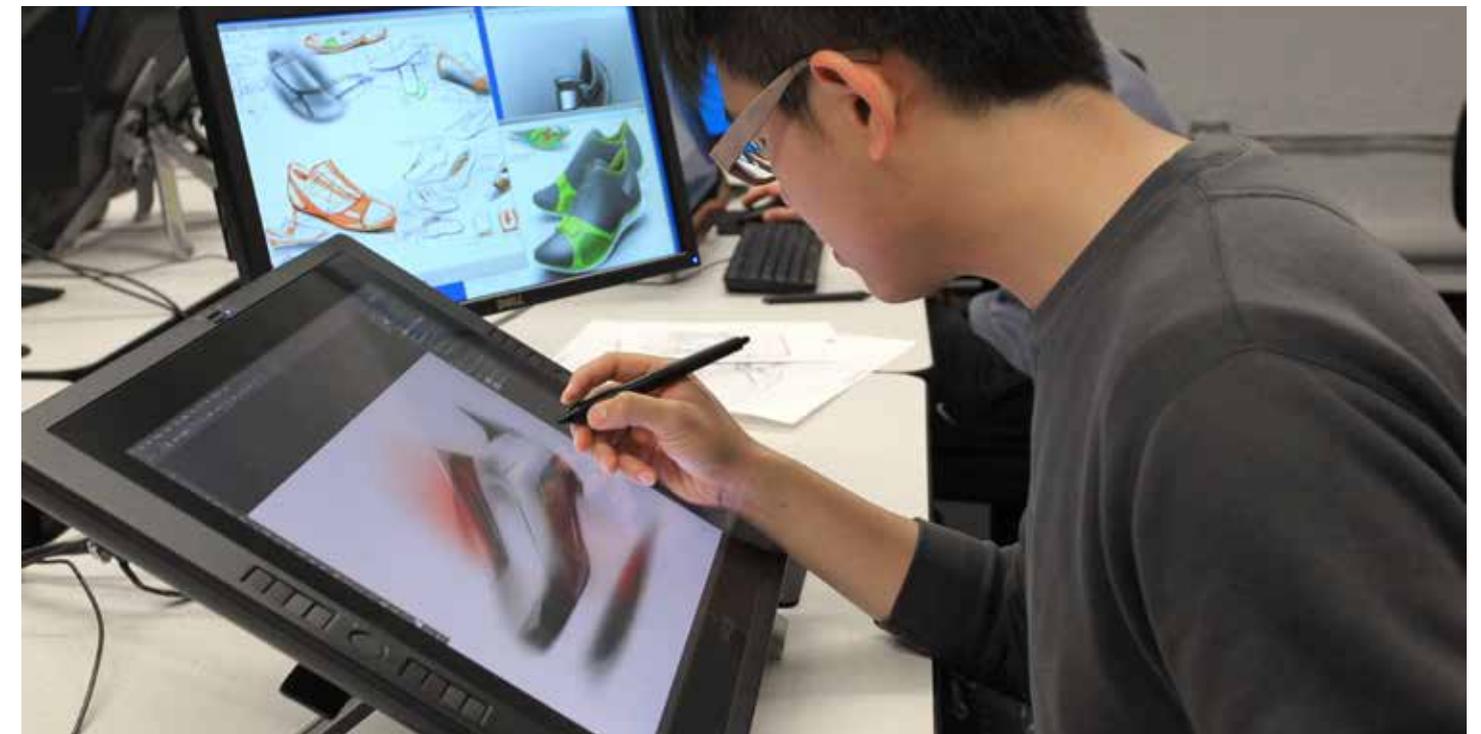


Gain the Skills to Design a Better Future

Ask your grandfather to describe his double-edged safety razor and compare it to the sleek, pivoting shaving tools of today. The function remains the same, but the form has evolved.

Now think of things that never existed 20 years ago. Think of new ways to design a cell phone, an electric car and a flatscreen. Think beyond the present to the gizmos and gadgets of tomorrow.

Because what's going to happen tomorrow, you'll be doing today.



WHAT WE OFFER



Holistic Curriculum: In Industrial Design, students spend a lot of time learning to build the things that they design, and this helps them to better understand the processes that shape a mass-produced object. It also gives them an opportunity to develop their own skills and allows their confidence in their design capabilities to take firm root.

Skills Training: In addition to studio drawing, perspective and computer drawing, and rendering classes, students will take four-3D (model-making) studio classes in which they first learn and later develop their model-making skills.

State-of-the-Art Facilities: Academy of Art University's Industrial Design state-of-the-art workshops are where these skills are taught, and where students in Product, Transportation, and Toy and Furniture Design classes will come to build samples and prototypes of the products they design.

Real-World Projects: The School of Industrial Design gives students the opportunity to work on real projects for clients such as Nike and Nissan.

Professional Faculty: Industrial Design has an impressive faculty of industry greats and working professionals. Learn from mentors such as Ray Ng (Designer, Kia); Elliott Schneider (Senior Designer, Black and Decker; John Mun (Design Manager, Speedo); and Jim Shook, (Owner, Shook Designs).

Our Industrial Design Studio Workshops: The IND 3D workshops are divided into five physically separate areas, each corresponding to a different discipline: Wood Shop, Plastics Shop, Metal Shop, Painting Shop, and the 3D Computer Lab.



The Wood Shop

The IND Wood Shop is the largest and most often used of the four shops. It is used to fabricate items and jigs in both natural and artificial wood products. In this Workshop Area, you will find five band saws, four drill presses, jointer, planer, two miter saws, a panel saw, and four wood shapers and table routers. There are two wood lathes and two isolated sanding rooms containing spindle and disc sanders and one more lathe for working foam plastics. The Wood Shop features four state-of-the-art SawStop table saws. These saws were recently acquired as part of The Academy's cutting-edge effort in shop safety.

The Paint Shop

The Academy IND Paint Shop is one of the best-equipped and best-managed design school painting facilities in the country, featuring a custom-built negative pressure spray booth large enough to hold a full-sized automobile. The department recently expanded to two additional booths, which comprise 18 student workstations. There are twin high-output air compressors to handle the air requirements of the booths and the other IND shops, and two state-of-the-art automatic spray gun washing stations were added recently. The Paint Shop uses the best-quality automotive paints, with 150,000 colors stored in a computer database, and a color bank allowing any of these colors to be mixed from stock on an "as needed" basis. Students refer to a color chip book, fill out an order form, and the color is mixed for their project. All students in the Industrial Design program at Academy of Art University learn to use a spray gun to apply paint in their first semester; these skills are continually used and refined throughout a student's tenure at The Academy.

The Metal Shop

The IND Metal Shop features every tool necessary in order to make precision metal parts for a student's model project. Most of the work here is done in aluminum, and these tools are used to make things from plastic. We have four precision machine lathes (three with digital readouts), four vertical milling machines (two with digital readouts), a bead-blasting cabinet, two grinders, and large sheet metal shear and bending brakes.

The Plastics Shop

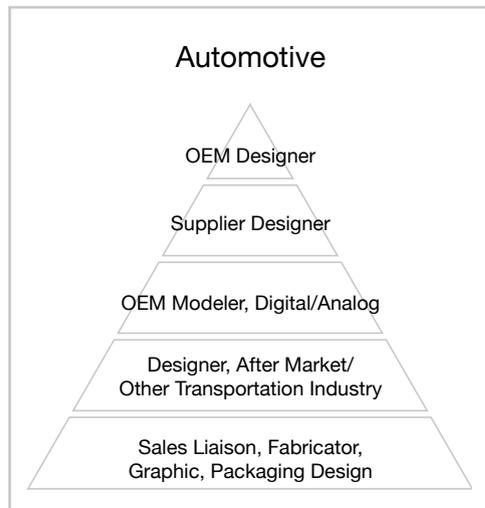
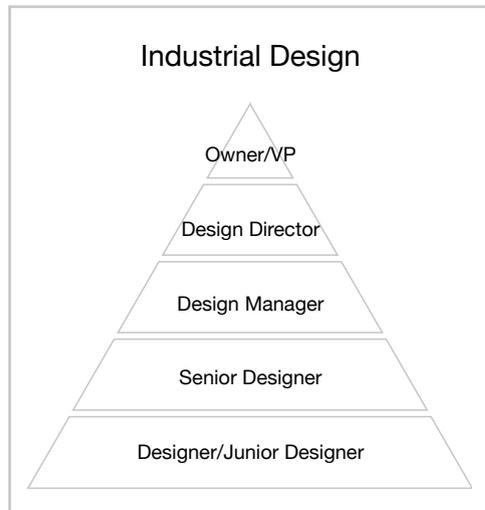
The Academy Plastics Shop provides a setting in which students learn basics of sheet plastic fabrication (cutting, gluing, heat forming) and also learn to make molds and mold their own parts out of a variety of plastic materials. We also teach composite lay-up, sculpting in foam plastic and clay, and vacuum forming using the department's own custom-built vacuum-forming machine.

The 3D Computer Lab

The 3D Computer Lab space is a custom-tailored, specially wired, and dust-free area to house our inventory of computerized model-making machines. These include a laser-sheet material cutter, a 3D duplicating machine, which works by plastic filament deposition, a small CNC 3-axis milling machine, and two 3D digitizing probes. In the works is a standard-sized 3-axis milling machine, a room-sized 5-axis milling machine, and additional laser cutting machines.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Industrial Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	66 UNITS

AA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA INDUSTRIAL DESIGN CORE COURSES

FND 122	Color Fundamentals
FND 149	Introduction to Design Thinking
IND 111	Perspective for Industrial Design
IND 123	Computer Drafting
IND 132	Sketch Modeling
or IND 138	Model Making 1
IND 151	Design Drawing 1
IND 163	Introduction to Digital Imaging
IND 180	Development of Form
or IND 182	Digital Development of Form
IND 211	Design Drawing 2
IND 223	Digital 3D Modeling 1
IND 232	Footwear and Soft-Goods Modeling
or IND 271	Product Modeling

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century

Associate of Arts [AA] in Automotive Restoration

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	24 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA AUTOMOTIVE RESTORATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Automotive Design History course
 - 1 Quantitative Mechanics course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA AUTOMOTIVE RESTORATION CORE COURSES

AUT 120	Vintage Vehicle Woodworking Restoration
AUT 140	Machining Technology & Visual Documentation
AUT 159	Vintage Vehicle Disassembly Processes
AUT 160	Vintage Vehicle Electrical Systems
AUT 170	Automotive Sheet Metal Restoration
AUT 177	Vintage Vehicle Body Restoration
AUT 207	Vintage Vehicle Paint Restoration
AUT 280	Vintage Vehicle Restoration Assembly

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

AUTOMOTIVE DESIGN HISTORY

LA 129	History of Automotive Design
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EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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QUANTITATIVE MECHANICS

LA 146	Anatomy of Automobiles
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Bachelor of Fine Arts [BFA] in Industrial Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	132 UNITS

BFA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA INDUSTRIAL DESIGN CORE COURSES

FND 122	Color Fundamentals
FND 149	Introduction to Design Thinking
IND 111	Perspective for Industrial Design
IND 123	Computer Drafting
IND 132	Sketch Modeling
or IND 138	Model Making 1
IND 151	Design Drawing 1
IND 163	Introduction to Digital Imaging
IND 180	Development of Form
or IND 182	Digital Development of Form
IND 211	Design Drawing 2
IND 223	Digital 3D Modeling 1
IND 251	Design Drawing 3
IND 381	Graphics & Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body
 Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects &
 Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative
 Comics
 LA 219 History of the Built Environment 1: Ancient to
 Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around
 the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance
 to 1900

LA 274 Study Abroad: Art & Architecture of Renaissance
 Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism

Certificate in Industrial Design**CERTIFICATE REQUIREMENTS**

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS
TOTAL	120 UNITS

- *Minimum 2.0 GPA*
- *Minimum grade of C- in all core courses and major courses*

Master of Arts [MA] in Industrial Design

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Cross Cultural Understanding course

MA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES

IND 610	Industrial Design Processes
IND 612	Industrial Design Drawing 1: Perspective
IND 621	Model Making
IND 630	Design Project 1
IND 651	Materials and Processes
IND 662	Design Drawing 2
IND 680	Design Project 2
IND 712	Design Drawing 3
IND 730	Design Project 3
	+ 2 Major courses

MA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

GLA 627	The Global Design Studio: Past, Present, & Future
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Master of Fine Arts [MFA] in Industrial Design

MFA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ DIRECTED STUDY	15 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES

IND 610	Industrial Design Processes
IND 612	Industrial Design Drawing 1: Perspective
IND 621	Model Making
IND 630	Design Project 1
IND 651	Materials and Processes
IND 662	Design Drawing 2
IND 680	Design Project 2
IND 712	Design Drawing 3
IND 780	Thesis Preparation
IND 850	Implementation
	+ 1 Major course

MFA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course
 - 1 Major Designated Graduate Liberal Arts course

MFA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

GLA 627	The Global Design Studio: Past, Present, & Future
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PROFESSIONAL PRACTICES & COMMUNICATIONS

CHOOSE ONE:

GLA 614	Architectural Professional Practices
GLA 626	Business Practices & Principles for Photographers
GLA 634	Professional Practices for Interior Designers
GLA 674	Professional Practices for Fine Artists
GLA 675	Professional Practices for Illustrators
GLA 676	Professional Practices for Designers & Advertisers
GLA 679	Professional Practices for Visual Development

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

CHOOSE ONE:

- GLA 600 Educational Psychology
- GLA 601 Classical Aesthetics and the Renaissance
- GLA 602 The Art & Ideology of the 20th Century
- GLA 603 Anthropology: Experiencing Culture
- GLA 605 Motion Picture Theory & Style
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 607 Art & Ideas of the Enlightenment
- GLA 612 Writing & Research for the Master's Student
- GLA 613 Fashion, Arts, and Influence
- GLA 615 History of Graphic Design
- GLA 616 Sacred Geometry
- GLA 617 Mythology for the Modern World
- GLA 618 Film Music History: The Art of the Film Score
- GLA 621 History & Techniques of Character Animation
- GLA 622 History & Techniques of VFX
- GLA 623 History and Techniques of Games
- GLA 624 History of Visual Development
- GLA 625 History of Photography
- GLA 627 The Global Design Studio: Past, Present, & Future
- GLA 629 150 Years of American Illustration
- GLA 630 Survey of Sustainable Design
- GLA 636 Acting for Animators
- GLA 648 Sustainability & Society
- GLA 685 Crowdfunding and Social Media Marketing for Entertainment
- GLA 699 Special Topics
- GLA 705 Breaking through the Noise of Social Media
- GLA 716 Fast & Furious: The World of Shorts
- GLA 903 Seminar in Great Britain
- GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

UNDERGRADUATE COURSES

AUT 120 Vintage Vehicle Woodworking Restoration

Practice essential woodworking safety. You'll learn planning, fabrication, laser cutting, and finishing to make replicas of vintage vehicle interior wooden parts and frames with various joint types.

AUT 140 Machining Technology & Visual Documentation

Precision measurement, visual documentation, and operating metal lathes and milling machines are all important skills. You'll use these skills to reproduce a component for a car, focusing on common industrial metals used in the machining process, and machine tool maintenance.

AUT 159 Vintage Vehicle Disassembly Processes

There's nothing worse than having car parts left over. To get it back together properly, you'll do practical historical research, outline a restoration plan, disassemble, visual inspection, and written and photographic documentation to restore vintage automobiles.

AUT 160 Vintage Vehicle Electrical Systems

Study the electrical systems used in classic cars. You'll explore Ohm's law, electrical circuits, battery power, electrical circuit components restoration, and preservation strategies to diagnose, repair, and replace electrical components.

AUT 170 Automotive Sheet Metal Restoration

Cut, bend, form, and weld auto body panels. You'll learn to form sheet metal and use rivets and thread fasteners to create and assemble new sheet metal components for vintage cars.

AUT 177 Vintage Vehicle Body Restoration

Learn metal body repairs and panel finishing. You'll evaluate body components, outline appropriate repair procedures, strip existing finishes, and repair them.

AUT 207 Vintage Vehicle Paint Restoration

Pull off a perfect paint job. You'll gain vintage vehicle paint restoration skills, focusing on panel preparation, paint systems, equipment care, application, documentation, and evaluation of surface faults. Plus, learn to correct painted surface faults.

AUT 217 Vintage Vehicle Metal Casting & Bright Work Restoration

You'll learn to cast, restore, and polish hard trim moldings and hard trim components.

AUT 230 Vintage Vehicle Upholstery Restoration

Upholstery and interior restoration professionals are always in demand. You'll disassemble and assemble seats, interior components, and gain skills in stitch patterns, carpeting, welting, binding, padding, material specifications, and sewing machines.

AUT 250 Vintage Vehicle Component Restoration

Restoration is a process. You'll learn to create technical drawings, diagnose component condition, disassemble, repair, rebuild, refinish, and reassemble vintage car components.

AUT 280 Vintage Vehicle Restoration Assembly

Learn about the various tools, equipment, supplies, and subskills required to properly assemble a vehicle. Focus on understanding the many subsystems within a car and learning how to properly bring them all together.

VIEW the schedule, prerequisites, and course fees & REGISTER at <https://catalog.academyart.edu>

AUT 290 Vintage Vehicle Detailing

Become a master detailer. Your goal is to achieve visually correct finishes for presentation and car shows. You'll learn detailing products, equipment, techniques, and procedures for final conditioning of interior and exterior components and surfaces.

AUT 299 Apprenticeship

If you are a qualified second-year student, apply for an apprenticeship to work in a restoration-related field.

AUT 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

AUT 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

AUT 499VBR Special Topics: Advanced Vintage Vehicle Body Restoration

Learn metal body repairs and panel finishing. You'll evaluate body components, outline appropriate repair procedures, strip existing finishes, and repair them.

UNDERGRADUATE COURSES**IND 111 Perspective for Industrial Design**

Learn to create line drawings accurately. Following plans and elevations, you will gain one-point, two-point, and three-point perspective skills, and practice plotting light, shadow, and reflection.

IND 118 History of Industrial Design

It's important to know your design history. You'll examine the social ramifications of historic events, periods, and people that influenced contemporary design, from the industrial revolution, to the birth of industrial design in the 30's and 40's, to the industry today.

IND 123 Computer Drafting

Learn drafting and mechanical drawing techniques to represent three dimensional objects. You'll practice product and mechanical drawing using drafting and dimensioning principles.

IND 129 History of Automotive Design

Automotive innovation and technological advancement are inseparable. Placing car design within a historical and cultural context, you'll learn how innovations like the assembly line influenced transportation design.

IND 132 Sketch Modeling

The ability to communicate your design ideas in quick and accurate ways is a valuable skill. Through design and modeling projects, you will learn to make sketch models for industrial design purposes.

IND 138 Model Making 1

Hands-on experience working with wood, acrylic, rigid foam, sheet styrene, and casting resin will look good on your resume. You'll gain power tools, heat bending, spray gun, vacuum forming, and casting skills to make accurate models and high-quality finishes.

IND 147 Design Problem Solving

Industrial designers are creative problem solvers. Following the creative design process, you'll use critical thinking and idea generation skills to research, define problems, challenge parameters, analyze, brainstorm, and evaluate matrices to solve problems.

IND 151 Design Drawing 1

Develop industrial design-quality drawing skills to visually communicate your ideas as three-dimensional forms. You'll improve the quality of your sketches and gain perspective skills by focusing on rendering, craftsmanship, accurate perspective, contrast, and composition.

IND 163 Introduction to Digital Imaging

Learn the digital tools of the trade. Using 2D vector and raster software, you'll gain drawing and communication skills doing hands-on image retouching, rapid digital sketching, vector art, and 2D digital presentation work.

IND 180 Development of Form

Create a professional-quality physical model. After learning the language of form, you'll bring your ideas to life using skills in laser cutting and etching, clay modeling, mold making, surface evaluation and preparation, drawing, software-aided design, and more.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

IND 182 Digital Development of Form

Improve your digital drawing and sketch modeling skills. You'll create concepts, develop ideas, and learn the language of form.

IND 211 Design Drawing 2

Practical freehand sketching abilities are a valuable asset. You'll apply line, light, shade, shadow, value and contrast to shapes found in manufactured products, and begin the use of color. [This course is cross-listed with IND 662.]

IND 223 Digital 3D Modeling 1

Turn your 2D design sketches into digital 3D models. You'll use NURBS solid 3D modeling software, modelmaking tools and techniques to create digital 3D models.

IND 232 Footwear and Soft-Goods Modeling

Create digital model of shoes and bags, and generate photo-realistic renderings. You will acquire skills to operate MODO, a high-end SubD modeling software, while working on your projects creating an athletic footwear and soft-goods.

IND 240 Product Design: Ergonomics

There's a lot to consider when designing handheld consumer products. Ergonomics will be discussed in-depth and you will apply research, ideation and problem solving to develop your concepts. You will apply all skills learned to your final presentations including developmental sketches, orthographic drawings, sketch models and sketch renderings.

IND 249 Transportation Design 1

Improve your sketching skills by studying the history of car design, automotive styling trends, and design philosophies. You'll learn to sketch and render with accurate perspective and proportion, based on the packaging of occupants and components.

IND 251 Design Drawing 3

Rapid freehand sketching techniques will improve your work. You'll quickly sketch free and geometric forms focusing on textures and material delineation. [This course is cross-listed with IND 712.]

IND 263 Digital 3D Modeling 2

Dig into the 3D design and modeling world. You will develop digital models of your own designs and create presentation renderings using advanced-level NURBS surface modeling software with rendering capabilities.

IND 271 Product Modeling

Turn a product you designed in IND 280 into a professional quality model. You'll get hands-on experience with the machine lathe and vertical mill, make RTV molds, and cast duplicate parts focusing on dimensional accuracy and visual quality.

IND 279 Traditional Transportation Modeling 1

Build a clay model for the car you designed in IND 289. You'll make tools used in clay modeling to construct a 1/5 scale automotive clay model including tires and wheels.

IND 280 Product Design: Creative Process

Process is your friend. After conducting intensive market research to develop your concept, you'll put your project management, collaboration, business, and design skills to work to create your design. You will apply all skills learned to your final presentation including developmental sketches, orthographic drawings, sketch models, sketch renderings and hard models.

IND 285 Graphics and Portfolio

Learn the basics of graphic design layout, portfolio organization, and the importance and art of storytelling in your portfolio. You will develop a portfolio for BFA Mid-Point Review/AA Final Review and layout that is applicable for internship applications while learning basics on graphic design and layout.

IND 289 Transportation Design 2

Put your skills to work. You'll develop your sketch and rendering skills using accurate proportion based on packaging of occupants and components. You'll develop a three-view tape drawing and accurate rendition in a 1/5 scale clay model. Plus you'll learn the history, evolution, and influence of car design and automotive styling.

IND 311 Product Drawing

Refine your rapid visualization, perspective, and rendering skills of products in a highly professional digital process.

IND 319 Transportation Drawing

Draw automotive interiors and exteriors like the pros. Referencing real-life cars, you'll learn how light and reflections appear on car surfaces of differing color and form. You'll also learn to design various interior textures and materials using pen, pencil, marker and chalk.

IND 323 Digital Solid Modeling

Learn fundamental solid modeling, advanced part assembly, and how to export data for CNC output. You'll generate orthographic drawings from 3-D data created in class. [This course is cross-listed with IND 773.]

IND 325 Digital 3D Modeling 3

Build on techniques you learned in IND 263 to design and create complex digital 3D models of products, cars, aircraft, and boats.

IND 329 Materials and Processes

Develop your understanding of materials, the manufacturing process, and how both play a part in the design process. You'll investigate the major types of plastics and metal categories and their respective characteristics, and how they're used in various product manufacturing processes. [This course is cross-listed with IND 651.]

IND 330 Model Making 3

Leveraging the machining knowledge from IND 271, you'll further refine your modeling skills to create a functional prototype. You will combine appropriate hard modeling and electronic components to create a high quality looks-like/works-like model.

IND 339 Traditional Transportation Modeling 2

Focus on your clay modeling, finishing, and painting techniques to complete a high-quality finished model of your car design. To help you improve, twelve hours of homework will be assigned for each class session. Take this class together with Transportation Design 3.

IND 340 Product Design: Invention & Innovation

The challenge is to design a product that does not currently exist. You'll focus on invention, innovation, sustainability, and intensive research. You'll apply all skills learned to your final presentations including developmental sketches, orthographic drawings, sketch models, sketch renderings and either digital 3D models or hard models.

IND 349 Transportation Design 3

You'll work to present a complete painted clay model car design and a portfolio-style project book that aligns with the brand identity provided, including the mechanical and occupant layouts.

IND 363 Digital Imaging

Fine tune your work to make it portfolio-ready. You'll evaluate past and current work to determine which projects best showcase your abilities using a comprehensive digital process. [This course is cross-listed with IND 763.]

IND 369 Digital Transportation Modeling 1

Learn to create automotive exteriors. Working digitally, you'll develop advanced rendering skills as you progress from concept sketches of your car design, to final wire frame model.

IND 380 Product Design: Sustainability

Design non-consumer products, like medical or industrial equipment. You'll conduct intensive business research and create sketch models and/or study models to present portfolio-quality hard models (full-scale or scaled) and/or digital models.

IND 381 Graphics & Portfolio

Increase your graphic design abilities to improve your professional portfolio and learn useful techniques for interviewing.

IND 384 Portfolio Development

Get approval to work alone or collaborate with a group on a proposed project that caters to your needs and interests.

IND 385 Footwear Design

In this advanced course, students will create a marketable portfolio piece for the shoe design industry. Topics will include anatomy of footwear, considerations specific to footwear, branding, technical drawings, patterns, and the business of footwear. Students will generate technical drawings and patterns for footwear and communicate with sample makers for prototyping.

IND 389 Transportation Design 4

Improve your automotive interior design abilities. You'll develop package skills for human factors and package layouts for your car design, cumulating in a digital or physical model for final portfolio-ready presentation.

IND 440 Product Design: Consumer Products

Design a portfolio-worthy product within specified manufacturing constraints. You'll apply all skills learned to achieve a studio level presentation complete with renderings and a final full-size appearance model. Corporate sponsorship may apply.

IND 445 Industrial Design Portfolio

Learn how to prepare an Industrial Design portfolio for job application. You will be reevaluating your design projects generated in other courses and enhancing your design storytelling abilities. Your design pieces will be organized in a portfolio showcasing not just your design abilities, but also various skill sets you possess.

IND 449 Transportation Design 5

Branding, positioning, and theme development are essential to the automotive design process. You'll create a professional studio level presentation with 2-D artwork and a 3-D model of your car design. Corporate sponsorship may apply.

IND 480 Product Design: Enterprise

Propose a project based on your interests. You'll use the product design process to brand, position, and present a portfolio-quality project that features the complete design story. Corporate sponsorship may apply.

IND 485 Transportation Design 6

Propose an advanced marketing strategy for a car design that includes branding, positioning, and theme development. You'll create a professional studio level presentation with sketch renderings, package layouts, and digital 3D models. Corporate sponsorship may apply.

IND 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

IND 494 Corporate Sponsored Project

Propose design solutions for a project with a corporate sponsor. You will gain valuable feedback and critique from an industry partner as you apply your professional-level design and technology skills. Industry partners, fees, and prerequisites change each semester depending on topic.

IND 494IXD Corporate Sponsored Project: Product Design

In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce product design concepts based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 494MCD Corporate Sponsored Project: Motorcycle Design

In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce motorcycle design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 494PRD Corporate Sponsor Product Studio

In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 494TRN Corporate Sponsor Transportation Studio

In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.?

IND 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

IND 499ACM Automotive Clay Modeling

In this class you will build an automotive clay model using professional industry practices. You'll make tools used in clay modeling to construct a 1/5 scale automotive clay model including, details, tires and wheels.

IND 499ADS Automotive Design Studio

You will learn the creative process of automotive design, from doing market research to design sketching to digital and clay modeling. You will finalize a design in the appropriate media for your project that meets your design objective established by your research.

IND 499PD Special Topics: Product Design Studio

Self-assess your current portfolio and propose a project based on your career goals. You'll use the product design process to create a marketable portfolio project for your area of interest. The final portfolio project will cover empathy, logic, and appropriate aesthetics for the brand and user in a succinct design narrative.

IND 500 Internship in Industrial Design

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

IND 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES

IND 610 Industrial Design Processes

Learn the fundamentals of design thinking. You'll discover the art, science and business aspects of design. You'll learn through various design process techniques how to solve problems creatively.

IND 612 Industrial Design Drawing 1: Perspective

Learn to draw objects accurately. You'll use one-point, two-point, and three-point perspective; practice plotting light, shadow, and reflection; and use visualization methods and freehand drawing techniques to create accurate drawings of basic forms.

IND 621 Model Making

Turn concepts and two-dimensional sketches into quick three-dimensional product models. You'll focus on speed, safety, accuracy as you increase your ability to communicate and evaluate your ideas.

IND 625 Polygon Modeling & Form Exploration

Use creativity to explore and develop forms in a digital context. You'll study basic sub-divisional modeling commands, features, and workflows on a polygon modeling software to create photorealistic renderings suitable for 3-D printing. Polygon modeling software is often used in entertainment, footwear, and product design.

IND 630 Design Project 1

Combine your introductory drawing and model making skills to explore your personal and professional interests under an assigned general topic. You'll go through a typical design process that includes preparation, design research, design, and implementation phases.

IND 651 Materials and Processes

Develop your understanding of materials, the manufacturing process, and how both play a part in the design process. You'll investigate the major types of plastics and metal categories and their respective characteristics, and how they're used in various product manufacturing processes. [This course is cross-listed with IND 329.]

IND 662 Design Drawing 2

Practical freehand sketching abilities are a valuable asset. You'll apply line, light, shade, shadow, value and contrast to shapes found in manufactured products, and begin the use of color. [This course is cross-listed with IND 211.]

IND 680 Design Project 2

Merge your more advanced drawing, model making and digital modeling skills to explore your personal and professional interest within a broad topic through a more sophisticated design process.

IND 694 Corporate Sponsored Project

In this corporate sponsored project, you'll produce design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. You'll also focus on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 694IXD Corporate Sponsored Project: Product Design

In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce product design concepts based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

IND 694MCD Corporate Sponsored Project: Motorcycle Design

In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce motorcycle design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 694PRD Corporate Sponsor Product Studio

In this corporate sponsored project, students will be given a project directly by the sponsor, Delve. Students will produce design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 694TRN Corporate Sponsored Project: Transportation

In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

IND 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

IND 699PD Special Topics: Graduate Design Studio

Propose a project based on your career goals. You'll use the industrial design process to identify problems, set design objectives and design criteria to guide you through the design processes. The final portfolio piece cover empathy, logic, and appropriate aesthetics for the brand and user in a succinct design narrative.

IND 712 Design Drawing 3

Rapid freehand sketching techniques will improve your work. You'll quickly sketch free and geometric forms focusing on textures and material delineation. [This course is cross-listed with IND 251.]

IND 725 Introduction to Digital 3D Modeling

Learn digital 3D modeling using industry standard NURBS solid 3D modeling software. You'll explore basic tools and techniques to transform 2D design sketches into digital 3D models.

IND 730 Design Project 3

Apply your advanced skills and sophisticated understanding of the design process to a topic of your choice. Prepare for MA final review or MFA mid point reviews. Finish with a comprehensive portfolio piece.

IND 745 Portfolio Development

Get approval to work alone or collaborate with a group on a proposed project that caters to your needs and interests.

IND 763 Digital Imaging

Fine tune your work to make it portfolio-ready. You'll evaluate past and current work to determine which projects best showcase your abilities using a comprehensive digital process. [This course is cross-listed with IND 363.]

IND 773 Digital Solid Modeling

Learn fundamental solid modeling, advanced part assembly, and how to export data for CNC output. You'll generate orthographic drawings from 3-D data created in class. [This course is cross-listed with IND 323.]

IND 780 Thesis Preparation

Perform rigorous research to defend your midpoint proposals. You'll exercise a variety of research methodologies and communication skills to prepare your midpoint review for committee approval.

IND 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

IND 810 Research

Design research is the first phase of any industrial design project. Collaborate with classmates and faculty to prepare a comprehensive product requirement document with the results of your research, testing, and prototyping.

IND 830 Design

Begin the most critical phase of your thesis project based on faculty and classmate feedback. You will develop and present creative design solutions using various tools and methodologies including sketch models, sketching, rendering, and 3D modeling.

IND 850 Implementation

Refine and implement your thesis project. You will modify, improve, and finalize an exhibit-style presentation that includes flat work, final model, resume, business cards, and documentation.

IND 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.





INTERIOR ARCHITECTURE & DESIGN

Learn to design spaces that evoke emotions in people

Classes in:

Interior Architecture & Design
Interior Architecture
Digital Imaging
Residential Design
Home Interior Design
Commercial Design
Retail Design
Hospitality Design
Color and Lighting
Furniture Design
Textile Design
History of Interior Design
...and More!

Interior Architecture & Design Firms Hiring Our Grads Include:

Andre Rothblatt Architecture
Antonio Martins Interior Design
Applegate Tran
AvroKo
Banks Ramos
Brayton Hughes Design Studios
D-Scheme Studio
Gensler
Hart Howerton
Hirsch Bedner Associates
Inspired Spaces Design
Kendall Wilkinson Design
Marsh & Clark Design
Neiman Group
Nicole Hollis Interior Design
O + A
Organic Architect
Primo Hospitality Group
Puccini Group
Starbucks

WHAT WE OFFER



CIDA: The Council for Interior Design Accreditation (CIDA) is an independent, non-profit accrediting organization for interior design education programs at colleges and universities in the United States and Canada. The BFA Interior Architecture & Design and the MFA Interior Architecture & Design programs are both accredited by the CIDA.

Professional Curriculum: The curriculum integrates theory, design, and technology in tandem with the standards of the industry. Our students develop the requisite intellectual, artistic, and ethical abilities necessary for professional practice.

Professional Faculty: Students benefit from the expertise and experience of professional and certified instructors who currently work in the design field.

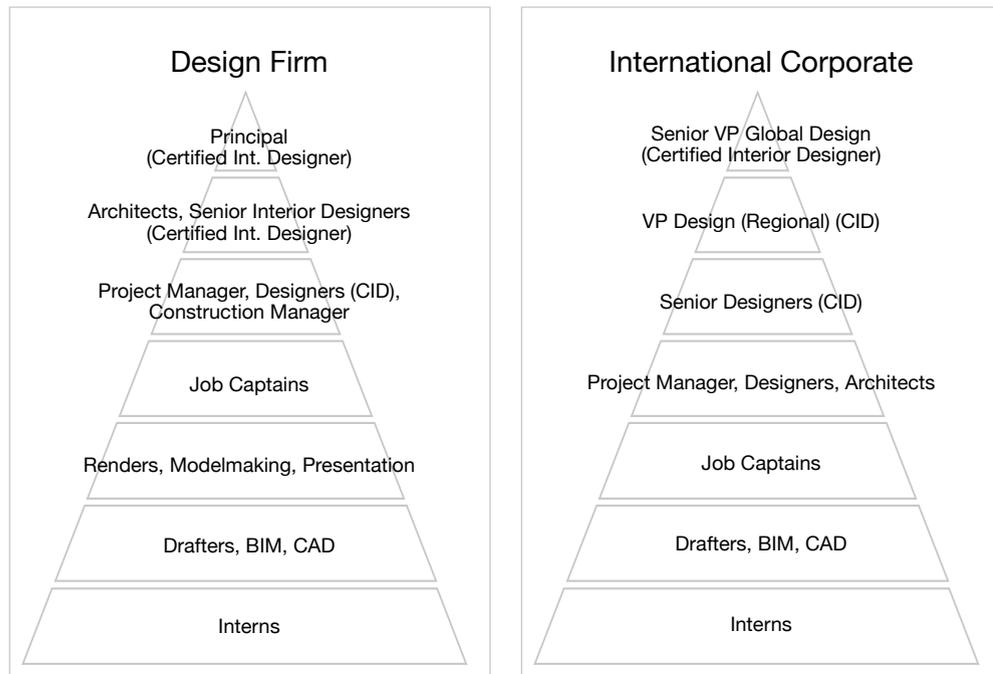
State-of-the-Art Equipment: We offer cutting edge computer labs with full support staff. We teach computer disciplines from REVIT and 3D Max to the Adobe Creative Suite both online and on campus.



Located in an Industry Capital: Located in San Francisco, the School of Interior Architecture and Design has exposure to many of the best firms and designers in the industry. The School's San Francisco location provides students with nearby access to the San Francisco Design Center (SFDC) which houses many of the finest and most accessible design showrooms in the US.

Interdisciplinary Approach: Our curriculum allows students to learn and benefit from graphic arts and other allied art and design courses.

CAREER PATHS



Did you know?

San Francisco boasts active chapters of International Interior Designer Association (IIDA), American Society for Interior Designers (ASID), Hospitality Industry Association (HIA), and others who work with Academy student chapters. The school joins with these groups for portfolio evaluations done in professional offices, by professionals.

The School of Interior Architecture & Design offers wonderful opportunities for students both online and on site to go to Chicago for NeoCon, participate in the Starbucks competition project and DIFFA (Design Industries Foundation Fighting Aids) annual design event that raises funds for HIV/AIDS.

Interior Architecture & Design is connected to many of the most famous designers and firms in the United States. We interact with this community through our faculty, tours, internships, lectures, and many activities.

Academy students are frequent winners at the Retail Design Institute's Annual International Student Store Design Competition; Anthony Nguyen has made quite the name for himself after winning 2nd place in this competition with his design for Ete Cosmetics Retail Space. Our students also participate in two annual design competitions, NEXT Student design competition and the ReVamp a Chair Competition sponsored by Leftovers Consignment Store, this last one is a charity event where students are given a chair to redesign raising funds for local animal shelters.

Recently, Hospitality Design Magazine did a special September education issue focusing on "projects, people and schools making an impact". AAU is featured along with Cornell, Harvard and Georgetown to name a few.

DEGREE REQUIREMENTS

Associate of Arts [AA] in Interior Architecture & Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA INTERIOR ARCHITECTURE & DESIGN CORE COURSES

- FND 113 Sketching for Communication
- FND 122 Color Fundamentals
- FND 149 Introduction to Design Thinking
- IAD 140 Introduction to Construction Documents
- IAD 200 Spatial Development Studio
- IAD 210 Digital Imaging
- IAD 240 Building Codes & Systems
- IAD 245 Materials
- IAD 260 Computer Aided Drafting
- IAD 280 BIM & Design Graphics
- LAN 375 Sketching for Idea Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History Through the 15th Century
- LA 121 Art History Through the 19th Century

Bachelor of Fine Arts [BFA] in Interior Architecture & Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 or LA 108, LA 226/IAD 230, & LA 229/IAD 231.
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Interior Architecture History: Traditional course
 - 1 Interior Architecture History: Contemporary course
 - 1 Employment Communications and Practices course
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative & Human Factors course
 - 1 Cultural Ideas & Influences course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA INTERIOR ARCHITECTURE & DESIGN CORE COURSES

FND 113	Sketching for Communication
FND 122	Color Fundamentals
FND 149	Introduction to Design Thinking
IAD 140	Introduction to Construction Documents
IAD 200	Spatial Development Studio
IAD 210	Digital Imaging
IAD 240	Building Codes & Systems
IAD 245	Materials
IAD 260	Computer Aided Drafting
IAD 280	BIM & Design Graphics
IAD 450	IAD Portfolio Preparation
LAN 375	Sketching for Idea Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
- LA 270 U.S. History
- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 359 Urban Sociology

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

INTERIOR ARCHITECTURE HISTORY: TRADITIONAL

- LA 226/IAD 230 Survey of Traditional Interior Architecture

INTERIOR ARCHITECTURE HISTORY: CONTEMPORARY

- LA 229/IAD 231 Survey of Contemporary Interior Architecture

QUANTITATIVE & HUMAN FACTORS

- LA 254 Human-Centered Design

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

Certificate in Interior Architecture & Design

CERTIFICATE REQUIREMENTS

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS
TOTAL	120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses



Master of Arts [MA] in Interior Architecture and Design

MA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
TOTAL	36 UNITS

MA INTERIOR ARCHITECTURE AND DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Professional Practices & Communications course

MA INTERIOR ARCHITECTURE AND DESIGN REQUIRED MAJOR COURSES

IAD 600	Studio 1
IAD 601	Fundamentals of Design Documentation
IAD 602	Building Systems and Codes
IAD 603	Sketching & Perspective for Interior Environments
IAD 604	Lighting Design
IAD 608	Digital Imaging
IAD 610	Studio 2
IAD 611	BIM - Building Information Modeling
IAD 612	Material Use
IAD 613	Studio 3

MA INTERIOR ARCHITECTURE AND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 602	The Art and Ideology of the 20th Century
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 638	Theory & Movements in Contemporary Interior Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 634	Professional Practices for Interior Designers
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Master of Fine Arts [MFA] in Interior Architecture & Design

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ MAJOR ELECTIVES (REQUIRED)	6 UNITS
+ DIRECTED STUDY	18 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

MFA INTERIOR ARCHITECTURE & DESIGN REQUIRED MAJOR COURSES

IAD 600	Studio 1
IAD 601	Fundamentals of Design Documentation
IAD 602	Building Systems and Codes
IAD 604	Lighting Design
IAD 610	Studio 2
IAD 611	BIM - Building Information Modeling
IAD 612	Material Use
IAD 613	Studio 3
IAD 625	Survey of Sustainable Design
IAD 640	Light & Color Perception

MFA INTERIOR ARCHITECTURE & DESIGN REQUIRED MAJOR ELECTIVES

IAD 603	Sketching & Perspective for Interior Environments
IAD 608	Digital Imaging

MFA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course
- A minimum of thirty semester credits of college-level liberal arts and sciences (general education) must be completed

(NOTE: this will include credits earned from the student's bachelor degree)

MFA INTERIOR ARCHITECTURE & DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 634	Professional Practice for Interior Designers
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CROSS CULTURAL UNDERSTANDING

GLA 637	Theory & Movements in Traditional Interior Architecture
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ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 638	Theory & Movements in Contemporary Interior Architecture
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UNDERGRADUATE COURSES

IAD 100 Foundations Studio - The Roots of Design

Design is a process. Design uses tools. Design applies process and tools to create engaging interior environments. You will develop and apply your industry knowledge and use of tools to a design project.

IAD 140 Introduction to Construction Documents

Hand-draft your interior architectural construction documents including floor, lighting, electrical, furniture, and finish plans. You'll apply lettering, line weight, dimensions, and graphic symbols to interior sections, elevations, details, and schedules.

IAD 148 The Classical and the Contemporary

Learn the language of classical design and expand your observational skills, with new insight into designing with purpose! What you see today in the built environment is the evolution of a broad historical phenomenon: classicism. Explore the fundamentals of classical principles in architecture, interiors, and landscape, and see how all spaces are organically interconnected.

IAD 161 The Golden Section and Sacred Geometry

Witness the symbolic and practical structure of the universe as it impacts your career. You'll apply the artistic, mathematical, philosophical, and aesthetic aspects of the unique geometric constructions and proportions to your projects. Open to all majors.

IAD 200 Spatial Development Studio

The power of dynamic space planning propels design. You will gain problem solving, idea extrapolation, and commercial and residential spatial development skills through schematic design tools such as diagramming, bubble drawings, and model-making. Plus, explore how factors such as circulation, accessibility, adjacencies, and universal design impacts human beings and their environment.

IAD 210 Digital Imaging

Enter the gateway into imaging software. You will develop skills to enhance presentations, create graphic layouts, and integrate various media into your design projects.

IAD 215 Model Making in the Design Process

Explore 3D visualization for interior environments. You will develop conceptual, sketch/working, structural, and final presentation models for all stages of the design process.

IAD 230 Survey of Traditional Interior Architecture

Know your design history. Focusing on major movements and innovations, you'll examine the societal, political, environmental, and economical influences that impacted architecture, design, furniture, and materials until the early 19th century. [This course is cross-listed with LA 226.]

IAD 231 Survey of Contemporary Interior Architecture

Expand your design history knowledge. Focusing on major movements and innovations, you'll examine the societal, political, environmental, and economical influences that impacted architecture, design, furniture, and materials from the Industrial Revolution to today.

IAD 240 Building Codes & Systems

Gain technical experience with building codes and systems while working on a commercial building renovation. You'll learn about structural, mechanical, electrical, plumbing, and acoustical systems. Develop your skills in detailing, fire ratings, and zoning and coordinating holistically with a design team.

IAD 241 Perspective Drawing Techniques

The design you see in your mind will flow through your hand. Learn expert visual communication skills to convey your design solutions to colleagues and clients. You will create ideation and conceptualization hand drawings and perspective sketches to represent your interior design concepts.

IAD 245 Materials

Cultivate your sense of materiality. You'll gain knowledge to select and specify finishes, fabrics, and furnishings based on aesthetics, durability, environmental attributes, and industry standards.

IAD 260 Computer Aided Drafting

Enhance your drafting and design skills with CAD. You'll create construction documents for a design project.

IAD 270 3D Digital Modeling

Enrich your virtual environments using geometry, materials, light, and shadow. You'll learn techniques to transform your digital spatial visualizations into rendered models of your own designs.

IAD 280 BIM & Design Graphics

BIM is Building Information Modeling. You'll create digital 3D models and develop advanced skills in construction documentation.

IAD 310 Residential Design Studio

Create an embracing and sumptuous residence that meets your client's needs and desires. In your first major studio, you'll develop plans and drawings, select furniture and materials, and produce a dynamic presentation based on programming and your conceptual design.

IAD 330 Introduction to Lighting Design

Lighting is an art and a science. You'll develop lighting designs, technical drawings, and specifications for residential and commercial interiors that use light to illuminate colors, forms, and textures, while adhering to energy codes and illuminance guidelines.

IAD 340 Commercial Design Studio

Create a functional and imaginative workplace for your commercial client. In your second major studio, you'll develop plans and drawings, select furniture and materials, and produce construction documents for a dynamic presentation based on programming and your conceptual design.

IAD 345 Color Rendering Techniques

Create authentic versions of your designs using professional rendering techniques. Working in a variety of graphic communication mediums, you'll increase your ability to depict effects of color, light, material, and texture in the built environment.

IAD 363 Furniture & Case Goods Design

Turn your furniture ideas into reality. You'll study furniture construction, details, joinery and the materials and techniques used to create custom-made furniture.

IAD 380 Survey of Sustainable Design

Solidify your personal philosophy on sustainability. You'll examine facts and establish opinions to create a design project that applies 21st century ideals to sustainable design and environmental issues.

IAD 410 Advanced Commercial Design Studio

Open your heart to others working on projects that embrace inclusive and universal design. You will create innovative interiors that illustrate sensitive solutions for all inhabitants, regardless of ability.

IAD 430 Professional Practice for Interior Design

Gain the business skills needed in an interior design firm. You'll learn about professional ethics, fee structures, scope of services negotiations, and project management, setting a foundation for your entrepreneurial spirit.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

IAD 440 Comprehensive Design Studio

Interior architectural designers are creative problem solvers. In this 6 unit class, you'll identify specific design problems, research case studies for innovative design solutions, apply design knowledge and skills to formulate and document a solution for a complex commercial project and develop a complete presentation across a range of media.

IAD 450 IAD Portfolio Preparation

Showcase your strengths, abilities, professional readiness, and personal style with a polished portfolio. You'll develop a graphic representation that reflects your range and overall approach to projects.

IAD 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

IAD 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

IAD 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

IAD 500 Internship in Interior Design

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

IAD 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.



GRADUATE COURSES

IAD 600 Studio 1

Design is a process. Design uses tools. Design applies process and tools to create engaging interior environments. You will develop and apply your industry knowledge and use of tools to a design project.

IAD 601 Fundamentals of Design Documentation

Produce your interior architectural construction documents including floor, lighting, electrical, furniture, and finish plans. You'll apply lettering, line weight, dimensions, and graphic symbols to interior sections, elevations, details, and schedules.

IAD 602 Building Systems and Codes

Gain technical experience with building codes and systems by working on a commercial building renovation. You'll learn to coordinate holistically with a design team on structural, mechanical, electrical, plumbing, acoustical systems, detailing, fire ratings, and zoning and more.

IAD 603 Sketching & Perspective for Interior Environments

The design you see in your mind will flow through your hand. Learn expert visual communication skills to convey your design solutions to colleagues and clients. You will create ideation and conceptualization hand drawings and perspective sketches to represent your interior design concepts.

IAD 604 Lighting Design

Lighting is an art and a science. You'll develop lighting designs, technical drawings, and specifications for residential and commercial interiors that use light to illuminate colors, forms, and textures, while adhering to energy codes and illuminance guidelines.

IAD 608 Digital Imaging

Immerse yourself in the world of imaging software. You will develop skills to enhance presentations, create graphic layouts, and integrate various media into your design projects.

IAD 610 Studio 2

Create a functional and imaginative workplace for your commercial client. In your second major studio, you'll develop plans and drawings, select furniture and materials, produce construction documents, and produce a dynamic presentation based on programming and your conceptual design.

IAD 611 BIM - Building Information Modeling

Master BIM. Using BIM as a tool to convey geometry, spatial relationships, geographic information, and building components, you'll learn to maintain project data within a single file that generates plans, sections, and elevations.

IAD 612 Material Use

Cultivate your sense of materiality. You'll learn to select and specify finishes, fabrics, and furnishings based on aesthetics, durability, environmental attributes, and industry standards.

IAD 613 Studio 3

Create a functional and imaginative workplace where your commercial client will thrive! In your final major studio, you'll develop plans and drawings, select furniture and materials, and produce construction documents for a dynamic presentation based on your conceptual design.

IAD 621 3D Modeling

Use Autodesk Viz to render your designs and improve your ability to produce architectural visualizations.

IAD 625 Survey of Sustainable Design

Solidify your personal philosophy on sustainability. You'll examine facts and establish opinions to create a design project that applies 21st century ideals to sustainable design and environmental issues.

IAD 640 Light & Color Perception

Design is a responsibility. As a designer, you'll learn to harness the power of light and color to impact human emotional responses, influence way finding, and play a role in behavioral modification. Plus, explore how color and light affect perception and the interior environment, and learn to use this knowledge responsibly.

IAD 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

IAD 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

IAD 810 Programming

Study what you want! For your thesis project, you will research the needs of a community in a building site or a specialty area to create a programming booklet and presentation of your findings. You must first pass your mid-point review.

IAD 812 Schematic Design and Space Planning

Building on your work in IND 810, you will complete the schematic design for your thesis project including 2D and 3D space plan development, a schematic design process book, and a schematic design visual and oral presentation.

IAD 830 Design Development to Documentation

Utilizing design decisions and work done in IAD810, IAD812, and IAD834. You will create a design development presentation featuring construction drawings that include plans, elevations, and details.

IAD 834 Materiality: FF & E, Finishes and Lighting

Put your sense of materiality and product knowledge to work. You will select finishes, fabrics, and furnishings based on aesthetics, durability, and environmental factors to produce specifications and construction drawings for your final thesis project.

IAD 838 Thesis Visualization

Develop authentic interiors for your final thesis project. For your final presentation, you will use 3-D modeling techniques to digitally render main interior areas, and document the process in your journal.

IAD 850 Thesis Implementation

You'll enjoy individual instruction, receive directed critiques, and learn to master the written and graphic portions of your final thesis project and portfolio.

IAD 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

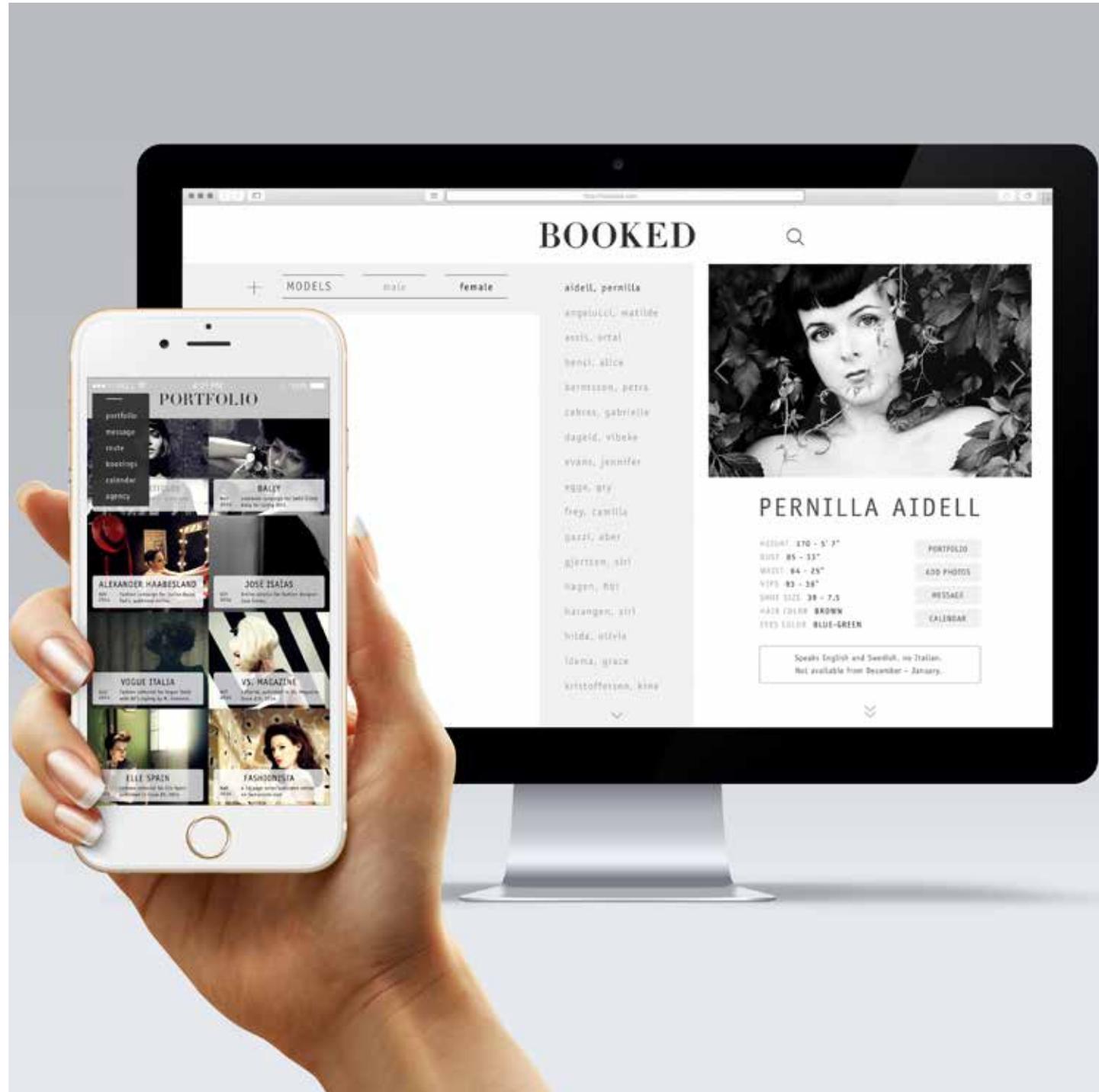
IAD 990 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.



INTERACTION & UI/ UX DESIGN

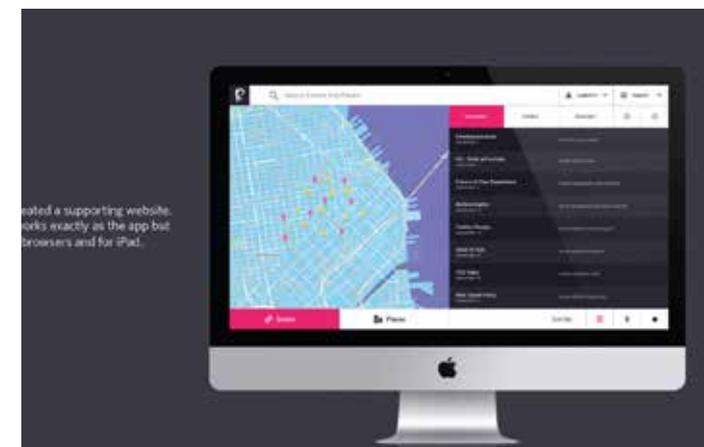
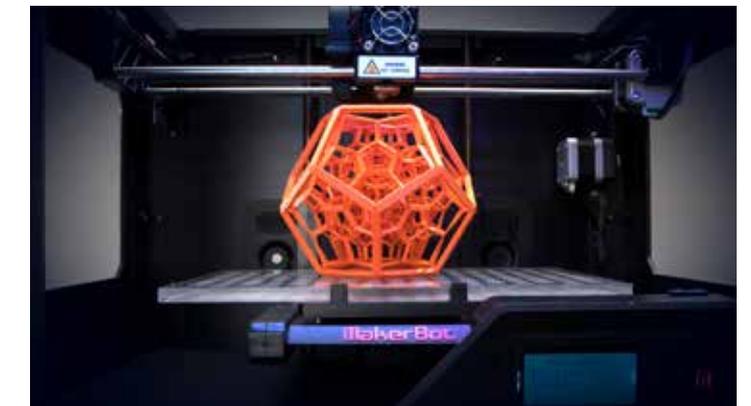




Welcome to the new

Interaction & UI/UX Design graduates are strategic thinkers, producers, and creative technologists poised to lead innovation.

Think you've got what it takes to build the next generation of web sites, mobile apps, and motion graphics? Then join us on a journey into the future, where you are poised to lead innovation on a global scale!



WHAT WE OFFER

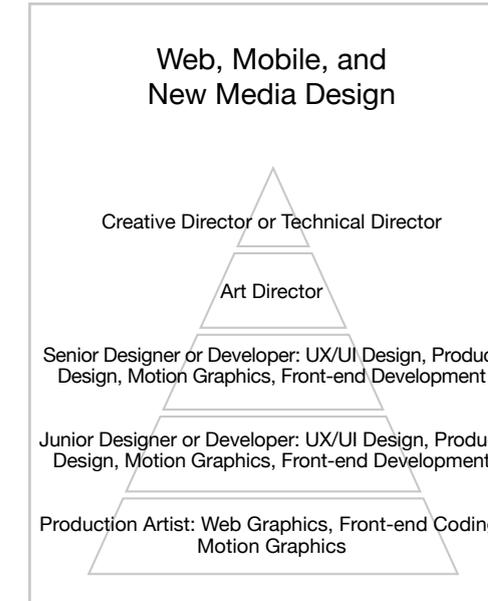


With industry professionals in every classroom, you'll learn from the best. Hands-on tutorials, professional mentoring and in-person critiques make learning exciting.

The latest in software and equipment is standard. We keep up with current advancements in technology and industry practices. Whatever the pros are using, that's what you will find in our classrooms and studios.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Interaction & UI/UX Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA INTERACTION & UI/UX DESIGN CORE COURSES

COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technology: Digital Publishing Tools
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
IXD 120	User Experience 1
IXD 205	Motion Graphics 1
IXD 210	Visual Design 1
IXD 249	Web Design 1
IXD 282	Midpoint Portfolio
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 242 History of Graphic Design

Bachelor of Fine Arts [BFA] in Interaction & UI/UX Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA INTERACTION & UI/UX DESIGN CORE COURSES

COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technology: Digital Publishing Tools
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
IXD 120	User Experience 1
IXD 205	Motion Graphics 1
IXD 210	Visual Design 1
IXD 249	Web Design 1
IXD 282	Midpoint Portfolio
IXD 482	Portfolio 2
PH 103	Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- | | |
|--------|---|
| LA 110 | English Composition: Narrative Storytelling |
| LA 133 | Short Form Writing |

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 207 | Persuasion & Argument for the Multilingual Writer |
| LA 280 | Perspective Journalism |

HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|--|
| LA 171 | Western Civilization |
| LA 270 | U.S. History |
| LA 274 | Study Abroad: Art & Architecture of Renaissance Florence |
| LA 276 | Seminar in Great Britain |
| LA 359 | Urban Sociology |

QUANTITATIVE LITERACY

CHOOSE ONE:

- | | |
|--------|---|
| LA 124 | Physics for Artists: Light, Sound, and Motion |
| LA 146 | Anatomy of Automobiles |
| LA 233 | Popular Topics in Health, Nutrition, & Physiology |
| LA 254 | Human-Centered Design |
| LA 255 | College Math |
| LA 271 | College Algebra with Geometry |
| LA 286 | Discrete Mathematics |
| LA 288 | Vector, Matrices, & Transformations |
| LA 293 | Precalculus |
| LA 296 | Applied Physics |

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- | | |
|------------|---|
| LA 292 | Programming & Culture |
| LA 326 | Topics in World Art |
| LA 328 | World Literature |
| LA 343 | Comparative Religion |
| LA 368 | Experiencing Culture: Anthropology for Today's Artist |
| LA 443 | Picturing Culture: Film and Photography in Anthropology |
| LA 462 | Power of Myth and Symbol |
| LA/FSH 494 | Study Abroad: Fashion Culture and Industry |

EMPLOYMENT COMMUNICATIONS & PRACTICES

- | | |
|--------|-------------------|
| LA 291 | Designing Careers |
|--------|-------------------|

ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century
LA 242	History of Graphic Design
CHOOSE ONE ADDITIONAL COURSE:	
LA 117/LAN 117	Survey of Landscape Architecture
LA 118/IND 118	History of Industrial Design
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA 131/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA 137/VIS 137	History of Visual Development
LA 147/PH 147	History of Photography
LA 152/ILL 152	History of American Illustration (20th Century)
LA 182	Genres in Film
LA 195/ILL 195	History of Comics: American Comics
LA 197/ILL 197	History of Comics: International and Alternative Comics
LA 219	History of the Built Environment 1: Ancient to Gothic
LA 220	American Art History
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 244/FSH 244	History of Fashion
LA 245/JEM 245	History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246	History of Textiles
LA 249	History of the Built Environment 2: Renaissance to 1900
LA 274	Study Abroad: Art & Architecture of Renaissance Florence

LA 276	Seminar in Great Britain
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 284	Evolution of the Horror Film
LA 319	History of the Built Environment 3: 1900 to Present.
LA 326	Topics in World Art
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	Art of the Dutch Golden Age
LA 432	Art of Spain: From El Greco to Picasso
LA 434	History of Asian Art
LA 464	Dada & Surrealism

Certificate in Interaction & UI/UX Design

CERTIFICATE REQUIREMENTS

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS

TOTAL **120 UNITS**

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Interaction & UI/UX Design

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA INTERACTION & UI/UX DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design

MA INTERACTION & UI/UX DESIGN REQUIRED MAJOR COURSES

ADV 605	Digital Graphics
IXD 601	Tech 1: Front-End
IXD 605	Visual Design & Typography 1
IXD 606	User Experience Design
IXD 608	Tech 2: Back-End
IXD 613	Motion Graphics and Video
IXD 755	Masters Portfolio
	+ 4 Major course

Master of Fine Arts [MFA] in Interaction & UI/UX Design

MFA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ DIRECTED STUDY	15 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communication course

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design

PROFESSIONAL PRACTICES & COMMUNICATION

GLA 676 Professional Practices for Designers & Advertisers

MFA INTERACTION & UI/UX DESIGN REQUIRED MAJOR COURSES

ADV 605	Digital Graphics
IXD 601	Tech 1: Front-End
IXD 605	Visual Design & Typography 1
IXD 606	User Experience Design
IXD 608	Tech 2: Back-End
IXD 613	Motion Graphics and Video
IXD 643	MFA Thesis Ideation and Preparation
IXD 830	Visual Design
	+ 3 Major courses

MFA INTERACTION & UI/UX DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

UNDERGRADUATE COURSES

IXD 105 Design Technology: Visual Design Tools

Take a deep dive into the skills behind industry-standard design and production: vector graphics and typography, color manipulation, finding workflow techniques, presentation and output methods, and more.

IXD 120 User Experience 1

User-centered design is where it all starts. It's a process consisting of: research, personas, user journeys, use cases, wire-framing, and more. You'll start with defining and empathizing with the user then use design techniques to create visually appealing prototypes.

IXD 205 Motion Graphics 1

Whether it's movie titles, commercials, teaser videos, or sports scores, you're constantly experiencing motion graphics. You'll learn basic 2D animation—of type, symbols, shapes, and color—that opens the door to mastery of industry-leading motion software.

IXD 210 Visual Design 1

Get the skills to design beautiful, intuitive interactive interfaces and publications. Using great visual design principles, you'll learn how to compose compelling screen layouts, brand identities, evocative typographic treatments, and interactive prototypes with the industry's leading design tools.

IXD 249 Web Design 1

HTML and CSS are the backbone of the web. As you develop your coding skills, you'll learn strategies in site architecture, navigation, file management, and more to create highly intuitive websites.

IXD 250 Web Design 2

With a focus on functionality, mobility, and scalability, you'll learn more HTML and CSS along with JavaScript to create web experiences optimized for devices from mobile to desktop. You'll also use web standards and design fundamentals to produce web-based apps.

IXD 282 Midpoint Portfolio

Your portfolio is everything. You'll take the first step into creating and presenting your own portfolio website and personal branding system. You'll revisit, redo, update, revise, and add to past work to create a portfolio that reflects the skills you've gained.

IXD 290 User Experience 2

User experience is the heart of everything we do as designers in tech. You'll follow the information architecture process to make a product that is usable, intuitive, and a delightful solution for the user.

IXD 305 Motion Graphics 2

Enter the world of advanced motion graphics. Using industry-standard software, you'll design and produce compelling time-based motion experiences for broadcast, web, and mobile platforms.

IXD 310 Visual Design 2

Combine innovative technologies with the power of traditional design techniques to communicate meaningful concepts to an audience. You'll learn to use visual structures like type, imagery, graphics, interface design, brand identity, and interactive product design.

IXD 320 Human Computer Interaction for UX

Human Computer Interaction (HCI) is understanding what it means to be a human user of technology and therefore how to create screen-based products that have a seamless user experience. To achieve an intuitive experience students will learn about human psychology, emotional design, specialized design processes, various UX principles, and much more.

IXD 349 Web Design 3

Build professional websites using current web standards and scripting tools. You'll develop the design, user interaction, user experience, and coding skills necessary to produce large scale web sites using standard frameworks, libraries, and content management systems.

IXD 369 Web Design 4

Build interactive websites that deliver dynamic data and a cohesive user experience. You'll implement your design ideas to develop a complex database-driven website, and use PHP server-side scripting and MySQL databases to manage content.

IXD 380 Senior Project

This is the culminative assignment of your college career—a semester-long exploration of the design work you're most passionate about doing. Using your concepts, you'll create production schedules, storyboards, user research, design iterations, prototypes, and marketing to show a final design that is the capstone of your portfolio.

IXD 390 Advanced User Experience Design

This course provides an in-depth exploration of the user experience design process and exposes students to advanced concepts, methods, and techniques. The course covers topics in user interface/interaction design, information architecture, and user research for different devices and platforms.

IXD 415 Virtual Reality Experiences & Prototyping

Learn virtual and augmented reality design and development for commercial and artistic applications. Students gain knowledge about the options available for building WebXR for various devices. Interaction design and technical development will prepare students for the growing field of immersive experiences.

IXD 482 Portfolio 2

Perfect your professional portfolio. You'll fine tune completed projects, create identity elements and leave-behinds, and hone your presentation and interview skills.

IXD 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

IXD 498AUI Collaborative Project: Automotive UI

You will collaborate with Industrial Design students to explore high-level concepts and challenges of emerging areas of UI/UX in the automotive industry. Creative problem solving, automotive interior design, and user interfaces will be emphasized. Lectures and demos will cover design principles and professional practices. [This course is cross-listed with WNM 695AUI.]

IXD 500 Internship in Web Design & New Media

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

IXD 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES**IXD 601 Tech 1: Front-End**

Learn the technology basics and vocabulary required for the industry. You'll also gain HTML, CSS, and JavaScript skills by creating stunning interactive web experiences.

IXD 605 Visual Design & Typography 1

Communicate with type. You'll briefly explore the history of type, and gain the composition, grid, and aesthetic skills needed to create high-resolution, legible, and beautiful screen-based media.

IXD 606 User Experience Design

To design an intuitive user interface, you must know your users and your medium. You'll learn the process: research, empathize with users, design from user requirements, and test your design. You'll also learn to evaluate the usability of interactive products.

IXD 608 Tech 2: Back-End

Students will be introduced to Responsive Design and Database Driven Website Application Development. User Interface, Interaction Design, and Project Management will be put into practice with a combination of Front-end and Back-end code. Languages include HTML, CSS, PHP, MySQL, and Javascript.

IXD 610 Balancing Creativity and Profitability

Show that you have mastered the skills to steer the creative direction for an organization's web or mobile presence. You'll study what makes an organizations presence succeed or fail.

IXD 613 Motion Graphics and Video

Become a better storyteller using motion graphics and digital video. You'll learn how to sync music, sound, and video to develop compelling digital video. Learn contemporary trends and practices in motion graphics. You'll research, concept, storyboard, and design motion graphics using industry-standard tools.

IXD 617 Advanced Tech: Mobile Web

Create a mobile web app. Using HTML, CSS, JavaScript, and frameworks, you'll design and develop responsive and mobile web applications and conduct user testing to produce a mobile web app for virtually any mobile device.

IXD 618 Advanced Tech: CMS

Develop a unique interactive website with the major industry strategies, applications, and practices. You'll use industry standard content management systems and other client/server technologies, including PHP and MySQL.

IXD 620 Human Computer Interaction for UX

Human Computer Interaction (HCI) is understanding what it means to be a human user of technology and therefore how to create screen-based products that have a seamless user experience. To achieve an intuitive experience students will learn about human psychology, emotional design, specialized design processes, various UX principles, and much more.

IXD 622 Digital Capture

Get the technical and artistic skills for the most common photography applications. You'll master the digital camera controls and features to make better image capture decisions.

IXD 635 Visual Design & Typography 2

Be a creative problem solver for interactive products. Using critical thinking, UI design, typography, and industry-standard design tools, you'll execute design strategies and create compelling graphic elements and content.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

IXD 643 MFA Thesis Ideation and Preparation

Evaluate and define your MFA thesis project using the skills and tools you've gained to date. You'll fulfill your midpoint thesis requirements by creating a meaningful thesis project proposal to present at midpoint.

IXD 663 Advanced Topics in Motion Graphics

Learn contemporary trends and practices in motion graphics. Using advanced motion graphics techniques and tools and a pre and post production process, you'll create character animations, integrate 2D and 3D animations, and animate user interactions.

IXD 695AUI Collaborative Project: Automotive UI

You will collaborate with Industrial Design students to explore high-level concepts and challenges of emerging areas of UI/UX in the automotive industry. Creative problem solving, automotive interior design, and user interfaces will be emphasized. Lectures and demos will cover design principles and professional practices. [This course is cross-listed with WNM 498AUI.]

IXD 700 User Experience: Human Centered Design

Gain creative problem-solving skills within the frameworks of Design Thinking. You'll use a human-centered design approach to create innovative, effective, and sustainable interactive products and solutions.

IXD 755 Masters Portfolio

Create a portfolio that shine. You'll strengthen the weak points of your portfolio by developing your personal brand, including business cards, a design-focused resume, logo, and a new case-study. You'll also examine past portfolio projects, changing, removing, and adding to them as necessary.

IXD 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

IXD 810 User Experience

Learn and apply user experience concepts and processes to your thesis project. Working through all stages of your interactive thesis project with fellow graduate students, you'll solidify the research, target audience, personas, information architecture, wireframes, and more via an iterative workflow.

IXD 820 Technical Implementation

Develop the technical implementation for your thesis project. Through a guided exploration with your instructor, you will learn techniques in coding and technologies that will allow you to take your interactive prototypes to proof of concept.

IXD 830 Visual Design

Fundamental design research and implementation are an essential part of the creative process. Using mood boards, experimentation with typography, composition, color, balance, layout, legibility, and more you'll define the overall visual style of your thesis project.

IXD 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.





JEWELRY & METAL ARTS



“One should either be a work of art, or wear a work of art.”

—Oscar Wilde

Enter a Jewelry & Metal Arts school like no other, where the next generation designs and crafts unique objects, jewelry and prototypes for mass production. Through these creative jewelry and metal arts courses, students will find and cultivate their artistic voices as they create one-of-a-kind pieces utilizing techniques ranging from traditional jewelry design skills to the latest in digital 3D printing and laser cutting.

The School of Jewelry & Metal Arts degree program provides a hands-on environment in which students can develop their jewelry and metal design skills and concepts, plus collaborate with students from many different programs including the School of Fashion, School of Photography and School of Fine Art Sculpture, among others.



WHAT WE OFFER

Academy of Art University offers an innovative curriculum that is built for artists who have a love of shape, textures, color, wearable form, and enjoy working three dimensionally. Rooted on a rigorous commitment to personal vision, the Jewelry & Metal Arts degree program encourages self-inquiry and critical thinking in pursuing ideas, and the skill and self-discipline to bring them to life. The program is enriched by interdisciplinary collaboration which emphasizes investigation and dialogue at this state-of-the-art Jewelry & Metal Arts school.



CAREER PATHS

As students earn their Jewelry and Metal Arts degree, they will develop a portfolio and well-rounded set of skills that will prepare them for professional opportunities such as:

- Artist Assistant
- Business Owner
- Casting-Shop Manager
- Commission Artist
- Designer of 'One-of-A Kind' High-End Functional & Non Functional Objects
- Fashion Accessory Designer
- Gallery Assistant
- Gallery Curator
- Gallery Owner
- Jewelry Design Assistant
- Jewelry Designer of One-of-A Kind, High-End Fashion Accessories
- Jewelry Mold-Making Shop Manager
- Jewelry Production Assistant

- Jewelry Repair Specialist
- Limited Edition Caster
- Limited Edition Jewelry Designer
- Mass Production Shop Manager
- Metal Fabricator
- Mold-Maker
- Product Developer
- Product Development
- Product Manager
- Production Specialist
- Small Object Mold-Maker
- Styling Assistant
- Toy Modeler/Assistant
- Unique Metal Prototype Designer
- And More!



DEGREE REQUIREMENTS

Associate of Arts [AA] in Jewelry & Metal Arts

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA JEWELRY & METAL ARTS CORE COURSES

FSH 161	Digital Techniques for the Fashion Business
FND 113	Sketching for Communication
JEM 108	Wax Carving and Introduction to Casting
JEM 110	Jewelry & Metal Arts 1
JEM 155	Jewelry & Fashion
JEM 210	Jewelry & Metal Arts 2
JEM 224	Exploring Textile Techniques in Metal
JEM 233	Digital Design: Laser Cutting and Milling
JEM 240	Enameling 1
JEM 249	Introduction to Metal Casting
JEM 344	Moving Metal 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century

Bachelor of Fine Arts [BFA] in Jewelry & Metal Arts

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA JEWELRY & METAL ARTS CORE COURSES

FSH 161	Digital Techniques for the Fashion Business
FND 113	Sketching for Communication
JEM 108	Wax Carving and Introduction to Casting
JEM 110	Jewelry & Metal Arts 1
JEM 155	Jewelry & Fashion
JEM 210	Jewelry & Metal Arts 2
JEM 240	Enameling 1
JEM 224	Exploring Textile Techniques in Metal
JEM 233	Digital Design: Laser Cutting and Milling
JEM 249	Introduction to Metal Casting
JEM 344	Moving Metal 1
JEM 450	Jewelry & Metal Arts Portfolio Project

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

- CHOOSE TWO ADDITIONAL COURSES:**
- LA 117/LAN 117 Survey of Landscape Architecture
- LA 118/IND 118 History of Industrial Design
- LA 128 The Body As Art: History of Tattoo & Body Decoration

- LA 129 History of Automotive Design
- LA 131/GAM 131 History of Gaming
- LA 132/ANM 102 History of Animation
- LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation

- LA 137/VIS 137 History of Visual Development
- LA 147/PH 147 History of Photography
- LA 152/ILL 152 History of American Illustration (20th Century)
- LA 182 Genres in Film
- LA 195/ILL 195 History of Comics: American Comics
- LA 197/ILL 197 History of Comics: International and Alternative Comics

- LA 219 History of the Built Environment 1: Ancient to Gothic

- LA 220 American Art History
- LA 222 20th Century Art
- LA 224 Women, Art & Society
- LA 226 /IAD 230 Survey of Traditional Interior Architecture
- LA 229/IAD 231 Survey of Contemporary Interior Architecture
- LA 242/GR 242 History of Graphic Design
- LA 244/FSH 244 History of Fashion
- LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World

- LA 246/FSH 246 History of Textiles
- LA 249 History of the Built Environment 2: Renaissance to 1900

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 284 Evolution of the Horror Film
- LA 319 History of the Built Environment 3: 1900 to Present.
- LA 326 Topics in World Art
- LA 327 Art of the Classical World
- LA 333 Art of the Middle Ages
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 432 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 464 Dada & Surrealism



Master of Arts [MA] in Jewelry & Metal Arts

MA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
TOTAL	36 UNITS

MA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Professional Practices & Communications course

MA JEWELRY & METAL ARTS REQUIRED MAJOR COURSES

FA 601	Drawing
JEM 605	Forging & Forming
JEM 608	Wax Model Making and Introduction to Casting
JEM 610	Jewelry & Metal Arts: Design & Fabrication
JEM 620	Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 635	Modern & Contemporary Design & Techniques
JEM 644	Project Development
JEM 649	Introduction to Metal Casting
JEM 660	Introduction to 3D Printing and Modeling
JEM 668	Digital Design: Laser Cutting and Milling

MA JEWELRY & METAL ARTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 613	Fashion, Arts, and Influence
GLA 615	History of Graphic Design
GLA 621	History & Techniques of Character Animation
GLA 622	History & Techniques of VFX
GLA 623	History and Techniques of Games
GLA 624	History of Visual Development
GLA 625	History of Photography
GLA 629	150 Years of American Illustration
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 638	Theory & Movements in Contemporary Interior Architecture
GLA 716	Fast & Furious: The World of Shorts
GLA 903	Seminar in Great Britain
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674	Professional Practices for Fine Artists
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Master of Fine Arts [MFA] in Jewelry & Metal Arts

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA JEWELRY & METAL ARTS REQUIRED MAJOR COURSES

FA 601	Drawing
JEM 605	Forging & Forming
JEM 608	Max Model Making and Introduction to Casting
JEM 610	Jewelry & Metal Arts: Design & Fabrication
JEM 620	Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 630	Innovations in Materials and Processes
JEM 644	Project Development
JEM 649	Introduction to Metal Casting
JEM 668	Digital Design: Laser Cutting and Milling
	+1 Major course

MFA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course

MFA JEWELRY & METAL ARTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 613	Fashion, Arts, and Influence
GLA 615	History of Graphic Design
GLA 621	History & Techniques of Character Animation
GLA 622	History & Techniques of VFX
GLA 623	History and Techniques of Games
GLA 624	History of Visual Development
GLA 625	History of Photography
GLA 629	150 Years of American Illustration
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 638	Theory & Movements in Contemporary Interior Architecture
GLA 716	Fast & Furious: The World of Shorts
GLA 903	Seminar in Great Britain
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674	Professional Practices for Fine Artists
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UNDERGRADUATE COURSES

JEM 108 Wax Carving and Introduction to Casting

Casting is as important today as it was thousands of years ago. Learn additive and subtractive methods like forming, texturing, machining, sawing, and melting wax, and execute proportions through layout carving, transferring, build-up, and casting gemstones in place.

JEM 110 Jewelry & Metal Arts 1

Create fine metal objects and jewelry using copper, brass, bronze, and sterling silver. Gain skills in stone setting, metal forging, die forming, basic chain making, and introductory casting.

JEM 155 Jewelry & Fashion

Explore the world of jewelry and accessories. Learn intermediate fabrication, casting, and stone-setting techniques, along with chain making and etching. Plus, you'll create an exciting inspiration journal of your research and ideas.

JEM 210 Jewelry & Metal Arts 2

Advanced stone setting, tool making, electroforming, metal leaf, woodworking, and mixed media. Use these techniques to create jewelry or small-scale sculptural objects—your choice!

JEM 224 Exploring Textile Techniques in Metal

Jewelers, textile artists, sculptors – learn to adapt textile techniques to metal. Weave, knit, and crochet with fine wire and metal to create unique wearables and sculptural forms.

JEM 233 Digital Design: Laser Cutting and Milling

Using industry-standard software and digital fabrication techniques, you'll develop vectors and rasters to be laser cut or machined with a CNC mill into precise, intricate designs in a variety of materials. Enhance your individualized projects with these new contemporary techniques. [This course is cross-listed with JEM 668.]

JEM 235 Kinetics and Mechanics

Add movement and interactivity to your projects to engage your audience. Learn to use mechanisms like gears, cams pulleys, and linkages to create, convert, and control the movement of mechanical sculptures, automata, and wearables.

JEM 238 Papermaking/Mixed Media

Paper is a powerful, creative tool. Using historical and contemporary techniques, you'll learn how natural and raw plant materials become unique papers. Turn these papers into amazing projects for book arts, sculpture, printmaking, photography, and wearables. [This course is cross-listed with JEM 638.]

JEM 239 Introduction to Contemporary Jewelry Rendering

Design, render, and professionally present your original jewelry collection. Learn to hand-render gemstones and metals using watercolor, colored pencils, digital media, and illustrative historical references. Impress your clients as you collaborate on their custom designs.

JEM 240 Enameling 1

Enameling is the art of fusing powdered glass onto metal to create colorful designs and surfaces. The beauty of tradition and the excitement of the contemporary, both are yours to combine with your metalworking skills.

JEM 243 Introduction to 3D Printing and Modeling

Gain professional rapid prototyping techniques using a 3D printer. Learn it all: 3D modeling and scanning, the various options in printing materials, various printing processes, preparing files for 3D printing, and post-processing methods.

JEM 245 History of Jewelry and Metal Arts from Around the World

Jewelry and metal arts has changed over time, but in many ways it stays the same. Study the contributions and signature styles of historical and contemporary artisans and examine how materials, techniques, craftsmanship, and the digital era continue to transform the profession.

JEM 249 Introduction to Metal Casting

Gain skills in both ancient and modern casting techniques. Working with bronze, silver, and gold, you'll learn both centrifugal and vacuum techniques, injection mold making, gating, investing, metal pouring, and finishing.

JEM 255 Electronics and the Wearable Form

Welcome to the world of light, motion, and sound-activated artwork. Today's jewelry designers, sculptors, fine artists, and fashion designers are integrating technology into their work. Use analog and digital inputs/outputs and electronic components for all your projects.

JEM 275 Welding and Smithing

Gas. Arc. MIG. TIG. Working from maquettes, you'll use these welding techniques and combine them with smithing to create wearable forms, free-standing sculptures, or wall pieces.

JEM 310 Innovations in Materials and Processes

Experiment with innovative concepts, materials, and techniques to create a sophisticated body of work. Learn to combine materials such as rubber, wood, fiber, cement, resin, and plastic to produce a unique professional outcome. [This course is cross-listed with JEM 630.]

JEM 320 The Jeweler's Lathe: Technique and Application

Do you enjoy learning fun technical and mechanical processes? Practice applications that require mechanical tolerances, and learn to lathe turn perfect forms then expertly combine them with a variety of materials using a broad selection of cold connections.

JEM 333 Advanced 3D Modeling and Printing

Precision and accuracy matter. Gain more hands-on 3D modeling and rapid prototyping experience to create a cohesive collection of intricate and complex forms for your professional-level portfolio.

JEM 340 Enameling 2

Expand your enameling skills and apply them to your individually tailored projects. Experiment with innovative techniques and finishes, and learn to expertly combine your enameling and metalworking skills.

JEM 335 Modern & Contemporary Design & Techniques

Integrate historical techniques and styles to create projects for this class. Through research, analysis, and fabrication of jewelry and related objects, you'll gain an understanding of the concepts underpinning various trends.

JEM 344 Moving Metal 1

Use hammers and stakes to move and shape metal. Create jewelry and hollowware forms using fundamental metal-forming techniques like raising, planishing, forging, sinking, seaming, and fold forming. In addition, you'll explore the classical Japanese technique mokume-gane.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

JEM 365 Advanced Casting for Jewelry and Sculpture

Master advanced centrifugal and vacuum casting techniques, from complex molds to mechanical finishing. Develop production finishing skills, including multiple-part molds and metal alloying.

JEM 420 Advanced Techniques: Metalworking

As an advanced student, learn exciting new metalworking techniques including reticulation, chasing and repoussé, ball clasp, and hinges. You'll also work with high-carat gold using bimetal and Korean keum-boo.

JEM 422 Advanced Stone Setting

Set gemstones like a professional. Sharpen your stone-setting skills and create basket, prong, channel, bead, and pavé settings.

JEM 450 Jewelry & Metal Arts Portfolio

Make your portfolio shine. Update your website and professional materials. You'll photograph and refine your collection for exhibitions, competitions, and professional presentations.

JEM 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

JEM 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

JEM 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

JEM 499FPP Fall Portfolio Project

Develop a portfolio showing a strong relationship between material, technique, and concept development. In this stimulating and supportive environment, you will not only develop a unique body of work but will also practice and learn how to confidently and professionally present your portfolio.

JEM 500 Internship in Jewelry & Metal Arts

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

JEM 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES**JEM 605 Forging & Forming**

Shape non-ferrous metals through forging and the magic of fold forming to make jewelry, functional and non-functional objects. Gain a greater understanding of the malleability of metals and learn to make tools specific to project needs.

JEM 608 Wax Model Making and Introduction to Casting

Metal casts take on the exact image of wax models. Use waxes, tools, and finishes to create quality wax models for successful metal castings for jewelry and sculptural forms.

JEM 610 Jewelry & Metal Arts: Design & Fabrication

Learn soldering, fabrication, stone setting, texturing, patination, and lost wax casting techniques to develop thematically related jewelry or sculptural forms. Use sketchbooks and journals to document your ideas and inspirations.

JEM 620 Jewelry & Metal Arts: Advanced Design & Fabrication

Continue to develop your conceptual and technical skills. Building on your knowledge of the materials, techniques, styles, and movements learned in JEM 610, you'll work on individually tailored projects using new skills in chain making, etching, intermediate stone setting, and advanced clasps.

JEM 624 Exploring Textile Techniques in Metal

Jewelers, textile artists, sculptors – using fine wires and metal, learn to weave, knit, crochet, and braid to adapt textile techniques to your jewelry, fashion, and sculptural forms.

JEM 630 Innovations in Materials and Processes

Experiment with innovative concepts, materials, and techniques to create a sophisticated body of work. Learn to combine materials such as rubber, wood, fiber, cement, resin, and plastic to produce a unique professional outcome. [This course is cross-listed with JEM 310.]

JEM 635 Modern & Contemporary Design & Techniques

Integrate historical techniques and styles to create projects for this class. Through research, analysis, and fabrication of jewelry and related objects, you'll gain an understanding of the concepts underpinning various trends.

JEM 638 Papermaking/Mixed Media

Paper is a powerful, creative tool. Using historical and contemporary techniques, you'll learn how natural and raw plant materials become unique papers. Turn these papers into amazing projects for book arts, sculpture, printmaking, photography, and wearables. [This course is cross-listed with JEM 238.]

JEM 640 Advanced Stone Setting

Set gemstones like a professional. Sharpen your stone-setting skills and create basket, prong, channel, bead, and pavé settings.

JEM 644 Project Development

Create a portfolio that demands attention. Use rigorous conceptual and technical skills to evaluate your current body of work, discover areas for growth, and create new pieces for your final presentation. Plus, you'll develop an inspiration journal documenting your research, dialogue, and process.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

JEM 649 Introduction to Metal Casting

Gain skills in both ancient and modern casting techniques. Working with bronze, silver, and gold, you'll learn both centrifugal and vacuum techniques, injection mold making, gating, investing, metal pouring, and finishing.

JEM 659 Advanced Casting for Jewelry and Sculpture

Master advanced centrifugal and vacuum casting techniques, from complex molds to mechanical finishing. Develop production finishing skills, including multiple-part molds and metal alloying.

JEM 660 Introduction to 3D Printing and Modeling

Gain professional rapid prototyping techniques using a 3D printer. Learn it all: 3D modeling and scanning, the various options in printing materials, various printing processes, preparing files for 3D printing, and post-processing methods.

JEM 668 Digital Design: Laser Cutting and Milling

Using industry-standard software and digital fabrication techniques, you'll develop vectors and rasters to be laser cut or machined with a CNC mill into precise, intricate designs in a variety of materials. Enhance your individualized projects with these new contemporary techniques. [This course is cross-listed with JEM 233.]

JEM 670 Advanced 3D Modeling and Printing

Precision and accuracy matter. Gain more hands-on 3D modeling and rapid prototyping experience to create a cohesive collection of intricate and complex forms for your professional-level portfolio.

JEM 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

JEM 699FPP Fall Portfolio Project

Develop a portfolio showing a strong relationship between material, technique, and concept development. In this stimulating and supportive environment, you will not only develop a unique body of work but will also practice and learn how to confidently and professionally present your portfolio.

JEM 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

JEM 810 Group Directed Study

Your instructors and fellow graduate student peers provide insights and critiques to help you put the finishing touches on your final projects.

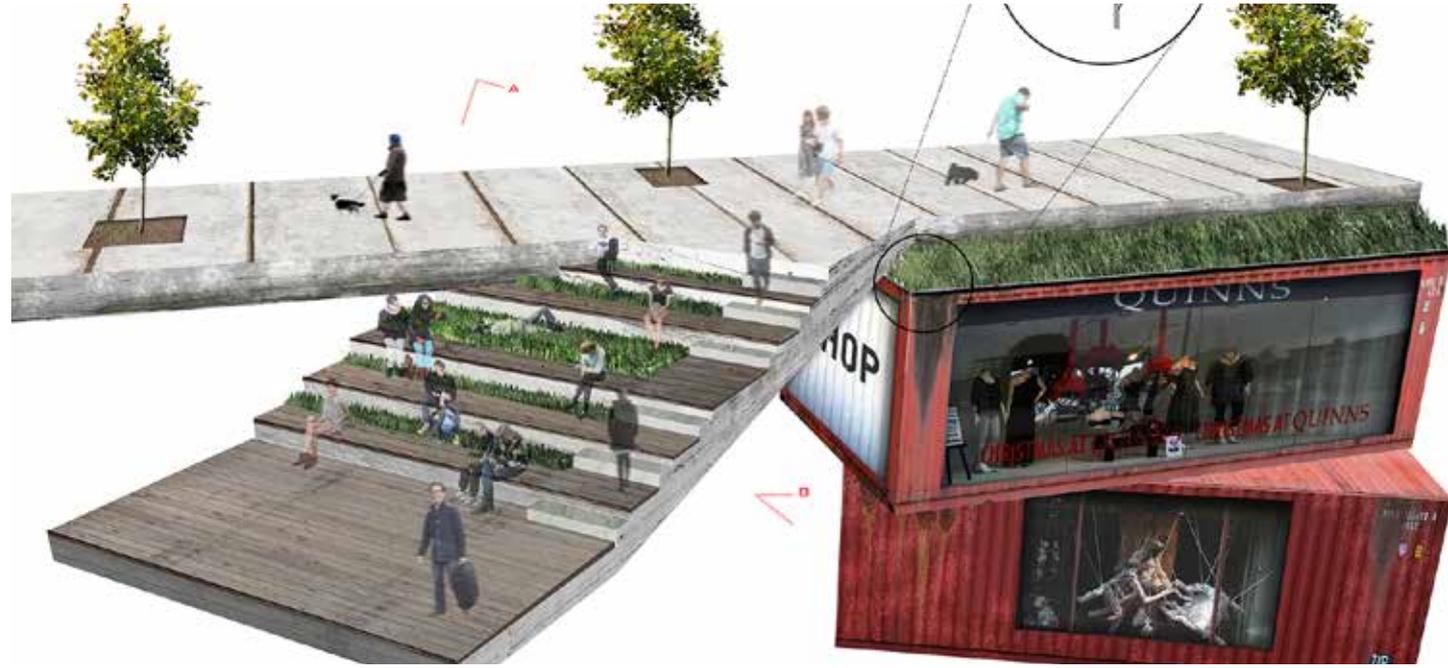
JEM 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.





LANDSCAPE ARCHITECTURE



Design spaces that create harmony

We believe all people deserve a conversation with nature. Landscape architects create community parks, revitalize urban centers and watersheds. They rejuvenate suburban streetscapes, playing

fields and playgrounds. They design beautiful gardens, college campuses and landscapes for corporate headquarters. They create trails, interpretive walkways and entrances for national parks.

Urban regeneration, climate change, water issues, habitat restoration: here you will learn to think big. If you want to be a part of environmental solutions, landscape architecture is your passion.



WHAT WE OFFER

Professional Faculty: San Francisco is home to one of the largest concentrations of Landscape Architects. Come learn from them.

Cross-disciplinary Curriculum: Collaborate with Academy of Art University students from the Schools of Architecture, Interior Architecture & Design, Motion Pictures & Television, Fine Art & Sculpture and Graphic Design to create dynamic landscapes for the 21st Century. Learn to see the world in a new way and create landscapes that people love, landscapes that restore the earth's processes and systems.

Real World Experience: Get hands-on experience with the latest tools in landscape architecture and learn to master every resource to create a dynamic portfolio that stands out above the rest.



CAREER PATHS



Landscape Architecture is the perfect combination of art and science, urban and rural, living systems and sculptural form, historical precedent and innovative vision. It is the profession of the future.

Come learn with us! All of our more than 25 instructors are practicing landscape architects, landscape designers, artists, or architects who bring their expertise and professional experience directly into our studios and classrooms. Our instructors represent celebrated landscape architecture firms recognized around the world for their exceptional and visionary designs:

PWP Landscape Architecture, Bionic, Tom Leader Studio, SWA Group, Hargreaves Associates, Surface Design, Inc., among others.



DEGREE REQUIREMENTS

Associate of Arts [AA] in Landscape Architecture

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	3 UNITS
+ LIBERAL ARTS	24 UNITS
TOTAL	60 UNITS

AA LANDSCAPE ARCHITECTURE CORE COURSES

ARH 110	Studio 1: Conceptual Design Studio
FND 149	Introduction to Design Thinking
IAD 210	Digital Imaging
LAN 115	The Natural World 1: The Base Layer
LAN 180	Plants in the Landscape 1
LAN 193	Landscape Drawing & Drafting
LAN 223	Digital Graphics for Landscape Architecture
LAN 235	Site Inventory & Analysis
LAN 250	Landscape Design Studio
LAN 260	Site Engineering
LAN 311	Landscape Architecture Design Studio

AA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following courses:

LA 107	Writing for the Multilingual Artist
or LA 108	Composition for the Artist
LA 255	College Math
LA 271	College Algebra with Geometry

- Minimum 2.0 GPA and the following general education requirements:

2	History of the Built Environment courses
1	Written Communication: Composition course
1	Written Communication: Critical Thinking course
1	Fundamental Math course
1	Applied Math course
1	Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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FUNDAMENTAL MATH

CHOOSE ONE:

LA 255	College Math
LA 271	College Algebra with Geometry
LA 293	Precalculus

APPLIED MATH

LA 271	College Algebra with Geometry
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HISTORY OF THE BUILT ENVIRONMENT

LA 219	History of the Built Environment 1: Ancient to Gothic
LA 249	History of the Built Environment 2: Renaissance to 1900

Bachelor of Fine Arts [BFA] in Landscape Architecture

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA LANDSCAPE ARCHITECTURE CORE COURSES

ARH 110	Studio 1: Conceptual Design Studio
FND 149	Introduction to Design Thinking
IAD 210	Digital Imaging
LAN 115	The Natural World 1: The Base Layer
LAN 180	Plants in the Landscape 1
LAN 193	Landscape Drawing & Drafting
LAN 223	Digital Graphics for Landscape Architecture
LAN 235	Site Inventory & Analysis
LAN 250	Landscape Design Studio
LAN 260	Site Engineering
LAN 311	Landscape Architecture Design Studio
LAN 412	Landscape Architecture Site Design Studio

BFA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following courses:

LA 107	Writing for the Multilingual Artist
or LA 108	Composition for the Artist
LA/LAN 115	The Natural World 1
LA/LAN 117	Survey of Landscape Architecture
LA 255	College Math
LA 271	College Algebra with Geometry
LA/LAN 297	People & the Environment

- Minimum 2.0 GPA and the following general education requirements:

3	History of the Built Environment courses
1	Written Communication: Composition course
1	Written Communication: Context & Style course
1	Written Communication: Critical Thinking course
1	Fundamental Math course
1	Applied Math course
1	Landscape Social Factors course
1	Historical Awareness course
1	Cultural Ideas & Influences course
1	Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

HISTORY OF THE BUILT ENVIRONMENT

LA 219	History of the Built Environment 1: Ancient to Gothic
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LA 249	History of the Built Environment 2: Renaissance to 1900
LA 319	History of the Built Environment 3: 1900 to Present

LANDSCAPE SOCIAL FACTORS

LA/LAN 297	People & the Environment
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CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

FUNDAMENTAL MATH

CHOOSE ONE:

LA 255	College Math
LA 271	College Algebra with Geometry
LA 293	Precalculus

APPLIED MATH

LA 271	College Algebra with Geometry
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Master of Arts [MA] in Landscape Architecture

MA UNIT REQUIREMENTS

MAJOR	36 UNITS
TOTAL	36 UNITS

MA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 36 units

MA LANDSCAPE ARCHITECTURE REQUIRED MAJOR COURSES

IAD 608	Digital Imaging
LAN 605	Drawing as Process
LAN 609	Ecological Foundations of Design 1
LAN 610	Landscape Architecture Design Studio
LAN 611	Landscape Architecture Design Studio
LAN 612	Landscape Architecture Sustainable Studio
LAN 617	Site Engineering
LAN 619	Ecological Foundations of Design 2
LAN 665	Digital Graphics for Landscape Architecture
LAN 678	People & the Environment
LAN 679	Advanced Landscape Graphics
LAN 700	Professional Practice for Landscape Architecture

Master of Fine Arts [MFA] in Landscape Architecture

MFA UNIT REQUIREMENTS

MAJOR	57 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	63 UNITS

MFA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA

MFA LANDSCAPE ARCHITECTURE REQUIRED MAJOR COURSES

GR 700	MA Portfolio Seminar
IAD 608	Digital Imaging
LAN 605	Drawing as Process
LAN 607	Historical Precedents of Landscape Architecture
LAN 609	Ecological Foundations of Design 1
LAN 610	Landscape Architecture Design Studio
LAN 611	Landscape Architecture Design Studio
LAN 612	Landscape Architecture Sustainable Studio
LAN 617	Site Engineering
LAN 619	Ecological Foundations of Design 2
LAN 665	Digital Graphics for Landscape Architecture
LAN 678	People & the Environment
LAN 679	Advanced Landscape Graphics
LAN 683	Landscape Architectural Construction Documents
LAN 688	Emerging Topics & Research Methods
LAN 700	Professional Practice for Landscape Architecture
LAN 711	Landscape Architecture Public Spaces Studio
LAN 712	Landscape Architecture Site Design Studio

UNDERGRADUATE COURSES

LAN 115 The Natural World 1: The Base Layer

How do natural systems influence design decisions? While developing a deep understanding of natural systems, you'll explore landscapes in your region to learn how to develop strategies for mapping and recording soil types, geological forms, watersheds, and other natural features.

LAN 117 Survey of Landscape Architecture

Today's landscape architect is a dynamic, passionate professional. You'll gain a brief history of the profession and focus on the challenges, opportunities and responsibilities of landscape architecture in the 21st century.

LAN 135 The Natural World 2: Climate & Plant Communities

Gain the skills to begin to read, record, and interpret existing site conditions. You'll learn to identify the opportunities and constraints of a site through the processes of site inventory and site analysis.

LAN 193 Landscape Drawing & Drafting

Communicating ideas through accurate plans, sections, elevations and other drawings is a fundamental skill for any designer. Students will develop strong foundations in mechanical and freehand drawing by applying professional graphic conventions to a variety of projects. Connecting information on 2D drawings to 3D spaces will be developed.

LAN 180 Plants in the Landscape 1

Landscape architects need to know their plants. Identifying the origin and growth requirements of a variety of trees, shrubs, ground covers, vines, and grasses will help you make responsible and appropriate design decisions.

LAN 213 Digital Rendering

Learn to express your spatial design ideas digitally. You'll gain a foundation of digital illustration skills to create landscape models that can be rendered by hand or digitally. Plus, learn basic color theory and presentation strategies.

LAN 223 Digital Graphics for Landscape Architecture

You'll learn to digitally draft plans, sections, elevations, axonometrics and renderings. You'll become proficient in the same software that today's design professionals use to produce legible, accurate, and well organized digital documents. [This course is cross-listed with LAN 665.]

LAN 235 Site Inventory & Analysis

This course focuses on the process of conducting site inventories and site analyses that generate relevant and effective site plans and master plans which will guide subsequent design decisions. Information gained through observing and analyzing any site will result in planning and design decisions that truly reflect its unique nature.

LAN 240 Planting Design

Plants create space, drama and visual interest in the landscape throughout the seasons. Learn how to select the right plant to achieve the desired effect. You'll apply your drafting and rendering skills to present planting plans and planting details.

LAN 250 Landscape Design Studio

All landscape designs need an organizing concept. Where do these "big ideas" come from? Using diagrams, study models, and scaled drawings, you'll learn to translate your design concepts into design proposals.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

LAN 260 Site Engineering

This course focuses on strategies and calculations for controlling stormwater. Students will create accurate grading plans and models in a variety of scales to test their designs. Students will be challenged to incorporate both functionality and aesthetics. Topics will include stormwater calculations, innovative sustainable technologies, road alignments and construction details.

LAN 297 People & the Environment

This course focuses on the relationship of individuals, communities, and societies to the landscape and the importance of promoting a user-oriented approach to design. Specific needs of under-represented populations will be discussed. Students will learn methods to observe, record, and analyze human interaction with their surroundings.

LAN 300 Design of Urban Places Studio

You now have the know-how to combine your graphic skills, technical knowledge, and design principles to tackle more complex projects. You'll use the design process to create innovative, sustainable, and beautiful urban outdoor spaces.

LAN 311 Landscape Architecture Design Studio

Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

LAN 312 Landscape Architecture Sustainable Studio

Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process.

LAN 323 Advanced Landscape Graphics

Landscape architects use digital renderings to communicate with everyone involved in a project. You'll learn to use the same state-of-the-art modeling and rendering software that the pros use to explore and communicate ideas at any scale.

LAN 330 The Technical World 2: Materials & Details

The beauty of an object or space is a combination of quality materials, craftsmanship, and attention to detail. Based on research, you'll create detailed drawings that integrate innovative ideas and sustainable construction materials into outdoor designs.

LAN 350 Sustainable Designs & Practices Studio

Landscape architects are perfectly poised to help mitigate the effects of climate change. You'll explore ways to integrate green infrastructure strategies into your designs, and enhance your presentation skills to effectively present defensible design decisions.

LAN 360 Landscape Architectural Construction Documents

Learn what it takes to put together an accurate set of construction documents. You'll create plans, details, schedules and specifications to communicate your design intent and provide the detailed information required to permit, build and install a project. Strategies for sustainable construction and installation will be emphasized. [This course is cross-listed with LAN 683.]

LAN 375 Sketching for Idea Development

Design sketching is a universal language. Using color rendering techniques, you will advance your sketching skills to clearly communicate your design ideas and imaginative solutions.

LAN 391 Portfolio Preparation

Your portfolio is a graphic representation of your range of abilities, communication skills, and your individual style. You'll develop a portfolio—including resume and cover letter—that presents your strengths and professional readiness.

LAN 392 Professional Practices

Landscape architecture is a business. By reviewing case studies, you'll learn specific business principles that lead to a successful and profitable professional practice. You'll also learn about the important process of becoming a licensed professional.

LAN 398 Community Design Studio

Landscape architects are creative problem solvers. As part of a collaborative team, you'll work closely with a real client to analyze a site, identify its unique challenges, and propose a creative and sustainable design solution.

LAN 400 Regional Planning Studio

Students learn methods and strategies required to solve increasingly complex issues of planning at the regional scale along the wildland edges. The focus is on recording and analyzing site inventory to define objectives, integrating landscape structure and ecology, developing conceptual alternatives and creating relevant proposals for more livable, sustainable regions.

LAN 411 Landscape Architecture Public Spaces Studio

You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 412 Landscape Architecture Site Design Studio

You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 450 Advanced Design Studio

Apply everything that you've learned to your final planning and design project. Tap into the research strategies, timelines, and presentation skills needed to execute a professional-quality project and portfolio.

LAN 498 Collaborative Project

Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

LAN 498EC Equitable Cities

Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process to achieve these goals.

LAN 498HC Habitable Cities

Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

LAN 498SL Collaborative Project: Sustainable Landscape Studio

You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 499 LAN Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

LAN 500 Internship in Landscape Architecture

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

LAN 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES

LAN 605 Drawing as Process

Communicating ideas through accurate plans, sections, elevations and other drawings is a fundamental skill for any designer. Students will develop strong foundations in mechanical and freehand drawing by applying professional graphic conventions to a variety of projects. Connecting information on 2D drawings to 3D spaces will be developed.

LAN 607 Historical Precedents of Landscape Architecture

Human history is recorded in the landscape. You'll explore the factors that have converged at various points in time to create the iconic landscape spaces and traditions that continue to influence the profession today.

LAN 609 Ecological Foundations of Design 1

All life depends on soil, water, and plants. You'll gain mapping, observation, and recording skills while exploring the scientific characteristics, ecological relationships, and the tolerances for human development on natural systems.

LAN 610 Landscape Architecture Design Studio

Designers create spaces with meaning and purpose. Using design principles and processes, you will explore methods of spatial composition and gain tools for ideation, organizing, and presenting your work.

LAN 611 Landscape Architecture Design Studio

Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

LAN 612 Landscape Architecture Sustainable Studio

Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process.

LAN 617 Site Engineering

This course focuses on strategies and calculations for controlling stormwater. Students will create accurate grading plans and models in a variety of scales to test their designs. Students will be challenged to incorporate both functionality and aesthetics. Topics will include stormwater calculations, innovative sustainable technologies, road alignments and construction details.

LAN 619 Site Inventory & Analysis

This course focuses on the process of conducting site inventories and site analyses that generate relevant and effective site plans and master plans which will guide subsequent design decisions. Information gained through observing and analyzing any site will result in planning and design decisions that truly reflect its unique nature.

LAN 620 Site Design Studio

Create a strong site plan using newly acquired research techniques, design abilities, and observational and analytical skills. You'll develop spaces that appropriately reflect their context by working on a range of project scales.

LAN 658 Landscape Architecture Design Theory

Examine the ideas, theories, and history central to the landscape architecture profession. Through intensive research and writing, you'll gain both an historical and contemporary view of the profession.

VIEW the schedule, prerequisites, and course fees & REGISTER at <https://catalog.academyart.edu>

LAN 660 Designing Public Spaces Studio

Explore the strategies and processes of creating livable urban public spaces. You'll learn to develop and clearly communicate defensible solutions through the design process.

LAN 665 Digital Graphics for Landscape Architecture

You'll learn to digitally draft plans, sections, elevations, axonometrics and renderings. You'll become proficient in the same software that today's design professionals use to produce legible, accurate, and well organized digital documents. [This course is cross-listed with LAN 223.]

LAN 670 Regional Planning Studio

Students learn methods and strategies required to solve increasingly complex issues of planning at the regional scale along the wildland edges. The focus is on recording and analyzing site inventory to define objectives, integrating landscape structure and ecology, developing conceptual alternatives and creating relevant proposals for more livable, sustainable regions.

LAN 678 People & the Environment

This course focuses on the relationship of individuals, communities, and societies to the landscape and the importance of promoting a user-oriented approach to design. Specific needs of under-represented populations will be discussed. Students will learn methods to observe, record, and analyze human interaction with their surroundings.

LAN 679 Advanced Landscape Graphics

Landscape architects use digital renderings to communicate with everyone involved in a project. You'll learn to use the same state-of-the-art modeling and rendering software that the pros use to explore and communicate ideas at any scale.

LAN 680 Site Planning & Sustainable Design Studio

Sustainability matters. After reviewing several case studies and conducting your own research, you'll integrate strategies and systems of green infrastructure in your studio projects.

LAN 683 Landscape Architectural Construction Documents

Learn what it takes to put together an accurate set of construction documents. You'll create plans, details, schedules and specifications to communicate your design intent and provide the detailed information required to permit, build and install a project. Strategies for sustainable construction and installation will be emphasized. [This course is cross-listed with LAN 360.]

LAN 688 Emerging Topics & Research Methods

It's the Midpoint Review—time to formulate a focus for your thesis project. You'll research a wide range of relevant topics including new developments and current challenges faced by the profession.

LAN 690 Advanced Professional Design Studio

Fine tune your thesis project. You'll use strategies and tactics to successfully produce a professional-quality graduate thesis and portfolio.

LAN 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

LAN 695EC Equitable Cities

Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process to achieve these goals.

LAN 695HC Habitable Cities

Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

LAN 695SL Collaborative Project: Sustainable Landscapes Studio

You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

LAN 700 Professional Practice for Landscape Architecture

Get the professional business skills and knowledge necessary to be a successful and licensed landscape architect. You'll learn how professional ethics, insurance, legalities, and contractual arrangements impact the design and construction process.

LAN 711 Landscape Architecture Public Spaces Studio

You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 712 Landscape Architecture Site Design Studio

You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

LAN 900 Internship in Landscape Architecture

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.





MOTION PICTURES & TELEVISION



Write
Produce
Direct
Shoot
Edit

What's all here
for the taking

Lights. Camera. Action! Here you'll learn the ins and outs of all three. And, you'll learn them in a real-world studio setting where there's a momentum to turn the theoretical into the actual.

You'll be able to experiment, but it will be under the guidance of people who are currently working in the industry: people who know that flights of fancy are the foundation of the future, but budgets are now.

What's more, you'll be working with the same equipment used by major film studios and video production companies. You'll have access to the latest in computer-assisted effects and animation. You'll learn acting from some of the most respected talent in the industry. You'll be part of the most complex, best-equipped film school in America. You'll be treated like a professional from the start and expected to be professional because amateur doesn't cut it here.



WHAT WE OFFER

World-Class Curriculum: The School of Motion Pictures & Television fosters creativity and independence in filmmaking as an art. We also provide instruction in the commercial aspects of filmmaking as a business.

Hands-On Approach: Our approach is dedicated to practical, hands-on training in a collaborative framework. Students are immersed in a broad range of filmmaking skills, including producing, directing, cinematography, lighting, sound, editing, screenwriting, production design and acting.

Specialist Training: After gaining experience in a broad range of disciplines, students will specialize in one area for the purpose of portfolio development. We train students ultimately to become specialists, since specialists are what the industry requires.

State-of-the-Art facilities: We have the best resources of any film school out there, offering cutting-edge equipment for cinematography, video, sound, and lighting, in addition to a green screen studio, screenwriting lab, sound studio, editing rooms, black-box theater, prop vault, and so much more.

Professional Faculty: Be the best by learning from the best. We have a prestigious faculty of professionals working in the field. In addition, industry greats are invited as guest speakers every semester.



CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Motion Pictures & Television

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA MOTION PICTURES & TELEVISION CORE COURSES

MPT 105	Cinematic Storytelling
MPT 106	Edit 1: The Art of Editing
MPT 140	Lighting 1: The Art of Seeing Light
or MPT 236	Edit 2: Avid Fundamentals
or MPT 288	Development: Finding Material and Influencing Writers
MPT 159	Cinematography 1
MPT 204	Breaking through the Noise of Social Media
MPT 205	Introduction to Producing
MPT 225	Sound Design
MPT 234	Scene Production Laboratory
MPT 285	Production Design Foundations
MPT 330	Directing Actors for Film & TV
WRI 188	Characters & Backstory

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century

Bachelor of Fine Arts [BFA] in Motion Pictures & Television

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	6 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA MOTION PICTURES & TELEVISION CORE COURSES

MPT 105	Cinematic Storytelling
MPT 106	Edit 1: The Art of Editing
MPT 140	Lighting 1: The Art of Seeing Light
or MPT 236	Edit 2: Avid Fundamentals
or MPT 288	Development: Finding Material and Influencing Writers
MPT 159	Cinematography 1
MPT 204	Breaking through the Noise of Social Media
MPT 205	Introduction to Producing
MPT 225	Sound Design
MPT 234	Scene Production Laboratory
MPT 285	Production Design Foundations
MPT 330	Directing Actors for Film & TV
MPT 495	Into the Industry
WRI 188	Characters & Backstory

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century

CHOOSE TWO ADDITIONAL COURSES:

LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body
 Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects &
 Computer Animation
 LA 137/VIS 137 History of Visual Development
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative
 Comics
 LA 219 History of the Built Environment 1: Ancient to
 Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around
 the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance
 to 1900

LA 274 Study Abroad: Art & Architecture of Renaissance
 Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism

Certificate in Motion Pictures & Television**CERTIFICATE REQUIREMENTS**

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS

TOTAL **120 UNITS**

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Writing & Directing for Film

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA WRITING & DIRECTING FOR FILM DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Major Designated Graduate Liberal Arts course

MA WRITING & DIRECTING FOR FILM REQUIRED MAJOR COURSES

MPT 605	Film Language Studio
MPT 616	Directing Actors for Motion Pictures
MPT 618	Writer-Director Intensive 1
MPT 625	Editing Concepts and Creative Solution
MPT 641	Visual Storytelling
MPT 644	Directors Rehearsing Actors
MPT 664	Organic Blocking for Camera
MPT 677	Shot in a Day
MPT 705	Breaking through the Noise of Social Media
MPT 750	Production Central*

*Year-long course taken over two consecutive semesters

MA WRITING & DIRECTING FOR FILM GRADUATE LIBERAL ARTS REQUIREMENTS

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 716	Fast & Furious: The World of Shorts
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Master of Fine Arts [MFA] in Motion Pictures & Television

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA MOTION PICTURES & TELEVISION REQUIRED MAJOR COURSES

MPT 605	Film Language Studio
MPT 616	Directing Actors for Motion Pictures
MPT 618	Writer-Director Intensive 1
MPT 625	Editing Concepts and Creative Solution
MPT 641	Visual Storytelling
MPT 644	Directors Rehearsing Actors
MPT 651	A Director Prepares
MPT 664	Organic Blocking for Camera
MPT 688	Development: Finding Material and Influencing Writers
MPT 773	Securing Rights & Agreements for Film

MFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Major Designated Graduate Liberal Arts course

MFA MOTION PICTURES & TELEVISION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 605	Motion Picture Theory & Style
or GLA 716	Fast & Furious: The World of Shorts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

Any GLA course in major

UNDERGRADUATE COURSES

MPT 105 Cinematic Storytelling

Get hands-on experience with the entire filmmaking process. Functioning in a range of creative and technical roles including: Director, Cinematographer and Editor, you'll collaborate with other students to produce a piece of digital content.

MPT 106 Edit 1: The Art of Editing

Video editing can be a very powerful visual storytelling tool. Using Adobe Premiere Pro, you will use montage, screen direction, continuity, and stylistic concepts to edit a narrative scene as you prepare for the Adobe Premiere ACA exam.

MPT 140 Lighting 1: The Art of Seeing Light

Explore the dynamics of lighting for narrative motion picture. Shooting in B&W and Color, film and digital formats, you will learn how diffusion, contrast ratios, exposure control, light placement, electricity and safety, and other factors affect the overall design of your work.

MPT 159 Cinematography 1

This course offers you hands-on practice in lighting, staging of scenes and blocking for the camera, as seen from the director of photography's perspective. Your projects will be 16mm color film or digital with dialog recorded.

MPT 166 The Power of Story

Storytellers are powerful people. They wield character development, dialogue, conflict, and structure to tell stories that change the world. You'll develop these storytelling skills by creating an outline and beginning to write a short film.

MPT 204 Breaking through the Noise of Social Media

No matter what you make—app, fashion line, game, product, film—social media marketing creates an impact. You'll learn to secure funds, and practice building your brand, attracting supporters, and navigating multitudes of social media channels to bring your dream project to life. [This course is cross-listed with MPT 705.]

MPT 205 Introduction to Producing

Are you creative producer material? You'll learn to identify and acquire the rights to material, how to raise financing and secure distribution, create a marketing plan, and work as a creative producer in all stages of production.

MPT 225 Sound Design

Sound is 50% of the motion picture experience. Learn to record, edit and mix soundtrack elements like dialog, sound effects and more. You will use industry standard audio production tools and understand how to create compelling soundtracks in sync with the moving image. [This course is cross-listed with MPT 632.]

MPT 234 Scene Production Laboratory

Develop the skills necessary to become a productive member of a film crew. You'll collaborate to write, produce, direct, and edit short scenes within a fixed schedule and a set budget.

MPT 236 Edit 2: Avid Fundamentals

Do you have the chops to work as an editor in Hollywood, and/or to work with professional editors? Avid Media Composer is the industry-recognized standard for nonlinear editing, and Avid itself designed this course to build the skills and competencies needed to become a fluent, professional-level editor. We added some creative projects to challenge you with a more complex dialogue scene and a short documentary, and key editorial concepts are explored through screenings and discussion. You will prepare for and take the certification exam to become a Certified Avid User. When bidding for a gig, Certification serves as a validation of your expertise. Real skills, proven.

MPT 246 Scheduling and Budgeting a Feature Film

Think you've got what it takes to be an Assistant Director? What about a Unit Production Manager? Let's find out! Working with budgets, unions, guilds, and contracts, you'll make schedules, practice problem solving, write detailed reports, attend to cast, direct extras, and oversee the crew for each shot.

MPT 250 Set Management

Producers are creative problem solvers. You will acquire the tools to lead a production through the challenges of finding and manage locations, acting as a member of the AD team, managing cast and crew, directing extras, coordinating transportations, stunt and special effects.

MPT 255 Film History 1: Pre-1940

This course explores the major film movements from 1895 to 1940, from the silent era to the advent of color film. Students will learn the fundamental forms of cinema as developed by Eisenstein and Griffith, while being introduced to the concepts of 'mise-en scene', montage editing, expressionism, and film noir.

MPT 256 Film History 2: 1940-1974

This course explores the major movements in the Golden Age of Cinema from 1940 to 1974 including Neo-Realism, the French New Wave, Cinema Verite, and A New Golden Age of Hollywood. The work of Vittorio DeSica, Billy Wilder, Francois Truffaut, Akira Kurosawa, Mike Nichols, Francis Ford Coppola, and other great directors will be examined. Lectures and screenings are accompanied by assigned readings.

MPT 259 Film Cinematography 2

This course offers an investigation into lighting, staging of scenes and blocking for the camera, as seen from the director of photography's perspective. Projects will be in 16mm color film with dialog recorded.

MPT 271 Lighting 2: Film + Digital

The focus of the class will be lighting and photographing actors on stage and in real world situations. Student assignments will be shot on 16mm film. Assignment topics include matching lighting for coverage, the Director of Photography's role on a production, and the relationship to the gaffer.

MPT 272 Advanced Studio Lighting

Students will build on the skills acquired in Lighting 1, focusing on advanced lighting and photographing actors on sound stages with discussions of real world situations. Homework assignments will be shot on digital cameras that students must provide. [This course is cross-listed with MPT 715.]

MPT 285 Production Design Foundations

While learning all about how a movie art department operates under the leadership of the Production Designer, you will have the opportunity to develop the visual style of how you "see" stories come to life. The basic roles and responsibilities of the creative team will be explored allowing you to experience what it takes to create sets for filming.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

MPT 286 Art Department Organization

The Art Department team has many moving parts and lots of creative talent. You will get the details of how to set up a functioning art department that includes scheduling, planning, research and more. You'll put your knowledge and skills to the test with opportunities to prepare sets for various projects, selecting decorations and props and working on sets.

MPT 288 Development: Finding Material and Influencing Writers

Learn how to find, option, and develop material for feature films and television. Practice composing effective script notes to help writers, and learn to evaluate the appropriate marketplace for your developed content. [This course is cross-listed with MPT 688.]

MPT 299 Organic Blocking for Camera

As the second half of a two-part class joined with MPT 644/MPT 378 Directors Rehearsing Actors, you'll not only learn how to direct scenes in a professional, efficient manner, you'll experience the technical side of movie-making by decorating sets, operating camera, lighting performers, and recording sound. Follow that up with editing the scenes you'll direct, and you're experiencing the film-making process from all sides. [This course is cross-listed with MPT 664.]

MPT 301 Makeup: Street & Special Effects

Master makeup for film. You will create realistic contemporary makeups, and gain character, special effects, and medical makeup skills for beauty, fashion, film and television.

MPT 303 Makeup: Character & FX

Learn to create special effects makeup for film. You'll follow a screenplay to create character-specific, fashion, and advanced special effects makeup.

MPT 304 Crowdfunding and Social Media Marketing for Entertainment

This course will throw you into the game-changing world of crowdfunding and social media. No matter what project you are creating- a film, an app, fashion line, game, product, or another endeavor- you will build a crowdfunding campaign from the ground up, from inception to launch! You will learn how to define your brand, find your target audience, build a social media community, pitch your project to fundraise, and bring your dream to life.

MPT 315 Experimental Filmmaking 1

This course focuses on expression ideas and emotions within the constraints of moving images. Students will reassign meaning to found footage and creatively combine sound and image for a visual experience. The evolution of experimental film will be studied in a sociological context.

MPT 330 Directing Actors for Film & TV

Gain experience being a director by working with actors on film sets. While concentrating on screenplay analysis, you'll direct actors through the rehearsal process and shooting of a basic scene. You'll learn the best way to communicate with actors to become "an actor's director".

MPT 341 Making the Documentary

Become a documentary filmmaker. In this course you will explore the roots and trajectory of this ever-expanding form of filmmaking. You will watch numerous award-winning documentaries to examine how the genre pushes boundaries to tell real stories. You will conceptualize, shoot and edit your own documentary projects. [This course is cross-listed with MPT 603.]

MPT 342 Digital Cinematography 2

Students will explore the tools and skills that a Cinematographer employs to create and control the image and tell a story. Professional cameras, digital technology, lighting for digital and photographic technique will be discussed with an emphasis on producing stylistic quality products. [This course is cross-listed with MPT 639.]

MPT 343 Documentary Editing

Editing a story without a script is the documentary editor's greatest challenge. This course will teach you practical skills to discover and craft compelling stories in all documentary genres.

MPT 351 Exterior Lighting

In this course, students will learn creative and technical approaches in lighting exteriors for day and night. Students will gain hands on experience with the operational procedures of working on a professional film set. Shooting will be done in both digital and film formats. [This course is cross-listed with MPT 815.]

MPT 359 Film Cinematography 3

In this course, students will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman.

MPT 363 Traditional & Social Media Marketing of Feature Films

Discover what sells and how to bring films into the marketplace. You'll study film acquisitions, distribution, marketing, and exhibition to learn the interconnected qualities of filmmaking.

MPT 367 Securing Rights & Agreements for Film

Learn the business side of show business. You'll write option/purchase, submission, producer, employment, non-disclosure, and negotiating agreements. Plus, you'll explore right-to-work laws, insurance requirements, financing, intellectual property protection, negotiating fees, profit participation, compensation, and more. [This course is cross-listed with MPT 773.]

MPT 371 After Effects for Professional Editors

Build the skills you need to create innovative effects, compositing, and motion graphics. You'll get a working knowledge of industry-standard editing software, gaining the skills that are in high demand worldwide.

MPT 372 Advanced After Effects

Master Adobe After Effects by learning motion tracking, chroma keying, expression scripting, and 3D motion graphics.

MPT 377 Principles of Directing

Directing a motion picture requires proficiency in a wide range of filmmaking technique - from analyzing the script to crafting the shot. Here, you will make multiple short films, exploring directorial craft and professional practice.

MPT 378 Directors Rehearsing Actors

You will learn to capture incredible performances from actors by thoroughly analyzing your script and mastering the technique of holding auditions. Actors have a special language, and your job as a director is to know how to guide them to get their best performance on screen. This is the first half of a two-part class coupled with MPT 664/MPT 299 Organic Blocking for Camera. [This course is cross-listed with MPT 644.]

MPT 391 Production Design: Fundamentals

Designing sets for television takes enhanced skills and creativity. You will be building upon your foundations as you develop set sketches, models, graphics, storyboards and more. While taking an idea from a simple drawing through the technical design and making it ready to be constructed, you will experience how they get things done on professional shows.

MPT 392 Production Design: Features

Using notable feature films from the 21st Century, you will explore how to create the visual style or “look” of a movie. As you analyze successful Production Design and come to understand the collaborative process with the Director and Cinematographer, you will breakdown feature length scripts to create initial design concepts showing color palettes, decor, and visual ideas from your research.

MPT 431 Editing for Genre

Editing is a powerful and essential storytelling tool for films across all genres. In this course you will examine and put into action how editing decisions enhance, refine and accentuate the performance particularly in the narrative form. You’ll use dailies from classes to practice cutting scenes for critiques.

MPT 432 Production Hub

In this course students will collaborate to create professional quality PSAs, commercials, branded content and fashion videos for a range of clients. Projects, and clients, vary per semester.

MPT 434 Advanced Editing: Fall

In this advanced class, you will apply your skills to edit original narrative and documentary projects shot by students in the film schools and sometimes by outside clients. You will gain extensive hands-on experience of the final post-production process under the mentorship of an industry editor and showrunner. Focus on advanced aesthetics and techniques, using music and sound effects to shape your project, and giving and applying notes in a professional manner. [This course is cross-listed with MPT 806N.]

MPT 441 Documentary 2

Take your documentary project up to the next level. You’ll workshop and expand your documentary projects where you’ll focus on funding, production and all aspects of post-production. You’ll learn about distribution and how to get your work into the festival circuit.

MPT 450 Making the Music Video

Discover what it takes to create a music video. After you focus on breaking down and timing out a song and presenting initial concepts, you will concept, storyboard, shoot, edit, and complete a music video.

MPT 455 Editing: Advanced Color Correction

This course is designed to teach digital video color correction tips and techniques as performed in a variety of color correction software applications. Learn to adjust poorly exposed shots, create shots with color casts, create looks, match shots, and master secondary color correction techniques. Students will use color correction to advance a story.

MPT 456 Assistant Editing: Your First Job

Master the state-of-the-art post-production process. You’ll learn all assistant editing responsibilities, processes and technical acumen that will set you up to become the ‘go-to’ person in any post-production situation. You will take a further deep dive into emerging tools and applications that will set you on the path towards becoming an assistant editor.

MPT 457 Movie Trailer Production

Learn professional trailer, teaser, and promo editing and practice editing techniques that relate to this unique form of storytelling. This course will guide you in the process of pitching, writing, pre-vis, music cutting, titles, and VFX needed to cut promos for documentary, narrative, serials, and more. [This course is cross-listed with MPT 757.]

MPT 459 Advanced Cinematography Workshop (Spring)

In this course, students will learn how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Different types of specialty cinematography are discussed, including underwater, car mounts, rigs, and aerials.

MPT 469 Advanced Cinematography Workshop (Fall)

You will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman along with how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Specialty cinematography is discussed, including underwater, car mounts, rigs, and aerials.

MPT 471 Senior Narrative A

In this course, students will work collaboratively to produce senior narrative films. Emphasis will be placed on prepping and shooting high quality films. Students will prepare a professional production book, finalize a production team, and build social media campaigns. Films will go through post-production in MPT 472.

MPT 472 Senior Narrative B

In this portfolio class you will work collaboratively with your peers and instructors in a hands-on production environment to produce, direct, or write your short, taking it from preproduction, through production, and then post-production. This high-quality short film can be submitted to film festivals.

MPT 477 Shot in a Day

Astronaut training camp for directors! Here, you’ll guide a professional cast and crew through a professional shoot day. Tackling 5-7 page scenes and working within a set time-frame, you will learn industry methods and protocol, taking your directorial skills to the next level. As close as it gets to the real thing! [This course is cross-listed with MPT 677.]

MPT 479 Set Procedure & Protocol

This course examines the relationships during production between four crew positions and departments; Camera Operator, Camera Assistant, Gaffer, and Grip. Students work in digital video format with professional cameras, lighting, and grip gear to practice their production skills. The course teaches students to recognize and execute industry standards as a unified crew. [This course is cross-listed with MPT 679.]

MPT 490 Portfolio Enhancement

You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

MPT 495 Into the Industry

Develop the professional tools to work in the entertainment industry. You’ll create a professional website, polished demo reel of your best work, industry-standard resume, and business cards. You will develop a social media presence, and acquire networking and interviewing skills designed to gain employment in the entertainment industry. [This course is cross-listed with ACT 710.]

MPT 498 Collaborative Project

Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

MPT 498SWS Shooting the Web Series

Students will work in a real world television series environment to produce, direct, shoot, production design, and edit multiple episodes of a web series. [This course is cross-listed with MPT 498SWS.]

MPT 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

MPT 499ES Advanced Editing Studio

In this advanced class, you will apply your skills to edit original narrative and documentary projects shot by students in the film schools and sometimes by outside clients. You will gain extensive hands-on experience of the final post-production process under the mentorship of an industry editor and showrunner. Focus on advanced aesthetics and techniques, using music and sound effects to shape your project, and giving and applying notes in a professional manner.

MPT 500 Internship in Motion Pictures & Television

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

MPT 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.



GRADUATE COURSES

MPT 600 Fast & Furious: The World of Shorts

Shorts are everywhere - in this course you will explore the wild and wonderful world of shorts. From the early days of cinema to what's currently streaming, you will see short shorts of 10 seconds up to long shorts that run 20 minutes or longer. As you watch, analyze and develop shorts, you will understand the importance of characters and their stories.

MPT 603 Making the Documentary

Become a documentary filmmaker. In this course you will explore the roots and trajectory of this ever-expanding form of filmmaking. You will watch numerous award-winning documentaries to examine how the genre pushes boundaries to tell real stories. You will conceptualize, shoot and edit your own documentary projects. [This course is cross-listed with MPT 341.]

MPT 605 Film Language Studio

Gain visual storytelling skills by shooting and directing short scenes. You'll use the camera as an optical tool to learn bracketing, depth of field, shot size, framing, composition, and more.

MPT 615 Lighting

You will learn how to light actors on the set. You will learn how to light the moving master shot. You will learn how to design lighting set-ups for different film genres such as horror, romance, comedy and more. With a full lighting and camera crew rotating positions week to week, You will employ exposure control, contrast ratio, color temperature manipulations and staggering key techniques to design the master, medium, close-up and reverse angles of short scenes selected from feature films released by the motion picture industry.

MPT 616 Directing Actors for Motion Pictures

In this hands-on directing class you will learn how to direct actors in a movie or TV show. You will gain the techniques and communication skills needed to work with the actors on set. While mastering the process of communicating your vision of the story to your actors.

MPT 618 Writer-Director Intensive 1

Students will generate ideas for a short film. They will acquire the skills necessary to tell stories in a logical and emotionally connective way. Students will develop either original ideas or ideas adapted from existing material, through the outline stage.

MPT 624 Scheduling and Budgeting a Feature Film

What does it really take to make a film? In this course, you will explore the roles of time and money. Examining and practicing the key functions of Assistant Directors and Unit Production Managers by scheduling and budgeting a feature film. Working within unions, guilds, clearances and contract perimeters, you'll gain skills regarding scheduling, supervising crews, creating reports, and problem solving on the set.

MPT 625 Editing Concepts and Creative Solutions

Learn to edit using non-linear Adobe Premiere Pro. You will explore the roots and theory of montage editing, screen direction, continuity, and elements of style across all genres. You will additionally learn how to create titles, basic color correction and visual effects. This course will prepare you for the Adobe Premiere ACA exam.

MPT 630 Film Cinematography 1

Experiment with camera concepts to develop your personal direction. Explore the advanced techniques in film and digital camera work. You'll produce a 16mm color film that tells a story without dialogue.

MPT 632 Sound Design

Sound is 50% of the motion picture experience. Learn to record, edit and mix soundtrack elements like dialog, sound effects and more. You will use industry standard audio production tools and understand how to create compelling soundtracks in sync with the moving image. [This course is cross-listed with MPT 225.]

MPT 634 Digital Cinematography 1

The purpose of this class is to produce films that tell stories cinematically without the use of dialogue. This course is designed to give students an introduction to the technical and conceptual aspects of DV cinematography through short format filmmaking.

MPT 636 Film Cinematography 2

This course offers an investigation into lighting, staging of scenes and blocking for the camera, as seen from the director of photography's perspective. Projects will be in 16mm color film with dialog recorded.

MPT 639 Digital Cinematography 2

Students will explore the tools and skills that a Cinematographer employs to create and control the image and tell a story. Professional cameras, digital technology, lighting for digital and photographic technique will be discussed with an emphasis on producing stylistic quality products. [This course is cross-listed with MPT 342.]

MPT 641 Visual Storytelling

Discover the power of visual storytelling by studying the work of great directors and cinematographers. You will make numerous short films demonstrating a variety of pictorial concepts, refining your visual vocabulary.

MPT 644 Directors Rehearsing Actors

You will learn to capture incredible performances from actors by thoroughly analyzing your script and mastering the technique of holding auditions. Actors have a special language, and your job as a director is to know how to guide them to get their best performance on screen. This is the first half of a two-part class coupled with MPT 664/MPT 299 Organic Blocking for Camera. [This course is cross-listed with MPT 378.]

MPT 645 Overview of Production Design

Using notable production design from movies and television shows, you will explore how Production Design contributes to the overall "look" of a production. As you learn about the roles of the creative team in the art department, you will have opportunities to work on student projects, developing the visual style and preparing the sets for filming.

MPT 646 Film Cinematography 3

In this course, students will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman.

MPT 649 Editing with Motion Graphics & Visual Effects

Gain the skills to use After Effects to create state-of-the-art effects, lay effects, layering, titles, motion graphics, compositing, and color enhancement.

MPT 651 A Director Prepares

All professional directors plan their shoots in great detail. Here, you will learn to be fully prepared, creatively and practically. You'll pre-plan an entire shoot, venture into production, and tackle real-world obstacles in order to successfully complete a short film.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

MPT 654 Managing a Set

Experience the lives of Location Managers, Assistant Directors, Unit Production Managers, Script Supervisors and Transportation Coordinators. You'll learn first-hand the most effective ways to prep, budget, schedule, shoot, and manage a feature-length motion picture by following the paths of these key professionals who ultimately hold a set together.

MPT 657 Production Hub

In this course students will collaborate to create professional quality PSAs, commercials, branded content and fashion videos for a range of clients. Projects, and clients, vary per semester.

MPT 664 Organic Blocking for Camera

As the second half of a two-part class joined with MPT 644/MPT 378 Directors Rehearsing Actors, you'll not only learn how to direct scenes in a professional, efficient manner, you'll experience the technical side of movie-making by decorating sets, operating camera, lighting performers, and recording sound. Follow that up with editing the scenes you'll direct, and you're experiencing the film-making process from all sides. [This course is cross-listed with MPT 299.]

MPT 677 Shot in a Day

Astronaut training camp for directors! Here, you'll guide a professional cast and crew through a professional shoot day. Tackling 5-7 page scenes and working within a set time-frame, you will learn industry methods and protocol, taking your directorial skills to the next level. As close as it gets to the real thing! [This course is cross-listed with MPT 477.]

MPT 679 Set Procedure & Protocol

This course examines the relationships during production between four crew positions and departments; Camera Operator, Camera Assistant, Gaffer, and Grip. Students work in digital video format with professional cameras, lighting, and grip gear to practice their production skills. The course teaches students to recognize and execute industry standards as a unified crew. [This course is cross-listed with MPT 479.]

MPT 685 Crowdfunding and Social Media**Marketing for Entertainment**

This course will throw you into the game-changing world of crowdfunding and social media. No matter what project you are creating- a film, an app, fashion line, game, product, or another endeavor- you will build a crowdfunding campaign from the ground up, from inception to launch! You will learn how to define your brand, find your target audience, build a social media community, pitch your project to fundraise, and bring your dream to life.

MPT 688 Development: Finding Material and**Influencing Writers**

Learn how to find, option, and develop material for feature films and television. Practice composing effective script notes to help writers, and learn to evaluate the appropriate marketplace for your developed content. [This course is cross-listed with MPT 288.]

MPT 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

MPT 695BD Business of Drones

This course will provide the student with the skills required to complete the Part 107 FAA Drone Pilots License. Emphasis will be placed on designing a business model that the student can utilize for income generation. Various industries will be explored including motion pictures, newsgathering, regulatory and architecture.

MPT 695DD Immersive Drone Production for Directors

Participants in this course will develop the ability to utilize drone and underwater vehicles in a safe and creative manner. Students need not have experience with drones or remote operated vehicles prior to taking this class. Students will work in collaborative teams to work with real world clients.

MPT 695SWS Shooting the Web Series

Students will work in a real world television series environment to produce, direct, shoot, production design, and edit multiple episodes of a web series. [This course is cross-listed with MPT 498SWS.]

MPT 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

MPT 705 Breaking through the Noise of Social Media

No matter what you make—app, fashion line, game, product, film—social media marketing creates an impact. You'll learn to secure funds, and practice building your brand, attracting supporters, and navigating multitudes of social media channels to bring your dream project to life. [This course is cross-listed with MPT 204.]

MPT 715 Advanced Studio Lighting

Students will build on the skills acquired in Lighting 1, focusing on advanced lighting and photographing actors on sound stages with discussions of real world situations. Homework assignments will be shot on digital cameras that students must provide. [This course is cross-listed with MPT 272.]

MPT 718 Writer-Director Intensive 2

Writer-directors will take their outline from Writer-Director Intensive 1 to script. Students will complete a first draft, rewrite and polish of their thesis film. Emphasis will be placed on the central question, enhancing character through dialogue, and scene descriptions. Drafts will be refined based on audience reaction and instructor critiques.

MPT 735 VR/360 Production

Learn to communicate in Virtual Reality/360. You'll follow the workflow unique to VR/360 productions and learn basic stitching and editing techniques to create a video in this exciting medium.

MPT 750 Production Central

This two-semester portfolio course feels like a real-world production company, where you will write, direct, or produce at least 2 different projects: an assessment scene, and a thesis film. In this hands-on advanced production environment writers, directors, and producers collaborate to develop scripts in the first semester along with writing and shooting assessment scenes. In the second semester they collaborate to prepare, shoot, and post-produce high-quality projects that are suitable for film festival release. project.

MPT 757 Movie Trailer Production

Learn professional trailer, teaser, and promo editing and practice editing techniques that relate to this unique form of storytelling. This course will guide you in the process of pitching, writing, pre-vis, music cutting, titles, and VFX needed to cut promos for documentary, narrative, serials, and more. [This course is cross-listed with MPT 457.]

MPT 766 Certification Preparation for Avid Media Composer

Do you have the chops to work as an editor in Hollywood, and/or to work with professional editors? Avid Media Composer is the industry-recognized standard for nonlinear editing, and Avid itself designed this course to build the skills and competencies needed to become a fluent, professional-level editor. You will prepare for and take the certification exam to become a Certified Avid User. When bidding for a gig, Certification can serve as a validation of your expertise. Real skills, proven.

MPT 773 Securing Rights & Agreements for Film

Learn the business side of show business. You'll write option/purchase, submission, producer, employment, non-disclosure, and negotiating agreements. Plus, you'll explore right-to-work laws, insurance requirements, financing, intellectual property protection, negotiating fees, profit participation, compensation, and more. [This course is cross-listed with MPT 367.]

MPT 779 Advanced Cinematography Workshop (Fall)

You will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman along with how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Specialty cinematography is discussed, including underwater, car mounts, rigs, and aeriels.

MPT 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

MPT 803M Content Creation: Traditional & Social Media Marketing of Feature Films

Discover what sells and how to bring films into the marketplace. You'll study film acquisitions, distribution, marketing, and exhibition to learn the interconnected qualities of filmmaking.

MPT 804A Content Creation: Production Design: Fundamentals

Designing sets for television takes enhanced skills and creativity. You will be building upon your foundations as you develop set sketches, models, graphics, storyboards and more. While taking an idea from a simple drawing through the technical design and making it ready to be constructed, you will experience how they get things done on professional shows.

MPT 804D Content Creation: Art Department Organization

The Art Department team has many moving parts and lots of creative talent. You will get the details of how to set up a functioning art department that includes scheduling, planning, research and more. You'll put your knowledge and skills to the test with opportunities to prepare sets for various projects, selecting decorations and props and working on sets.

MPT 804F Content Creation: Production Design: Features

Using notable feature films from the 21st Century, you will explore how to create the visual style or "look" of a movie. As you analyze successful Production Design and come to understand the collaborative process with the Director and Cinematographer, you will breakdown feature length scripts to create initial design concepts showing color palettes, decor, and visual ideas from your research.

MPT 805A Content Creation: Making the Documentary

Become a documentary filmmaker. In this course you will explore the roots and trajectory of this ever-expanding form of filmmaking. You will watch numerous award-winning documentaries to examine how the genre pushes boundaries to tell real stories. You will conceptualize, shoot and edit your own documentary projects.

MPT 805C Content Creation: T.V. Commercial Production

Collaborate with ADV and MPT students to produce solid television commercials. You'll learn all stages of production, including casting, the bidding process, music, sound design, graphics, special effects, and more.

MPT 805D Content Creation: Documentary 2

In this class, students will take their projects to the next level. This course will be an in-depth workshop on researching, developing, and fine-tuning documentary projects. Issues of funding, production, post-production, and distribution will also be addressed.

MPT 805E Content Creation: Experimental Filmmaking 1

This course focuses on expression ideas and emotions within the constraints of moving images. Students will reassign meaning to found footage and creatively combine sound and image for a visual experience. The evolution of experimental film will be studied in a sociological context.

MPT 805M Content Creation: Making the Music Video

Discover what it takes to create a music video. After you focus on breaking down and timing out a song and presenting initial concepts, you will concept, storyboard, shoot, edit, and complete a music video.

MPT 805T Content Creation: Directing the T.V. Commercial

In this course, students will gain hands-on experience making original commercials. Lighting, set design, location scouting, casting, and directing talent will be covered. Effective editing will be emphasized to deliver a tight and understandable story. Projects will be critiqued based on current industry standards, concept, execution, performance, and image quality.

MPT 806C Content Creation: Editing: Advanced Color Correction

This course is designed to teach digital video color correction tips and techniques as performed in a variety of color correction software applications. Learn to adjust poorly exposed shots, create shots with color casts, create looks, match shots, and master secondary color correction techniques. Students will use color correction to advance a story.

MPT 806D Content Creation: Documentary Editing

Editing a story without a script is the documentary editor's greatest challenge. This course will teach you practical skills to discover and craft compelling stories in all documentary genres.

MPT 806E Content Creation: Emerging Technologies in Editing

This is a cutting edge course designed to inform advanced students regarding the most recent developments in post-production practices. This course is an in-depth investigation of emerging tools and applications and will prepare students for the industry on a timely basis.

MPT 806N Advanced Editing

In this course, you will focus on advanced editing skills to edit short narrative and documentary projects done by fellow AAU MPT students. In some circumstances, you will be cutting for actual clients outside of the Academy of Art. You will learn the importance of music, sound effects to your project and, gain a creative and practical overview of the final post-production process. You will interact with the instructor and classmates to learn the importance of giving and receiving notes and critiques.

MPT 806P Editing for Genre

This class will consist of using dailies from acting classes and discussing a variety of editing decisions. The students will cut the scenes weekly and will be critiqued. There will be lectures on the numerous concerns regarding how the editing enhances, refines and accentuates the performance.

MPT 808WSD Directed Study: Content Creation: Writing for Production: Shot In A Day

Write and develop material for production. You'll create and write short films focusing on three-dimensional character development that can be shot on our sound stages as class projects and thesis films.

MPT 810 Content Creation: Into the Industry

Develop the professional tools to work in the entertainment industry. You'll create a professional website, polished demo reel of your best work, industry-standard resume, and business cards. You will develop a social media presence, and acquire networking and interviewing skills designed to gain employment in the entertainment industry.

MPT 815 Exterior Lighting

In this course, students will learn creative and technical approaches in lighting exteriors for day and night. Students will gain hands on experience with the operational procedures of working on a professional film set. Shooting will be done in both digital and film formats. [This course is cross-listed with MPT 351.]

MPT 830 Cinematography: The True Visual

In this course, students will focus on their final thesis project and specifically, concentrate on the visual aspects of their film. Students will receive guidance on the successful completion of their thesis film.

MPT 850 Content Creation: Production Central

In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and post projects. Students will troubleshoot and solve development and production problems working in assigned roles. Students will become adept at implementing notes to improve projects, as in a studio model.

MPT 855 Production Design for Short Films

In this course, students will work on their individual production design styles and how to apply them to real student thesis projects. Working in student productions, they will be able to understand how to apply their style to the director's vision.

MPT 856 Advanced Cinematography Workshop (Spring)

In this course, students will learn how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Different types of specialty cinematography are discussed, including underwater, car mounts, rigs, and aeriels.

MPT 870 Writing the Feature Film 1 (Fall)

Gain the skills to generate feature film ideas, develop characters, craft an outline, and begin your screenplay.

MPT 872 Writing the Feature Film 1 (Spring)

Complete the work on your original screenplay that you began in Writing the Feature Film 1 (Fall).

MPT 894 Content Creation: Overview of Production Design

This course explores the importance of production design on the overall impact of a motion picture. Discussion topics will include interaction with the director, the importance of color, set design, period design, the budgetary process and other production issues.

MPT 896 Content Creation: Aesthetics of Editing

Based on image selection, character development, pace, and story principles, students will learn how editing rewrites a film. Students will study various editors and editing styles to study each style's purpose. A variety of film and editing theories and how they relate to film production and editing will be covered.

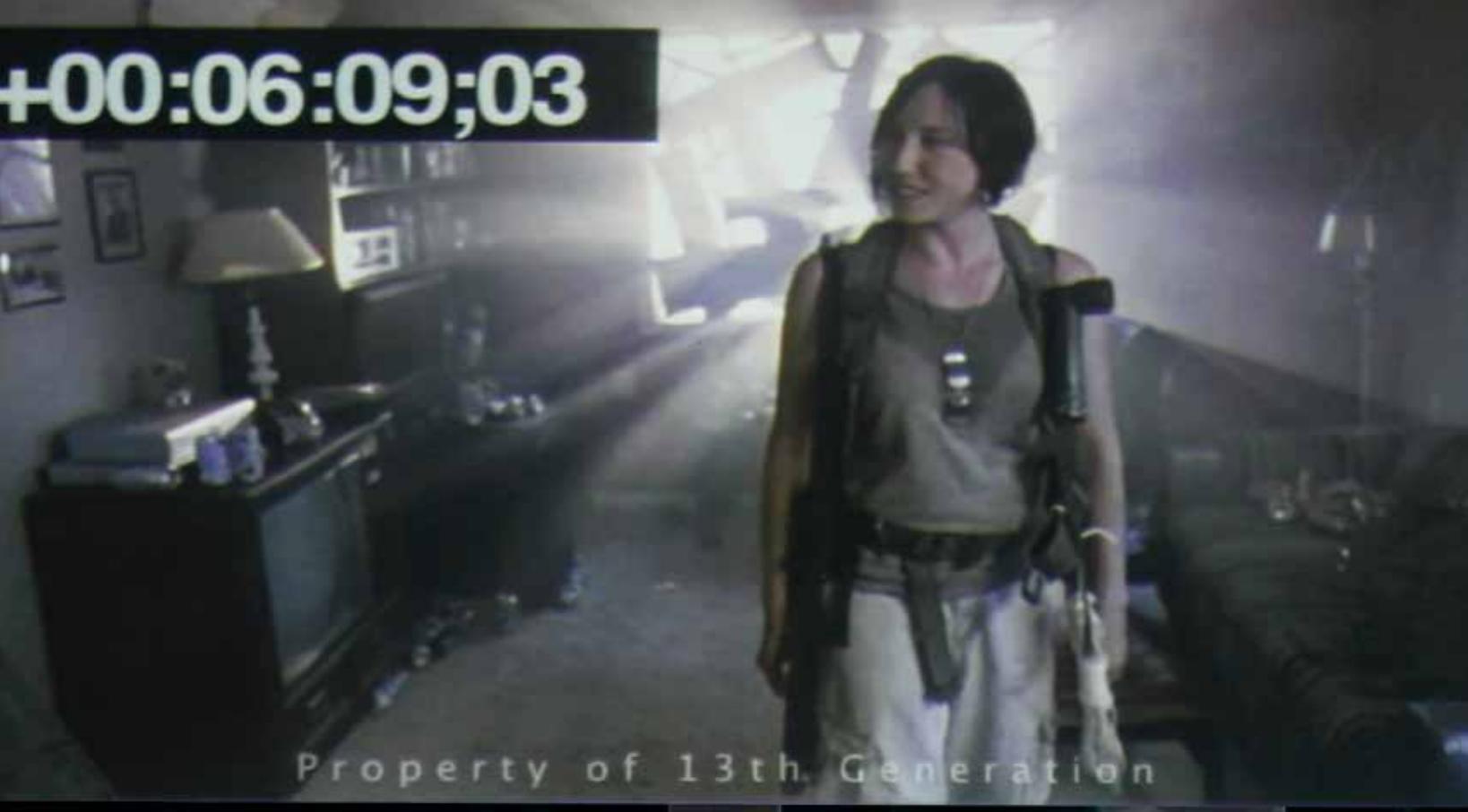
MPT 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

MPT 990 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.

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MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA

Score Editor

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The Hell Patrol - Cue 11B - "Fletcher" Bradley H

Piano

Make the World Your Stage

Images need music to fully convey the depths of their emotion: the shower scene from Psycho, the beach scene from Chariots of Fire, level one of Super Mario Brothers. Ask anyone to imagine these visual media without their respective scores, and you'll see how vital the role of the composer really is.

Film, television, video games and the Internet have turned the world into one big concert stage, and today's musicians need to have the technological savvy to compose for it.

In our program, you'll become a professionally trained musician, and you'll learn the latest technology to make the world your stage.



WHAT WE OFFER

Compose for the Screen: Music for Film, Video Games, Television, Web Content, and more.

Professional Faculty: The School of Music for Visual Media has assembled a distinguished faculty of working professionals, all at the top of the music industry.

World-Class Curriculum: We offer in-depth technical training, paired with advanced courses in music theory and composition. Technically and creatively, students learn to master the craft of pairing music with visual storytelling.

State-of-the-Art Facilities: The school offers all of the latest production technologies. Students have access to the same musical equipment, technology, and computer-based production tools used in the industry.

Hands-on Experience: Our approach is dedicated to practical, hands-on training in a collaborative framework, giving students many opportunities to work on real-world projects.

Demo Reel: Graduate with an impressive demo reel to take to prospective employers when you graduate.



CAREER PATHS

Music Production & Sound Design for Visual Media

Film Composer
(film, games, commercials, web)

Orchestrator,
Score Supervisor, Music Coordinator

Sound Designer,
Synth Programmer, Music Supervisor

Music Copyist,
Music Editor, Musician Contractor

Music Librarian



DEGREE REQUIREMENTS

Associate of Arts [AA] in Music Production

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA MUSIC PRODUCTION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course
 - 1 Music Historical Awareness course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA MUSIC PRODUCTION CORE COURSES

MUS 102	Soundtrack Industry Overview
MUS 105	Pro Tools User Certification Preparation
MUS 110	Harmony 1
MUS 120	Music Production 1
MUS 125	Audio Production
MUS 140	Music Notation and Score Preparation
MUS 170	Music Production 2
MUS 179	History of the Recording Industry
MUS 188	Rhythm & Beat Production
MUS 205	Pro Tools 2 Operator Certification Preparation
MUS 370	Editing Music for Entertainment Media

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

CHOOSE ONE:

- LA 142 Film Music Appreciation
- LA 179 History of the Recording Industry
- LA 258 Creative Perspectives in Sound Design

Associate of Arts [AA] in Sound Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA SOUND DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course
 - 1 Music Historical Awareness course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA SOUND DESIGN CORE COURSES

MPT 106	Edit 1: The Art of Editing
MPT 225	Sound Design
MUS 102	Soundtrack Industry Overview
MUS 105	Pro Tools User Certification Preparation
MUS 125	Audio Production
MUS 179	History of the Recording Industry
MUS 195	Sound Design for Games
MUS 205	Pro Tools 2 Operator Certification Preparation
MUS 258	Creative Perspectives in Sound Design
MUS 320	Creative Sound Design for Visual Media
MUS 370	Editing Music for Entertainment Media

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 207 | Persuasion & Argument for the Multilingual Writer |
| LA 280 | Perspective Journalism |

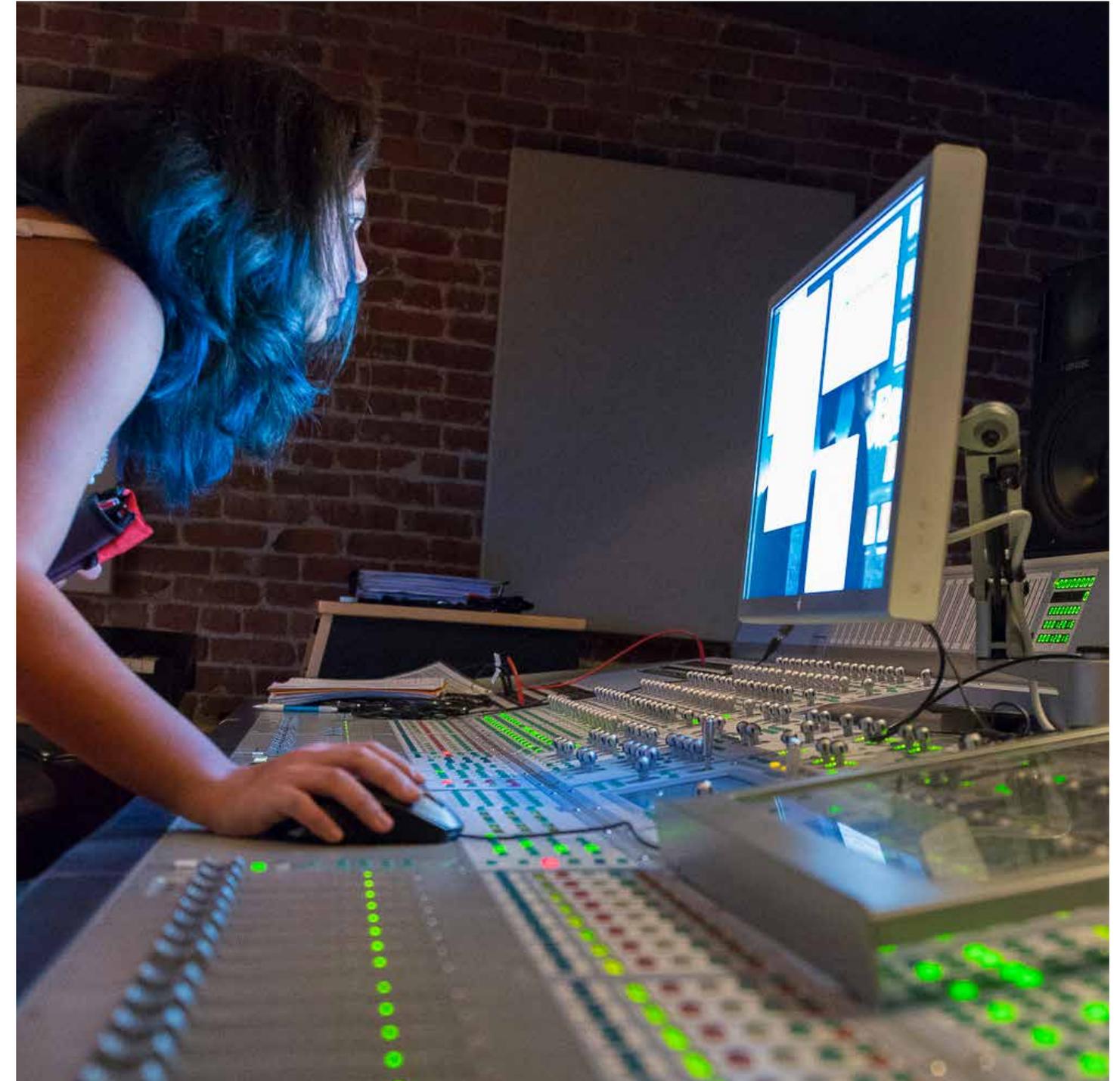
EMPLOYMENT COMMUNICATIONS & PRACTICES

- | | |
|--------|-------------------|
| LA 291 | Designing Careers |
|--------|-------------------|

MUSIC HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|---------------------------------------|
| LA 142 | Film Music Appreciation |
| LA 179 | History of the Recording Industry |
| LA 258 | Creative Perspectives in Sound Design |



Bachelor of Fine Arts [BFA] in Music Production

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA MUSIC PRODUCTION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course
 - 1 Music Historical Awareness course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA MUSIC PRODUCTION CORE COURSES

MUS 102	Soundtrack Industry Overview
MUS 105	Pro Tools User Certification Preparation
MUS 110	Harmony 1
MUS 120	Music Production 1
MUS 125	Audio Production
MUS 140	Music Notation and Score Preparation
MUS 170	Music Production 2
MUS 179	History of the Recording Industry
MUS 188	Rhythm & Beat Production
MUS 205	Pro Tools 2 Operator Certification Preparation
MUS 370	Editing Music for Entertainment Media
MUS 480	Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

LA 110	English Composition: Narrative Storytelling
LA 133	Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292	Programming & Culture
LA 326	Topics in World Art
LA 328	World Literature
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 443	Picturing Culture: Film and Photography in Anthropology
LA 462	Power of Myth and Symbol
LA/FSH 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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MUSIC HISTORICAL AWARENESS

CHOOSE ONE:

LA 142	Film Music Appreciation
LA 179	History of the Recording Industry
LA 258	Creative Perspectives in Sound Design

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 359	Urban Sociology

Bachelor of Fine Arts [BFA] in Music Scoring & Composition

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course
 - 1 Music Historical Awareness course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA MUSIC SCORING & COMPOSITION CORE COURSES

MUS 102	Soundtrack Industry Overview
MUS 105	Pro Tools User Certification Preparation
MUS 110	Harmony 1
MUS 120	Music Production 1
MUS 125	Audio Production
MUS 140	Music Notation and Score Preparation
MUS 170	Music Production 2
MUS 188	Rhythm & Beat Production
MUS 265	Orchestration – used to be major
MUS 360	Songwriting in Popular Music
MUS 370	Editing Music for Entertainment Media
MUS 480	Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- | | |
|--------|---|
| LA 110 | English Composition: Narrative Storytelling |
| LA 133 | Short Form Writing |

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 207 | Persuasion & Argument for the Multilingual Writer |
| LA 280 | Perspective Journalism |

HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|--|
| LA 171 | Western Civilization |
| LA 270 | U.S. History |
| LA 274 | Study Abroad: Art & Architecture of Renaissance Florence |
| LA 276 | Seminar in Great Britain |
| LA 359 | Urban Sociology |

QUANTITATIVE LITERACY

CHOOSE ONE:

- | | |
|--------|---|
| LA 124 | Physics for Artists: Light, Sound, and Motion |
| LA 146 | Anatomy of Automobiles |
| LA 233 | Popular Topics in Health, Nutrition, & Physiology |
| LA 254 | Human-Centered Design |
| LA 255 | College Math |
| LA 271 | College Algebra with Geometry |
| LA 286 | Discrete Mathematics |
| LA 288 | Vector, Matrices, & Transformations |
| LA 293 | Precalculus |
| LA 296 | Applied Physics |

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- | | |
|------------|---|
| LA 292 | Programming & Culture |
| LA 326 | Topics in World Art |
| LA 328 | World Literature |
| LA 343 | Comparative Religion |
| LA 368 | Experiencing Culture: Anthropology for Today's Artist |
| LA 443 | Picturing Culture: Film and Photography in Anthropology |
| LA 462 | Power of Myth and Symbol |
| LA/FSH 494 | Study Abroad: Fashion Culture and Industry |

EMPLOYMENT COMMUNICATIONS & PRACTICES

- | | |
|--------|-------------------|
| LA 291 | Designing Careers |
|--------|-------------------|

MUSIC HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|---------------------------------------|
| LA 142 | Film Music Appreciation |
| LA 179 | History of the Recording Industry |
| LA 258 | Creative Perspectives in Sound Design |



Bachelor of Fine Arts [BFA] in Sound Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA SOUND DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course
 - 1 Music Historical Awareness course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA SOUND DESIGN CORE COURSES

MPT 106	Edit 1: The Art of Editing
MPT 225	Sound Design
MUS 102	Soundtrack Industry Overview
MUS 105	Pro Tools User Certification Preparation
MUS 125	Audio Production
MUS 179	History of the Recording Industry
MUS 195	Sound Design for Games
MUS 205	Pro Tools 2 Operator Certification Preparation
MUS 258	Creative Perspectives in Sound Design
MUS 320	Creative Sound Design for Visual Media
MUS 370	Editing Music for Entertainment Media
MUS 480	Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- | | |
|--------|---|
| LA 110 | English Composition: Narrative Storytelling |
| LA 133 | Short Form Writing |

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 207 | Persuasion & Argument for the Multilingual Writer |
| LA 280 | Perspective Journalism |

HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|--|
| LA 171 | Western Civilization |
| LA 270 | U.S. History |
| LA 274 | Study Abroad: Art & Architecture of Renaissance Florence |
| LA 276 | Seminar in Great Britain |
| LA 359 | Urban Sociology |

QUANTITATIVE LITERACY

CHOOSE ONE:

- | | |
|--------|---|
| LA 124 | Physics for Artists: Light, Sound, and Motion |
| LA 146 | Anatomy of Automobiles |
| LA 233 | Popular Topics in Health, Nutrition, & Physiology |
| LA 254 | Human-Centered Design |
| LA 255 | College Math |
| LA 271 | College Algebra with Geometry |
| LA 286 | Discrete Mathematics |
| LA 288 | Vector, Matrices, & Transformations |
| LA 293 | Precalculus |
| LA 296 | Applied Physics |

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- | | |
|------------|---|
| LA 292 | Programming & Culture |
| LA 326 | Topics in World Art |
| LA 328 | World Literature |
| LA 343 | Comparative Religion |
| LA 368 | Experiencing Culture: Anthropology for Today's Artist |
| LA 443 | Picturing Culture: Film and Photography in Anthropology |
| LA 462 | Power of Myth and Symbol |
| LA/FSH 494 | Study Abroad: Fashion Culture and Industry |

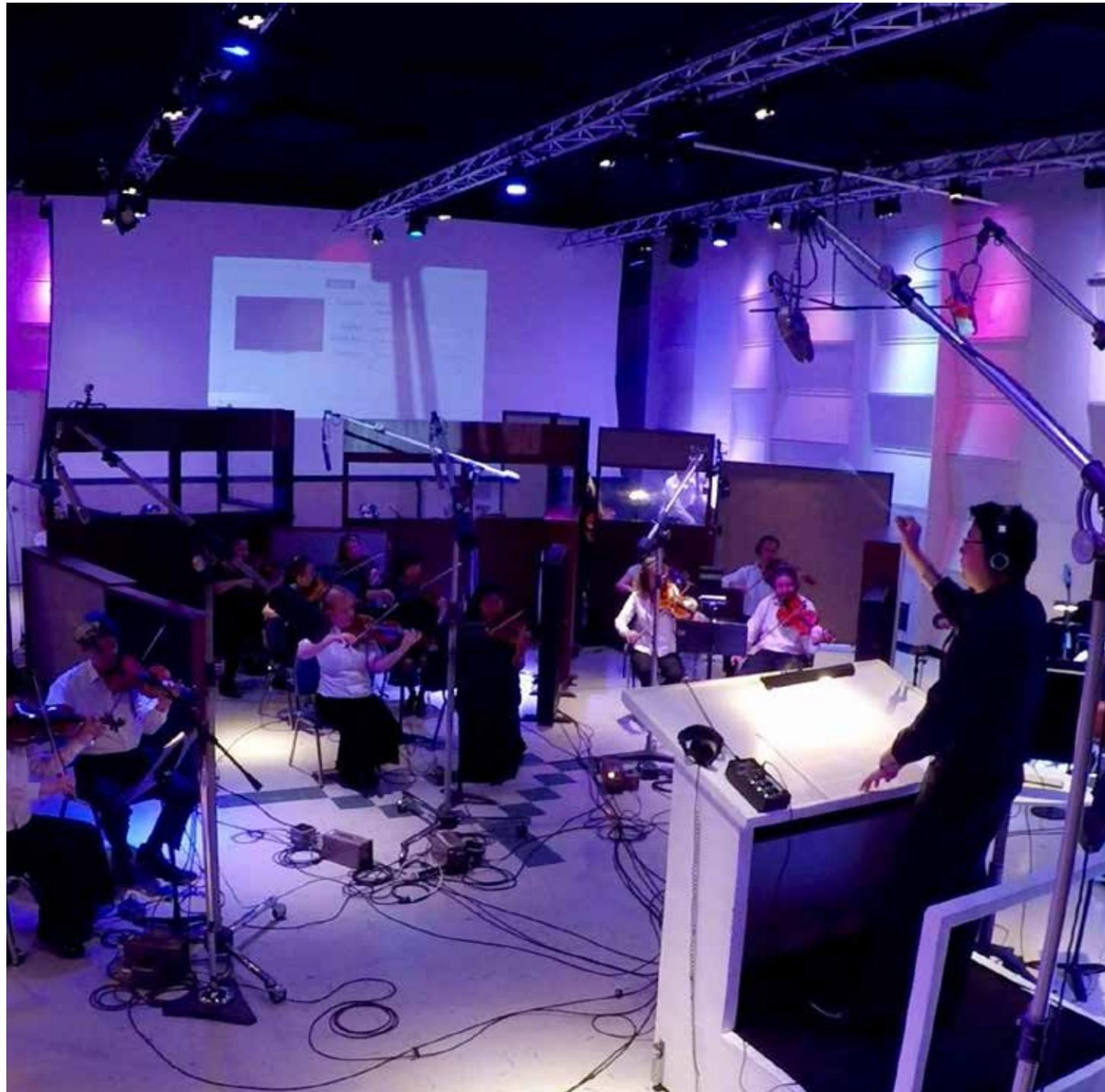
EMPLOYMENT COMMUNICATIONS & PRACTICES

- | | |
|--------|-------------------|
| LA 291 | Designing Careers |
|--------|-------------------|

MUSIC HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|---------------------------------------|
| LA 142 | Film Music Appreciation |
| LA 179 | History of the Recording Industry |
| LA 258 | Creative Perspectives in Sound Design |



Master of Arts [MA] in Music Scoring & Composition

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Major Designated Graduate Liberal Arts course

MA MUSIC SCORING & COMPOSITION REQUIRED MAJOR COURSES

MUS 600	Fundamentals of Harmony
MUS 602	Soundtrack Industry Overview
MUS 605	Music Notation and Score Preparation
MUS 609	Music Production 1
MUS 610	Harmony: Advanced Techniques
MUS 620	The Art of Counterpoint
MUS 625	Orchestration
MUS 635	MIDI Orchestration
MUS 639	Music Production 2
MUS 640	Music Scoring for Film
MUS 780	Music and Sounds Design Professional Practices

MA MUSIC SCORING & COMPOSITION GRADUATE LIBERAL ARTS REQUIREMENTS

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 618	Film Music History: The Art of the Film Score
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Master of Arts [MA] in Sound Design

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA SOUND DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Major Designated Graduate Liberal Arts course

MA SOUND DESIGN REQUIRED MAJOR COURSES

MPT 632	Sound Design
MUS 601	Pro Tools User Certification Preparation
MUS 602	Soundtrack Industry Overview
MUS 616	Audio Production 1
MUS 617	Sound Design for Games
MUS 629	Music Editing for Visual Media
MUS 643	Creative Sound Design for Visual Media
MUS 705	Experimental Sound Design & Synthesis
MUS 780	Music and Sound Design Professional Practices
	+ 2 Major courses

MA SOUND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 658	Creative Perspectives in Sound Design
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Master of Fine Arts [MFA] in Music Scoring & Composition

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic

Study requirements:

- 1 Art Historical Awareness & Aesthetic Sensitivity course
- 1 Cross Cultural Understanding course
- 1 Major Designated Graduate Liberal Arts course

Master of Fine Arts [MFA] in Sound Design

MFA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
TOTAL	63 UNITS

*Per director approval

MFA SOUND DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic

Study requirements:

- 1 Cross Cultural Understanding course
- 1 Major Designated Graduate Liberal Arts course

MFA MUSIC SCORING & COMPOSITION REQUIRED MAJOR COURSES

MUS 600	Fundamentals of Harmony
MUS 602	Soundtrack Industry Overview
MUS 605	Music Notation and Score Preparation
MUS 609	Music Production 1
MUS 610	Harmony: Advanced Techniques
MUS 625	Orchestration
MUS 635	MIDI Orchestration
MUS 639	Music Production 2
MUS 640	Music Scoring for Film
MUS 780	Music and Sound Design Professional Practices

MFA MUSIC SCORING & COMPOSITION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 605 Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

- GLA 603 Anthropology: Experiencing Culture
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 617 Mythology for the Modern World
- GLA 627 The Global Design Studio; Past, Present, & Future
- GLA 903 Seminar in Great Britain
- GLA/FSH 904 Study Abroad: Fashion Culture and Industry
- GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 618 Film Music History: The Art of the Film Score

MFA SOUND DESIGN REQUIRED MAJOR COURSES

MPT 632	Sound Design
MUS 601	Pro Tools User Certification Preparation
MUS 602	Soundtrack Industry Overview
MUS 616	Audio Production
MUS 617	Sound Design for Games
MUS 629	Music Editing for Visual Media
MUS 643	Creative Sound Design for Visual Media
MUS 705	Experimental Sound Design and Synthesis
MUS 780	Music and Sound Design Professional Practices + 2 Major courses

MFA SOUND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

- GLA 603 Anthropology: Experiencing Culture
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 617 Mythology for the Modern World
- GLA 627 The Global Design Studio; Past, Present, & Future
- GLA 903 Seminar in Great Britain
- GLA/FSH 904 Study Abroad: Fashion Culture and Industry
- GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 658 Creative Perspectives in Sound Design

UNDERGRADUATE COURSES

MUS 101 Music Theory & Basic Notation

Get started on the right note. You'll acquire foundational skills in basic music theory and music notation, as well as basic keyboard techniques for success in later music courses.

MUS 102 Soundtrack Industry Overview

Learn the landscape of the sound and music industries, and how to prepare for success in your degree plan. You will identify key audio and music elements, the component parts of a soundtrack, and how music and sound relate to narrative media storytelling.

MUS 105 Pro Tools User Certification Preparation

Avid Pro Tools is the most widely used sound and music production system in the world. This course introduces Pro Tools and prepares you to take the official level-1 User Certification exam.

MUS 110 Harmony 1

Learn to construct musical harmony and how harmony functions in support of melody. You will gain music composition skills by learning chords, scales, diatonic chord progressions and relationships, harmonic function, voice leading, and musical analysis.

MUS 120 Music Production 1

Digital audio workstation technology is at the heart of music production today. Learn foundational skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

MUS 125A Audio Production A

Learn how to create quality audio tracks the right way from the start. This course introduces necessary skills you can use to create quality audio for media projects and music recording. Learn principles of microphone use, digital audio recording, editing and audio software used daily in the industry.

MUS 125B Audio Production B

Produce quality audio for media projects and music projects. You will gain hands-on experience in recording and mixing voice and other soundtrack elements, and learn about standard audio processing tools used in the industry, like compression, reverb, and equalization (EQ). Principles of a quality final mix are introduced.

MUS 140 Music Notation and Score Preparation

Learn how to communicate your musical ideas effectively using musical notation. This course teaches you how to notate music accurately and create effective scores and lead sheets using industry-standard notation software. [This course is cross-listed with MUS 605.]

MUS 142 Film Music Appreciation

Learn the history of film music, from the birth of sound film to today. You will trace the historical development of the art of film music and how it supports the narrative elements of the story.

MUS 150 Harmony 2

Leonardo da Vinci said, "our soul is composed of harmony." To increase your harmony skill set, you'll explore scale and chord theory, harmonic progressions, minor mode harmony, musical cadence and voice leading, secondary dominants, and modal harmony.

MUS 170 Music Production 2

Learn advanced techniques in music production using music production software. Increase your ability to compose original music for media and improve your editing skills. You'll learn to integrate MIDI with audio tracks, use plug-ins to create compelling mixes, and to sync music and audio with video. [This course is cross-listed with MUS 639.]

MUS 179 History of the Recording Industry

Explore the historical evolution of the recorded music industry in a way that helps you understand your place in it. You'll study changes in technology and laws to understand the shifting economics of today, and an anticipation of tomorrow.

MUS 180 Introduction to Arranging

Arranging is giving an existing melody musical variety. You'll prepare and adapt an existing composition to a new set of instruments, creating an arrangement with emotional impact to set a mood. This is a valuable skill in the music-for-media industry.

MUS 188 Rhythm & Beat Production

Everything in the universe dances and has a rhythm. Using rhythm and beats, you'll learn how to create compelling groove in your music, no matter what style. Plus, you'll create drum tracks and beats to learn how rhythm and groove influence song arrangement.

MUS 195 Sound Design for Games

Successful video games rely on realistic and compelling sound content. To build skills in audio production for game design, you'll record and edit audio assets like voice, sound effects and music, while learning how to put audio into a game engine utilizing middleware. [This course is cross-listed with MUS 617.]

MUS 205 ProTools 2 Operator Certification Preparation

Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Operator Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing.

MUS 210 Harmony 3

Develop successful compositions using more sophisticated harmony techniques. Learn more complex chord structures, extended musical phrases, and historical context for harmonic frameworks.

MUS 222 Ableton Live Certification Preparation

Ableton Live represents the next evolutionary step of the virtual music production studio. In this course you will learn to compose in Ableton, use MIDI mapping, create beats, and more.

MUS 235 Analysis of Dramatic Scoring

Analyze the structure of music scores to create music for specific dramatic situations. Following styles of musical masters, you'll transcribe music for analysis and compose your own original music by emulating masterwork examples.

MUS 240 The Art of Counterpoint

Counterpoint is the art of combining melodies, and it helps your music sound more fully realized. You'll evaluate musical examples, practice melodic interaction, and write complementary melodic material for two or more voices that are independent in contour and rhythm and are harmonically interdependent. [This course is cross-listed with MUS 620.]

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

MUS 250 Harmony 4

Learn the most contemporary harmonic chord progressions and study 20th Century compositions. You'll conduct an advanced analysis of musical examples, voice doubling, and techniques for connecting musical phrases into longer forms.

MUS 258 Creative Perspectives in Sound Design

Studying motion pictures—from their inception through 1978—you'll learn how sound design supports the aesthetic and narrative elements of the story. You'll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

MUS 265 Orchestration

Orchestration is the art of deciding which instruments play which notes. Building on your knowledge of harmony structures, you'll study the characteristics and sound ranges for various instruments and learn to combine them to create various musical textures and styles.

MUS 280 Arranging

Increase your ability to adapt musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. [This course is cross-listed with MUS 615.]

MUS 285 Session Recording 1: Protocols and Practices

Learn how to function effectively in a recording studio and get good tracks on the first take. Acquire techniques for recording sound sources well, create good headphone mixes, master studio signal flow, microphone selection and placement. You'll also learn important skills like session file organization and asset management.

MUS 310 Real Time Mixing

Put "DJ experience" on your resume. Using professional level mixing gear, you'll learn professional practices like track selection, how to build a mashup, and beat creation.

MUS 320 Creative Sound Design for Visual Media

Sound design is a powerful storytelling tool. Increase your abilities in audio editing, psychoacoustics, plug-ins and mixing to develop soundtracks based on script and character analysis. You'll also collaborate intelligently with directors, editors, and composers

MUS 355 MIDI Orchestration

Extend your orchestration skills to the realm of virtual instruments in this exciting course. Create realistic orchestral mockups using virtual instrument samples. You'll develop vital skills for creating music scores and create mockups of classical and modern film scores.

MUS 360 Songwriting in Popular Music

Explore the history, techniques, and styles of pop music. You'll learn to write and arrange songs in various genres and forms.

MUS 370 Editing Music for Entertainment Media

Strong editing skills are the best entry into sound and music work in entertainment media. Learn to edit music for long and short form media with music stems, synchronize music to picture, master cross-fades and tempo mapping, and learn how to interpret the feeling of a scene and enhance its emotional impact. Strengthen your artistic and technical skills in this exciting class that takes your editing skills to a new level.

MUS 375 Music Scoring for Film

Acquire the skills to compose music scores for motion pictures to enhance your portfolio. You'll use practical, technical, and aesthetic techniques to create an effective music score that reinforces the emotional content of films. [This course is cross-listed with MUS 640.]

MUS 415 The Music Mix

Creating the final mix in music production is an art. You'll learn to balance elements in the mix, signal processing, equalization, compression and reverb to produce polished final mixes. [This course is cross-listed with MUS 715.]

MUS 425 Experimental Sound Design & Synthesis

Explore experimental sound design and sound synthesis using sounds from Pro Tools, Logic Pro X and Omnisphere. Learn how sound synthesis and experimentation help you gain a larger aural vista to apply to commercial and creative work in your career.

MUS 480 Music Demo Reel

Develop your demo reel and portfolio materials that reflect your style. You'll build a professional demo reel that demonstrates your abilities as a music creator or sound designer that effectively supports the narrative and emotional content of visual media. Professional practices in the entertainment media industry are also emphasized.

MUS 498 Collaborative Project

Gain practical soundtrack media production experience and portfolio material by working on an interdisciplinary collaborative project. Course fees and prerequisites vary by topic.

MUS 498A The Agency

Work collaboratively to produce professional soundtracks for all types of advertising media. You'll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 498G Sound Design for Game Studio

Work collaboratively to produce professional soundtracks for gaming media. You'll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 498M Motion Picture Post Production

Work collaboratively to produce professional soundtracks with the School of Motion Pictures & Television's Production Hub. You'll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 498MP Collaborative Project: Media Production: Working with the Client

Create a real-world production for a non-profit client. You'll perform a variety of roles to create media content, including concept, pitch, development, pre-production, and production.

MUS 498X Collaborative Project: Animation Studio X

Work collaboratively to produce professional soundtracks for animated shorts. You'll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

MUS 500 Internship in Music for Visual Media

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

MUS 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES

MUS 600 Fundamentals of Harmony

Build your foundation in the language of music. You'll gain a solid skill set in music composition, note identification, intervals, key signatures, and chord construction by studying diatonic chord progressions, major and minor mode harmony, and rhythmic meter principles.

MUS 601 Pro Tools User Certification Preparation

Avid Pro Tools is the most widely used sound and music production system in the world. This course introduces Pro Tools and prepares you to take the official level-1 User Certification exam.

MUS 602 Soundtrack Industry Overview

As an incoming graduate student, you'll get an industry overview of soundtrack production for media, learn foundational concepts, and learn strategies for success in the MUS curriculum and in your midpoint and final review.

MUS 605 Music Notation and Score Preparation

Learn how to communicate your musical ideas effectively using musical notation. This course teaches you how to notate music accurately and create effective scores and lead sheets using industry-standard notation software. [This course is cross-listed with MUS 140.]

MUS 609 Music Production 1

Digital audio workstation technology is at the heart of music production today. Learn valuable skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

MUS 610 Harmony: Advanced Techniques

Master techniques in voice leading, harmonic rhythm, voice doubling, and connecting musical phrases into longer forms. By analyzing musical examples, you'll learn the advanced concepts of music harmony necessary for successful composition.

MUS 615 Arranging

Increase your ability to adapt musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. [This course is cross-listed with MUS 280.]

MUS 616 Audio Production

Audio production skills are key to success in the media industry. In this course you will learn recording, microphones, signal flow, audio editing and more. Gain experience in recording voice, instruments, and how to combine elements to create balanced mixes.

MUS 617 Sound Design for Games

Successful video games rely on realistic and compelling sound content. To build skills in audio production for game design, you'll record and edit audio assets like voice, sound effects and music, while learning how to put audio into a game engine utilizing middleware. [This course is cross-listed with MUS 195.]

MUS 620 The Art of Counterpoint

Counterpoint is the art of combining melodies, and it helps your music sound more fully realized. You'll evaluate musical examples, practice melodic interaction, and write complementary melodic material for two or more voices that are independent in contour and rhythm and are harmonically interdependent. [This course is cross-listed with MUS 240.]

MUS 625 Orchestration

Orchestration is the art of deciding which instruments play which notes. Building on your knowledge of harmony structures, you'll study the characteristics and sound ranges for various instruments and learn to combine instruments for dramatic effect. You'll create material into a larger, more complex orchestrations for a fully realized composition.

MUS 629 Music Editing for Visual Media

In this course you will learn crucial music editing skills that combine the artistic and the technical. Emphasizing aesthetics, you will practice creating musical moods for visual media clips by editing existing music sources and use advanced techniques to synchronize and edit music to picture.

MUS 635 MIDI Orchestration

Extend your orchestration skills to the realm of virtual instruments in this exciting course. Create realistic orchestral mockups using virtual instrument samples. You'll develop vital skills for creating music scores and create mockups of classical and modern film scores.

MUS 639 Music Production 2

Learn advanced techniques in music production using music production software. Increase your ability to compose original music for media and improve your editing skills. You'll learn to integrate MIDI with audio tracks, use plug-ins to create compelling mixes, and to sync music and audio with video. [This course is cross-listed with MUS 170.]

MUS 640 Music Scoring for Film

Acquire the skills to compose music scores for motion pictures to enhance your portfolio. You'll use practical, technical, and aesthetic techniques to create an effective music score that reinforces the emotional content of films. [This course is cross-listed with MUS 375.]

MUS 643 Creative Sound Design for Visual Media

Sound design is a powerful storytelling tool. Increase your abilities in audio editing, psychoacoustics, plug-ins and mixing to develop soundtracks based on script and character analysis. You'll also collaborate intelligently with directors, editors, and composers.

MUS 649 Analysis of Dramatic Scoring

Analyze the structure of music scores to create music for specific dramatic situations. Following styles of musical masters, you'll transcribe music for analysis and compose your own original music by imitating masterwork examples.

MUS 685 Creative Perspectives in Sound Design

Studying motion pictures—from their inception through 1978—you'll learn how sound design supports the aesthetic and narrative elements of the story. You'll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

MUS 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

MUS 695G Sound Design for Game Studio

Work collaboratively to produce professional soundtracks for gaming media. You'll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 695M Motion Picture Post Production

Work collaboratively to produce professional soundtracks with the School of Motion Pictures & Television's Production Hub. You'll focus on scoring, sound design, and balancing all audio elements in a final mix.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

MUS 695X Collaborative Project: Animation Studio X

Work collaboratively to produce professional soundtracks for animated shorts. You'll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

MUS 701 ProTools 2 Operator Certification Preparation

Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Operator Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing.

MUS 705 Experimental Sound Design & Synthesis

Explore experimental sound design and sound synthesis using sounds from Pro Tools, Logic Pro X and Omnisphere. Learn how sound synthesis and experimentation help you gain a larger aural vista to apply to commercial and creative work in your career.

MUS 715 The Music Mix

Creating the final mix in music production is an art. You'll learn to balance elements in the mix, signal processing, equalization, compression and reverb to produce polished final mixes. [This course is cross-listed with MUS 415.]

MUS 725 Real Time Mixing

Put "DJ experience" on your resume. Using professional level mixing gear, you'll learn professional practices like track selection, how to build a mashup, and beat creation.

MUS 780 Music and Sound Design Professional Practices

Develop your demo reel and portfolio materials in preparation to enter the soundtrack for media industry. You'll build a professional demo reel that demonstrates your abilities as a music creator or sound designer that effectively supports the narrative and emotional content of visual media. Professional practices in the entertainment media industry are also emphasized.

MUS 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

MUS 811 Sound Design Thesis - Fall

In this graduate directed study course, you will focus on development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music creation for your final portfolio.

MUS 818 Music Scoring Thesis - Fall

In this graduate directed study course, you will focus on development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music creation for your final portfolio.

MUS 819 Music Scoring Thesis - Spring

In this focused graduate directed study course, you will finalize development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music scoring work for your final portfolio.

MUS 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

MUS 990 Portfolio Enhancement

Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.



PHOTOGRAPHY



The craft of photography comes from learning to create images, not taking pictures.

Taking a picture is easy these days. Anyone with a camera can do so. Creating an image that demands attention and remains memorable requires skill and effort.

A determination to create work that speaks to the viewer is at the heart of Academy of Art University's photographic education. Technical excellence is coupled with an advancement of the conceptual idea. Visual storytelling is the goal.

At Academy of Art University, you will be challenged from day one to conceive ideas and produce imagery that comes from a personal and unique view of the world.

We specialize in customizable tracks of photographic study that include art for commerce, fine art and photojournalism/documentary. Artistic excellence and an individual finished portfolio, demonstrating a personal, unique and signature style is the finished result.



WHAT WE OFFER



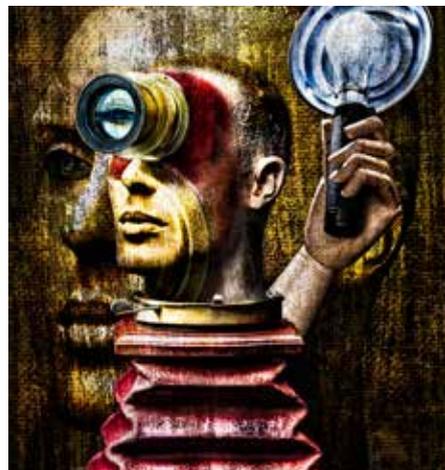
Industry Relationships: Every semester, students benefit from lectures and artist presentations from top photographers all over the world, and the school helps students find internships with the top photographers in the field. In addition, many classes feature visits to leading photography studios.

Industry Events: The School of Photography participates in industry events year-round, including Society of Photographic Education national and regional events.



Recruiting Opportunities: Graduating students are given portfolio reviews by top gallery owners and professionals.

State-of-the-Art Facilities: The School of Photography boasts the best equipment and facilities offered by any photography school. This includes state-of-the-art cameras, lighting and other studio equipment, wet darkrooms, digital imaging/printing darkrooms, a variety of equipment accessories, and specialized working studios. The wide range of equipment and resources available to the student of Photography at Academy of Art University reflects the breadth of the curriculum that includes traditional photography and digital photography technology.

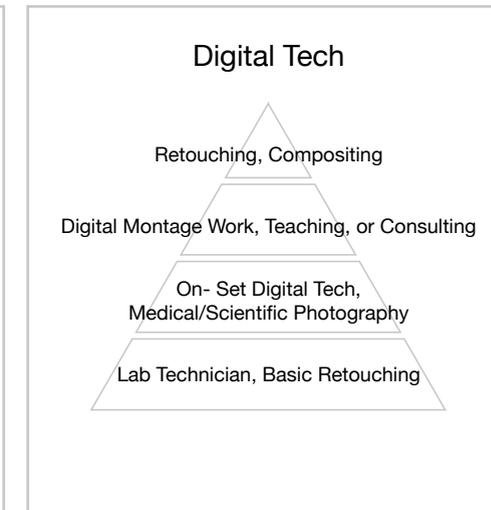
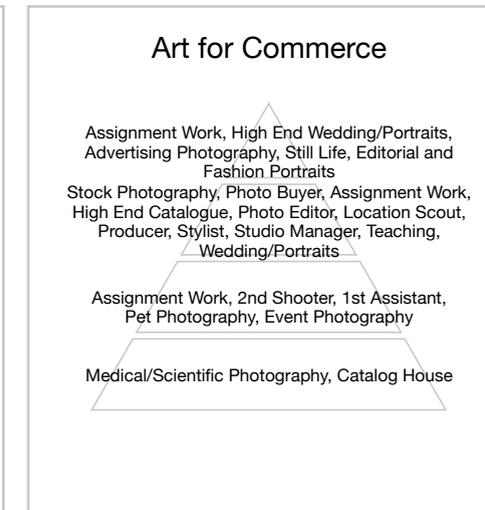
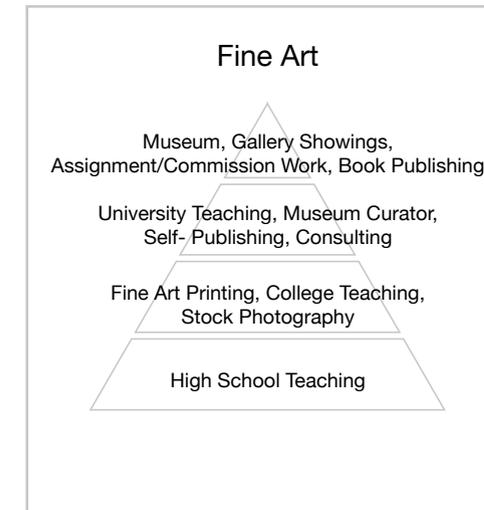


Professional Faculty: The School of Photography links students with mentors who are the top photographers in their field. We offer a prestigious faculty, legendary guest speakers, and an "Icons of Photography" series that links graduating seniors with industry greats.

Companies Hiring Our Grads Include:

- Adobe
- Apple
- Bank of America
- Bon Appétit
- Bloomberg BusinessWeek
- Coca-Cola
- Canon
- Christian Dior
- Goodby Silverstein & Partners
- Guess
- Levi's
- New York Times Magazines
- Nike
- Porche
- 7 x 7 Magazine
- Seabourn Cruise Line
- Scientific American Magazine
- Sony
- TBWA / Chiat Day
- Wired Magazine
- Xbox

CAREER PATHS



DEGREE REQUIREMENTS

Associate of Arts [AA] in Photography

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	9 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	60 UNITS

AA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness: Western Art courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Employment Communications & Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA PHOTOGRAPHY CORE COURSES

PH 107	Imaging Workflow & Process
PH 108	Photography Principles and Techniques
PH 112	Quality of Light
PH 115	Visualization
PH 177	Imaging for Photographers
PH 197	Digital Printing
PH 225	Photo Design and Concept
PH 235	People Photography
PH 256	Motion for Photographers
PH 275	Concept Project
PH 295	Portfolio Preparation and Professional Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

LA 280	Perspective Journalism
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EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 147	History of Photography

Bachelor of Fine Arts [BFA] in Photography

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA PHOTOGRAPHY CORE COURSES

PH 107	Imaging Workflow & Process
PH 108	Photography Principles and Techniques
PH 112	Quality of Light
PH 115	Visualization
PH 177	Imaging for Photographers
PH 197	Digital Printing
PH 225	Photo Design and Concept
PH 250	Location Lighting
PH 235	People Photography
PH 256	Motion for Photographers
PH 275	Concept Project
PH 495	Senior Portfolio

BFA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
LA 207 Persuasion & Argument for the Multilingual Writer
LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 462 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century
LA 147	History of Photography

CHOOSE ONE ADDITIONAL COURSE:

LA 117/LAN 117	Survey of Landscape Architecture
LA 118/IND 118	History of Industrial Design
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA 131/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA 137/VIS 137	History of Visual Development
LA 152/ILL 152	History of American Illustration (20th Century)
LA 182	Genres in Film
LA 195/ILL 195	History of Comics: American Comics
LA 197/ILL 197	History of Comics: International and Alternative Comics
LA 219	History of the Built Environment 1: Ancient to Gothic
LA 220	American Art History
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 242/GR 242	History of Graphic Design
LA 244/FSH 244	History of Fashion
LA 245/JEM 245	History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246	History of Textiles
LA 249	History of the Built Environment 2: Renaissance to 1900

LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 284	Evolution of the Horror Film
LA 319	History of the Built Environment 3: 1900 to Present.
LA 326	Topics in World Art
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	Art of the Dutch Golden Age
LA 432	Art of Spain: From El Greco to Picasso
LA 434	History of Asian Art
LA 464	Dada & Surrealism

Certificate in Photography**CERTIFICATE REQUIREMENTS**

MAJOR CORE (FOLLOW BFA CORE)	36 UNITS
MAJOR	42 UNITS
+ BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
+ ART HISTORY	6 UNITS
TOTAL	120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

Master of Arts [MA] in Photography

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA PHOTOGRAPHY DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA PHOTOGRAPHY REQUIRED MAJOR COURSES

PH 601	Photography Concept
PH 603	The Language of Photography
PH 608	Lighting
PH 612	The Nature of Photography
PH 616	Photoshop & Lightroom for Photographers
PH 635	Digital Printing Techniques
PH 673	Portfolio: Concept & Development
PH 674	Portfolio: Capture & Critique
PH 675	Portfolio: Marketing & Design
	+2 Major courses

MA PHOTOGRAPHY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 625	History of Photography
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Master of Fine Arts [MFA] in Photography

MFA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ DIRECTED STUDY	15 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA PHOTOGRAPHY REQUIRED MAJOR COURSES

PH 601	Photography Concept
PH 603	The Language of Photography
PH 608	Lighting
PH 612	The Nature of Photography
PH 616	Photoshop & Lightroom for Photographers
PH 635	Digital Printing Techniques
PH 674	Portfolio: Capture & Critique
PH 673	Portfolio: Concept & Development
PH 856	Final Review Preparation
	+2 Major course

MFA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course

MFA PHOTOGRAPHY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 625	History of Photography
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CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 626	Business Practices & Principles for Photographers
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UNDERGRADUATE COURSES

PH 103 Digital Photography for Artists

Designed for the non-photo major, students receive an introduction to digital photography and camera operations. An inspired approach to lighting, composition, color and design will be studied. Photographing flat art, three-dimensional objects and optimizing photos for a digital workflow will be covered.

PH 107 Imaging Workflow & Process

Build your digital photography skills. You'll gain professional skills in raw processing, imaging workflow, image editing, and more.

PH 108 Photography Principles and Techniques

Professional photography requires technical skill and creativity. You will get caught up on recent digital technologies, study the operations of digital SLR, and get an introduction to professional lighting, exposure, and composition.

PH 112 Quality of Light

Communicate using light. Learn practical skills using various light shaping tools and industry equipment. Explore the visual impact of your photos by adjusting the color, direction, and quality of light.

PH 115 Visualization

Photography as a visual language. You'll develop the ability to communicate consistent results by taking a systematic, foundational approach composition, light, and camera operations.

PH 145 Shot on Mobile

Learn the ins and outs of mobile phone photo and video capture and processing. Create dynamic visual content for social media, vlog, youtube, and vimeo.

PH 147 History of Photography

Know your history. You'll study the individuals, movements, work, and theories that became the foundation of the art form.

PH 150 Traditional Photo Process

Learn the art of darkroom processes. You'll use traditional film processes to develop black and white film and print in the darkroom.

PH 177 Imaging for Photographers

Discover a world of creative possibilities. You'll gain the digital imaging skills on powerful tools like Adobe Photoshop that will open up new ways to produce and experience your photographs.

PH 197 Digital Printing

Create a print portfolio. You'll translate your traditional photographic skills into digital abilities to create photo realistic work in color or black and white.

PH 225 Photo Design and Concept

You'll combine contemporary composition and design skills with the personality and style of your work to produce creative concepts.

PH 235 People Photography

Explore all forms of people photography. Using skills in graphic design, emotional input portraiture, and appropriate lighting, you'll learn to shoot people for use in all fields, including illustration, fashion, and documentary.

PH 250 Location Lighting

Create studio-quality photography while on the road. You'll use strobe and ambient lighting techniques to do the most with the least amount of equipment while on location.

PH 256 Motion for Photographers

Communicate using motion imaging. You'll combine basic camera operation, editing, and storyboarding skills with the technical and conceptual aspects of motion imaging to produce two completed projects.

PH 260 Documentary

W. Eugene Smith said, "I think photojournalism is documentary photography with a purpose." Explore the ins and outs of the Documentary field. You'll study major historical, contemporary, and ethical markers in photojournalism, and create images for print or online publication.

PH 275 Concept Project

Improve the conceptual intent of your work. You will make personal images that are memorable and evoke response, focusing on conceptual development and refining your individual style.

PH 295 Portfolio Preparation and Professional Development

Prepare to compete for professional photography opportunities in this AA Photography degree capstone course. You'll develop a unified body of work with a cohesive personal style that shows you are ready for professional projects.

PH 310 Fine Art Photography

Express yourself artistically with photography. You'll study contemporary and historical ideas and movements, and create art using photography.

PH 312 Alternative Processes

Apply historical, technical, and aesthetic processes like pinhole photography, cyanotype, and Van Dyke prints to your own photographic work.

PH 316 Landscape as Fine Art

Investigate the role of landscape photography in the fine art world. You will produce a unique and personal series of landscape work that demonstrates your personal vision, technical, and conceptual abilities.

PH 317 Capture One

Capture One Workflow is designed to give you industry standard commercial workflow with Phase One's Capture One software. It will focus on session-based workflow and editing. We will provide an in-depth review of tethered capture for studio and on-location.

PH 325 Advanced Digital Capture

Get advanced digital capture skills relevant to the industry now. You'll learn to use tethered shooting and workflow, Phase One and Leaf digital backs, and Capture One software to produce high quality files for a client or for your own collection. [This course is cross-listed with PH 658.]

PH 338 Fine Art Portraiture

Apply your individual style to a portfolio of portraits. You'll concentrate on past and current fine art portraiture, and use both natural and studio lighting.

PH 345 Still Life

Practice all types of still photography—from tabletop to fine art to illustrative—a using appropriate studio and natural light.

PH 355 Portfolio Development

Align your portfolio within a specific marketable category of photography. You'll work to meet the objectives you set for your portfolio, and create work that showcases and advances your own personal style.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

PH 356 Motion Project

Communicate using the moving image. You'll gain useful skills in motion imaging and choose the best presentation methods for sharing your content with the intended audience.

PH 365 Commercial Photography

Want to be a successful commercial photographer? Through commercial work, you'll discover the importance of having a consistent vision, a willingness to collaborate, and a reliable and professional attitude.

PH 385 Advanced Photo Imagery

Strong compositing skills open unlimited artistic and commercial possibilities. Using Adobe Photoshop, you'll learn concepts and techniques for capturing ideal source photos and combining them to make a unique final image.

PH 397 Digital Printing for the Photo Industry

Learn to make professional quality prints that meet industry presentation standards. Using various paper and print options, you will gain file preparation, color management, scanning, and printing skills to accurately reproduce color and black & white images.

PH 425 Advanced Digital Retouching

Get the advanced digital imaging skills used by advertising pros. You'll gain tools and learn techniques for retouching skin, hair, and eyes using the latest imaging software.

PH 462 Editorial Photography

Build up your editorial portfolio. You will explore the print and online publications market, and learn business strategies to succeed in the editorial marketplace.

PH 464 Self-Promotion & Marketing

Become an artist-entrepreneur. Develop a business identity, branding, and public relations plan focused on self-promotion and promoting your photography business. You'll create marketing collateral and strategies to help your business succeed.

PH 475 The Business of Photography

Discover what it takes to run an independent and successful photography business. You'll get tips on marketing, accounting, legal issues, copyright concerns, estimating jobs, permits, hiring employees, and other aspects of creating a successful business.

PH 476 Fashion & Beauty

Combine editorial and fashion techniques to produce a portfolio of solid fashion and beauty work. Learning current styles and trends in editorial photography, you'll focus on the lighting aspects of editorial and fashion assignments.

PH 488 Senior Project

As an advanced student, you will improve specific processes, techniques, concepts, styles, and approaches to increase your own abilities in photography. Department Director approval needed.

PH 492 Travel Photography

Learn to capture exceptional photographs on your next travel adventure! In this course, you will learn the essential tools and techniques of successful travel photography including: trip planning, cultural considerations, camera equipment, shooting on-location, outlining project concepts, and use of color, light and design elements to maximize the visual story. Note: Travel outside your local area is not required.

PH 493 Study Abroad Photo Intensive

Take a photographic exploration into the art, culture, and historical significance of Italy. You'll spend seven inspiring weeks abroad discovering and photographing Italian cities, the countryside, and historical locations. Open to on-campus and online students alike.

PH 493A Study Abroad: Photo Capture Intensive

Do you love travel and photography? Join our instructors on-location in Florence during the summer intersession to study the art and culture of Italy, develop your photography and visual storytelling skills, and capture a wide range of travel images based on your personal and professional photographic interests. NOTE: This course is open to all majors.

PH 495 Senior Portfolio

Make your portfolio sing. You'll develop a cohesive portfolio—both a physical and a web-based version—that includes a comprehensive body of unique, impactful, and memorable print and digital work showcasing your advanced conceptualization, innovation, and photographic abilities.

PH 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

PH 499AP Special Topics: Alternative Processes Portfolio

Apply historical, technical, and aesthetic processes like pinhole photography, Cyanotype, and Van Dyke prints to your own photographic work.

PH 499FA Open Studio - Fall

In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of your choice.

PH 499L Fall Lighting Intensive

Spend a week on-campus learning studio lighting in this hands-on, immersive experience! You will work in the lighting studios, using a variety of professional lighting equipment, and will learn to apply these skills with ongoing guidance in your home studio as you continue with the online portion of the course.

PH 499P Summer Printing Intensive

Spend a week on-campus learning digital printing in this hands-on, immersive experience! You will work in the digital printing labs and will learn to apply newfound skills with ongoing guidance to perfect your prints in your home digital studio as you continue with the online portion of the course.

PH 499PC Photography Campaign

You will work as a team planning, shooting and editing a contemporary commercial photography archive. Emphasis is on real world experience, completing professional assignments and building an expansive body of work relevant to documentary and commercial applications. You will gain experience in the client and photographer side of the commercial photography industry.

PH 499SP Open Studio - Spring

In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of your choice.

PH 499SU Open Studio

In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of choice.

PH 500 Internship in Photography

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

PH 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES**PH 600 Digital Photography Concepts & Techniques**

Build a solid technical foundation in digital photography. You'll gain skills by practicing camera controls, capture techniques, improving quality of light, image editing, and composition.

PH 601 Photography Concept

Discover the importance of concept in photography, sharpen your technical and creative abilities, and learn to apply your individual artistic style in a concept-driven body of work as you set the foundation for advanced portfolio projects.

PH 603 The Language of Photography

Explore the contemporary language of photography and visual communication strategies through aesthetic, technical, and practical aspects of the medium. Examine artistic interpretation and technique by studying image capture, processing, and presentation methods in fine art, commercial, and documentary photography.

PH 608 Lighting

Gain hands-on experience using lighting equipment. You will learn studio lighting techniques, light modification, and creative lighting design to advance your professional photography portfolio. Explore how quality of light affects concept and mood in numerous photographic applications.

PH 611 Contemporary Landscape

Learn innovative imaging techniques to create an individualized landscape portfolio. You will explore contemporary landscape concepts and methodologies, and discuss the social and cultural impact of landscape photography through various conceptual approaches to the genre.

PH 612 The Nature of Photography

Explore photography as an intricate visual language. You will discover individual artistic expression using applied composition and photographic design skills and understanding relationships of form and narrative in single images and complete bodies of work.

PH 616 Photoshop & Lightroom for Photographers

Learn to organize, edit, and create finished images using innovative tools in Adobe Lightroom and Photoshop. You will gain asset management, RAW processing, image editing, color correction, and print preparation skills using the latest release of Adobe CC.

PH 620 Still Life Composition & Technique

Apply your technical skills to small objects, food, and still life composition. Focusing on conceptual context and design, you will experiment with a variety of studio lighting techniques used in commercial and fine art applications.

PH 621 Alternative Processes

Apply historical, technical, and aesthetic processes like pinhole photography, cyanotype, and Van Dyke prints to your own photographic work.

PH 622 Documentary & Visual Narrative

Explore the social, cultural, environmental, historical, and political applications of documentary photography. You will apply advanced visual storytelling skills to research, capture, edit, sequence, and caption a body of work.

PH 623 Portraiture

Advance your image capture and creative lighting skills. Playing the conceptual role of master portraiture photographer, you will gain techniques in a variety of fine art, documentary, and commercial applications.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

PH 626 Self as Subject

Self-portraiture has a rich history in fine art photography. Studying the work and methodologies of successful self-portraiture photographers, you will create a cohesive body of work that challenges your individual creative vision and approach to the genre.

PH 634 Travel Project

Learn to capture and present professional travel photography stories! In this course, you will learn the technical, narrative, creative, and conceptual aspects of visual storytelling while exploring a specific travel location. Topics include editing, sequencing and presenting a complete travel project through print portfolio and social media presentation. Note: Travel outside your local area is not required.

PH 635 Digital Printing Techniques

Learn to make professional quality prints that meet industry presentation standards. Using various paper and print options, you will gain file preparation, color management, scanning, and printing skills to accurately reproduce color and black & white images.

PH 636 Digital Imaging

Photoshop expertise is important in today's industry. Building on the technical skills learned in PH 616, you will refine your Photoshop abilities in digital imaging, image compositing, color management, retouching, and preparing files for print

PH 642 Lighting on Location

Apply your creative lighting skills while working on location. You will learn to maximize available light, use strobes, work with light modifiers, and combine lighting techniques at interior and exterior locations for fine art and commercial applications.

PH 655 Digital Montage

Discover the diverse, imaginative possibilities of digital montage using Adobe Photoshop. Using the latest software tools, you will refine your creative, conceptual, and technical imaging skills to advance your project images.

PH 656 Motion Capture & Visual Storytelling

Explore visual storytelling using motion imaging for documentary, fine art, and commercial applications. Utilizing current industry practices of video capture and Adobe Premiere Pro editing software, you will conceptualize, create, and finalize your motion projects.

PH 658 Advanced Digital Capture

Get advanced digital capture skills relevant to the industry now. You'll learn to use tethered shooting and workflow, Phase One and Leaf digital backs, and Capture One software to produce high quality files for a client or for your own collection. [This course is cross-listed with PH 325.]

PH 673 Portfolio: Concept & Development

Apply your knowledge of photographic concepts and techniques to your photography projects through concept development, image capture, and advanced-level critique. You will develop a cohesive and professional body of work for graduate committee review.

PH 674 Portfolio: Capture & Critique

Utilize your capture and concept abilities on an advanced-level photography project. You'll put knowledge gained from PH 673 into the ongoing development of your unique body of work, while receiving in-depth critique from faculty and peers.

PH 675 Portfolio: Marketing & Design

Edit, sequence, print, design, and prepare your portfolio for professional application. You will produce both a digital and physical portfolio that includes a completed body of work showcasing your advanced-level conceptual and technical abilities. Conclude with a complete marketing package designed to meet your individualized goals as a photographer.

PH 692 Contemporary Topics in Photography

Explore contemporary topics in photography through participation in artist lectures and interviews with leaders in the photography industry. You will actively engage in the conversation through live events and advanced group dialog.

PH 694 The Art of Teaching Photography

Are you interested in teaching college-level photography? Studying contemporary art education practices for both on-campus and online teaching, you will define your individual teaching philosophy and develop photography curriculum in preparation for teaching in higher education.

PH 697 Digital Printing for the Photo Industry

Learn to make professional quality prints that meet industry presentation standards. Using various paper and print options, you will gain file preparation, color management, scanning, and printing skills to accurately reproduce color and black & white images.

PH 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

PH 699AP Special Topics: Alternative Processes Portfolio

Apply historical, technical, and aesthetic processes like pinhole photography, Cyanotype, and Van Dyke prints to your own photographic work.

PH 699FA Open Studio - Fall

In this open studio course, graduate students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work, focus on thesis development or continue an ongoing project of choice.

PH 699L Fall Lighting Intensive

Spend a week on-campus learning studio lighting in this hands-on, immersive experience! You will work in the lighting studios, using a variety of professional lighting equipment, and will learn to apply these skills with ongoing guidance in your home studio as you continue with the online portion of the course.

PH 699P Summer Printing Intensive

Spend a week on-campus learning digital printing in this hands-on, immersive experience! You will work in the digital printing labs and will learn to apply newfound skills with ongoing guidance to perfect your prints in your home digital studio as you continue with the online portion of the course.

PH 699PC Photography Campaign

You will work as a team planning, shooting and editing a contemporary commercial photography archive. Emphasis is on real world experience, completing professional assignments and building an expansive body of work relevant to documentary and commercial applications. You will gain experience in the client and photographer side of the commercial photography industry.

PH 699SP Open Studio - Spring

In this open studio course, graduate students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work, focus on thesis development or continue an ongoing project of choice.

PH 699SU Open Studio

In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of choice.

PH 717 Capture One

Capture One Workflow is designed to give you industry standard commercial workflow with Phase One's Capture One software. It will focus on session-based workflow and editing. We will provide an in-depth review of tethered capture for studio and on-location.

PH 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

PH 810 Concept & Image

Now that you have passed your MFA Midpoint Review, you will receive guidance and individualized critique as you refine your thesis concept, address project challenges, advance your research, and create images for your thesis portfolio.

PH 831 Thesis Intensive

Focus on the research, concepts, and imagery for your personal project in this intensive thesis course. You will receive individualized instruction, and engage in group critique as you advance your thesis research and add to your project portfolio.

PH 836 Advanced Photoshop

Receive advanced Photoshop instruction and critique on your thesis project images in a small group environment. You will improve your post-processing and printing skills as you finalize your professional photography portfolio.

PH 850 Project Research & Development

Conduct individualized project research in conjunction with advancement of your thesis project portfolio. You will create thesis project images, research thesis topics, and receive instructor and peer critiques through the ongoing discussion of new work.

PH 856 Final Review Preparation

Prepare for your Final Thesis Review and entrance into the photography industry. You will receive guidance and critique on writing and speaking skills, professional readiness, completion and presentation of thesis research, and the final presentation of your photographic print portfolio.

PH 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

PH 903 Study Abroad Photo Intensive

Use your camera to experience the art, culture, and historical significance of Italy. With on-location guidance, you will spend seven inspiring weeks photographing Florence, Tuscany, and other important historical locations of the region. Open to on-campus and online students alike.

PH 903A Study Abroad: Graduate Photo Intensive

Advance your travel photography skills on-location in Florence, Italy! In this summer intersession course, you will study the art and culture of Italy, expand your technical and visual story-telling skills, and capture a wide range of travel images ready to edit into your personal or professional photography portfolio. NOTE: This course is open to all majors.





VISUAL DEVELOPMENT



Develop the Mood of a Story

Visual Development artists communicate narrative, thematic and functional design ideas using visual media. Visual Development is key to envisioning complex scenes before the actor steps onto the set, or before characters become animated on film or in game play. They are the visual storytellers who design and stage scenes from a script with effective camera choices that enhance the development and mood of the story.

Academy of Art University offers an innovative curriculum that emphasizes the skills needed to succeed in the growing field of Visual Development. A trained eye can see artistic potential in a blank page. A trained hand can turn that potential into reality. Come and learn from industry professionals and create a unique portfolio that demonstrates your personal style as a visual development artist.



WHAT WE OFFER

Companies Hiring Our Grads Include:

Bandai Namco
 Blue Sky
 Dreamworks
 EA Games
 Fantasy Flight Games
 ILM
 Lolapps
 Lucas Arts
 Massive Black
 Nickelodeon
 PDI
 Disney Mobile
 Pixar
 Valve
 Walt Disney Animation Studios
 Warner Bros. Studios
 Zynga
 And More!



The Visual Development degree program offers students a solid grasp of all fundamental Visual Development principles and is designed to create a well-rounded education in the arts. Emphasis is placed on mastery of traditional, technical and conceptual abilities, as well as an emotional response, in all aspects of the Visual Development process. The Visual Development degree program fosters a strong development of the individual's style as well as a wide range of methods to transform their traditional skills into those reflecting the breadth of the updated industry technology. Students will become skilled at the full range of tasks related to Visual Development, enhancing their creativity, problem solving, and professionalism.

CAREER PATHS



Graduates of the School of Visual Development can embark on careers such as:

Art Director
 Background/Layout Designer
 Character Designer
 Concept Artist
 Creature Designer
 Environment Designer
 Level Designer for Games
 Maquette Sculptor
 Model Packet Designer
 Production Artist
 Production Assistant
 Production Designer
 Prop Designer
 Set Designer
 Sketch Artist
 Texture Artist
 Texture Artist/ Prop Designer
 Visual Development Artist

DEGREE REQUIREMENTS

Associate of Arts [AA] in Visual Development

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	6 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	60 UNITS

AA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 2 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Critical Thinking course
 - 1 Visual Development Historical Awareness course
 - 1 Employment Communications & Practices

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA VISUAL DEVELOPMENT CORE COURSES

FA 110	Still Life Painting 1
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 116	Perspective
FND 125	Color and Design
ILL 120	Clothed Figure Drawing 1
ILL 133	Digital Media: Digital Manipulation
VIS 150	Visual Development 1
VIS 205	Visual Development Production
VIS 230	Digital Painting for Visual Development
VIS 250	Visual Development 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

LA 107	Writing for the Multilingual Artist
LA 108	Composition for the Artist

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 207	Persuasion & Argument for the Multilingual Writer
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers
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ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century

VISUAL DEVELOPMENT HISTORICAL AWARENESS

LA 137	History of Visual Development
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Bachelor of Fine Arts [BFA] in Visual Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	33 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	120 UNITS

BFA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 4 Art Historical Awareness courses
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Cultural Ideas & Influences course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA VISUAL DEVELOPMENT CORE COURSES

FA 110	Still Life Painting 1
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 116	Perspective
FND 125	Color and Design
ILL 120	Clothed Figure Drawing 1
ILL 133	Digital Media: Digital Manipulation
VIS 150	Visual Development 1
VIS 205	Visual Development Production
VIS 230	Digital Painting for Visual Development
VIS 250	Visual Development 2
VIS 405	Senior Portfolio for Visual Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- | | |
|--------|-------------------------------------|
| LA 107 | Writing for the Multilingual Artist |
| LA 108 | Composition for the Artist |

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- | | |
|--------|---|
| LA 110 | English Composition: Narrative Storytelling |
| LA 133 | Short Form Writing |

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- | | |
|--------|---|
| LA 202 | English Composition: Creative Persuasion & Argument |
| LA 207 | Persuasion & Argument for the Multilingual Writer |
| LA 280 | Perspective Journalism |

HISTORICAL AWARENESS

CHOOSE ONE:

- | | |
|--------|--|
| LA 171 | Western Civilization |
| LA 270 | U.S. History |
| LA 274 | Study Abroad: Art & Architecture of Renaissance Florence |
| LA 276 | Seminar in Great Britain |
| LA 359 | Urban Sociology |

QUANTITATIVE LITERACY

CHOOSE ONE:

- | | |
|--------|---|
| LA 124 | Physics for Artists: Light, Sound, and Motion |
| LA 146 | Anatomy of Automobiles |
| LA 233 | Popular Topics in Health, Nutrition, & Physiology |
| LA 254 | Human-Centered Design |
| LA 255 | College Math |
| LA 271 | College Algebra with Geometry |
| LA 286 | Discrete Mathematics |
| LA 288 | Vector, Matrices, & Transformations |
| LA 293 | Precalculus |
| LA 296 | Applied Physics |

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- | | |
|------------|---|
| LA 292 | Programming & Culture |
| LA 326 | Topics in World Art |
| LA 328 | World Literature |
| LA 343 | Comparative Religion |
| LA 368 | Experiencing Culture: Anthropology for Today's Artist |
| LA 443 | Picturing Culture: Film and Photography in Anthropology |
| LA 462 | Power of Myth and Symbol |
| LA/FSH 494 | Study Abroad: Fashion Culture and Industry |

EMPLOYMENT COMMUNICATIONS & PRACTICES

- | | |
|--------|-------------------|
| LA 291 | Designing Careers |
|--------|-------------------|

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
 LA 121 Art History through the 19th Century
 LA 137 History of Visual Development

CHOOSE ONE ADDITIONAL COURSE:

LA 117/LAN 117 Survey of Landscape Architecture
 LA 118/IND 118 History of Industrial Design
 LA 128 The Body As Art: History of Tattoo & Body
 Decoration
 LA 129 History of Automotive Design
 LA 131/GAM 131 History of Gaming
 LA 132/ANM 102 History of Animation
 LA 134/ANM 104 History & Technology of Visual Effects &
 Computer Animation
 LA 147/PH 147 History of Photography
 LA 152/ILL 152 History of American Illustration (20th Century)
 LA 182 Genres in Film
 LA 195/ILL 195 History of Comics: American Comics
 LA 197/ILL 197 History of Comics: International and Alternative
 Comics
 LA 219 History of the Built Environment 1: Ancient to
 Gothic
 LA 220 American Art History
 LA 222 20th Century Art
 LA 224 Women, Art & Society
 LA 226 /IAD 230 Survey of Traditional Interior Architecture
 LA 229/IAD 231 Survey of Contemporary Interior Architecture
 LA 242/GR 242 History of Graphic Design
 LA 244/FSH 244 History of Fashion
 LA 245/JEM 245 History of Jewelry and Metal Arts from Around
 the World
 LA 246/FSH 246 History of Textiles
 LA 249 History of the Built Environment 2: Renaissance
 to 1900

LA 274 Study Abroad: Art & Architecture of Renaissance
 Florence
 LA 276 Seminar in Great Britain
 LA 281/MPT 255 Film History 1: Pre-1940
 LA 282/MPT 256 Film History 2: 1940-1974
 LA 284 Evolution of the Horror Film
 LA 319 History of the Built Environment 3: 1900 to Present.
 LA 326 Topics in World Art
 LA 327 Art of the Classical World
 LA 333 Art of the Middle Ages
 LA 382 Film History 3: Contemporary Cinema
 LA 383 World Cinema
 LA 386 Exploring Science Fiction Cinema
 LA 387 Women Directors in Cinema
 LA 388 Survey of Asian Cinema
 LA 420 Art of the Italian Renaissance
 LA 421 Northern Renaissance Art
 LA 422 Italian Baroque Art
 LA 423 Art of the Dutch Golden Age
 LA 432 Art of Spain: From El Greco to Picasso
 LA 434 History of Asian Art
 LA 464 Dada & Surrealism



Master of Arts [MA] in Visual Development

MA UNIT REQUIREMENTS

MAJOR	33 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	36 UNITS

MA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course

MA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES

ANM 610	Figurative Concepts
ANM 633	Character Design for Animation
ANM 680	Color Scripting
ANM 685	Storyboarding Principles
FA 602	Head Drawing
ILL 610	Clothed Figure Drawing
ILL 625	Perspective for Characters & Environment
ILL 660	Digital Painting
VIS 611	The Visual Elements of Story
VIS 660	Fundamentals of Environments and Prop Design
VIS 670	Portfolio Development

ENTERTAINMENT ART EMPHASIS

ANM 633	Character Design for Animation
FA 630	Color Theory
ILL 610	Clothed Figure Drawing
ILL 612	The Rendered Figure
ILL 625	Perspective for Characters & Environment
ILL 650	Preliminary Art
ILL 660	Digital Painting
ILL 670	Surface Design and Licensing
VIS 611	The Visual Elements of Story
VIS 660	Fundamentals of Environments and Prop Design
VIS 670	Portfolio Development

MA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 624	History of Visual Development
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Master of Fine Arts [MFA] in Visual Development

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES

ANM 610	Figurative Concepts
ANM 633	Character Design for Animation
ANM 680	Color Scripting
ANM 685	Storyboarding
FA 602	Head Drawing
ILL 610	Clothed Figure Drawing
ILL 625	Perspective for Characters & Environment
ILL 660	Digital Painting
VIS 660	Fundamentals of Environments and Prop Design
VIS 670	Portfolio Development

MFA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course

MFA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 624	History of Visual Development
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CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 617	Mythology for the Modern World
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Seminar in Great Britain
GLA/FSH 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 679	Professional Practices for Visual Development
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Master of Fine Arts [MFA] in Visual Development (Entertainment Art Emphasis)

MFA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	63 UNITS

*Per director approval

MFA VISUAL DEVELOPMENT (ENTERTAINMENT ART EMPHASIS) DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
 - 1 Art Historical Awareness & Aesthetic Sensitivity course
 - 1 Cross Cultural Understanding course
 - 1 Professional Practices & Communications course

MFA VISUAL DEVELOPMENT (ENTERTAINMENT ART EMPHASIS) REQUIRED MAJOR COURSES

ANM 633	Character Design for Animation
FA 630	Color Theory
ILL 602	Concept, Technique and Illustration
ILL 610	Clothed Figure Drawing
ILL 612	The Rendered Figure
ILL 625	Perspective for Characters & Environment
ILL 650	Preliminary Art
ILL 660	Digital Painting
VIS 611	The Visual Elements of Story
VIS 670	Portfolio Development

MFA VISUAL DEVELOPMENT (ENTERTAINMENT ART EMPHASIS) GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

- | | |
|---------|------------------------------------|
| GLA 624 | History of Visual Development |
| GLA 629 | 150 Years of American Illustration |

CROSS CULTURAL UNDERSTANDING

- | | |
|---------|--------------------------------|
| GLA 617 | Mythology for the Modern World |
|---------|--------------------------------|

PROFESSIONAL PRACTICES & COMMUNICATIONS

- | | |
|---------|---|
| GLA 675 | Professional Practices for Illustrators |
|---------|---|



UNDERGRADUATE COURSES

VIS 137 History of Visual Development

To create the future of the profession, you must understand the past. You'll explore the impact specific designers and artists have had, and see how production techniques, costs, financing, and marketing have evolved over time.

VIS 150 Visual Development 1

Skills needed. You'll gain essential Photoshop abilities, along with basic composition, clothed figure, and color theory skills for visual development.

VIS 205 Visual Development Production

Promote your skills with portfolio-quality work and a personal website. You'll experience the full production pipeline for animation, documentary, and live action by working on a short film or game that tells a compelling story.

VIS 230 Digital Painting for Visual Development

Intensive digital painting tailored to the visual development design process. You'll utilize Photoshop and 3D software to create a suite of thematically related pieces demonstrating consistent lighting and effective value, color, depth, and focal point(s).

VIS 235 Character Design for Visual Development (ZBrush)

Use 3D software to sculpt and paint models. You'll create organic and hard surface assets, adding surface details, and finishing models with UVs and textures, and generate their maquettes in clay and paint them using Zbrush software.

VIS 250 Visual Development 2

You'll use your vivid imagination and strong drawing and painting skills to help you create characters and environments that set the mood of a story.

VIS 270 Vehicle & Armor Design for Visual Development

Explore vehicle and armor design with post-apocalyptic, futuristic, and steam punk themes. You'll use both traditional and digital drawing media to develop your concepts and create paintings that tell a story.

VIS 300 Environment Design for Visual Development

Designing dynamic environments for film or games is a process. From thumbnails to finished product, you'll gain the composition, lighting, and texturing techniques to create dramatic environments and prop call outs.

VIS 311 Visual Development for Web and Mobile Gaming

Through the completion of course assignments/exercises students will be guided through the visual development process a variety of concepts and final assets including characters, props, and environments within multiple mobile/web game views such as Isometric and Side-Scroll. Students will also examine and complete assets such as Marketing Art and User Interface Assets in addition to comparing and contrasting the design process for a 2D vs 3D production pipeline.

VIS 315 UI for Visual Development

In this course students will study the principles of User Interface Design and learn how to apply them for vital aspects of UI/UX design. Emphasis will be placed on Graphic Design and leveraging UI for maximum appeal.

VIEW the schedule, prerequisites, and course fees & REGISTER at <https://catalog.academyart.edu>

VIS 350 Visual Development for Live Action

Become a versatile artist. You'll create to create a professional package that includes value and color studies, production paintings, and thumbnail compositions. Learn to do both live action and family film style without compromising the integrity of the design.

VIS 364 Character Design 1: Bringing Characters to Life

Explore quick drawing, line-of-action, volume, and caricature skills will help as you design original characters, make model sheets and turnarounds.

VIS 374 Character Design 2: Production Ready Characters

Expand your character techniques to find your place in the production pipeline. You'll gain the design skills to produce 3D paintings that feature convincing creatures, animal anatomy, dynamic textures, and believable lighting sources.

VIS 375 Creature Design for Visual Development

Design industry-quality creatures for your portfolio. You'll learn to visualize and capture your visions through thumbnails, color/value studies, and finished illustrations to design four creatures.

VIS 380 Color Scripting

You'll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen frame color script.

VIS 400 Visual Development Styles

Apply style to animation visual development. You'll learn to apply graphic, European, and Eastern styling techniques to character design, prop design, environment design, composition, value, and color.

VIS 405 Senior Portfolio for Visual Development

Develop a professionally marketable portfolio with your best work. You'll build client and artist relationships by practicing the art of presentation and behavioral skills to create a consistent professional identity and portfolio.

VIS 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

VIS 498 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

VIS 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

VIS 500 Internship in Visual Development

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

VIS 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

VIS 611 The Visual Elements of Story

Master the visual elements of story, including color and design, color theory, staging and composition, camera angles, perspective principles, and typography. You'll also learn film vocabulary.

VIS 650 Sketching & Speed Painting

Advanced course on Visual Development production. Students will create rapid designs from the initial sketching steps to speed painting. Students will learn how to create successful paintings including their textures and lighting.

GRADUATE
COURSES**VIS 660 Fundamentals of Environments and Prop Design**

Explore the foundations of environment. You'll develop cinematic composition and aspect ratios, atmospheric perspective, and architectural design skills to complete environment and prop designs.

VIS 670 Portfolio Development

For your MFA Midpoint or MA Final Portfolio Review, you'll develop a written thesis or artist statement, story preparation, story analysis, color progression, concept drawing, character studies, environment studies, prop studies, beat boards, and project presentations.

VIS 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

VIS 800 Directed Study

Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

VIS 850 Group Directed Study: Visual Development for Thesis Project

Develop paintings depicting the characters, setting, and mood of your own story. Your strong drawing and painting skills, vivid imagination, and visual problem solving skills will be useful.

VIS 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**



WRITING FOR FILM, TELEVISION & DIGITAL MEDIA



Find your unique voice.
 Tap into your imagination.
 Come up with great ideas.
 Take your writing skills to a new level.



Writers create television. There are more than 15,000 television channels worldwide, each of them needing content producers. Most shows are written by a staff of writers, so there are multiple opportunities available on each show. The production of original series has broadened even beyond traditional networks and cable channels as distribution platforms like Netflix and Amazon are venturing into content production, and with great success. This trend will continue, as will the trend in advertising for story-based content that resembles short films more than traditional ads. Additionally, entertainment content is in high demand for mobile devices.

The demand for content production for cable television, the web, and mobile devices is growing exponentially worldwide. Film and television writing jobs are highly competitive and to break into the industry, students need a portfolio of professional, imaginative and current material. While there are a growing but finite number of writing jobs, Academy of Art University believes we can train candidates who are better equipped to enter the industry than the competition. Our writing program will cross-train screenwriters in film, television and digital media in order to maximize preparedness in seeking writing opportunities and professional representation.

If you're an aspiring film or television writer, then join us for a rigorous and rewarding writing experience.

Exercise your imagination.
 Brainstorm your ideas.
 Take the journey.
 Find your voice.

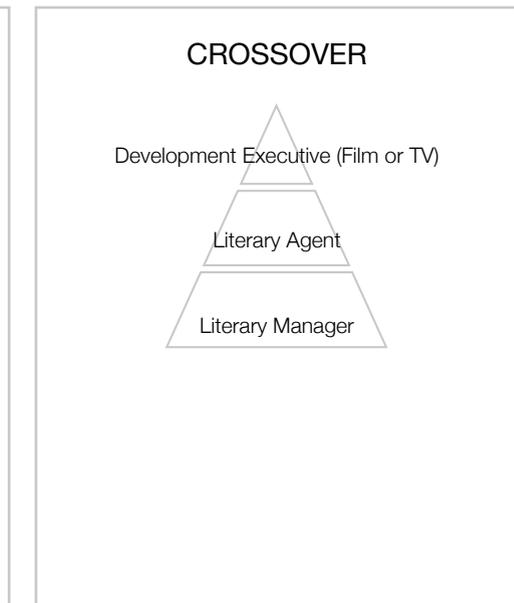
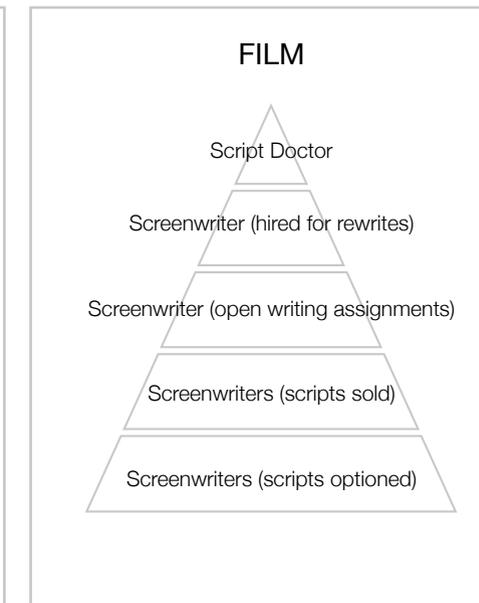
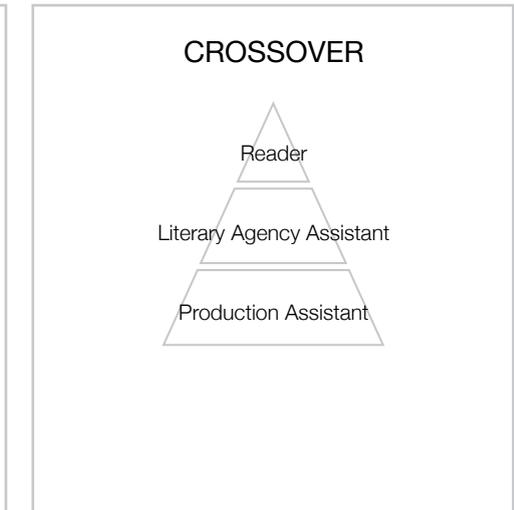
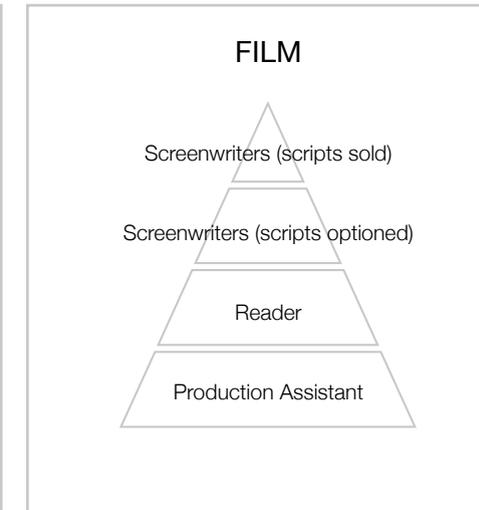
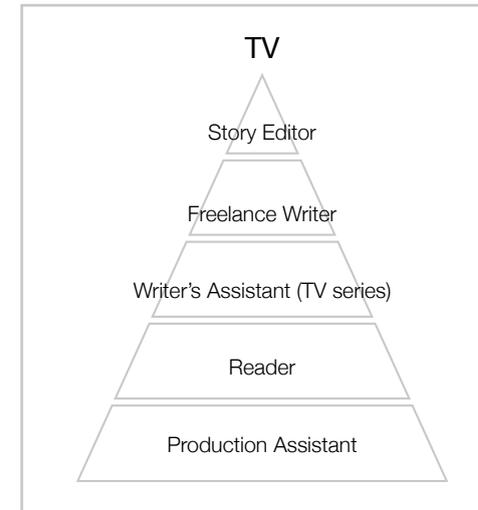
WHAT WE OFFER



- Extensive experience in writing for feature film, short film, television comedy or drama, and the web.
- Opportunity to write more scripts than in any other program, making writers well-prepared to compete for work in a highly competitive industry.
- Opportunity to work as staff writers on at least one web series.
- Collaboration opportunities with the School of Motion Pictures and Television to produce web series and short film scripts.
- A program designed to be as rigorous as the nation's best-known writing programs, and yet, more widely accessible.
- Personalized attention to imagination and originality in a highly collaborative, writing workshop environment.
- Degrees offered both onsite and online, and students can begin their studies in any semester, studying full-time or part time.



CAREER PATHS



DEGREE REQUIREMENTS

Bachelor of Fine Arts [BFA] in Writing for Film, Television & Digital Media

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	120 UNITS

BFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA CORE COURSES

MPT 166	The Power of Story
MPT 288	Development: From Ideas to Execution
MPT 330	Directing Actors for Film & TV
MPT 471	Senior Narrative A
MPT 472	Senior Narrative B
WRI 188	Characters & Backstory
WRI 200	First Steps in Television
WRI 239	Feature Film 1A (Fall)
WRI 240	Screenplay Analysis
WRI 250	Writing for TV Series 1 (Fall)
WRI 269	Feature Film 1 (Spring)
WRI 325	Screenwriting: Adaptation

BFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:
 - 1 Culture of Entertainment course
 - 1 Written Communication: Composition course
 - 1 Written Communication: Context & Style course
 - 1 Written Communication: Critical Thinking course
 - 1 Cultural Ideas & Influences course
 - 1 Historical Awareness course
 - 1 Quantitative Literacy course
 - 1 Employment Communications and Practices course

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

- LA 110 English Composition: Narrative Storytelling
- LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Perspective Journalism

HISTORICAL AWARENESS

CHOOSE ONE:

- LA 171 Western Civilization
- LA 270 U.S. History
- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 233 Popular Topics in Health, Nutrition, & Physiology
- LA 254 Human-Centered Design
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 286 Discrete Mathematics
- LA 288 Vector, Matrices, & Transformations
- LA 293 Precalculus
- LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

CULTURE OF ENTERTAINMENT

CHOOSE ONE:

- LA 132 History of Animation
- LA 134 History & Technology of Visual Effects & Computer Animation
- LA 141 Storytelling: From Telephone to Transmedia
- LA 142 Film Music Appreciation
- LA 182 Genres of Film
- LA 195 History of Comics: American Comics
- LA 197 History of Comics: International and Alternative Comics
- LA 281 Film History 1: Pre-1940
- LA 282 Film History 2: 1940-1974
- LA 285 Physical Theatre
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema

Master of Fine Arts [MFA] in Writing for Film, Television & Digital Media

MFA UNIT REQUIREMENTS

MAJOR	36 UNITS
DIRECTED STUDIES	18 UNITS
ELECTIVE	6 UNITS
TOTAL	60 UNITS

MFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA DEGREE REQUIREMENTS

- Successful completion of Final Review
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 60 units

MFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA REQUIRED MAJOR COURSES

- ACT 669 Script Analysis
- ACT 710 Into the Industry
- MPT 605 Film Language Studio
- MPT 618 Writer-Director Intensive 1
- MPT 688 Development: Finding Material and Influencing Writers
- MPT 705 Breaking through the Noise of Social Media
- WRI 610 Creating Character & Backstory
- WRI 620 Screenplay Analysis
- WRI 622 Screenwriting: Adaptation
- WRI 634 Traditional Animation 3 (Character Development)
- WRI 660 Writing the Feature Film 1 (Fall)
- WRI 665 Writing the Feature Film 1 (Spring)

UNDERGRADUATE COURSES

WRI 188 Characters & Backstory

Characters are the heart of every story. You'll acquire the skills to develop compelling three-dimensional characters and to create strong, believable backstories.

WRI 200 First Steps in Television

Create various premises for original series and write a spec episode of an existing series. You'll explore the past and present of episodic dramas and comedies on television, streaming media, and other contemporary platforms. [This course is cross-listed with WRI 634.]

WRI 239 Feature Film 1A (Fall)

Write your first film. You'll gain basic screenwriting skills to outline and begin the first draft of your screenplay in this first of a two-course process

WRI 240 Screenplay Analysis

View, read and discuss screenplays and films. You will gain the tools to analyze theme, story, structure, plot, characters, and dialogue in screenplays and films that have influenced major screenwriters and the art of filmmaking. [This course is cross-listed with WRI 620.]

WRI 250 Writing for TV Series 1 (Fall)

You'll continue the work on your original pilot begun in WRI 645/250 and expand upon your bible.

WRI 269 Feature Film 1 (Spring)

Finish your first script. You will complete your first feature screenplay in this second part of a two-part course.

WRI 297 Writing for Film Genre

Explore writing for genre and deliver a short genre-defined screenplay.

WRI 325 Screenwriting: Adaptation

Working from pre-existing intellectual properties including books, songs, plays and games, you'll craft outlines, character biographies, and beat sheets. [This course is cross-listed with WRI 622.]

WRI 350 Writing for TV Series 1 (Spring)

Continue the work you began in TV 1A by completing your pilot script. Expand upon your bible, and begin work on a second episode of your series.

WRI 369 Feature Film 3 (Fall)

Revise your previously written feature-length screenplays.

WRI 370 Writing for TV Series 2 (Fall)

You'll continue the work on your original pilot begun in WRI 250 and expand upon your bible.

WRI 439 Feature Film 2 (Spring)

You'll begin work on your adapted screenplay from a public domain work that was outline in WRI 622/325.

WRI 450 Writing for TV Series 2 (Spring)

In this second of a two part writing class you will complete the work on an original adapted series bible and pilot begun in WRI 370.

WRI 469 Advanced Screenwriting

Polish your previous work while polishing your skills. If you have a previous piece of work that needs improvement or you want to start with a new piece and fine tune your skills, this is the class for you. Each student will move through this class based on their individual needs as they prepare to enter the industry.

WRI 490 Portfolio Enhancement

You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

WRI 498WWS Writing for Production: Web Series

Create a web series. Collaborating with producers and other writers, you'll develop a series to be shot next semester, focusing on engaging characters and dialogue within the framework of a producible series.

WRI 498 Collaborative Project

Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

WRI 499 Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

WRI 500 Internship in Writing for Film, Television & Digital Media

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

WRI 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

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<https://catalog.academyart.edu>**

GRADUATE COURSES

WRI 610 Creating Character & Backstory

Characters are the heart of every story. You'll acquire the skills to develop compelling three-dimensional characters and to create strong, believable backstories.

WRI 620 Screenplay Analysis

View, read and discuss screenplays and films. You will gain the tools to analyze theme, story, structure, plot, characters, and dialogue in screenplays and films that have influenced major screenwriters and the art of filmmaking. [This course is cross-listed with WRI 240.]

WRI 622 Screenwriting: Adaptation

Working from pre-existing intellectual properties including books, songs, plays and games, you'll craft outlines, character biographies, and beat sheets. [This course is cross-listed with WRI 325.]

WRI 628 Writing for Film Genre

Drawing from various genres, you'll craft a short screenplay in a specific genre.

WRI 634 First Steps in Television

Create various premises for original series and write a spec episode of an existing series. You'll explore the past and present of episodic dramas and comedies on television, streaming media, and other contemporary platforms. [This course is cross-listed with WRI 200.]

WRI 660 Writing the Feature Film 1 (Fall)

Gain the skills to generate feature film ideas, develop characters, craft an outline, and begin your screenplay.

WRI 665 Writing the Feature Film 1 (Spring)

Complete the work on your original screenplay that you began in WRI 660.

WRI 695 Collaborative Project

Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

WRI 695WWS Writing for Production: Web Series

Create a web series. Collaborating with producers and other writers, you'll develop a series to be shot next semester, focusing on engaging characters and dialogue within the framework of a producible series.

WRI 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

WRI 800 Directed Study

Directed Study is the primary concentration of an MFA candidates' work toward the completion of a Final Thesis Project. Following approval of the Midpoint Review Committee of their thesis projects, students will work one-on-one with advisors to develop specific conceptual and technical skills that will enable them to successfully bring a Final Thesis Project to completion.

WRI 805B Writing for TV Series 1 (Spring)

You'll continue the work on your original pilot begun in WRI 645/250 and expand upon your bible.

WRI 809A Feature Film 2 (Fall)

In the first part of this two part course, students will demonstrate a mastery of core screenwriting skills by adapting their outline of public domain material into screenplay pages.

WRI 809B Feature Film 2 (Spring)

In this two-part course, students will adapt a public domain work as a feature-length screenplay.

WRI 809C Rewrite & Polish

In this two-part course, students will revise previously written feature-length screenplays.

WRI 900 Internship

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

WRI 990 Portfolio Enhancement

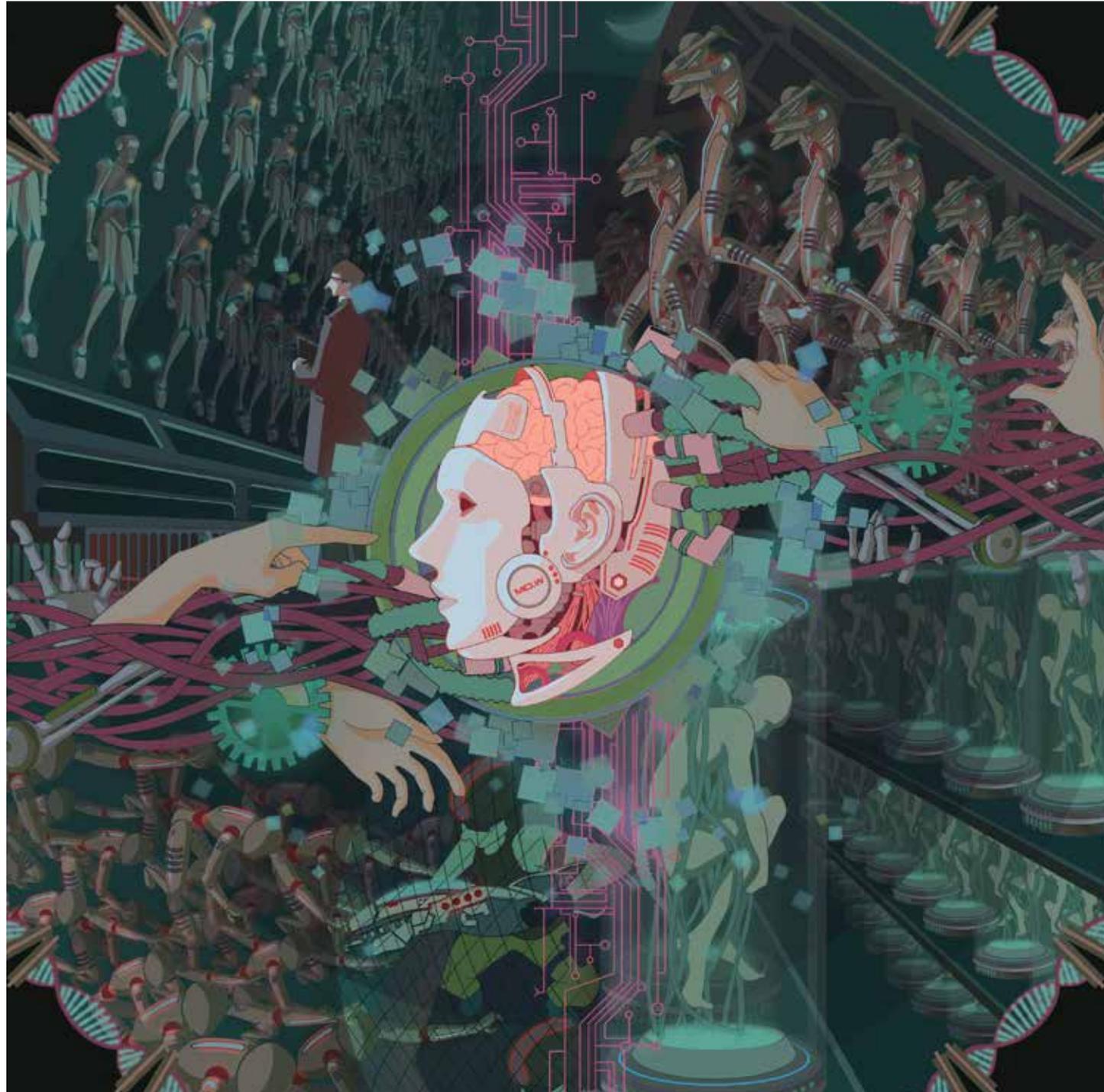
You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.

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SUPPORT CLASSES

FOUNDATIONS
ENGLISH FOR ART PURPOSES
LIBERAL ARTS
GRADUATE LIBERAL ARTS



FOUNDATIONS

Many students enter our program having had little or no experience with drawing, color or design. Our courses provide the beginning artist with the necessary tools to progress into their individual majors, and to later succeed in their chosen professions.

Pursuing a career in any creative field requires a strong understanding of the principles necessary for visual communication. Within a supportive environment of experienced and professional faculty, the Foundations program provides a disciplined, cohesive and practical approach to the study of art and design fundamentals. Additionally, the department fosters an awareness of professionalism and industry expectations to enable students to meet the standards of their respective majors.

These are the building blocks and the training essential to advancing your creative studies toward a successful and rewarding career in your chosen field.

UNDERGRADUATE COURSES

FND 110 Analysis of Form

In-depth study of classical drawing principles on achieving heightened realism in imagery. Learn how to incorporate accurate geometrical construction and use the 5-value system to analyze light and shadow on forms. Gaining skills in perspective, composition, and rendering of various textures and materials.

FND 112 Figure Drawing

Learn to draw the human figure with accuracy. You'll draw from the nude model to develop an understanding of gesture, proportion, rhythm, balance, structure, and musculature.

FND 113 Sketching for Communication

Communicate your ideas through drawing. Learn to draw objects, figures, and environments to scale and in perspective, and to create drawings using compositional strategies and camera angles that can be used in sequential imagery.

FND 116 Perspective

Learn comprehensive principles of perspective drawing. You'll gain conceptualization skills to create credible real-world and otherworldly environments from imagination. Plus, you'll integrate figures, specific atmospheres, and moods into scenes by plotting accurate light and shadows.

FND 122 Color Fundamentals

Color is a powerful tool. Discover how color psychology, simultaneous contrast, proportion, desaturation, atmospheric depth, light temperature, composition and harmony can greatly enhance imagery. You will utilize various color schemes to explore color harmony using digital media.

FND 125 Color and Design

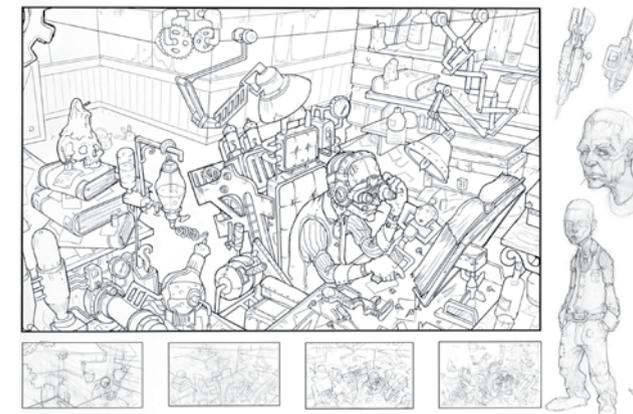
Take a deep dive into color and design. Using traditional media, explore color harmony using different color schemes. Learn how psychology, simultaneous contrast, proportion, atmospheric depth, muting and toning, light temperature, design unity, and visual emphasis can enhance imagery.

FND 131 Figure Modeling

Learn to sculpt the nude human figure. You'll explore human proportion, structure, geometry, balance, and anatomy to enhance your understanding of 3-D form, volume, and space.

FND 149 Introduction to Design Thinking

Unlock your creative potential by harnessing the power of the creative process. You will generate ideas to solve physical and conceptual design problems. Learn from faculty across different disciplines and engage with your peers to create innovative solutions through collaborations.



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and course fees & REGISTER at
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ENGLISH FOR ART PURPOSES

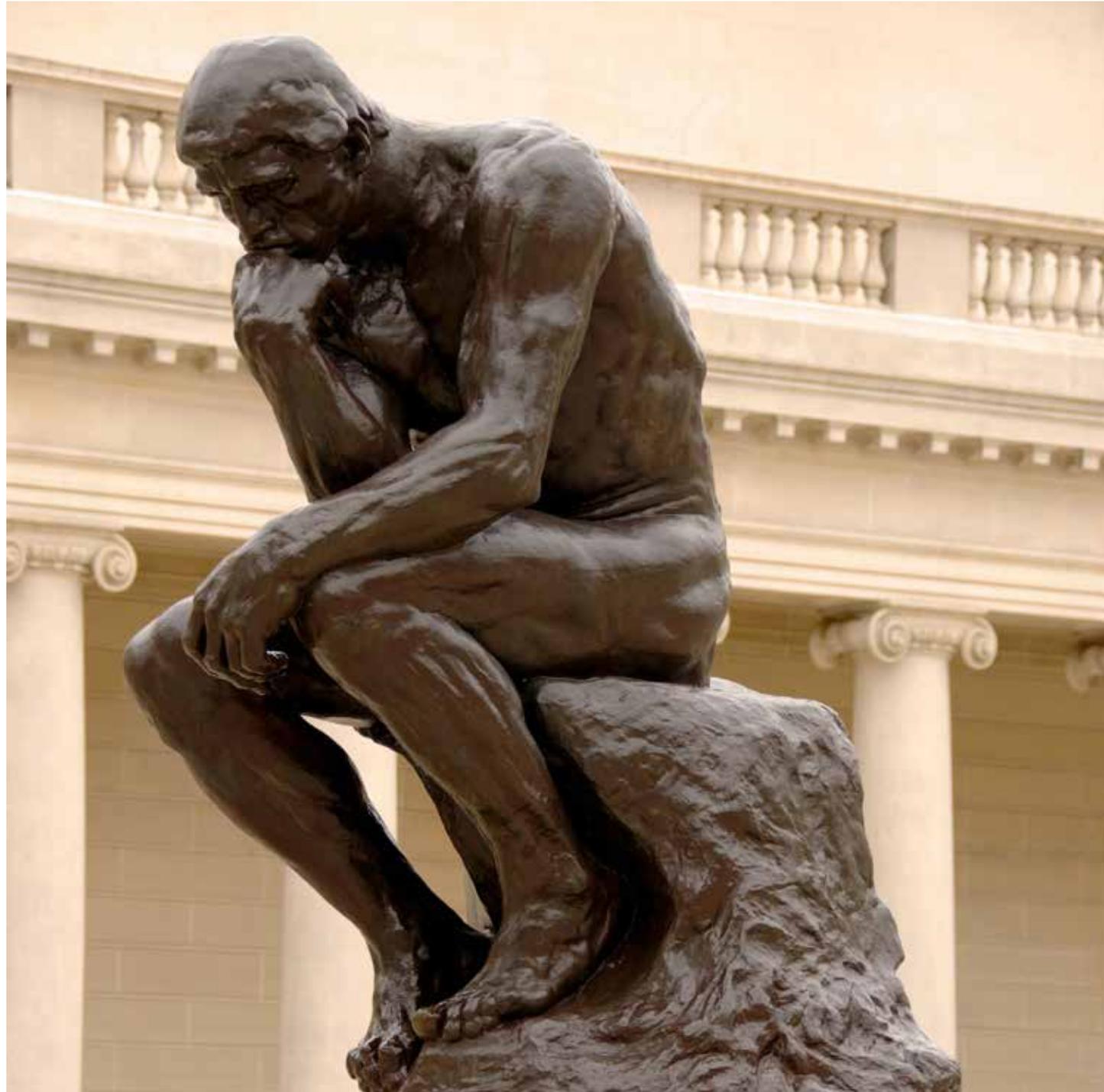
Academy of Art University is the best choice for non-native English speakers who wish to study art and design. Students will be fully supported with EAP classes and other language resources.

We offer specialized English for Art Purposes classes and non-matriculated courses, for students of all levels of English language proficiency. We will give non-native English speaking students the support that they need to succeed in their art and design classes, whether their English skills are beginner or advanced.

Our EAP classes allow low proficiency English speakers to enroll in art and design classes while they improve their language skills. Placement in on-campus and online EAP classes is determined by an ESL Placement Test. EAP in-class support is available for on-campus and online art and design courses. EAP support teachers are assigned to classes based on qualifying need. EAP teachers, depending on the need, may also hold study groups. Once students have completed the EAP program, they will continue to receive support in and out of the classroom.

Academy of Art University is strongly committed to its international population. Our English for Art Purposes program makes The Academy the best choice for non-native English speakers who wish to study art and design in the United States. EAP services available include writing, speaking, and multimedia labs, as well as online EAP support.





LIBERAL ARTS

All successful art and design professionals have a broad range of knowledge that was gained and nurtured in the Liberal Arts. Our classes teach you how to think and give you something substantial to think about. Art is communication and we make sure that you have something meaningful to say.

At the core of our Liberal Arts curriculum are comprehensive Art History and English curricula. The Academy celebrates the artistic traditions of the past and encourages emerging artists to situate themselves in this cultural continuum. The Art History sequence brings the great masterworks and their creators to life, engaging students both visually and critically. Highly literate as visual communicators, artists must also be able to express their ideas through written and oral communication.

Every artist, regardless of medium, is a storyteller. Thus, The Academy's unique English series focuses not only on the fundamentals of writing, but also on the elements of narrative. In

addition to these core sequence courses, students have the opportunity to choose from a wide range of subjects in the Humanities, Social Sciences, Sciences, and Career Studies.

Academy of Art University strives to nurture the entire artist, and the Liberal Arts program is an integral component in this process.

UNDERGRADUATE COURSES

LA 101 Freshman Symposium: Artistic Resilience

Practice evidence-based strategies for building artistic resilience and achieving academic success, using critical reading, writing, and research skills. Explore dimensions of well-being through creative exploration and the Socratic Method. We will emphasize individual behaviors and practices that impact wellness and support emerging creatives on their academic journey!

LA 101E Freshman Symposium: Artistic Resilience

Learn strategies for creativity, wellness, and academic success that you can use throughout your time at the Academy and in your artistic career. Sheltered for international students and English language learners, EAP 4 and above.

LA 103 Fundamentals of English Writing

Looking to improve your reading and writing skills needed for your major classes? You'll further enhance your artistic and academic writing abilities through essay, grammar, and vocabulary practice.

LA 104 Respect for Acting

Receive hands-on experience with acting. You'll learn industry-specific terminology used to communicate with actors, techniques to improve performance, and focus on the ensemble and partner collaboration.

LA 105 Creative Writing for the Digital Landscape

Writing is paying attention. You'll gain writing and reporting skills to create compelling entertainment, news, informational, and instructional stories for web, radio, and television.

LA 106 Fundamentals of English Speaking

Looking to improve your speaking, listening, and pronunciation skills? You'll further enhance your artistic and academic speaking abilities through intensive practice and oral exercises.

LA 107 Writing for the Multilingual Artist

Boost your foundational writing skills for success in your coursework and future profession. As a multilingual student, you'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 108 Composition for the Artist

Boost your foundational writing skills for success in your coursework future profession. You'll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 110 Writing the Short Story

Become a creative storyteller. You'll apply the elements of the narrative genre to write a short story with dialogue, character development, plot, and setting.

LA 115 The Natural World 1: The Base Layer

Gain a deeper understanding of the natural landscape. By exploring, mapping, and recording local sites, you'll learn how soil types, geological forms, watersheds, and other topographical features affect design decisions.

LA 117 Survey of Landscape Architecture

Today's landscape architects are dynamic professionals influencing the shape of human spaces. You'll review the history of the profession and focus on the challenges, opportunities and responsibilities of landscape architecture in the 21st century.

LA 118 History of Industrial Design

You'll examine the social ramifications of historic events, periods, and people that influenced contemporary design, from the industrial revolution, to the birth of industrial design in the 30's and 40's, to the industry today.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

LA 119 Fabric and Fiber Technology

Know your textiles. Through hands-on analysis of fabric swatches you'll identify the properties of textiles and how they relate to performance and end use. [This course is cross-listed with FSH 119.]

LA 120 Art History Through the 15th Century

Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You'll practice the language of the arts and examine the purposes of art.

LA 121 Art History Through the 19th Century

Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You'll apply the language of the arts and analyze the purposes of art.

LA 123 Design Philosophy: Aesthetics, Logic, and Ethics

Engage with the key philosophical themes and debates embedded in art and design. By arming yourself with the vocabulary of design philosophies your work will benefit from your ability to describe your architectural ideas in the context of the visual and physical environment.

LA 124 Physics for Artists: Light, Sound, and Motion

As someone interested in photography, animation, VFX, game design, and music production, you'll develop a conceptual and quantitative understanding of the fundamental physical properties of light, sound, and motion.

LA 125 The Creative Process

Artists and designers are creative problem solvers. Explore the art and science of creativity. You'll analyze your own creative process to find strengths and develop solutions-based skills that will help you realize your creative potential.

LA 128 The Body As Art: History of Tattoo & Body Decoration

As one of the oldest art forms, tattoos provide personal, spiritual, and cultural expression. You'll explore global traditions and contemporary techniques, styles, designs, and cultural meanings of "decorated skin."

LA 129 History of Automotive Design

Automotive innovation and technological advancement are inseparable. Placing transportation design within an historical and cultural context, you'll recognize how innovations like the assembly line influenced transportation design.

LA 131 History of Gaming

Understand gaming history to inform your design choices. Studying ancient board games to modern consoles, you'll explore game design, non-linear storytelling terminology, theory, technology, and an overview of video game industry companies.

LA 132 History of Animation

What's up doc? From an historical context, you'll analyze the work of the creative visionaries, fine artists, and technical pioneers behind classic animated characters from Bugs Bunny to Thanos, and beyond. [This course is cross-listed with ANM 102.]

LA 133 Short Form Writing

Brevity is always a creative option. Simple, clear and concise, you'll work through the reductive writing process to create powerful story, voice, and style with fewer words.

LA 134 History & Technology of Visual Effects & Computer Animation

The history of special effects is rich with innovation. You'll examine it all—from in-camera techniques, traditional stop motion, motion control, matte paintings, and miniatures, to modern computer-generated visual effects and animation, compositing, and production methodology. [This course is cross-listed with ANM 104.]

LA 137 History of Visual Development

To create the future of the profession, you must understand the past. You'll explore the impact specific designers and artists have had, and see how production techniques, costs, financing, and marketing have evolved over time.

LA 141 Storytelling: From Telephone to Transmedia

Storytelling is a powerful tool. You'll explore the impact storytelling has on various institutions, audiences, and events and recognize how telling stories across multiple mediums is shaping the future of communication.

LA 142 Film Music Appreciation

Examine the rich history of film scores. You'll understand the importance of the film score and how—when done well—it supports the aesthetic and narrative elements of the story.

LA 146 Anatomy of Automobiles

Identify common automotive components and how they work together as a system. You'll satisfy a Quantitative Literacy requirement by learning convert units (metric and imperial), convert temperature (Fahrenheit and Celsius), and calculate volume.

LA 147 History of Photography

You'll study the individuals, movements, work, and theories that became the foundation of the art form.

LA 148 The Classical and the Contemporary

Learn the language of classical design and expand your observational skills, with new insight into designing with purpose! What you see today in the built environment is the evolution of a broad historical phenomenon: classicism. Explore the fundamentals of classical principles in architecture, interiors, and landscape, and see how all spaces are organically interconnected.

LA 150 Introduction to Radio/Podcasting

Produce your own podcasts. You'll identify the professional roles associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities.

LA 152 History of American Illustration (20th Century)

Who are the significant American illustrators of the twentieth century? You'll gain an historical awareness of modern illustration by examining the social conditions, compositional styles, trends, and subject matter that shaped their work.

LA 157 The Genius of Appeal

What makes a film, TV show, animation, or video game appealing? To make your work more appealing, you'll examine the means, methods, and principles of audience appeal in entertainment design and production.

LA 161 Golden Section/Sacred Geometry

Can the symbolic and practical structure of the universe influence your art? You'll apply the artistic, mathematical, philosophical, and aesthetic aspects of the unique geometric constructions and proportions to your projects. Open to all majors.

LA 166 The Power of Story

Storytellers are powerful people. They wield character development, dialogue, conflict, and structure to tell stories that change the world. You'll develop these storytelling skills by creating digital content for all screens.

LA 171 Western Civilization

Explore western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, and Rome, and Islamic religion and societies.

LA 179 History of the Recording Industry

This course will present the various stages of the recording music industry in a historical context. Changes in technology and laws will be discussed. This leads to an understanding of the shifting economics of today, and an anticipation of tomorrow.

LA 182 Genres in Film

Explore dozens of film genres—including drama, comedy, westerns, science fiction, suspense, romantic comedy, mystery, horror, film noir, and more. You'll study the unique styles of these various genre films and the filmmakers who found fame by making them.

LA 195 History of Comics: American Comics

Some argue comics are uniquely American. By studying significant American comic strips, comic books, and graphic novels, you'll identify the styles, trends, and subject matter of cartoonists, illustrators, and authors and recognize how social conditions and styles align.

LA 197 History of Comics: International and Alternative Comics

Go beyond superheroes. You'll take a deep dive into the history of comics and graphic novels from the UK, Spain, France, Russian, and more. You'll also analyze manga, manhwa, bande dessinée, and underground and alternative comics for style and content.

LA 201 Programming Languages

A workable knowledge of multiple programming languages makes you a versatile asset. You'll improve your scripting and programming skills using Lua, C#, Python, and other programming tools and scripts.

LA 202 English Composition: Creative Persuasion & Argument

Gain the rhetorical tools to support your point of view and express your opinion. You'll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 204 Power of Social Media

Harness the power of social media. By analyzing social media successes and failures, you'll learn to use social media to improve your entrepreneurial career.

LA 207 Persuasion & Argument for the Multilingual Writer

Gain the rhetorical tools to support your point of view and express your opinion on internationally relevant topics. You'll examine the art of persuasion by developing your research and argumentation skills and writing your own thesis-based essays.

LA 209 Gender, Race, & Class in Media

Examine representations of gender, race, and class in the media. You'll explore how the shift to the audience becoming content creators—on social media, in film, television, and journalism—shapes social constructs, and learn to use various critical theories to deconstruct and analyze media. [This course is cross-listed with COM 209.]

LA 212 The History of African American Athletes in the Media

This course provides a historical overview of the relationship between African American athletes and the media in the United States. It explores the careers of Muhammad Ali, Wilma Rudolph, Maya Moore, Colin Kaepernick and others through a historical, psychological, political, and social lens, with an eye toward outcomes and consequences. [This course is cross-listed with COM 212.]

LA 216 Science Fiction and Fantasy

Science fiction bridges science and art. You'll analyze the social and cultural impact of science fiction and fantasy literature, and create your own work using classic storytelling structures, figures, and themes.

LA 217 Writing for Comic Books & Graphic Novels

Gain professional comic book scriptwriting skills. You'll read graphic novels, critical writing about comics, and recognize the physical space words occupy, to produce a completed comic book script in one semester.

LA 218 Blogging: Content Creation & Promotion

Make your mark in the blogosphere. You'll analyze various elements of successful blogging and get practical experience conceptualizing, producing, and marketing your own blog as a creative professional.

LA 219 History of the Built Environment 1: Ancient to Gothic

Learn the stories of human cultures through the environments they built. Compare buildings and landscapes across the globe from prehistory to the fourteenth century and discover how we lived shaped the spaces we built.

LA 220 American Art History

Examining the 1500s to the present day, you'll recognize how subjects and styles in American art shaped American thought and changed history.

LA 222 20th Century Art

From post-impressionism to post-modernism, you'll explore the art and ideas that shaped the 20th Century including: Expressionism, Fauvism, Art Nouveau, Cubism, Futurism, Dadaism, Surrealism, Abstract Expressionism, Minimalism, Pop Art, performance art, and graffiti.

LA 224 Women, Art & Society

Explore the lives of women artists, analyzing the personal and socio-historical conditions that shaped the production and reception of their work from the Middle Ages to the Present.

LA 225 History of Art Education

You'll identify the characteristics of a sound art education program by studying the theory and practices from the late 19th through 20th centuries, and through structured field experiences that examine various approaches to teaching art.

LA 226 Survey of Traditional Interior Architecture

Focusing on major movements and innovations, you'll examine the societal, political, historical, and economical influences that impacted architecture, design, furniture, and materials from prehistory to the early 19th century. [This course is cross-listed with IAD 230.]

LA 229 Survey of Contemporary Interior Architecture

Understand how history, politics, and geography influenced the evolution of modern architecture and interior design—from the Industrial Revolution to today.

LA 233 Popular Topics in Health, Nutrition, & Physiology

Emerson said the first wealth is health. Gain the scientific background required to interpret health claims and make informed personal decisions. You'll study genetically engineered food, nutritional supplements, drugs, addiction, stem cell research, and environmental health.

LA 242 History of Graphic Design

Know your history. You'll examine the pivotal events, innovations, movements, and creative thinkers that shaped the current state of graphic communication.

LA 244 History of Fashion

Focus on key moments in fashion history across time and culture as reference points for current fashion and design. You will explore modes of dress and ideals of beauty by highlighting the sources of influence on current fashion. [This course is cross-listed with FSH 244.]

LA 245 History of Jewelry and Metal Arts from Around the World

You'll explore the contributions and signature styles of historical and contemporary artisans and examine how materials, techniques, craftsmanship, and the digital era continue to transform the profession.

LA 246 History of Textiles

Study traditional textiles of Asia, Africa, and the Americas including western textile design from prehistory to the present. You'll also focus on late 19th and early 20th century textile use in interiors, clothing, and cars.

LA 249 History of the Built Environment 2: Renaissance to 1900

Study the architecture, landscape and urban design, and general aesthetic principles from 1400-1900 that created an intellectual foundation for 20th-century Modernism. Consider how and why historic styles and design principles borrowed from the past not only shaped the built environment, but also helped engineer progressive social change.

LA 250 Podcast Production and Promotion

Explore podcasts from start to finish. You'll write, host, record, and edit an original feature-length podcast to publish on iTunes and promote it using social media. Learn how concept development and various formats and styles affect a podcast. [This course is cross-listed with COM 250 and COM 750.]

LA 254 Human-Centered Design

Design for humans. Using the science of ergonomics and Norman's design principles, you'll learn to make products and design spaces that satisfy the physical, physiological, and psychological needs of consumers.

LA 255 College Math

Artists and designers need basic math skills. You'll study fractions, percentages, ratio and proportion, probability, units of measurement, algebra, and geometry for personal finance, accounting, and investing.

LA 258 Creative Perspectives in Sound Design 1

Studying motion pictures—from their inception through 1978—you'll learn how sound design supports the aesthetic and narrative elements of the story. You'll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

LA 260 French 1: Basic Grammar & Speech

Bon jour! You'll learn practical applications of basic principles of French pronunciation, vocabulary, and grammar, and gain an appreciation for French culture.

LA 262 French 2: Conversational French

Increase your cultural awareness and conversational French skills. Through experiences in true-to-life situations, you'll learn idioms, useful phrases, and conversational patterns in French.

LA 267 Italian 1: Basic Grammar & Speech

Bon journo! You'll learn practical applications of basic principles of Italian pronunciation, vocabulary, and grammar, and gain an appreciation for Italian culture.

LA 268 Spanish 1: Basic Grammar & Speech

Hola! You'll learn practical applications of basic principles of French pronunciation, vocabulary, and grammar, and gain an appreciation for Spanish and Latin American culture.

LA 269 Italian 2: Conversational Italian

Increase your cultural awareness and conversational Italian skills. Through experiences in true-to-life situations, you'll learn idioms, useful phrases, and conversational patterns in Italian.

LA 270 U.S. History

Study the birth and growth of a nation. You'll examine American Federalism and the significant political, historical, and cultural events in the United States from Colonial times through the 20th Century.

LA 271 College Algebra with Geometry

It's true: artists and designers use algebra and geometry. You'll learn how linear systems, algebraic modeling of lines and curves, and applications including angles, triangles, area, and volume may apply to your creative work.

LA 273 Spanish 2: Conversational Spanish

Increase your cultural awareness and conversational Spanish skills. Through experiences and true-to-life situations, you'll learn idioms, useful phrases, and conversational patterns in Spanish.

LA 274 Study Abroad: Art & Architecture of Renaissance Florence

Immerse yourself in the seminal works of art and architecture in Florence, Italy. Through writing and sketching projects, lectures, and readings, you'll experience Florence's rich cultural heritage and discover the enduring influence of the Renaissance period.

LA 276 Seminar in Great Britain

Keep Calm and discover the art, architecture, and history of Great Britain! You'll explore the region's historic castles, cathedrals and treasure-filled museums during your Intersession tour.

LA 280 Perspective Journalism

Gain the skills of the savvy journalist. You'll learn to report, interview, spot stories, and use social media to create ethical content and write compelling editorial arguments and illuminating feature stories.

LA 281 Film History 1: Pre-1940

Find your place in film history. Studying films from the silent era to color film, you'll learn fundamental forms of cinema by Eisenstein and Griffith, and be introduced "mise-en scene", montage editing, expressionism, and film noir.

LA 282 Film History 2: 1940-1974

It was the Golden Age of Cinema. You'll study Neo-Realism, the French New Wave, Cinema Verite, and A New Golden Age of Hollywood, to discover what made the great directors—Vittorio DeSica, Billy Wilder, Francois Truffaut, Akira Kurosawa, Mike Nichols, Francis Ford Coppola—great.

LA 284 Evolution of the Horror Film

Discover the difference between artistic creation and exploitation. You'll examine horror film styles and movements from the Silent Era to today, and apply your knowledge to active filmmaking.

LA 285 Physical Theatre

Your body is a powerful communication tool. You'll learn to express yourself visually and verbally through pantomime, voice-over acting, and improvisational acting.

LA 286 Discrete Mathematics

Gain math skills for computer science. You'll learn logic, sets, algorithms, Boolean algebra, number theory, counting techniques, recurrence, trees, and more.

LA 288 Vector, Matrices, & Transformations

Matrix operations are used to perform transformations such as translations, rotations, and scale. Using the mathematics of 3D vectors—including dot and cross product applications—you'll learn to solve linear systems with matrices.

LA 291 Designing Careers

Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project proposal, and conduct industry research for seeking out entrepreneurial and employee-based career opportunities.

LA 292 Programming & Culture

Explore design through humanistic and sociological lens. You will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, and intentions of architecture and urban space.

LA 293 Precalculus

Apply fundamental precalculus concepts to architecture and design. As an intro to calculus, you'll study modeling, trigonometry, vector algebra, linear programming, and analytic geometry.

LA 296 Applied Physics

Architects know physics. Learn to apply your knowledge of waves, sound, seismology, laws of motion, forces, gravity, energy, thermodynamics, fluids, properties of materials, and light to architecture.

LA 297 People & the Environment

Landscape architects create outdoor spaces for people and their communities. You'll apply research and observation skills to determine how people use, interact with, and perceive the landscape.

LA 304 Crowdfunding and Social Media Marketing for Entertainment

This course will throw you into the game-changing world of crowdfunding and social media. No matter what project you are creating- a film, an app, fashion line, game, product, or another endeavor- you will build a crowdfunding campaign from the ground up, from inception to launch! You will learn how to define your brand, find your target audience, build a social media community, pitch your project to fundraise, and bring your dream to life.

LA 307 History of Aesthetics

Explore the concepts of truth, beauty, artistic form, unity, expression, representation, and taste by reading philosophers and artists including Plato, Aristotle, Kant, Nietzsche, Croce, Henri, Rodin, and Hughes.

LA 312 Creative Writing

Explore poetry, short fiction, and non-fiction. Using basic techniques and terminology of creative writing, we'll focus on metaphor, emotion, plot, character, and revision.

LA 314 Social Media Content Development

This course focuses on producing content for cross-platform social media channels utilizing text, video, audio, and visual images. Emphasis will be on developing a unique social media voice and footprint for established, such as Twitter, Facebook, Pinterest, and Instagram, and emerging social media channels.

LA 315 Social Media Strategies

This course focuses on developing social media strategies to meet client expectations. Emphasis will be on clarifying business social media goals, ROI (Return On Investment) benchmarks, auditing current social media footprint, and developing key content strategies. Topics will include target audience, frequency, production teams, and effective promotion tactics.

LA 316 Social Media Data Analytics

This course provides a deeper understanding of social media data insights including tracking online performance, A/B testing, segmentation, context and conversion attribution, defining KPI (Key Performance Indicators) and other metrics. Emphasis will be placed on interpreting data to evaluate social media performance.

LA 317 Social Media Management

You will learn an expanded set of approaches and strategies on how to cultivate, retain, and grow your brand's social media community. From implementing and managing a social media strategy, to community management techniques, to measuring and reporting on campaign success, students will practice delivering on brand and audience expectations.

LA 318 Writing for Picture Books

Can picture books reflect the momentous moments in a child's life? You'll explore universal themes of family, friendship, sibling rivalry, and independence to develop picture book characters and stories that speak to children's interests and validate their emotions.

LA 319 History of the Built Environment 3: 1900 to Present

Explore the evolutions of art, architecture, urban and landscape design conditioned by the Industrial Revolution and two World Wars, focusing on a comparative and contextualized analysis of the most relevant spaces of the 1900's.

LA 320 Social Media Law & Ethics

As social media is adopted by a rising number of brands and consumers, social media specialists must become familiar with legal issues and ethical considerations of publicly presenting information and interacting with consumers online. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and other everyday actions conducted by a variety of agents within the social web.

LA 326 Topics in World Art

Explore art outside of the Western tradition. Taking a cross-cultural approach, you'll learn recognize what art communicates about Asian, African, Polynesian and Pre-Columbian American cultures.

LA 327 Art of the Classical World

Explore the art, architecture, and history of ancient Greece and Rome and the influence of Mesopotamia and Egypt upon these classical cultures. You'll analyze the historical context, literary, and philosophical texts of the era.

LA 328 World Literature

Read major works of various literature genres from a wide variety of historical periods. You'll analyze the historical and cultural contexts of these works, and experiment writing in the styles you read.

LA 329 Materials & Processes

Many product manufacturing processes use plastics and metals. You'll identify the major plastics and metal categories and their respective characteristics, to solve actual design problems.

LA 333 Art of the Middle Ages

Discover the art and architecture from the Early Christian and Byzantine Empires to the start of the Renaissance. You'll analyze the historical context, literary, and philosophical texts of the era.

LA 343 Comparative Religion

You'll examine world religions such as Hinduism, Buddhism, Judaism, Christianity, and Islam, as well as primal religions such as Taoism and Confucianism.

LA 351 Media Station Management

Get hands-on experience managing Urban Knights Radio, our vibrant radio/podcasting media station. You'll learn to analyze trends and audience data to program, promote, and market the station using targeted program sweepers, promos, radio segments, and feature-length podcasts. [This course is cross-listed with COM 351.]

LA 359 Urban Sociology

How has the city impacted civilization as we know it? You'll compare and contrast urban settings, institutions, and socio-cultural systems to discover relationships within the community, power structures, and how community members seek individual expression.

LA 365 General Psychology

You'll take a practical and theoretical look at the science of psychology, including human development, perception, physiological psychology, psychopathology, learning, and personality.

LA 367 Art of Presentation

Present like a pro. You'll get hands-on experience presenting ideas, campaigns, and portfolios to real employers and clients. You'll also build a network of industry contacts through real-life scenarios and role-playing.

LA 368 Experiencing Culture: Anthropology for Today's Artist

Explore the depth of human and cultural diversity. Examining people's interpretations of cultural differences, you'll analyze how people identify themselves in terms of kinship, economics, religion, and artistic production.

LA 382 Film History 3: Contemporary Cinema

Contemporary cinema has a rich pedigree. You'll study the work of directors Steven Spielberg, Spike Lee, Jane Campion, David Lynch, The Coen Brothers, Lars Von Trier, Wong Kar Wai, as well as the Hollywood Blockbuster, Sundance Film Festival, Dogme 95, The Political Documentary, and Third World New Wave.

LA 383 World Cinema

Discover films made outside of Hollywood. You'll examine the work of filmmakers from across the globe and identify the unique stylistic elements and narrative strategies that characterize cinema from various cultures.

LA 386 Exploring Science Fiction Cinema

Investigate the history of science fiction cinema. You'll start with George Miles' A Trip to the Moon and Fritz Lang's Metropolis in the early 20th Century, through the "golden era" of the 1950s, to today's special effects laden epics.

LA 387 Women Directors in Cinema

Get to know the women behind the camera. You'll study the work of women directors, and examine the factors leading to their greater independence and inclusion within the film industry.

LA 388 Survey of Asian Cinema

Discover the films and filmmakers of Japan, China, India, and Korea. You'll analyze how social context has influenced Asian film as an art, an industry, and as political instrument.

LA 390 The Work of the Great Directors

This course examines the films of the great directors with an emphasis on critical studies. In analyzing the work of such filmmakers as Woody Allen, Ingmar Bergman, Wong Kar Wai, Stanley Kubrick, Akira Kurosawa and Roman Polanski, students will develop an understanding of the creation of personal style.

LA 392 French 3: Reading & Writing

You'll increase your French vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various French-speaking cultures, and practice to gain greater listening, speaking, reading, and writing skills.

LA 393 Spanish 3: Reading & Writing

You'll increase your Spanish vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various Spanish-speaking cultures, and practice to gain greater listening, speaking, reading, and writing skills.

LA 397 Italian 3: Reading & Writing

You'll increase your Italian vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various Italian-speaking cultures, and practice to gain greater listening, speaking, reading, and writing skills.

LA 410 E-Commerce

Become an online entrepreneur. Learn e-commerce technologies, web-based business models, marketing innovations, and customer interface techniques to sell fashion products online. [This course is cross-listed with FSH 410.]

LA 420 Art of the Italian Renaissance

Examine the artistic work of Northern Europe, including Netherlands, Flanders, France, Germany and England, from 1300 to 1600, through visual analysis and a close reading of primary and secondary source material.

LA 421 Northern Renaissance Art

Examine the artistic work of Northern Europe, including Netherlands, Flanders, France, Germany and England, from 1300 to 1600, through visual analysis and a close reading of primary and secondary source material.

LA 422 Italian Baroque Art

Examine Italian art and architecture from 1600 to 1700 through visual analysis and a close reading of primary and secondary source material.

LA 423 Art of the Dutch Golden Age

Survey the works of Rembrandt, Rubens, Van Dyck, Vermeer, Hals, and others through a study of the art of the 17th century Dutch Republic and its environs.

LA 429 Architecture Theory

The influence of architecture goes far beyond the buildings you see. Explore the history of the most significant architectural ideas and strategies and learn to articulate your position within its spectrum.

LA 432 Art of Spain: From El Greco to Picasso

Examine the art of Spain from the 16th to 20th centuries through visual analysis and a close reading of primary and secondary source material.

LA 434 History of Asian Art

Examine the painting, sculpture, ceramics, and architecture of India, China, and Japan through visual analysis and a close reading of primary and secondary source material.

LA 443 Picturing Culture: Film & Photography in Anthropology

Explore how film and photography are used in the field of anthropology. You will examine the choices that visual anthropologists make in their selection of subject matter, audience, composition and narrative; and how photographers and filmmakers contribute to the creation of ethnographic images and shape the perception of cultural differences.

LA 449 Urban Design Theory

What we commonly call “the city” is a condition of diverse networks. Explore these rapidly evolving urban fields and apply theoretical frameworks to engender new design possibilities.

LA 450 Collections Care & Curatorial Practices

Explore administrative practices within museums, and aspects of collections management, which are often influenced by the social and political values of society. You will study the principles and practice of collections management and care, and gain familiarity with established professional standards concerning collections development, care, and curatorial practice that form the foundation for many museum activities.

LA 462 Power of Myth and Symbol

Delve into cultural mythologies and their symbolic representations. You’ll examine myths and symbols in modern society and identify these themes within your own work.

LA 464 Dada & Surrealism

Explore the art, philosophy, literature, and film of international Dada and Surrealist artists whose work became a turning point in the evolution of modern art history. You’ll examine both movements through the lens of Modernism and postmodernism. [This course is cross-listed with AHS 634.]

LA 469 Script Analysis

In this course, actors and directors will collaborate to utilize a shared vocabulary and approach to selected texts, focusing on playable actions, behavior, and subtext. Applying theme, culture, and historical context to a script will be highlighted. [This course is cross-listed with ACT 669 and ACT 469.]

LA 480 The Small Business Entrepreneur

Become a creative entrepreneur. To see what it takes to conceive, plan, organize, and manage a small business, you’ll complete a well-reasoned business plan for future implementation.

LA 483 Interactive Media Production & Entrepreneurship

This course delves into the roles of project managers and studio bosses in the game and interactive entertainment industries. Students will study the skills necessary to organize teams and build successful studios. Topics will include managing resources and keeping schedules and budgets. Indie studio business issues including business formation and studio operations will also be covered.

LA 485 Tell your Story: Personal Statement, Portfolio, Resume

Enter the creative and collaborative field of architecture by learning how to tell your own unique story. Explore and discover your path to architecture aligned with your values and passions. Create winning applications for internships, scholarships, graduate school, and employment. Develop resumes, cover letters, and portfolios that stand out.

LA 492 French 4: Proficiency

Polish your French skills. You’ll read, analyze, and evaluate French short stories and literacy selections related to art and design, and practice extensive spoken and written communication.

LA 493 Spanish 4: Proficiency

Polish your Spanish skills. You’ll read, analyze, and evaluate Spanish short stories and literacy selections related to art and design, and practice extensive spoken and written communication.

LA 494 Study Abroad: Fashion Culture and Industry

Discover the impact of this global region on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study.

LA 497 Italian 4: Proficiency

Polish your Italian skills. You’ll read, analyze, and evaluate Italian short stories and literacy selections related to art and design, and practice extensive spoken and written communication.

LA 499 LA Special Topics

Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic. Graduate Liberal Arts





GRADUATE LIBERAL ARTS

Higher education keeps getting higher. A Bachelor's Degree has become a standard expectation. Industry leaders now want more. In many areas of endeavor, a Master's Degree is now a requirement. The Academy prides itself on catering to the increasing needs of higher expectations.

Graduate Liberal Arts is a liberal arts-based curriculum designed specifically for the needs of the graduate student. Great ideas come from a storehouse of knowledge and passion from within. Let us teach you the mastery of tools and techniques to share your vision with the world.

GRADUATE COURSES

GLA 600 Educational Psychology

This course introduces basic psychological principles and their application to educational settings. Educational and artistic perspectives will be used to explore educational practices, students' development and characteristics, learning processes, and teaching strategies. Students will use these principles to better understand themselves and their pupils, and to foster healthy classroom environments.

GLA 601 Classical Aesthetics and the Renaissance

Rooted in classical aesthetic theory, this course will examine the ideas that helped shape the period known as the Renaissance. Students will consider the art and ideas of ancient Greece, Rome and Medieval Europe as the foundation for their analysis of the Renaissance and its transition to the modern world.

GLA 602 The Art & Ideology of the 20th Century

After a brief review of the art of the 19th century and the avant-garde, this course will focus on the artistic movements, styles and world of ideas of the 20th Century. Various philosophies, social movements, and artists will be considered, while exploring what constitutes modernism, art, and culture.

GLA 603 Anthropology: Experiencing Culture

Through readings, field projects, and active participation, students will apply the dominant theories in anthropology in their analysis of cultural patterns within and across contemporary social groups as they apply to contemporary society. To further develop students' intercultural communication as a visual artist, focus will be placed on areas related to art, design and marketing.

GLA 605 Motion Picture Theory & Style

This course addresses the formation and evolution of motion picture style in the areas of camera, lighting, editing, mise-en-scene, sound, story, and performance. The history of cinema is examined with an emphasis on aesthetic developments and the forces behind innovations which influence contemporary works.

GLA 606 Crossing Borders: Art & Culture in a Global Society

This course explores the historical relationships between the dominant, Euro-American culture and other cultures. Students consider concepts including post-colonialism, transnationalism, and globalism, and examine how these factors have shaped the production, circulation, and consumption of art.

GLA 607 Art & Ideas of the Enlightenment

This course explores the art of the Enlightenment by examining the evolution of artistic styles and philosophies from the Renaissance to the Early Modern era. Students will examine the history of ideas that informed artists and artwork of the Baroque and Rococo movements of 17th and 18th century Europe.

GLA 612 Writing & Research for the Master's Student

With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

GLA 613 Fashion, Arts, and Influence

Explore historical and global influences of the arts on fashion, design, and culture. You will examine artistic and commercial mechanisms that contribute to the fashion system as it intersects with ethics, the environment, and economic justice.

GLA 614 Architectural Professional Practices

This course exposes students to the business of conducting an architectural practice. Emphasis is placed on understanding the licensing of architects, how professional architectural firms are organized and administered, methods of project management, agreements and contracts, fees and compensation, ethics, insurance, the land use process, and relationships with consultants and contractors.

GLA 615 History of Graphic Design

This course explores the historical, cultural, social, and political movements that have influenced the evolution of design. Close attention will be paid to significant practitioners and the application of their contributions to contemporary design practice.

GLA 616 Sacred Geometry

This course is a visual exploration into how the principles of sacred geometry affect the circle, sphere and wheel, as well as the universe, sun, moon, planets, heavens, and mandala. The creative processes of artists and designers are also explored.

GLA 617 Mythology for the Modern World

This course explores diverse cultural mythologies and their symbolic representations from various perspectives. Students will interpret and discuss myths applying standard analytical models, explore the history of mythological studies, and learn to recognize mythic forms and how they operate in ancient and tribal societies as well as modern culture.

GLA 618 Film Music History: The Art of the Film Score

This course surveys the development of the film score for motion pictures from its beginnings in silent film through the multitude of styles we hear today. Selected examples will be demonstrated in class. Students will learn how the score functions to support the aesthetic and narrative elements of the story.

GLA 621 History & Techniques of Character Animation

Through a combination of lectures and extensive screenings, students will learn the history of animation as both an art and a technology. Topics will include different regional styles, animation as a reflection of society, early attempts to break the 3D curse, and the manner in which earlier works are reflected in the animation of today.

GLA 622 History & Techniques of VFX

This class will analyze the history of special effects techniques and apply that knowledge to contemporary visual effects and animation. Starting with in-camera techniques, topics from traditional stop motion, motion control, matte paintings, models and miniatures, to modern computer-generated visual effects and animation, compositing and production methodology will be covered.

GLA 623 History and Techniques of Games

This course will provide an overview of games in history, from board games to the most complex PC and console games. Game design and theory, non-linear storytelling, pre-production, and game art will be examined. Emphasis will be placed on the use of games in society and how humans relate to each other through games.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**

GLA 624 History of Visual Development

This course will expand the student's knowledge of visual design across multiple platforms and disciplines and place it in a broader historical context. The student will be exposed to the visual language of live-action and animated film, television, and gaming.

GLA 625 History of Photography

In this course, students explore the rich history of photography and the impact of photography on the visual arts. The major photographic movements and genres throughout the history of the medium will be defined and studied in theoretical and applied terms.

GLA 626 Business Practices & Principles for Photographers

In this course, students study contemporary business practices and standards for Fine Art, Art for Commerce, and Documentary Photographers, in addition to general practices for Teaching Photography. In this course, students set up a viable business and marketing plan based on their individual concentration and professional goals in the industry.

GLA 627 The Global Design Studio: Past, Present, & Future

Taking a cross-cultural approach, this course explores the history of design and its social, political and cultural impact on the world in which we live. Students will analyze historical precedents and make projections regarding the responsibilities and challenges facing designers in the decades to come.

GLA 629 150 Years of American Illustration

This course is a comprehensive survey of the work of significant American illustrators beginning in the mid-19th up to the 21st century. Techniques and styles are analyzed in conjunction with the printing and advertising capabilities of the time. The influences of illustration to the cultural patterns of the time are explored.

GLA 630 Survey of Sustainable Design

This course will focus on sustainable design concepts and environmental issues influencing design in the 21st century. Students will examine facts and establish opinions regarding sustainability leading to a personal philosophy.

GLA 634 Professional Practice for Interior Designers

Gain the business skills needed in an interior design firm. To build on your entrepreneurial spirit, you'll learn about professional ethics, fee structures, scope of services negotiations, and project management.

GLA 636 Acting for Animators

This course focuses on acting and directing skills which will strengthen students' abilities to communicate visually and verbally. The course will concentrate on three essential elements: pantomime, voice-over acting, and improvisational acting. An emphasis will also be made on learning how to create and enact comedy.

GLA 637 Theory & Movements in Traditional Interior Architecture

Know your design history and the cultural framework guiding its development. Focusing on major movements and innovations, you'll examine the societal, political, historical, and economical influences that impacted art, architecture, design, furniture, and materials until the early 19th century.

GLA 638 Theory & Movements in Contemporary Interior Architecture

Know your design history and the culture framework guiding its development. Focusing on major movements and innovations, you'll examine the societal, political, historical, and economical influences that impacted art, architecture, design, furniture, and materials from the Industrial Revolution to today.

GLA 648 Sustainability & Society

This course covers critical contemporary topics in sustainability. Students will gain a working knowledge of current sustainability challenges and policies affecting fashion and design industries, as well as media and communications, while exploring educational, lifestyle and technological strategies that could be employed to make an impact and foster sustainability in society.

GLA 674 Professional Practices for Fine Artists

This course will enable students to prepare their artwork for professional presentation and expose them to business issues in their field. Emphasis is placed on the creation of a portfolio package and artist website containing a resume, statement, artist bio, and a collection of professional photographs of the artist's work.

GLA 675 Professional Practices for Illustrators

This course enables Illustration students to prepare their artwork for professional presentation and exposes them to business issues in their field. Emphasis will be placed on a personal career analysis, followed with building a supportive financial strategy, resulting in the creation of a persuasive, multi-channeled portfolio package centered on an artist website.

GLA 676 Professional Practices for Designers & Advertisers

This course focuses on professional practices in graphic design, web design & new media and advertising. The most common business issues shared by these three affiliated fields will be covered in depth. Students will create personal career plans and will study legal and project management issues and solutions.

GLA 679 Professional Practices for Visual Development

This course focuses on professional practices in visual development for the animation, games and film industries. The most common business issues shared by these three affiliated fields will be covered in depth. Students will create personal career plans and study legal and project management issues and solutions. Emphasis is placed on communication, collaboration, crowdfunding, networking, marketing, and workplace pipelines.

GLA 685 Creative Perspective in Sound Design

Studying motion pictures—from their inception through 1978—you'll learn how sound design supports the aesthetic and narrative elements of the story. You'll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

GLA 699 Special Topics

Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

GLA 705 Breaking through the Noise of Social Media

Using case studies and hands-on applications, students will learn how to manipulate a social media campaign in terms of strategy and techniques. Through the creation of a campaign, students will learn to employ tactics to reach a target audience, work within legal boundaries and measure their success.

GLA 716 Fast & Furious: The World of Shorts

This course will expose students to the history and nature of short films. Students will learn to develop short film story concepts, ranging from ten seconds to twelve minutes in length, work on originating workable concepts using skills necessary to develop them from scripts and storyboards to audience-pleasing motion media.

GLA 903 Seminar in Great Britain

Keep Calm and discover the art, architecture, and history of Great Britain! You'll explore the region's historic castles, cathedrals and treasure-filled museums during your Intersession tour.

GLA 904 Study Abroad: Fashion Culture and Industry

Discover the impact of this global region on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study.

GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

Immerse yourself in the seminal works of art and architecture in Florence, Italy. Through writing and sketching projects, lectures, and readings, you'll experience Florence's rich cultural heritage and discover the enduring influence of the Renaissance period.





ONLINE



Creative. Interactive. Flexible.

Academy of Art University Online Education offers flexible and innovative programs to help you make the most of your creative abilities. Our classes are taught by industry professionals, and are multimedia rich.

If you are interested in undergraduate or graduate degree programs, or if you simply want to take a few art classes, learn more about online classes today! Call us at 800.544.2787 or 415.274.2200 (outside of the U.S). You may also visit us online at www.academyart.edu.

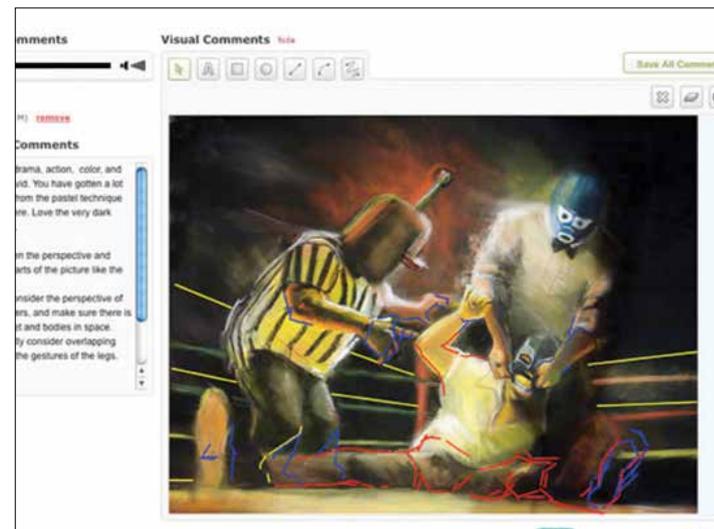
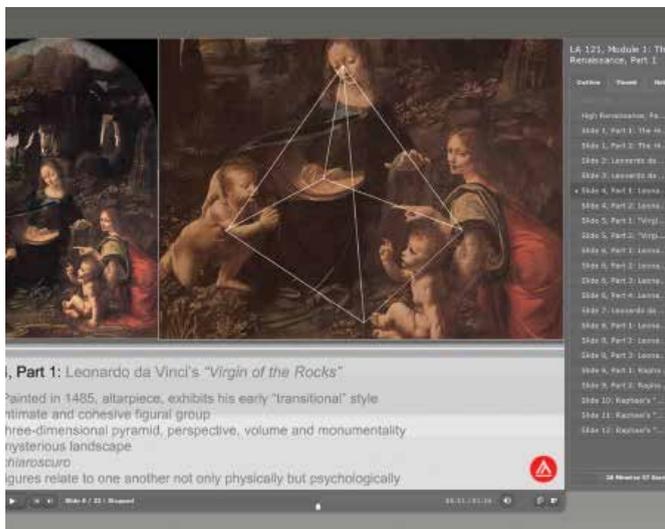
Can I complete an entire degree online? Can I study both online and on campus? The answer to both of these questions is yes! You can either earn an entire degree online, or you can take a combination of online and on campus classes toward your degree. The choice is up to you! You may also study online for personal enrichment.

What makes online education at The Academy different from online programs offered at other schools? Ours is a content-rich, highly focused curriculum that utilizes a multimedia approach to foster communication, learning, and skill acquisition. We give you a completely interactive learning experience, complete with professional demonstration videos, audio, and visual interfaces.

How do I check the latest course and degree offerings? In addition to the online classes currently being offered, new degrees and classes are added on a continuing basis. For all the latest information about current course offerings, degrees, and awards of completion, visit online.academyart.edu.

Will I have any contact with my classmates? Limited class size, integrated use of the Internet, and conferencing software enable online instructors to create a seminar-style “classroom” environment in which students interact with each other as much as they do with their professor. Since the online discussions are asynchronous (simultaneous participation is not necessary), you can ask questions as they arise and contribute to discussions at any time.

Can I contact an instructor if I need help? You can contact an instructor through the online discussion, class e-mail, or by phone.



We've re-written the definition of the term "home schooled."

Can I get academic or language help in my online classes?

Academic Support: Our Online Academic Support team provides individualized academic help. We focus on online learning strategies which include how to:

effectively manage your time in a flexible class environment
communicate with your instructors and fellow classmates
successfully participate in discussion

Requesting help is easy – all you have to do is click on the Academy Resource Center link on your student homepage.

Writing Support: Students can use the Online Writing Lab (OWL) to get feedback on their writing via e-mail. The OWL is available for all students enrolled in classes at Academy of Art University. Students in the Bay Area can also use the on-campus Writing Lab, where they can work in-person with a Writing Tutor to get tips on how to improve their writing.

English Language Support: English language support is available to all online students. Some online courses have English instructors in the class to answer questions and help clarify difficult concepts. Students who do not have an English instructor in their class can request help by clicking on the English as a Second Language link on the right side of their homepage. Study groups are also held on campus for local students taking online classes.

What are the components of online classes, and how do I participate? Just like a physical campus, your online class has students, instructors, advising, and staff. The only difference is that students interact using web-based discussion, e-mail, phone, and fax. Instead of raising your hand, you ask a question in an online discussion. You never have to worry about getting to class on time because the content is available to you whenever you need it. Discussions, lectures, and assignments can all be reviewed online whenever and wherever it is convenient for you, provided you are completing material and assignments within the allocated time frame for each module, or lesson. You will be given clear participation requirements in your course content. The level of instruction and interaction between students from around the world is exceptional.

Online Discussions: You can either post to the online discussion or e-mail your instructor through your web browser. Conferencing for online classes is entirely web-based. A web-based conferencing system is the most effective interactive device for distance learning today. You can post text, graphics, HTML and Internet links to a class discussion. All you need is a current web browser to access and interact in your class discussions.

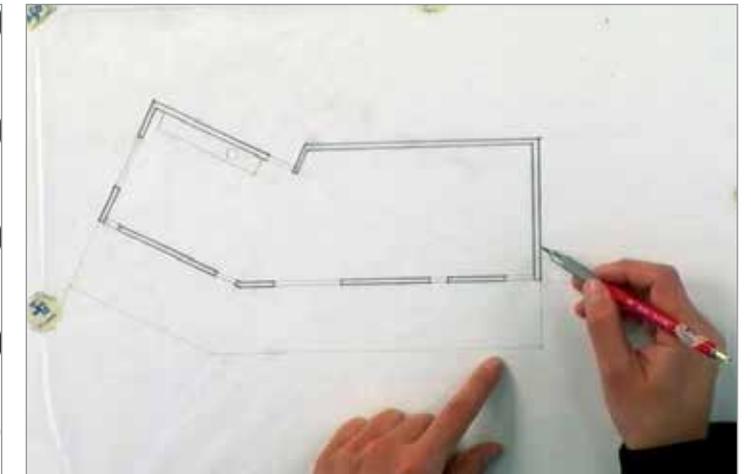
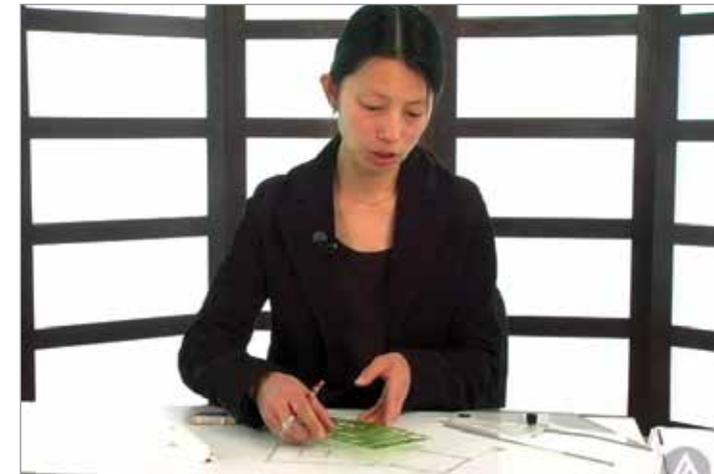
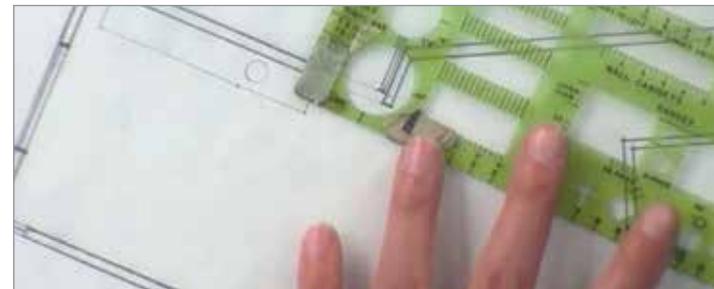
What class materials will I need and where will I purchase them? For many classes you will be required to purchase books or other materials. Please be sure to order your textbooks as soon as possible and in time for your first day of class!! Instructions are provided on each class description web page about what books or materials you will need to order, if any, and how to order them. You may contact us at online@academyart.edu if you have textbook or software questions.

What are the prerequisites? How do I know if I qualify?

Prerequisites are the same as those stated in the general Academy of Art University catalog and class bulletins. This information for online programs is also provided in the online Course Schedule.

Should I have a Mac or a PC computer? While the majority of online classes can be completed on either a Macintosh or PC computer, the individual online class description pages in the course catalogue will identify particular online classes requiring software that is only available for either a Macintosh or PC computer. It is recommended that online students refer to these online class description pages for the degree that they are pursuing prior to purchasing a new computer.

Drafting a Plan





PROGRAMS FOR EVERY LEVEL

PRE-COLLEGE PROGRAMS
PERSONAL ENRICHMENT
CONTINUING ART EDUCATION
PROFESSIONAL DEVELOPMENT



GET YOUR HANDS DIRTY!

Academy of Art University has a hands-on program for every level. Whether you want to explore something you've never tried before, or hone your existing skills, The Academy has a program for you.

Pre-College Art Experience Programs

Dream and bring your imagination to life

Explore your passion for art and design while earning college credit

Discover your potential and interact with other young artists

Benefits of Pre-College

Academy of Art University's Pre-College Programs are open to all current high school students proficient in English. Benefits of these innovative, hands-on programs include: Classes designed to build confidence and a better understanding of art and design.

- Introducing current high school students to life at a top art and design university.
- Assisting current high school students in building skills in art and design.
- Offering current high school students college credit towards Academy of Art University for up to 2 undergraduate elective classes (3 PCAE classes successfully completed with a grade "C" or higher = 1 undergraduate elective class).
- Exposing students and their families to career opportunities in various fields of art and design before enrolling as an undergraduate student.
- Current High School seniors graduating this year will not be eligible for the Summer Pre-College Art Experience program but are welcome to apply at <https://www.academyart.edu/admissions/how-to-apply>

Eligibility Requirements

- Open to all high school students
- Must be proficient in English

Curriculum

- Choose from a variety of classes in any undergraduate major
- Designed to accommodate all educational and artistic backgrounds
- Students will build new skills, strong portfolio pieces, and confidence

Program Costs

- Pre-College Art Experience classes are tuition free.
- Students are responsible for their own materials and supplies.
- All classes are offered on a first come, first served basis. Early application is recommended.

Personal Enrichment

Our flexible admissions and registration process allows you to design a program to meet your individual goals, whether personal or professional.

- Enroll as a part-time or full-time student
- Participate in our degree or non-degree programs
- Apply for the Spring, Summer or Fall semesters
- Transfer into our undergraduate or graduate programs
- Attend day, night or weekend classes

Continuing Art Education

Continuing Art Education allows you to enroll in any of The Academy's non-prerequisite courses for personal enrichment purposes. If you are a more advanced student and you wish to take classes that have prerequisites, you may do so by showing completion of a similar course or equivalent knowledge. You may contact an admissions representative at 415.274.2200 for more information. If you are seeking professional-level courses, you may want to consider The Academy's PRO (Professional Development) course offerings.

Professional Development

Professional Development (PRO) courses are specially designed offerings from the schools at Academy of Art University. These courses are tailored for students who wish to gain exposure to and the experience of various areas of art, design, and communication. These courses are designed to offer students the chance to acquire hands-on skills or gain an understanding of the historical or business aspects of a given discipline. These courses will meet the needs and interests of continuing education students, in-service teachers*, and upper-division students of art and design who wish to develop skills outside of their major.

PRO classes are geared toward:

- Juniors and Seniors looking for an Elective to add new skill sets that would supplement their major skill sets.
- Practicing artists and designers seeking to acquire basic skills in a new field.
NOTE: Artists and designers who wish to take classes in their current field should submit a portfolio to the appropriate school for placement in an advanced course.
- Working Professionals seeking to acquire new skills in art and design, to supplement their work skills.
- Teacher Summer Grants and Educators wishing to take classes for professional development purposes*

*In-service teachers will need to have these courses approved in advance by their district offices for professional advancement purposes.

Visit www.academyart.edu for a complete listing of Pre-College, Personal Enrichment, Continuing Art Education, and Professional Development courses and schedules.



PRO FA010 Still Life Painting

This course will give crucial information and instruction needed to paint a successful still life. Lectures, demonstrations and critiques will enable each student to improve their skills and knowledge of painting still life from direct observation. Using limited palette, full color palette, painting clear glass, reflective objects and indicating form through color and value.

PRO SCU010 Sculpture (Form and Figure)

An introductory course designed for both beginning to intermediate students, this class provides in-depth demonstrations and studio practice in modeling the human figure using water and oil based clays. Students will learn modeling techniques to complete finished sculptures that include torsos reclining and standing figures, and portrait heads.

PRO 314 Social Media Content Development

This course focuses on producing content for cross-platform social media channels utilizing text, video, audio, and visual images. Emphasis will be on developing a unique social media voice and footprint for established, such as Twitter, Facebook, Pinterest, and Instagram, and emerging social media channels.

PRO 315 Social Media Strategies

This course focuses on developing social media strategies to meet client expectations. Emphasis will be on clarifying business social media goals, ROI (Return On Investment) benchmarks, auditing current social media footprint, and developing key content strategies. Topics will include target audience, frequency, production teams, and effective promotion tactics.

PRO 316 Social Media Data Analytics

This course provides a deeper understanding of social media data insights including tracking online performance, A/B testing, segmentation, context and conversion attribution, defining KPI (Key Performance Indicators) and other metrics. Emphasis will be placed on interpreting data to evaluate social media performance.

PRO 317 Social Media Management

You will learn an expanded set of approaches and strategies on how to cultivate, retain, and grow your brand's social media community. From implementing and managing a social media strategy, to community management techniques, to measuring and reporting on campaign success, students will practice delivering on brand and audience expectations.

PRO 320 Social Media Law & Ethics

Building on information covered in the previous Social Media courses, this course addresses the legal issues and ethical considerations of publicly presenting information and interacting with consumers online as social media is adopted by a rising number of brands and consumers. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and other everyday actions conducted by a variety of agents within the social web.

PRO 325 Social Media Professional Practices

In this culminating course, students will apply methodologies, insights, and tools they have learned to develop a professional social media portfolio. Using practical skills acquired during the social media management certificate program, students will demonstrate their ability to integrate social media solutions into real-world case studies.

PRO 494 Graphics & Self-Publishing

This companion course designed to be taken concurrently with ARH 493 Contemporary Architecture Foreign Study. Students will learn about self-publishing, book layout, design consideration, assembly, and production. Students will research topics, gather materials, and assemble a professional quality travel book based on their study abroad experience.

PRO 499 Special Topics

Special Topics class offerings change each semester and are conducted by specialists. You may contact your academic department director or advisor for more information. Please note that some Special Topics have a required course fee and course prerequisites may vary by topic.

PRO 599 Portfolio Enhancement

You will complete course assignments as indicated on the undergraduate course syllabus to further your skill set for personal enrichment. These credits are outside of your intended degree requirements and cannot be applied toward graduate degree requirements. Fees and prerequisites will vary by topic.

**VIEW the schedule, prerequisites,
and course fees & REGISTER at
<https://catalog.academyart.edu>**



ATHLETICS





BE ARTIST. BE ATHLETE.

Academy of Art University is the only four-year art school with membership in the NCAA.

Our athletic program shatters stereotypes of artists and jocks because our athletes are artists. Bold expression, focused intention and unbridled passion are the marks not only of a great artist, but also a top athlete.

Introducing the concept of competitive “artist-athletes” in 2008, the Urban Knights secured full-fledged NCAA Division II status in 2012 and continue to support 16 intercollegiate sports which make Academy of Art more than just one of the top art schools.

In addition to competitive sports, Academy of Art University has a Recreational Sports and Fitness Department. Artists often forget that their body is an instrument to creating their masterpieces. Nutritional classes and intramural teams help achieve awareness of the body and channel creative energy for a lasting career in the arts.



Athletics at The Academy

Intercollegiate Sports
NCAA & PacWest Conference members

Fall Intercollegiate Teams

- Cross Country (m/w)
- Soccer (m/w)
- Volleyball (w)

Winter Intercollegiate Teams

- Basketball (m/w)
- Indoor Track & Field (m/w)

Spring Intercollegiate Teams

- Baseball (m)
- Softball (w)
- Outdoor Track & Field (m/w)
- Golf (m/w)
- Tennis (w)

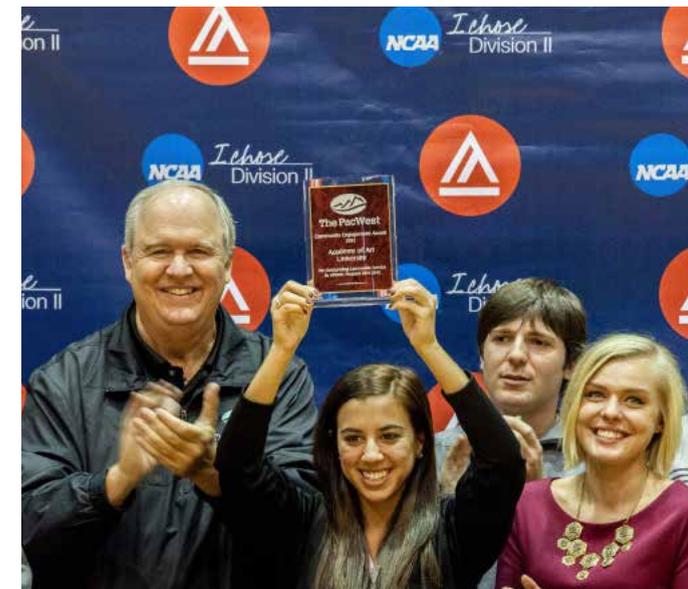
Numerous intramural sports and clubs are also offered

Knights By The Numbers

- 200 Artist-Athletes
- 122 NCAA All-West Region Honors
- 55 NCAA DII All-American Trophies
- 35 Countries Represented
- 16 Sports Teams
- 13 NCAA DII Post-Season Appearances
- 3 Pacific West Conference Championships
- 1 Art School in the NCAA

The Recreation & Wellness Department offers a variety of activities ranging from dance classes to intramurals.

Campus Life offers numerous clubs ranging from health and fitness to major-specific groups.





CAMPUS INFORMATION

FINANCIAL AID & TUITION
CAMPUS LIFE & LEADERSHIP
ACADEMIC RESOURCES
ACADEMIC CALENDAR
CAMPUS MAP
ADMISSIONS INFORMATION

OUR CAMPUS

A Campus in the Heart of The City

Academy of Art University offers students a uniquely urban campus: The city of San Francisco. The Bay Area is a buzzing and bustling hub of innovation. Fusing cutting-edge technology, sustainable design and the creative arts, Academy of Art University students benefit from this one-of-a-kind location. Students taking courses on-campus will join a vibrant community of artists and designers in the school and in the city itself. With state-of-the-art facilities and equipment and the originality of the Bay Area as a stunning backdrop, students can bring their creative visions to life. Come study with us in the City by the Bay.

Primary Site of Instruction

79 New Montgomery Street
San Francisco, CA 94105

ONLINE

Our unparalleled online undergraduate and graduate degree programs in art and design provide the same great education we offer on campus, but with greater flexibility. Studying online allows students to balance course work with career, family, and other responsibilities. The Academy's accreditation assures the highest standard of education, instruction, and effectiveness. Our classes teach the skills and techniques used by professional artists and designers, skills which can help you make the most of your creative abilities.

Learn more at <https://www.academyart.edu/>

FINANCIAL AID & TUITION

Financial Aid Office Contact

Financialaid@academyart.edu
415.618.6190

Students may view their financial aid awards through the Financial Aid Student Portal: <https://sfp.ocs.oraclecloud.com/aauportal/sam/>

What Kinds of Financial Aid We Offer

Academy of Art University offers financial aid packages consisting of:

- Federal grants, loans and work-study: for eligible students with demonstrated financial need
- Low-interest unsubsidized loans: for all eligible students regardless of financial need

Academy of Art University participates in the following financial aid programs:

- Pell Grant Program (up to \$6,895 for the 2022-2023 academic year– full time)
- SEOG Program (\$600 to \$1000 per academic year)
- Federal Work Study Program
- Federal Direct Student Loan Program
- Stafford-Subsidized
- Stafford-Unsubsidized
- Plus Loan Program (Graduate students and parents of dependent students)
- Private Alternative Loans
- Veterans Benefits (including the Yellow Ribbon Program)

(Consumer information regarding financial aid at Academy of Art University may be obtained from the Financial Aid Office or by going to <https://www.academyart.edu/>- click on Disclosures, then Financial Aid Consumer Information)

How to Apply for Financial Aid

Complete the Free Application for Federal Student Aid (FAFSA). We strongly recommend that you complete the FAFSA online at www.fafsa.gov. Follow the directions carefully: you must either create a FSA ID to sign electronically or print, complete, and mail the required signature to the processor.

Applications for campus-based Federal aid programs, as well as private alternative loans, are available online at <https://www.academyart.edu/>. Links and downloads for other financial information and required forms are also available on this web site.

Financial Aid Timeline

Financial Aid students should complete the FAFSA at least 2-4 weeks prior to the start of the semester to ensure that an awards letter will be received prior to the start of classes.

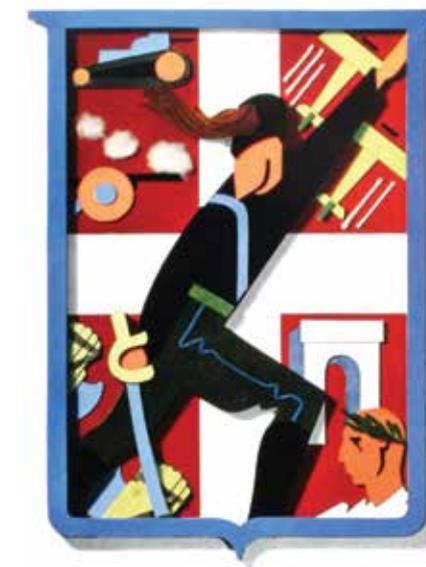
If you do not have an awards letter by the first day of classes you can still receive financial aid, but you will have to settle any tuition balance with Accounts Receivable.

You must complete all of your financial aid paperwork within 14 days following the start of the Spring and Fall semesters, and within 7 days following the start of the Summer semester. This may include federal tax documents and a verification worksheet if your application is selected for verification by the US Department of Education.

Scholarship Programs

- Emerging Artist Scholarship
- Teacher Grant
- Spring Forward Scholarship
- Graduate Scholarship
- Pre-College High School Program/Scholarship

For more information or to apply for any of our Scholarships, please visit our website at <https://www.academyart.edu/finances/scholarships/>. You may also call us at 800.544.2787 or 415.274.2222.



UNIVERSITY LIFE

Tuition Information

(Effective Fall 2023)

Undergraduate Tuition \$1,126 per unit - Domestic
 \$1,272 per unit - International

Graduate & Art Teaching Credential Tuition
 \$1,279 per unit - Domestic
 \$1,404 per unit - International

Financial Aid

Many students need financial assistance to go to college. We have many financial aid sources available for students, and we welcome you to contact us to discuss our financial aid options. We are here to encourage and help you in finding financial assistance.

How Tuition is Billed

- Tuition is charged on a per-unit basis.
- Students pay for the number of units enrolled each semester.
- Students are required to pay application and registration fees, as well as specified additional course fees.
- Tuition is due on the Saturday prior to the first day of classes each semester.

Course-Related Fees

Many courses require the payment of a course-related fee. Course fees are listed with the course descriptions in this catalog. Course-related fees must be paid by the tuition deadline. Fees pay for class supplies and equipment expenses.

Sample of Typical Tuition for Academic Year

Undergraduate Tuition (24 units x \$1,126)	\$27,024 - Domestic Students
Graduate Tuition (24 units x \$1,279)	\$30,696 - Domestic Students
Undergraduate Tuition (24 units x \$1,272)	\$30,528 - International Students
Graduate Tuition (24 units x \$1,404)	\$33,696 - International Students

Additional Fees

(Non-Refundable)

Typical Course Fees for Academic Year (vary by program)

See catalog
addendum 1

Typical Cost of Supplies for Academic Year \$1,152
(varies by major)

Course Drop Fee Per Course	\$25
Locker Rental Fee (Fall and Spring / Summer)	\$20
Returned Check Handling Fee	\$15
Registration Fee	\$50
Late Registration Fee	\$50
Late Tuition Payment Charge	\$50
Payment Plan Fee	6% of amount borrowed
Photo I.D. replacement fee	\$30
Student Activity fee	\$30

Changes in Tuition and Fees

Tuition and fee charges are subject to change at any time. Students are advised that the information contained in this Catalog is subject to change without notice. Information in this Catalog does not constitute a contract between Academy of Art University and a student or applicant for admission.

How to Pay Tuition

Option #1 (Recommended)

If you are paying by Visa, MasterCard, American Express or Discover, you can pay online by logging in to Student Self Service. Go to www.academyart.edu (click on Current Students, then click on Self Service). Payments can be made 24 hours a day.

Option #2

If you are paying by Check please make it payable to Academy of Art University and send it to:

Accounts Receivable
Attn: Tuition Payments
Academy of Art University
79 New Montgomery St
San Francisco, CA 94105

****Note: Please indicate the student ID# on the check for identification purposes****

Option #3

Cash payments may be made at the Accounts Receivable Department on the 4th floor of the 150 Hayes building during normal business hours or deposited in our secure drop box.

Electronic Disbursement of Financial Aid

(Highly Recommended for All Students)

Academy of Art University has partnered with BankMobile Disbursements, a division of financial services company Customers Bank, to provide students with refund delivery choices in case you might be due money back from the school at any point during your academic career. Current students are highly recommended to make a refund preference online at www.refundselection.com using the personal code provided at the time of enrollment.

For more information, please visit us online at www.academyart.edu - click on Finances, then Refund Options.

Installment Payment Plan

(All Academy of Art University students are eligible to apply.)

- The Installment Payment Plan an affordable and convenient option for students and parents to make tuition payments.
- The Installment Payment Plan is available for Fall, Spring, and Summer semesters.

Students and parents may pay tuition in four equal payments (two payments for Summer). If you receive partial financial aid, you may use the Installment Payment Plan to pay tuition costs not covered by your financial aid package.

How to Apply for the Installment Payment Plan

You must be registered for classes before applying to the Installment Payment Plan **and any prior balance must be paid in FULL**. A non-refundable administrative plan fee will be assessed based on the amount borrowed.

Apply online:

You may apply online via Student Self Service. Go to www.academyart.edu. You will find additional instructions within the “make a payment” page.

Apply In Person:

Come to the Accounts Receivable Department, 150 Hayes Street, 4th Floor, San Francisco. Bring a copy of your current Financial Aid Awards Letter (if applicable) and your current course schedule.

For more information, call the Accounts Receivable Department at 800.544.2787 or 415.274.2222, or visit us online at: www.academyart.edu.

Health Insurance

International and Domestic Student-Athletes

- International Student-Athletes will be required to enroll in the Anthem Student Advantage Health Insurance Plan.
- All domestic student-athletes will submit their insurance coverage to the athletic department for review.
 - Domestic student-athletes who do not have adequate health coverage for athletic participation will be required to enroll in the Anthem Student Advantage Health Insurance Plan.
 - Domestic student-athletes who have been deemed to carry adequate health insurance coverage for athletic participation can opt out of the Anthem Student Advantage Health Insurance Plan.
- Email: sportsmedicine@academyart.edu.

Domestic Housing Students

- All domestic housing students are eligible for the Anthem Student Advantage Health Insurance Plan.
- Domestic housing students are responsible for signing themselves up at <https://student.jcbins.com/547> within 30 days of the semester starting.

International Onsite F1 Students

- All F1 students enrolled in 6 or more credits at the Academy of Art University will be automatically enrolled in the Anthem Student Advantage Health Insurance Plan.
- All F1 students enrolled below 6 units at the Academy of Art University will be responsible for signing themselves up by submitting [Student Health Insurance Plan Enrollment Request Form](#) within 30 days of the semester starting.
- F1 students who are on OPT may qualify for the Anthem Student Advantage Health Insurance Plan through JCB: <https://student.jcbins.com/726>.

Additional Information

- Students can download their medical ID card through the Sydney Health app or log onto [Anthem Student Advantage Website](#) to register and review the medical ID card.
- Log into your health insurance account to update contact information: <https://jcbins.com/>
- Ask general questions: healthinsurance@academyart.edu or StudentServices@jcbins.com
- Ask your billing questions: ar@academyart.edu
- Ask coverage, claims questions: call Anthem Claims Department at 1.800.888.2108.
- For more detailed information about Anthem Student Advantage Health Insurance Benefits: [Anthem Student Advantage Health Insurance](#) or [Review our FAQ](#)
- Anthem Student Advantage Health Insurance Plan does NOT cover dental and vision insurance.
- Student may purchase additional dental insurance plan at JCB <https://student.jcbins.com/612>
- Student may purchase additional vision insurance plan at JCB <https://student.jcbins.com/611>

Making doctor's appointments at One Medical Website

- [One Medical Centers](#) provide prompt care for non-life threatening injuries or illnesses.
- AAU Students may use their e-mail address on the medical ID card to activate the account at [One Medical](#) without activation fee or code.

CAMPUS LIFE & LEADERSHIP

Campus Life & Leadership

A substantial part of an artist's growth and inspiration occurs outside the classroom or studio. At Academy of Art University, we understand this.

We have developed a robust Campus Life & Leadership division that adds value to your academic experience. There will be many opportunities for you to get involved and getting involved is a key to success for many students. Our number one goal is to motivate you to do your best.

Campus Life & Leadership also offers:

- Student Activities
- Recreation & Wellness Classes (for more info, see the Athletics section)
- Student Organizations
- Career and Entrepreneurial Development

When you arrive on campus, we will greet you with our New Student Orientation. "Start Smart" was designed with you in mind. We sponsor a series of events and fun activities to help you achieve a successful start to your Academy of Art University experience.



Campus Housing

Artists in Residence

- We offer campus residence halls across San Francisco, in the city's most vibrant neighborhoods.
- Housing is guaranteed to all new students.
- Housing communities are available for first year students, transfer and continuing students, and students 21 years of age and older.
- Every Residence Hall has an assigned Residence Director with Resident Assistants who reside on-site.
- Safety is a primary concern in all campus housing buildings and across campus.
- Meal plans are available – enjoy our restaurant-quality dining program!

Apply for housing online! You may find out more information and complete your campus housing application online at www.academyart.edu. Or contact us at:

800.544.2787 (toll free)
415.274.2222 (from outside the U.S.)
housing@academyart.edu

Student Housing
Academy of Art University
79 New Montgomery Street
San Francisco, CA 94105

Academy of Art University does not assume responsibility for student housing when a Housing License Agreement is executed and offers housing assistance. Academy of Art University does not have dormitory facilities under its control. According to rentals.com for San Francisco, CA rental properties start at approximately \$2,500 per month.

LIBRARY & ACADEMIC RESOURCES

Student Services

Student Services is a department for continuing students. New students will receive a letter from their advisor in the first month of school offering assistance in academic counseling. All students are assigned an advisor to assist in re-registration for future semesters, class changes and program evaluation and planning for a graduating term at The Academy. Self-service may offer the convenience of registration and class changes online. However, students should discuss their academic progress with their advisor in-person or by phone every semester. Regular meetings for program evaluation with advisors help students to stay on track toward their degrees.

Please call or email if you do not know who your advisor is:

Undergraduate Students:

Phone: 800.544.2787 or 415.274.2222

Email: studentservices@academyart.edu

Graduate Students:

Phone: 800.544.2787 or 415.274.2222

Email: graduateschool@academyart.edu

Online Students:

Students who began their academic careers entirely online from the Summer of 2005 and forward can contact their Online Student Services Advisor by calling 800.544.2787 or 415.274.2222 and asking for Online Student Services.

Academy of Art University Library

This is not your typical library! Academy of Art University Library has a extensive and well-curated collection of books, periodicals, movies, screenplays, and electronic resources directly supports the diverse needs of the school's art and design programs. Our onsite and online resources are specifically tailored to the visual research needs of our student artists, who are encouraged to work together in a vibrant atmosphere where they can conduct visual research, collaborate, learn, and create.

Library services include:

- Online and in-person research help
- Digital image collections
- Full-text periodical databases
- Computers, scanners, and printers
- Theater Room
- Quiet and Group study areas

Learn more at <http://library.academyart.edu/>

ARC

The Academy Resource Center, or ARC, is the home for all educational support services at Academy of Art University. ARC is staffed with friendly, supportive, and highly qualified educators whose mission is to provide every student with the educational support they need to succeed. Throughout your time at The Academy, ARC will always be there to address all of your academic needs inside or outside of the classroom.

Workshops

Academy of Art University offers students the unique opportunity to attend regular drop-in art and design workshops. Every academic department at the Academy holds drop-in workshops, where students may have extra time with professional instructors to improve upon their skills or to receive additional course help. All Academy workshops are free to all students, and students may attend as many workshops affiliated with their classes as they wish. Student Academic Support is also available to all students through academic coaching, to assess the individualized needs of students, develop customized success plans, and connect students with vital academic and community resources.

Writing Lab and Other Language Labs

At Academy of Art University, we understand the needs of art and design students, and we have designed our curriculum to support the visual learning style of the students. Whether you want to hone your writing skills or need help with presentation skills or pronunciation, language support is available to all domestic and international students. Students may schedule one-on-one appointments at the ARC Labs anytime throughout the semester. Speaking and Writing Lab support is available on campus as well as online.

Accessibility

Academy of Art University ensures equal access for students with disabilities. The Classroom Services office facilitates reasonable accommodations and provides individualized academic coaching, a quiet place to study, resources, and referrals. Classroom Services promotes the use of Universal Design throughout the curriculum.

EAP Support

The Academy is strongly committed to its international population. Our English for Art Purposes courses makes The Academy a great choice for non-native English speakers who wish to study art and design in the United States. The EAP curriculum at The Academy integrates the study of art and the study of language. EAP services available include EAP courses, individual EAP support can be arranged for any art and design classes at the university with qualifying students, EAP writing, speaking and multimedia labs, as well as online EAP support.

Online Support

No other university offers the quality and scope of online art and design educational support which is available at Academy of Art University. Educational support services available on campus are also available online. We also provide academic support materials tailored specifically for the needs of students learning in an online environment. A trained team of online academic coaches are available to help online students with their learning needs. Online students also have access to English for Art Program support and our Online Writing Lab.



ACADEMIC CALENDAR

Dates subject to change. Please refer to the school's website for the most up-to-date information.

Hyperlink to Academy of Art University calendar: www.academyart.edu/content/aau/en/about-us/news-events/calendar.html

FALL 2023

- Registration for Summer & Fall 2023 begins
- Financial Aid initial paperwork deadline *(to guarantee timely award letter prior to semester start)*
- New International Student Move In
- Fall 2023 Welcome Week
- New Students Move In
- New Student Orientation & Parent's Orientation
- Meet Your Department Directors
- Continuing Student Move In
- Last day to submit grade changes for Summer 2023 "Incompletes"
- Tuition Due for Fall 2023
- Installment Payment Plan Contract
- Installment Plan Deadline: 1st Payment Due
- Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees
- Labor Day **(All Buildings Closed)**
- Locker Reservations begin
- Fall classes begin**
- Last day to register for Fall 2023 without a late fee
- Last day for course changes without a late fee
- Late Registration Period for Fall 2023 *(late fee will apply)*
- Financial Aid file complete deadline
- Last day to register for Fall 2023 *(late fee will apply)*
- Registration for Spring 2024 begins
- Installment Plan Deadline: 2nd Payment Due
- Fall Pre-College Art Experience Prep-Day *(mandatory for all first time onsite students)*
- Fall Pre-College Art Experience Online Orientation
- Fall Pre-College Art Experience classes begin
- Fall Pre-College Art Experience: Last day to apply/change class schedule
- Midterms Start
- Midterm Grading Period for Fall 2023
- "WF" Penalty
- Midterms End

DATES

- February 20, 2023
- August 14, 2023
- August 22, 2023
- Aug 27-Sep 2, 2023
- August 29, 2023
- August 30, 2023
- August 31, 2023
- September 1, 2023
- September 1, 2023
- September 2, 2023
- September 4, 2023
- August 28, 2023
- September 7, 2023
- September 2, 2023
- September 16, 2023
- September 3-22, 2023
- September 18, 2023
- September 22, 2023
- September 25, 2023
- October 2, 2023
- September 30, 2023
- October 2-6, 2023
- October 7, 2023
- October 16, 2023
- October 16, 2023
- October 23-31, 2023
- October 30, 2023
- October 29, 2023

Installment Plan Deadline: 3rd Payment Due
Daylight savings time ends (*set clocks one hour back*)
Fall Pre-College Art Experience classes end (*onsite students*)
Fall Pre-College Art Experience classes end (*online students*)

Thanksgiving Break (All Buildings Closed)

Installment Plan Deadline: 4th Payment Due
Final Grading Period for Fall 2023
Fall Pre-College Art Experience Final Exhibition

Fall classes end

Residence Halls Close for Winter Break
Final grades for Fall 2023 to students
Winter Holiday (**All Buildings Closed**)
New Year's Holiday (**All Buildings Closed**)

SPRING 2024

Registration for Spring 2024 begins
New Year's Holiday (**All Buildings Closed**)
Winter Intersession begins
Midterm grading period for Winter Intersession 2024
Financial Aid initial paperwork deadline (*to guarantee timely award letter prior to semester start*)
Martin Luther King, Jr. Day
New International Student Move In
Final grading period for Winter Intersession 2024
Winter Intersession ends
Spring 2024 Welcome Week
New Student Move In
New Student Orientation & Parent's Orientation
Meet Your Department Director
Continuing Student Move In
Last day to submit grade changes for Fall 2023 "Incompletes"
Tuition due for Spring 2024
Installment payment plan contract deadline
Installment plan deadline: 1st payment due
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition & fees
Locker reservations begin
Spring classes begin
Last day to register for Spring 2024 without a late fee
Last day for course changes without a late fee

November 2, 2023
November 5, 2023
November 11, 2023
November 17, 2023
November 23-26, 2023
December 2, 2023
December 11-31, 2023
November 18, 2023 (tentative)
December 23, 2023
December 23, 2023
January 3, 2024
December 24-25, 2023
January 1, 2024

DATES

September 25, 2023
January 1, 2024
January 8, 2024
January 16-18, 2024
January 15, 2024
January 15, 2024
January 23, 2024
January 25-February 2, 2024
January 26, 2024
January 28-February 3, 2024
January 30, 2024
January 31, 2024
February 1, 2024
February 2, 2024
February 2, 2024
February 3, 2024
February 3, 2024
February 3, 2024
January 29, 2024
February 5, 2024
February 3, 2024
February 10, 2024

Late Registration Period for Spring 2024 (*late fee will apply*)
Last day to register for Spring 2024 (*late fee will apply*)
Spring Pre-College Art Experience Prep-Day (*mandatory for all first time onsite students*)
Spring Pre-College Art Experience Online Orientation
Financial Aid file complete deadline
Registration for Summer & Fall 2024 begins
Spring Pre-College Art Experience classes begin
Installment plan deadline: 2nd payment due
Spring Pre-College Art Experience: Last day to apply/change class schedule
Daylight savings time begins (*set clocks one hour forward*)
Midterms Start
Midterms End
Midterm grading period for Spring 2024
Spring Break Week
"WF" Penalty

Installment plan deadline: 3rd payment due
Spring Pre-College Art Experience classes end (*onsite students*)
Spring Pre-College Art Experience Final Exhibition
Spring Pre-College Art Experience classes end (*online students*)
Installment plan deadline: 4th payment due
Fashion Show
Final grading period for Spring 2024
Commencement – GRAD
Commencement – UGRD
Spring Show Reception & Exhibition
Residence Halls Close
Spring classes end
Memorial Day (**All Buildings Closed**)
Final grades for Spring 2024 to students

SUMMER 2024

Registration for Summer & Fall 2024 begins
Summer Intersession begins
Financial Aid initial paperwork deadline (*to guarantee timely award letter prior to semester start*)
New International Student Move In
New Student Move In
Midterm grading period for Summer Intersession

February 4-16, 2024
February 16, 2024
February 17, 2024
February 12-16, 2024
February 19, 2024
February 19, 2024
February 17, 2024
March 3, 2024
February 26, 2024
March 10, 2024
March 11, 2024
March 23, 2024
March 18-26, 2024
March 24-30, 2024
March 25, 2024
April 3, 2024
March 23, 2024
April 15, 2024
April 5, 2024
May 3, 2024
TBA
May 13-June 3, 2024
TBA
TBA
TBA
May 25, 2024
May 25, 2024
May 27, 2024

DATES

February 19, 2024
May 28, 2024
May 27, 2024
June 4, 2024
June 11, 2024
June 4-6, 2024

Summer 2024 Welcome Week
 Final grading period for Summer Intersession
 New Student Orientation & Parent's Orientation
 Meet Your Department Directors
 Last day to submit grade changes for Spring 2024 "Incompletes"
 Summer Intersession ends
 Continuing Student Move In
 Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees
 Tuition Due Date for Summer 2024
 Installment Payment Plan Contract
 Installment Plan Deadline: 1st Payment Due
 Locker Reservations begin
Summer classes begin *(including Portfolio Grant & Teacher Grant recipients)*
 Last day to register for Summer 2024 without a late fee
 Last day for course changes without a late fee
 Summer Pre-College Art Experience Prep-Day *(mandatory for all first time onsite students)*
 Summer Pre-College Art Experience Online Orientation
 Summer Pre-College Art Experience classes begin
 Summer Pre-College Art Experience: Last day to apply/change class schedule
 Financial Aid File Complete
 Last day to register for Summer 2024 *(late fee will apply)*
 Independence Day **(All Buildings Closed)**
 Midterms Start
 Midterms End
 Midterm Grading Period for Summer 2024
 "WF" Penalty
 Installment Plan Deadline: 2nd Payment Due
 Summer Pre-College Art Experience classes end *(onsite)*
 Summer Pre-College Art Experience Final Exhibition
 Final Grading Period for Summer 2024
 Summer Pre-College Art Experience classes end *(online)*
 Summer Classes End
 Residence Halls Close
 Final grades for Summer 2024 to students

June 9-15, 2024
 June 13-21, 2024
 June 12, 2024
 June 13, 2024
 June 14, 2024
 June 14, 2024
 June 14, 2024
 June 15, 2024
 June 15, 2024
 June 15, 2024
 June 15, 2024
 June 10, 2024
 June 17, 2024
 June 15, 2024
 June 22, 2024
 June 22, 2024
 June 17-21, 2024
 June 24, 2024
 July 1, 2024
 July 1, 2024
 June 22, 2024
 July 4, 2024
 July 4, 2024
 July 10, 2024
 July 7-12, 2024
 July 8, 2024
 July 15, 2024
 July 19, 2024
 July 21, 2024
 August 1-14, 2024
 August 3, 2024
 August 7, 2024
 August 7, 2024
 August 15, 2024
 June 4, 2024





ADMISSIONS

When to Apply

- Academy of Art University has rolling admissions; you may apply year-round to enroll in classes for Fall, Spring, and Summer semesters.
- It is recommended that you apply as early as possible to ensure enrollment in your first choice of classes.
- You may apply up to two years before you plan to enroll at The Academy. (Application fee is non-refundable, and application can not be deferred.)
- Applications are accepted through the second week of the Spring and Fall semesters, and the first week of the Summer semester.

Undergraduate Admissions Philosophy

Academy of Art University was built on the educational philosophy that all students interested in studying art, design and communications deserve the opportunity to do so. It is our belief that all students willing to make the appropriate commitment have the ability to learn professional-level skills.

We maintain an inclusive admissions policy for all undergraduate programs.* Previous experience with art, design, communications, or acting is not required for admission. Students of all skills levels, beginning to advanced, will be accommodated with the proper coursework. We prepare students for advanced courses by offering foundations courses that teach fundamental art, design, communications and acting skills.

Graduate Admissions Philosophy

Academy of Art University graduate programs are designed for students who desire focused, master-level study in their field of choice. All students who hold a bachelor's degree are encouraged to apply. Graduate students undergo an individualized program of study that includes one-on-one instruction from a professional advisor and a faculty-guided final project. Applicants to the graduate programs are asked to submit a portfolio and other materials to demonstrate their level of ability (see Graduate Admissions Requirements for more information). The portfolio is used for program placement purposes; The Academy provides skills-mastery courses for first semester students who need preparatory work.

**Please note that The Academy may reject any applicant whose records indicate inadequate preparation and/or interest for its programs. An applicant who has been denied admission will not be allowed to register for classes.*

Access Statement

Students with disabilities are invited to apply for admission to any program. Academy of Art University strongly recommends that students who are requesting accommodations for equal access to educational programs notify the Classroom Services office prior to, or early in the semester to ensure their needs are met in a timely manner. To be eligible for accommodations, recent documentation from a medical doctor, psychologist, psychiatrist or learning specialist is required. Consult with Classroom Services for additional information.

How to Apply

DOMESTIC ADMISSIONS

U.S. Citizens or Permanent Residents

(Green Card Holders)

If you are a US citizen or permanent resident *(Green Card holder)*, please follow the application instructions for either Domestic Undergraduate or Domestic Graduate admissions. If you have any questions, please contact us at 800.544.2787 or 415.274.2222, or e-mail the department at admissions@academyart.edu.

Step-by-step instructions for submitting your application are listed on the back of each application form.

There are 4 simple ways to apply for Domestic Admissions:

ONLINE: Visit The Academy's website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call 800.544.2787 or 415.274.2222 and an Admissions Representative will assist you.

BY MAIL: Send your application and fee to:

Academy of Art University
79 New Montgomery
San Francisco, CA 94105-3407

Attention: Domestic Admissions Department

IN PERSON: Visit the Admissions Office:

79 New Montgomery Street
(between Mission and Market)
4th Floor; 8am-7pm Monday-Thursday, 8am-6pm Friday, 8am-5:30pm Saturday

INTERNATIONAL ADMISSIONS

Non-U.S. Citizens

If you are a non-US citizen, please follow the application instructions for either International Undergraduate or International Graduate admissions. If you have any questions, please contact us at 800.544.2787 or 415.274.2208, or e-mail the department at intladmissions@academyart.edu.

If you are a U.S. Citizen, living abroad, and applying for Online classes, please fill out the Undergraduate or Graduate Domestic Application.

The International Student Admissions/Services Department helps and guides international students with any questions or concerns they may have. The advisors assist each student with the application and admissions process, student visa and immigration procedures, academic advising and class registration. Every semester, the department hosts an international student orientation to help new students get acquainted with Academy of Art University and San Francisco. Additionally, The Academy has its own English for Art Purposes (EAP) program. Students may enroll in art and design classes while taking EAP classes at the same time. Please see the Student Resources section for more information.

Step-by-step instructions for submitting your application are listed on the back of each application form.

There are 4 simple ways to apply for International Admissions:

ONLINE: Visit The Academy's website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call (+1) 415.274.2208 and an Admissions Representative will assist you.

BY MAIL: Send your application and fee to:

International Student Admissions
79 New Montgomery Street, 4th Floor
San Francisco, CA 94105-3410
USA

IN PERSON: If you are planning a trip to San Francisco, please visit us at

79 New Montgomery Street
(between Mission and Market)
4th Floor; 8am-7pm Monday-Thursday, 8am-6pm Friday, 8am-5:30pm Saturday

Admissions Requirements

UNDERGRADUATE ADMISSIONS REQUIREMENTS

*(For AA, BA, BFA, BS, B.Arch, & Second BA/BFA)

Academy of Art University requires one of the following*:

- High School Diploma
- GED / CHSPE

Academy of Art University accepts the following as proof of high school graduation:

- Official or unofficial completed high school transcript or GED
- Official or unofficial completed Bachelor's degree transcript or equivalent.
- Signed Home School Program Certification form and transcripts
- California High School Proficiency Exam (CHSPE) Letter

*Copy of complete High School Diploma for first degree undergraduate students (Academy of Art University cannot certify Cal Grant GPA from this document)

Official transcripts or proof of high school graduation are due prior to the start of the first semester.

How and When to Submit Your Proof of High School Graduation

- Proof of high school graduation (which clearly shows the graduation date) are due before the start of your first semester.
- Proof of your completed GED or CHSPE.

If you are sending transcripts or other proof of high school graduation, they must be delivered or mailed to:

Academy of Art University
Office of the Registrar
79 New Montgomery Street, 435
San Francisco, CA 94105-3410

or

Academy of Art University accepts electronic submission of official and unofficial transcripts. Students sending an official or unofficial electronic transcript should have it directed to the following email address: transcripts@academyart.edu

Academy of Art University
is also a member of the National Student Clearinghouse Electronic Transcript Exchange Registry and can accept transcripts directly from other member organizations.

Home School Students

We welcome and encourage home school students to enroll in our degree and non-degree programs. An experienced admissions representative will review your application and help you through the admissions process. Academy of Art University open door admissions policy equally applies to home school students who participate in a program officially recognized by the state in which they live. To qualify for admission you may submit a signed Home School Program Certification Form along with home school transcripts.

**Please note that The Academy may reject any applicant whose records indicate inadequate preparation and/or interest for its programs. An applicant who has been denied admission will not be allowed to register for classes.*

ART TEACHING CREDENTIAL ENTRY REQUIREMENTS

Application: Complete the online www.academyart.edu/admissions/apply.html application (A non-refundable and non-deferrable \$50 application fee is required)

Proof of Earned Bachelor's Degree or Higher: Official or unofficial transcripts must show the granting of a Bachelor's degree or higher in Fine Art or in a related program with a minimum GPA of 2.5. www.academyart.edu/assets/pdf/international-transcript-policy.pdf International transcripts must be accompanied by an English translation.

CBEST Test Results: Official results of passing the California Basic Education Skills Test (CBEST)

CSET Test Results: Official results of passing the California Subject Matter Examination Test (CSET) in Art

NOTE: Candidates must successfully pass both parts of the CSET in ART: Subset 1 and Subset 2.

TB Health Certificate Clearance: Official results of the TB Health Certificate clearance

Certificate of Clearance from Department of Justice (DOJ) & Federal Bureau of Investigation (FBI): Official documentation of the fingerprint clearance from the DOJ and FBI

Resume: An outline of educational and professional experience

Letters of Recommendation: Three verifiable letters of recommendation from academic or professional sources

CPR and First Aid Workshop Certificate: Official documentation proving successful completion of an approved CPR and First Aid workshop/class **NOTE:** The CPR/First Aid Workshop or class must be approved by the California Emergency Medical and Safety Authority (EMSA) **NOTE:** Completion of the CPR/First Aid Workshop must be completed prior to second semester courses that require fieldwork

Optional Portfolio: Students are recommended to submit a body of work to showcase their skills. Please contact an Admissions Representative for details.

GRADUATE ADMISSIONS REQUIREMENTS

The Academy requires graduate applicants to demonstrate their ability and intent to complete a Master of Arts (MA), Master of Fine Arts (MFA) or Master of Architecture program (M. Arch.). Students may only register for graduate classes after being admitted into a Master of Arts, Master of Fine Arts or Master of Architecture program.*

After submitting the application form and application fee, graduate applicants must submit the following additional items.

Statement of Intent: An explanation of Graduate School goals and desired outcomes of the graduate degree in a one page, typed essay.

Résumé: An itemized list of educational and professional experience.

College Transcripts:

- Official or unofficial sealed transcripts may be sent directly from the college(s) attended or may be submitted by the applicant by mail. **NOTE:** Architecture and Art History students must submit official college transcripts.
- Transcripts from applicant may be emailed to transcripts@academyart.edu.
- Transcripts must show completion of at least a Bachelor's Degree or equivalent. You must submit official or unofficial transcripts from the institution from which you graduated.
- Academy of Art University accepts electronic submission of official transcripts. Students sending an official electronic transcript should have it directed to the following email address transcripts@academyart.edu.

• Academy of Art University is also a member of the National Student Clearinghouse Electronic Transcript Exchange Registry and can accept transcripts directly from other member organizations.

• **International Transcripts:** Transcripts issued by schools outside the United States in original language must be translated by a professional translation company accredited by the American Translators Association (ATA), and/or evaluated by an educational credential evaluation service accredited by the National Association of Credential Evaluation Services (NACES). These agencies charge a fee and are not affiliated with Academy of Art University. For approved companies, or more information, please contact the Office of the Registrar.

Portfolio/Reel: A body of work representing the chosen discipline is required for class placement in the graduate program. Registration for the appropriate classes is based on the skills demonstrated in the portfolio/reel. Additional materials may be required by the specific departments. Applicants should contact an Admissions Representative for details on digital portfolio/reel submission, including content and format requirements.

** Upon receiving all application requirements, the department will review and will recommend that the student be accepted, not accepted or allowed to enroll in Graduate Preparatory Coursework. Preparatory Coursework will be determined by the department to meet the graduate admissions requirements.*

Please note that The Academy may reject any applicant whose records indicate inadequate preparation and/or interest for its programs. An applicant who has been denied admission will not be allowed to register for classes.

How to Register for Classes

For degree requirements and more course information, contact us at 800.544.2787 or 415.274.2222. You may also visit us online at www.academyart.edu.

Students may register by any one of the following ways:

1. Register in person or by phone

- New Undergraduate Students: Schedule a registration appointment or register by phone by calling the Undergraduate Admissions Office at 800.544.2787 or 415-274-2222.
- New Graduate and Art Teaching Credential Students: Schedule a registration appointment or register by phone by calling the Graduate Admissions Office at 800.544.2787 or 415.618.6326.
- New International Students: Schedule a registration appointment or register by phone by calling the International Admissions Office at 800.544.2787 or 415.274.2208.
- Returning/Continuing Domestic (U.S. Citizen or Resident Green Card Holders), and International Undergraduate Students: Schedule a registration appointment or register by phone by calling the Student Services Office at 800.544.2787 or 415.274.2222.
- Returning/Continuing Domestic (U.S. Citizen or Resident Green Card Holders), and International Graduate Students: Schedule a registration appointment or register by phone by calling the Graduate School at 800.544.2787 or 415.274.8617.

2. Register online

All continuing students may register, look up class schedules, and view course descriptions at <https://catalog.academyart.edu/catalog?0>

Registration Fees

Students must pay the non-refundable registration fee of \$50 in order to register for classes. The new student enrollment fee is \$95 and includes the registration fee.

When to Register for Classes

- Students are encouraged to register as early as possible to guarantee placement in desired courses.
- Students may register until the second Monday of each term without a late fee.
- After the second Monday of each term, a late registration fee of \$50 will apply.
- Registration is not allowed once two consecutive class sessions are missed.

Students may contact an Admissions Representative or Student Services Advisor for more information by calling 800.544.2787 or 415.274.2222.

Transfer Information

Academy of Art University invites all applicants interested in receiving transfer credit from previous post-secondary institutions to submit their official transcripts for review.

How to Transfer

Transferring into Academy involves two steps:

1. Complete an application to Academy of Art University.
2. Submit official or unofficial college/university transcript(s)

by mail in a sealed envelope to:
Academy of Art University
Office of the Registrar
79 New Montgomery Street, 435
San Francisco, CA 94105-3410

or

Academy of Art University accepts electronic submission of official and unofficial transcripts. Students sending an official or unofficial electronic transcript should have it directed to the following email address: transcripts@academyart.edu

Academy of Art University is also a member of the National Student Clearinghouse Electronic Transcript Exchange Registry and can accept transcripts directly from other member organizations.

Transfer Policies

- Academy of Art University accepts unofficial and official transcripts for the purpose of applying transfer credit to a student's record. Only an official transcript may be used to apply transfer credit to the student's record at Academy of Art University for student athletes.
- Transfer evaluations are based on the current transfer policies during the student's semester of admission and will be binding for the student's entire matriculation at Academy of Art University. Subsequent evaluations are not permitted unless the student changes his or her degree program (i.e. from an Associate of Arts degree to a Bachelor of Fine Arts degree).

- Coursework from accredited post-secondary institutions will be considered for transfer if it carries the equivalent credit, prerequisites, content, and level of instruction. Remedial or pre-college courses are not eligible for transfer.
- Coursework presented for transfer must be successfully completed with a letter grade of "C" or above or a grade of "pass" in a pass/fail course.
- Units completed at another institution after the student has started a degree program or any degree eligible classes at Academy of Art University will not be considered for transfer.
- The deadline for submission of all official and unofficial transcripts is prior to the end of the student's first degree seeking semester. Courses may only be transferred from transcripts received by the deadline.

Undergraduate Degrees

Liberal Arts courses: All degree programs have unique Liberal Arts requirements. Courses that cannot be applied toward a degree will not be transferred. Major courses: A portfolio review is required to determine if courses may be transferred toward the major.

Second Bachelor's Degrees

Students who have completed a bachelor's degree and are seeking a second bachelor's degree may have 50% of the required units transferred based on a department's predetermined agreement. Major courses may be waived based on portfolio review. NOTE: Not all departments offer a predetermined transfer agreement. Speak with an Admissions Representative for details. Students who have completed a bachelor's degree and are seeking an associate of arts degree may have 18 units transferred based on a department's predetermined agreement. Major courses may be waived based on portfolio review. A maximum of 50% of total units may be transferred based on a portfolio and transcript review. NOTE: Not all departments offer a predetermined transfer agreement. Speak with an Admissions Representative for details.

Graduate Degrees

A maximum of 6 transfer units from another graduate program may be transferred towards degree requirements.

Transcript Submission Deadline

Upon enrollment at Academy of Art University, all official transcripts must be received prior to the end of the student's first semester. Transfer evaluations for degree-seeking students are conducted during the student's first semester and are considered final. Transfer credit will not be awarded after the end of the student's first semester. Any appeals must be presented to the Office of the Registrar Transfer Office by the end of the first semester.

Undergraduate students who fail to submit proof of High School graduation and/or conferral of a bachelor's degree or equivalent by the start of their first semester will not be allowed to enroll for subsequent terms until proof of graduation has been received by the Office of the Registrar.

Undergraduate Residency Requirement

Students seeking a degree must complete a minimum of 50% of required units at Academy of Art University to satisfy the undergraduate residency requirement.

Transferability

Students who wish to continue their education at other schools must not assume that credits earned at Academy of Art University will be accepted by the receiving institution. It is the responsibility of the student planning to transfer to another school to research the requirements of the selected school. Institutions of higher learning vary in the nature and number of credits that are acceptable, and it is at the discretion of that institution to accept credits earned at other schools. See University Policies for full transfer policies. Transfer information is subject to change.

Student and Academic Policies (Catalog Addendum 1):
<https://www.academyart.edu/academicpolicies>

Please contact the Office of the Registrar at 800.544.2787 or 415.274.2222 or visit www.academyart.edu for more information.

Placement & Portfolio Reviews

Students may place into a course by demonstrating necessary knowledge and skill level. Major course placement or transfer is determined by a portfolio review conducted by the Department Director. Students who place out of a required course will have that requirement waived but must make up the units with a substitute Academy of Art University course which will be determined by the Department Director.

Detailed instructions for portfolio submissions are provided by the Admissions Office. Portfolios may be submitted digitally. Physical portfolios of original work are also accepted. Applicants are responsible for picking up portfolios or reels in person or to have them returned via US Postal Service. Only portfolios/reels with prepaid return postage will be returned via US Postal Service. Portfolios or reels that are unclaimed or returned due to incorrect address or inadequate postage will be retained on campus for approximately 90 days. Although every precaution is taken to protect portfolios and reels, Academy of Art University cannot be held responsible for loss or damage of portfolios or reels either in transit or on campus for review. New undergraduate students should consult their Admissions Representative at Academy of Art University for additional portfolio requirements. Returning/Continuing students should schedule an appointment with their Student Services Advisor.

Online Students

Please note: Our campus computer lab facilities are not available for students taking classes 100% online.

University Policies and Academic Information

This online catalog is for your information only; information found in this catalog is subject to change at any time. Detailed university policies and academic information are available on our website at:

Student and Academic Policies (Catalog Addendum 1):
<https://www.academyart.edu/academicpolicies>

Board of Directors, Administrators and Faculty (Catalog Addendum 2):
<http://www.academyart.edu/board-of-directors-administrators-faculty>

Course Fees & Prerequisites:
<https://www.academyart.edu/course-fees-prerequisites>

Title IX

Title IX prohibits the Academy of Art University ("University") from discriminating on the basis of sex in the administration of the University's programs and activities. Sexual harassment and sexual violence are types of prohibited sex discrimination. Other acts can also be forms of sex-based discrimination and are also prohibited, whether sexually based or not, and include dating violence, domestic violence, and stalking. The Academy of Art University's prohibition on sex discrimination includes discrimination based on one's gender identity or expression, one's transgender status, pregnancy or parental status.

The following people have been designated to handle Title IX inquiries and complaints:

Lynda España, Title IX Coordinator
(415)618-3813
lespana@academyart.edu

The Academy of Art University had adopted a policy to carry out the University's responsibilities under Title IX of the Education Amendments of 1972, the Violence Against Women Act and the Campus SaVE Act. This policy includes procedures designed to respond to reports of sex discrimination, sexual harassment, sexual assault, domestic violence, dating violence, and stalking. The policy is also designed to address all instances in which an Academy of Art University student or employee, while enrolled or employed at the University, is alleged to have engaged in such prohibited conduct.

The entire Title IX policy can be found here:
https://www.academyart.edu/disclosures/title_IX

That's the story.

It's a story in pictures and a few words that tells of creativity, imagination, and people, just like you, on their way to the top. The professionals who have created this story for you love going to work where they spend their days turning ideas into compelling communications. Filling the world with beauty that never existed before. Looking at things like they've never been seen before. Telling stories like they've never been told before. Making music and characters that have never been heard before. They're working creative professionals who have jobs so rewarding that they take great joy in what they love and do so well.

If these words and pictures have fanned the spark of creativity in you, find areas that really interest you. Then, do something about it. It could be the beginning of another story, your story. You know, the one that makes history.

SPECIAL THANKS: To all the students, faculty and alumni whose artwork and words appear in this catalog. Your talent is an inspiration and we appreciate you being a part of The Academy family.

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