ACADEMY *of* ART UNIVERSITY®

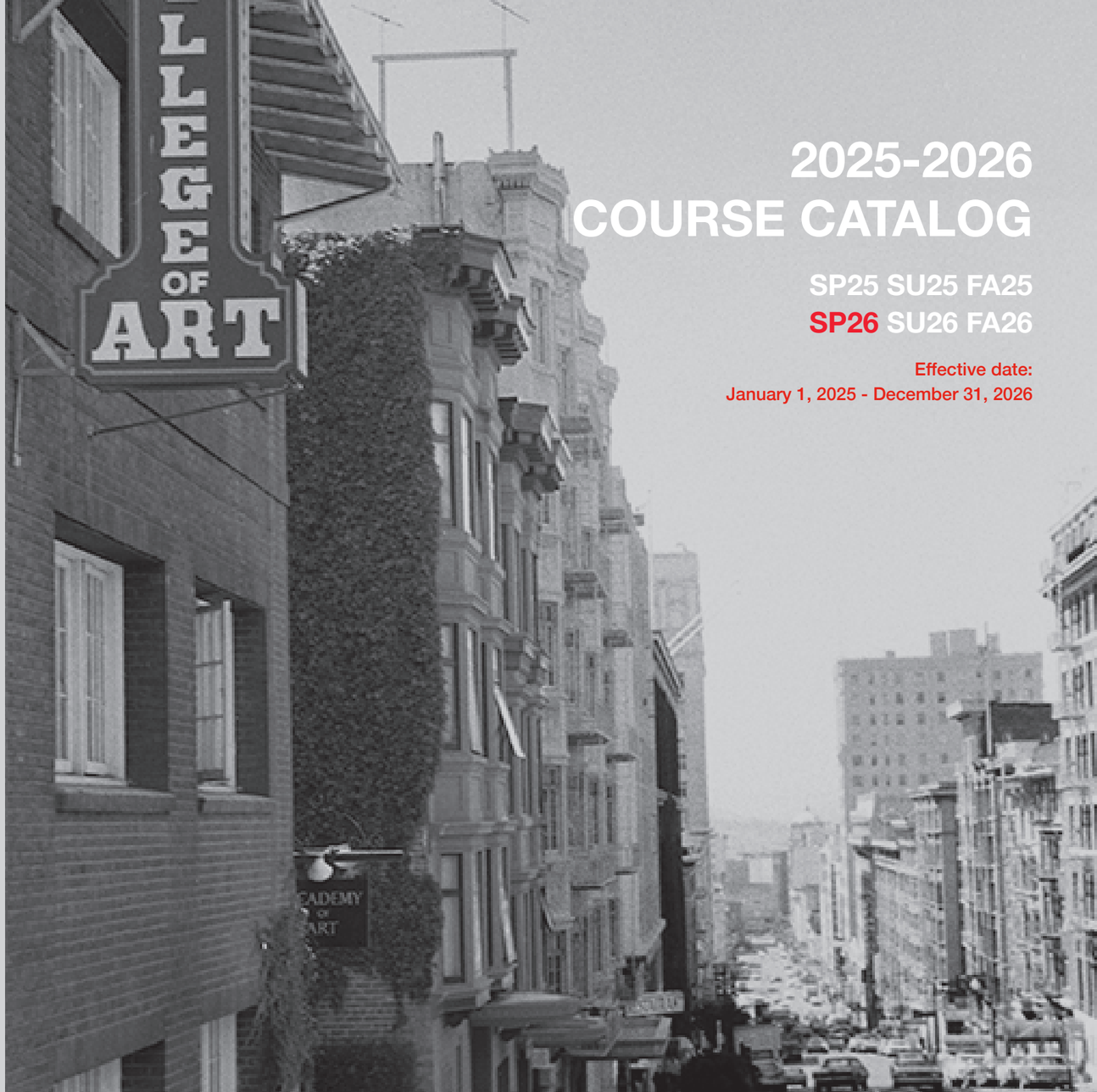
COURSE CATALOG

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.



2025-2026 COURSE CATALOG

SP25 SU25 FA25
SP26 SU26 FA26

Effective date:
January 1, 2025 - December 31, 2026

OUR PROGRAMS

SCHOOL OF ACTING
AA Acting*
BFA Acting*
MA Acting*
MFA Acting*

SCHOOL OF ADVERTISING
AA Advertising
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

AA, 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
AAS Design of Built Environments
BA Architectural Design ❖
B.Arch Architecture
MA Advanced Architectural Design ❖
M.Arch Architecture

AAS Available Areas of Emphasis:
- Architecture
- Landscape 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**
MFA Art Education**

SCHOOL OF ART HISTORY
BA Art History**
BFA Art History**
MA Art History**

SCHOOL OF MARKETING, COMMUNICATION & DESIGN
AAS Brand Communication
BA Artificial Intelligence Marketing & Design
BA Communications & Media Technologies
MA Artificial Intelligence Marketing & Design
MA Communications & Media Technologies

AAS Available Areas of Emphasis:
- Advertising
- Artificial Intelligence Marketing & Design
- Communications & Media Technologies
- Graphic Design
- Interaction & UI/UX Design

SCHOOL OF FASHION
AA Fashion Communication
AA Fashion Marketing
AA Fashion Merchandising
AA Fashion Product Development
AA Fashion Styling
BFA Costume Design
BFA Fashion Design
BFA Fashion Marketing
BFA Fashion Merchandising
BFA Fashion Product Development
BFA Fashion Communication & Styling
BFA Textile Design*
CERT Fashion Design*
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 Design
MFA Fashion Marketing & Brand Management
MFA Fashion Merchandising & Management
MFA Fashion Product Development
MFA Textile Design*

SCHOOL OF FINE ART
AA Fine Art
AAS 3-Dimensional Studio Arts
AAS Studio Arts
BFA Fine Art
CERT Fine Art*
MA Fine Art
MFA Fine Art

AAS 3-Dimensional Studio Arts Available Areas of Emphasis:
- Jewelry & Metal Arts
- Sculpture

AAS Studio Arts Available Areas of Emphasis:
- Fine Art Painting
- Illustration
- Visual Development

AA & BFA Available Areas of Emphasis:
- Drawing & Painting
- Sculpture

MA Available Areas of Emphasis:
- Drawing & Painting

MFA Available Areas of Emphasis:
- Drawing & Painting
- Sculpture

SCHOOL OF GAME DEVELOPMENT
AA Game Design
AAS Game Development
BFA Game Art
BFA Game Design
BS Game Programming
MA Game Development
MFA Game Development

AAS Available Areas of Emphasis:
- Concept Art for Games
- Game Art
- Game Design

BFA Available Areas of Emphasis:
- Concept Art

MA & MFA Available Areas of Emphasis:
- Character Modeling
- Concept Art
- Environment Modeling
- Game Design

SCHOOL OF GRAPHIC DESIGN
AA Graphic Design
BFA Graphic Design
CERT Graphic Design*
MA Graphic Design & Digital Media
MFA Graphic Design

All programs are available online and on campus unless otherwise noted.
*These programs are not available online
**These programs are not available on campus

❖These programs are not NAAB-accredited and may not be accepted as meeting licensure requirements in many U.S. states.

OUR PROGRAMS

SCHOOL OF ILLUSTRATION
AA Illustration
BFA Illustration
CERT Illustration*
MA Illustration
MFA Illustration

AA, BFA, & MFA Available Areas of Emphasis:
• Comics

SCHOOL OF INDUSTRIAL DESIGN
AA Industrial Design
AAS Automotive Restoration*
BFA Industrial Design
CERT Industrial Design*
MA Product Design
MFA Industrial Design

AA, BFA, & MFA Available Areas of Emphasis:
• Transportation Design

MA Available Areas of Emphasis:
• AI Object Design
• Color, Materials, and Finish Design
• Experience 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

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
AAS Technical Filmmaking
BFA Motion Pictures & Television
CERT Motion Pictures & Television*
MA Writing & Directing for Film*
MFA Motion Pictures & Television

AA, AAS, BFA, & MFA 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
AAS 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

SCHOOL OF WRITING FOR FILM, TELEVISION & DIGITAL MEDIA
BFA Writing for Film, Television & Digital Media
MFA Writing for Film, Television & Digital Media

All programs are available online and on campus unless otherwise noted.
*These programs are not available online
**These programs are not available on campus

Watercolor painting by Richard S. Stephens, founder of Academy of Art University

TABLE OF CONTENTS

INTRODUCTION

8 WHAT WE OFFER
12 HISTORY OF THE SCHOOL
18 WELCOME
20 WHO WE ARE
21 PHILOSOPHY
22 ACCREDITATION/MEMBERSHIPS
24 MISSION STATEMENT

DEPARTMENTS & COURSES

28 ACTING
50 ADVERTISING
70 ANIMATION & VISUAL EFFECTS
100 ARCHITECTURE
124 ART EDUCATION
150 ART HISTORY
172 MARKETING, COMMUNICATION & DESIGN
192 FASHION
268 FINE ART
304 GAME DEVELOPMENT
346 GRAPHIC DESIGN
368 ILLUSTRATION
394 INDUSTRIAL DESIGN
428 INTERIOR ARCHITECTURE & DESIGN
454 INTERACTION & UI/UX DESIGN
474 JEWELRY & METAL ARTS
498 LANDSCAPE ARCHITECTURE
520 MOTION PICTURES & TELEVISION
552 MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA
582 PHOTOGRAPHY
608 VISUAL DEVELOPMENT
628 WRITING FOR FILM, TELEVISION & DIGITAL MEDIA

SUPPORT DEPARTMENTS

647 FOUNDATIONS
651 ENGLISH FOR ART PURPOSES
655 LIBERAL ARTS
671 GRADUATE LIBERAL ARTS
681 ONLINE EDUCATION

PROGRAMS FOR EVERY LEVEL

687 PRE-COLLEGE PROGRAMS
688 PERSONAL ENRICHMENT
688 CONTINUING ART EDUCATION
688 PROFESSIONAL DEVELOPMENT
695 CLUBS & ORGANIZATIONS

CAMPUS INFORMATION

700 FINANCIAL AID & TUITION
704 HEALTH INSURANCE
704 CAMPUS LIFE (HOUSING & ACTIVITIES)
706 ACADEMIC RESOURCES
709 ACADEMIC CALENDARS
715 ADMISSIONS INFORMATION
720 REGISTRATION INFORMATION
721 TRANSFER INFORMATION
723 UNIVERSITY POLICIES AND ACADEMIC INFORMATION

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

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

CLUBS & ORGANIZATIONS

American Institute of Architecture Students (AIAS)
ArtU Game Club
ArtU Miniature Painting Club
Beyond the Front Row (BtFR)
The Design Collective
The Fine Art Club
Interior Architecture & Design Club (IAD)
Korean Student Association (KSA)
Legends of Visual Effects
National Organization of Minority Architecture Students (NOMAS)
Outloud! LGBTQIA+ Club
Tea Time Animation
Visionaries Concept Art Club
Women in Animation (WIA)

UNDERGRADUATE DEGREES

Associate of Applied Science
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 specialist today to personalize your education 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

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 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, and Fashion Product Development
- **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 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 for 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 or 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

2018

- **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, the Associate of Arts in Web Design & New Media becomes the Associate of Arts in Interaction & UI/ UX Design, the Bachelor of Fine Arts in Web Design & New Media becomes the Bachelor of Fine Arts in Interaction & UI/ UX Design, the Master of Arts in Web Design & New Media becomes the Master of Arts in Interaction & UI/UX Design, and the Master of Fine Arts in Web Design & New Media becomes the Master of Fine Arts in 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 the Bachelor of Fine Arts in Fashion Communication and Styling
- **School of Fashion** changes the Associate of Arts in Fashion Journalism to Associate of Arts in Fashion Communication
- **School of Game Development** changes the Associate of Arts in Game Development to the Associate of Arts in Game Design, the Bachelor of Fine Arts in Game Development changes to the Bachelor of Fine Arts in Game Design
- **School of Game Development** offers Bachelor of Fine Art in Game Art

2024

- **School of Art Education** offers Master of Fine Art in Art Education
- **School of Communications & Media Technologies** offers Master of Arts in Artificial Intelligence Marketing & Design
- **School of Fashion** changes the Bachelor of Fine Arts in Fashion to the Bachelor of Fine Arts in Fashion Design, the Certificate in Fashion to the Certificate in Fashion Design and the Master of Fine Art in Fashion to the Master of Fine Art in Fashion Design
- **School of Fine Art** offers Associate of Applied Science in Studio Arts with areas of emphasis in Fine Art Painting, Illustration, and Visual Development
- **School of Industrial Design** changes the Master of Arts in Industrial Design to the Master of Arts in Product Design
- **School of Game Development** offers Associate of Applied Science in Game Development with areas of emphasis in Concept Art for Games, Game Art, and Game Design
- **School of Motion Pictures & Television** offers Associate of Applied Science in Technical Filmmaking with areas of emphasis in Cinematography, Directing, Editing, Producing, Production Design, and Screenwriting
- **School of Industrial Design** offers Associate of Applied Science in Automotive Restoration

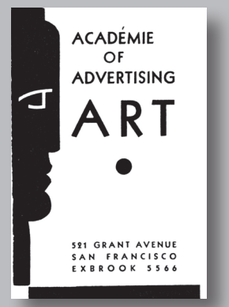
2025

- **School of Fine Art** offers Associate of Applied Science in 3-Dimensional Studio Arts with areas of emphasis in Jewelry & Metal Arts and Sculpture.
- **School of Architecture** offers Associate of Applied Science in Design of Built Environments with areas of emphasis in Architecture and Landscape Architecture.
- **School of Communications & Media Technologies** offers Bachelor of Arts in Artificial Intelligence Marketing & Design, and Associate of Applied Science in Brand Communication with areas of emphasis in Advertising, Artificial Intelligence Marketing & Design, Communications & Media Technologies, Graphic Design, and Interaction & UI/UX Design.
- **School of Photography** offers Associate of Applied Science in Photography.

2026

- **School of Communications & Media Technologies** becomes School of Marketing, Communication & Design.

90 Years of Creative Passion



1930

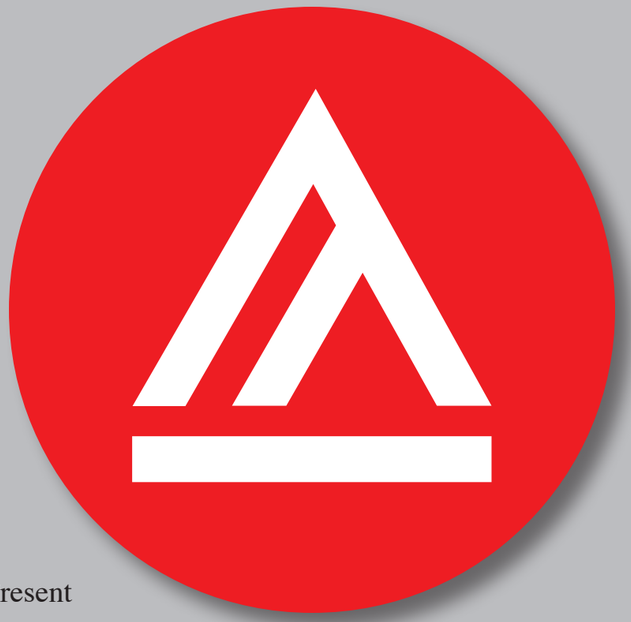
1957

1968

1973

1986

1995



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.

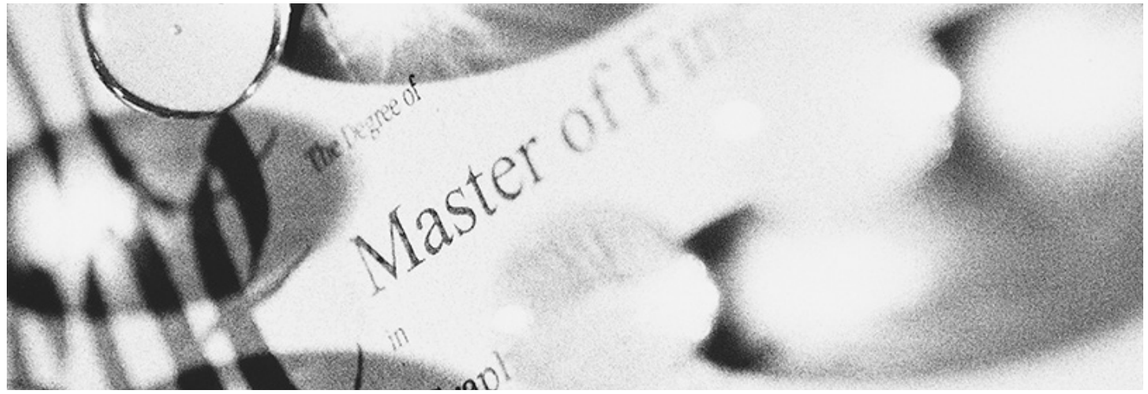
I hope the passionate faculty, modern facilities and extensive curriculum detailed in this catalog convince you that Academy of Art University should be your first choice for formal training in art and design.

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 institutionally accredited by the WASC Senior College and University Commission (WSCUC), one of the seven institutional 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; AAS in Automotive Restoration; 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 2030

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

It is the mission of Academy of Art University to prepare aspiring professionals in the fields of design, communication and the arts by delivering excellent undergraduate and graduate degrees, certificate programs, and portfolio and upskill courses.

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 communication 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 service.

ACTING

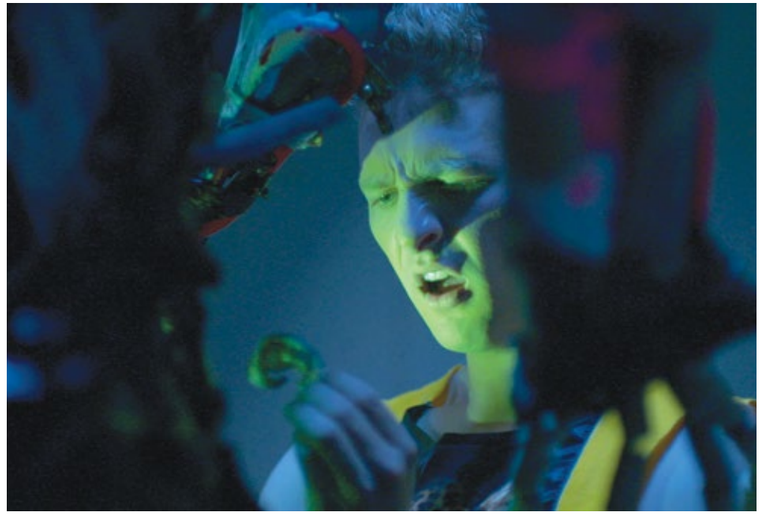
Lights. Camera. You.

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.

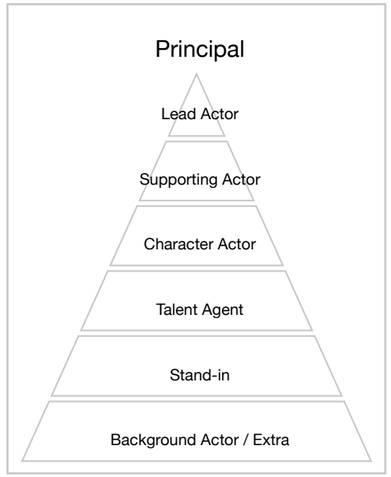
The School of Acting facilities include:
Sound stage with camera, monitors & lighting
Performance space with full lighting board
Play and screenplay library
Voiceover room
Singing room with piano
Prop room
Dance room
Alexander room
Exercise facilities including a pool, yoga, weight, stretching & cardio 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 major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 2 Art Historical Awareness: Western Art courses
  - 1 Creative Communication 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.

This program is available on campus.

AA ACTING MAJOR COURSEWORK

CORE

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

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS: WESTERN ART

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 major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 2 Art Historical Awareness: Western Art courses
  - 1 Creative Communication 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.

This program is available on campus.

BFA ACTING MAJOR COURSEWORK

CORE

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

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

ART HISTORICAL AWARENESS: WESTERN ART

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	Study Abroad: Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 494	Study Abroad: Fashion Culture and Industry

Master of Arts [MA] in Acting

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	36 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

This program is available on campus.

MA ACTING MAJOR COURSEWORK

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 680	Audition Techniques
ACT 710	Into the Industry

Master of Fine Arts [MFA] in Acting

MFA UNIT REQUIREMENTS

MAJOR COURSEWORK	51 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

This program is available on campus.

MFA ACTING MAJOR COURSEWORK

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
	+ 1 Major course

UNDERGRADUATE COURSES

ACT 101 Respect for Acting
Jump into the world of objective-based acting! Through scene study, you will learn the basics of professional acting technique, focusing on making compelling acting choices and improving your performances based on adjustments. (This course is cross-listed with LA 104.)

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.

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

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 281 Stunts and Action
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 340 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. (This course is cross-listed with ACT 640.)

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 Foundation - Spring
Build a strong Voice-Over Foundation of structure, techniques, subtext, and audio recording skills. Define, practice, record, edit, and submit the various styles of commercial, narration, and character scripts. This class prepares you for the Commercial Demo class.

ACT 423 Comedy and Sketch
Learn to develop improvisations into scripted material. Dive into a range of genres as you write, shape, and perform original sketches. (This course is cross-listed with ACT 645.)

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 a 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 a more sophisticated approach 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 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 and 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 six 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 617 Advanced Voice and Speech
Explore contemporary texts as you sharpen your approach to speech and embodying language vocally. Deepen your practice of Freeing the Natural Voice and refine and polish your articulation skills. Learn to take vocal risks and make intentional speech choices that will distinguish from peers in the industry.

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.

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

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.

ACT 645 Comedy and Sketch
Learn to develop improvisations into scripted material. Dive into a range of genres as you write, shape, and perform original sketches. (This course is cross-listed with ACT 423.)

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 and 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 choices. Learn to play your intentions with clarity and nuance. (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 a more sophisticated approach 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 710 Into the Industry
Develop 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 and MPT 810.)

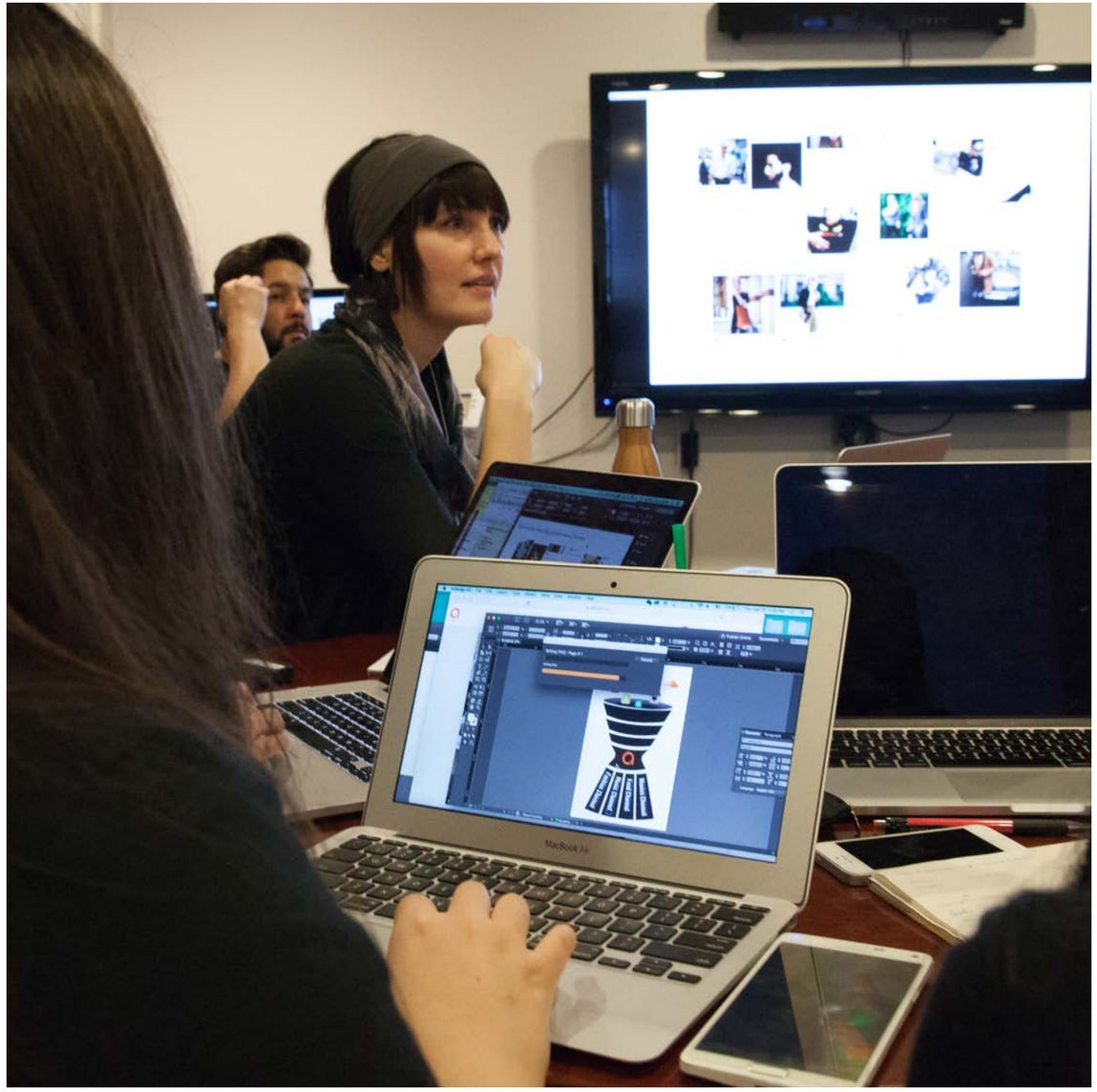
ACT 750 Acting for the Camera 4
Hone your on-camera acting and taped audition technique in this advanced Acting for Camera class. Shoot new material tailored for your reel as you prepare to make the transition to the competitive world of professional acting. Work on a range of projects and learn to hold 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.

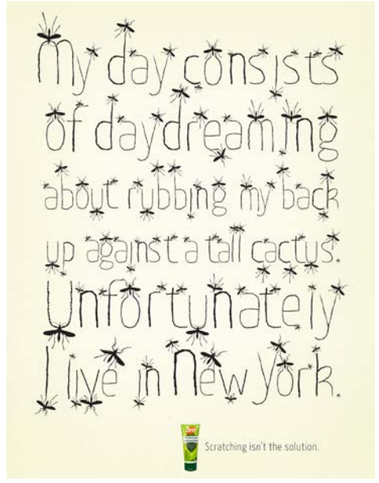
WHAT WE OFFER

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

Studio Production for Advertising & Design

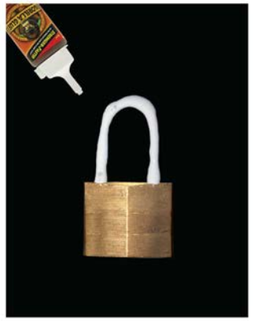
- Digital Production Artist, Digital Production Coordinator
- Graphic Designer/UI Production Artist, Graphic Production Artist
- Print Production Graphic Artist, Prepress Production Coordinator, Production Coordinator
- Production Director
- Production Manager, Project Manager

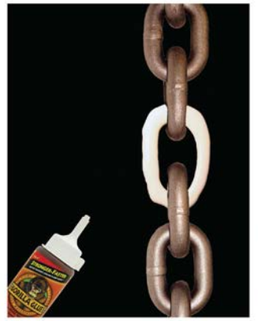
Creative Strategy

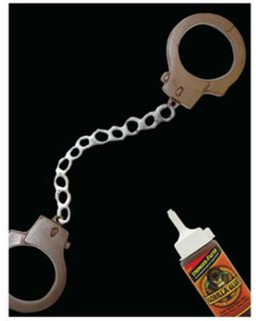
- Partner/ Planning Director, VP Group Director, Group Director
- Planning Director
- Senior Accounting Planner
- Account Planner
- Junior Accounting Planner

Copywriter

- Worldwide Chief Creative Officer
- Group Creative Director
- Creative Director
- Associate Creative Director
- Senior Creative
- Mid level; Junior







Art Director

- Worldwide Chief Creative Officer
- Group Creative Director
- Creative Director
- Associate Creative Director
- Senior Creative
- Mid level; Junior

DEGREE REQUIREMENTS

Associate of Arts [AA] in Advertising

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA ADVERTISING MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technologies
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

ADV 341	Midpoint Portfolio

AA ADVERTISING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2	Art Historical Awareness courses
1	Creative Ideation 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

CREATIVE IDEATION

LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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 Applied Science [AAS] in Brand Communication

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS BRAND COMMUNICATION MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
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
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

ADV 341	Midpoint Portfolio
or COM 295	Media Entrepreneurship: Brand You
or GR 327	Graphic Design 2: Integrating Principles
or IXD 282	Midpoint Portfolio

AVAILABLE AREAS OF EMPHASIS

Advertising
Artificial Intelligence Marketing & Design
Communications & Media Technologies
Graphic Design
Interaction & UI/UX Design

AAS BRAND COMMUNICATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1	Art Historical Awareness course
1	Creative Ideation 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS

LA 242	History of Graphic Design

CREATIVE IDEATION

LA 133	AI Short Form Writing

QUANTITATIVE LITERARCY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Fine Arts [BFA] in Advertising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA ADVERTISING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Written Communication: Critical Thinking course
1 Creative Ideation 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.

This program is available online and on campus.

BFA ADVERTISING MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technologies
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

ADV 341	Midpoint Portfolio

SENIOR PORTFOLIO

COM 495	Creative Futures: Portfolio and Professional Identity

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

CREATIVE IDEATION

LA 133	AI Short Form Writing

HISTORICAL AWARENESS

CHOOSE ONE:

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

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

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

MA UNIT REQUIREMENTS

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

MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES MAJOR COURSEWORK

ADV 602	Art Direction
ADV 604	Copywriting
ADV 606	Campaign
ADV 623	Humans, Not Consumers: How Humans Insights Drive Brand Strategy
ADV 634	AI for Advertising
ADV 646	Advanced Campaign
COM 690	Your Media Portfolio
GR 616	Design Thinking & Visual Communication
GR 617	Type Forms
IXD 600	Digital Graphics
IXD 613	Motion Graphics and Video

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

This program is available online and on campus.

MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design

Master of Fine Arts [MFA] in Advertising

MFA UNIT REQUIREMENTS

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

MFA ADVERTISING MAJOR COURSEWORK

ADV 602	Art Direction
ADV 604	Copywriting
ADV 606	Campaign
ADV 623	Humans, Not Consumers: How Humans Insights Drive Brand Strategy
ADV 634	AI for Advertising
ADV 850	Final Portfolio
GR 616	Design Thinking & Visual Communication
GR 617	Type Forms
GR 750	Thesis Proposal and Mid-Point Review
IXD 600	Digital Graphics
IXD 613	Motion Graphics and Video

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

This program is available online and on campus.

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	Study Abroad: Seminar in Great Britain
GLA 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 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. (This course is cross-listed with LA 125.)

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 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 302 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. (This course is cross-listed with ADV 602.)

ADV 304 Copywriting
Get the copywriting skills to craft well-written, creatively focused advertising. Assignments are based on creative strategies written by you. (This course is cross-listed with ADV 604.)

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. (This course is cross-listed with IXD 282.)

ADV 343 Campaign
Develop targeted campaigns that work. Collaborate with art directors, 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 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. (This course is cross-listed with LA 367.)

ADV 434 AI for Advertising
AI is changing the advertising landscape! This exploration into the creative development process includes an overview 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. (This course is cross-listed with ADV 634.)

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.

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

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 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 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. (This course is cross-listed with ADV 302.)

ADV 604 Copywriting
Get the copywriting skills to craft well-written, creatively focused advertising. Assignments are based on creative strategies written by you. (This course is cross-listed with ADV 304.)

ADV 606 Campaign
Develop targeted campaigns that work. Collaborate with art directors, copywriters, and creative strategists to develop advertising campaigns that effectively target specific consumers. (This course is cross-listed with ADV 343.)

ADV 623 Humans, Not Consumers: How Human Insights Drive Brand Strategy
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 634 AI for Advertising
AI is changing the advertising landscape! This exploration into the creative development process includes an overview 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. (This course is cross-listed with ADV 434.)

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 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 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.

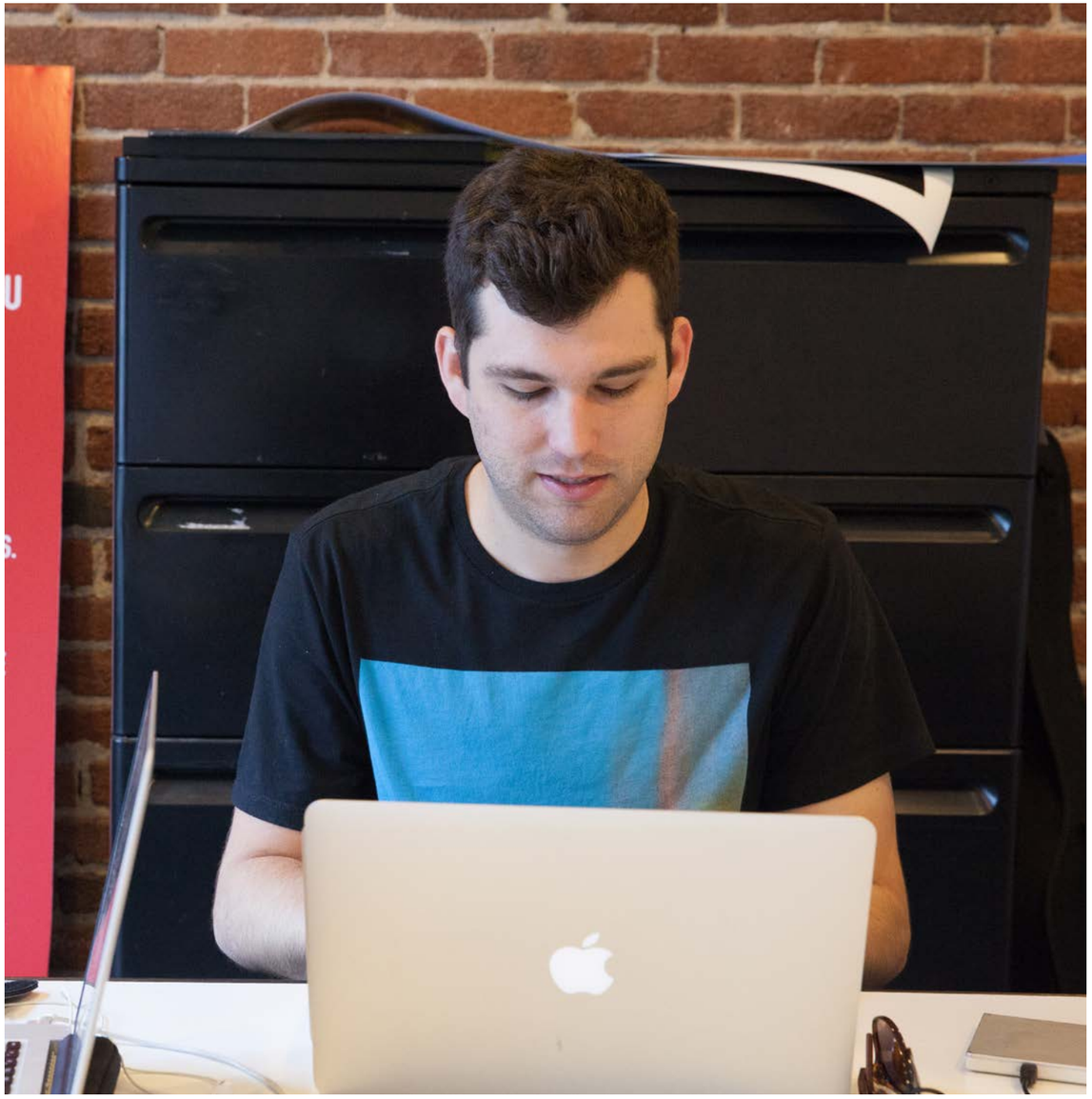
ADV 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director 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.

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

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.

Library | Develop | Map | Book | Slideshow | Print | Web



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 In 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

Industry Relevant Curriculum: Our curriculum is rooted in industry standards and our students gain real-world experience with collaborative projects.

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

Visual Dev., Character Designer, Animation or Art Director, Story Board Artist, Head of Story or Layout

Lead Animator, T.D. (lead), Lead Rigging or VSFX, Lead Animator, Lead Layout, Lead Modeler, Lead Lighting

Animator, Rigger, Layout, Lighting, Modeler

Rotoscope, Assistant Animator, Production Assistant Animator VSFX, Modeler, Character Designer, T.D., Story Artist

Assistant Animator, Assistant Modeler, Assistant T.D., Story board revision, In-betweener Production Assistant

Post-Production Visual Effects (VFX)

VFX Supervisor

Digital Production Supervisor (DPS)

CG Supervisor/Animation Director

Department Lead

Sequence Lead

Digital Artist

Computer Graphics Entertainment: Post Production VFX

VFX Supervisor

Digital Production Supervisor (DPS)

CG Supervisor/Animation Director

Department Lead

Sequence Lead

Digital Artist

Visual Effects (VFX)

Director

VFX Supervisor

CG Supervisor

Technical Director (Compositor, Matchmover, Matter Painter)

Rotoscoper

Lighting & Rendering

3D Modeling

Lead Character Modeler

Character Modeler

Environment/Prop Modeler

Texture Artist

3D Animation

Director

Animation Supervisor

Lead Animator

Senior Character Animator

Character Animator

Creature TD (Setup & Rigging); Mocap/Cleanup

DEGREE REQUIREMENTS

Associate of Arts [AA] in Animation & Visual Effects

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 2 Art Historical Awareness courses
  - 1 Creative Communication 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.

This program is available online and on campus.

AA ANIMATION & VISUAL EFFECTS MAJOR COURSEWORK

CORE

ANM 101	Introduction to Computer Graphics for Animation
ANM 105	Introduction to 3D Production A (Unreal)
ANM 108	Cinematics for Animation & VFX
ANM 180	Introduction to Animation Principles & Techniques
ANM 241	Fundamentals of Motion Design
ANM 277	Motion Quick Sketching
FND 110	Analysis of Form
FND 122	Color Fundamentals

SOPHOMORE PORTFOLIO

ANM 205	Careers in Animation and VFX

AVAILABLE AREAS OF EMPHASIS

2D Animation & Stop Motion
3D Animation
3D Modeling
Storyboarding
Visual Effects

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

LA 120	Art History through the 15th 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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 4 Art Historical Awareness courses
  - 1 Creative Communication 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.

This program is available online and on campus.

BFA ANIMATION & VISUAL EFFECTS MAJOR COURSEWORK

CORE

ANM 101 Introduction to Computer Graphics for Animation
ANM 105 Introduction to 3D Production A (Unreal)
ANM 108 Cinematics for Animation & VFX
ANM 180 Introduction to Animation Principles & Techniques
ANM 241 Fundamentals of Motion Design
ANM 277 Motion Quick Sketching
FND 110 Analysis of Form
FND 122 Color Fundamentals

SOPHOMORE PORTFOLIO

ANM 205 Careers in Animation and VFX

SENIOR PORTFOLIO

ANM 405 Senior Portfolio for Animation and VFX

AVAILABLE AREAS OF EMPHASIS

2D Animation & Stop Motion
3D Animation
3D Modeling
Storyboarding
Visual Effects

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus only.

Master of Arts [MA] in Animation & Visual Effects

MA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MA ANIMATION & VISUAL EFFECTS MAJOR COURSEWORK

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 770A Final Portfolio Preparation for Animators
+ 1 Major course

3D ANIMATION EMPHASIS

ANM 610 Figurative Concepts
ANM 620 3D Character Animation 3
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 for Animators, Riggers
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 658 Real-Time Animation and Visual Effects
ANM 770 Final Portfolio Preparation
+ 4 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 COURSEWORK	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

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

This program is available online and on campus.

MFA ANIMATION & VISUAL EFFECTS MAJOR COURSEWORK

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 770A Final Portfolio Preparation for Animators
+ 3 Major courses

3D ANIMATION EMPHASIS

ANM 610 Figurative Concepts
ANM 623 3D Modeling & Animation 1 (Maya)
ANM 629 Fundamentals of Lookdev and Lighting
ANM 670 Preproduction
ANM 685 Storyboarding Principles
ANM 686 3D Character Animation 1
ANM 687 3D Character Animation 2 for Animators, Riggers
ANM 688 Traditional Animation
ANM 697 Feature Animation Training
ANM 770A Final Portfolio Preparation Preparation for Animators

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
ANM 640 Advanced Lookdev & Lighting
ANM 658 Real-Time Animation and Visual Effects
ANM 670 Preproduction
ANM 770 Final Portfolio Preparation
+2 Major courses

STORYBOARDING EMPHASIS

ANM 610 Teaching Audiences in a Diverse Society
ANM 633 Character Design for Animation
ANM 670 Preproduction
ANM 680 Color Scripting
ANM 685 Storyboarding Principles
ANM 691 Storyboarding for Film Genres
ANM 770 Final Portfolio Preparation
ANM 772 Storyboarding for Cinematic Effect
FA 626 Chiaroscuro
ILL 625 Perspective for Characters and Environment

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 Study Abroad: Seminar in Great Britain
GLA 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 a 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.

ANM 105 Introduction to 3D Production A (Unreal)
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 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 and VFX
Learn the art and science of editing. Using Final Cut Pro, you'll make informed editing decisions as you edit 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 two 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 (Maya)
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 and 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 and 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.

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

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, Rigging
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 241 Fundamentals of Motion Design
Motion design is essential across media, industries, and visual arts. You will be introduced to basic tools, software, and creative concepts to incorporate motion design into future projects. Topics include opening titles, lower-thirds, moving logos, and 3D motion graphics.

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 251 Fundamentals of Texturing, Lookdev, and 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.

ANM 253 Lighting for VFX
Become the Director of Photography during visual effects filming. You'll practice the basics of lighting and videotaping for the bluescreen, and learn the differences and similarities of live-action lighting and CG lighting.

ANM 255 Scripting for VFX and Riggers
Interested in a career in technical direction? Combining your artistic talents with your technical abilities, you'll use Python language to build a solid foundation of programming skills, which can be applied in many DCCs including Maya, Nuke, and Houdini. (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.

ANM 270 Storyboarding 1: Basics of Storyboarding
This course introduces students to the fundamentals of professional storyboarding. Topics covered include cinematic and camera terms, storyboarding style per project type (TV commercial, TV animation, Live Action and Feature animation) and pitching.

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 and 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 312 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 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. (This course is cross-listed with ANM 636.)

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 for Animators, Riggers
Animated characters come to life when we can see them thinking. You'll learn the principles and techniques of acting and subtext in animation as well as dynamic physical action and cycles. (This course is cross-listed with ANM 687.)

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. (This course is cross-listed with ANM 624.)

ANM 325 3D Realistic Animation
Animate scenes commonly found in visual effects work including vehicles, motion capture, and animation for live-action plates. Reference will be analyzed to understand movement and muscles. You will apply research and physics to block and animate creatures as well as humans. (This course is cross-listed with ANM 625.)

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. (This course is cross-listed with ANM 626.)

ANM 327 Animal and Creature Animation
You will create animations 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. (This course is cross-listed with ANM 627.)

ANM 342 VFX 3: Node-Based Compositing 1
This advanced course covers skills needed to become a professional compositor. Students will focus on paying attention to detail, eye improvement, troubleshooting skills, efficiency of workflow, and maintaining the highest standards in image quality. Advanced keying techniques, float color space, tracking, and tricks of the trade are also covered.

ANM 344 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. (This course is cross-listed with ANM 744.)

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 and 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 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 and VFX
Create interactive real-time animation and visual effects using the latest in industry pioneering real-time rendering and fx simulation engines and interactive environment building software.

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. (This course is cross-listed with ANM 648 and ANM 848.)

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. (This course is cross-listed with ANM 691.)

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. (This course is cross-listed with ANM 772.)

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. (This course is cross-listed with ANM 780.)

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. (This course is cross-listed with ANM 782.)

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. (This course is cross-listed with ANM 785.)

ANM 405 Senior Portfolio for Animation and 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. (This course is cross-listed with ANM 656.)

ANM 414 Head Sculpting and 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, action, game animation, lip-sync, facial expressions, subtext, and reference.

ANM 441 Node-Based Compositing 2
Develop your ability to plan and solve problems in a production environment. You'll apply the independent skills you've acquired in Nuke and other software to real-world projects. (This course is cross-listed with ANM 641.)

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 workarounds.

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
You will be guided through specialized assignments that focus on the artistry of animation. You'll gain a deeper understanding of animation principles like timing, spacing, squash and stretch, arcs and anticipation, and use them to create fun exercises with bipedal characters.

ANM 497B Feature Animation 2
You will be guided through specialized assignments that focus on the artistry of animation. You'll animate bipedal characters to push, pull, and throw, focusing on realistic movement, weight, and anticipation. (This course is cross-listed with ANM 697B.)

ANM 497C Feature Animation 3
Animate convincing dialogue, gestures, 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. (This course is cross-listed with ANM 697C.)

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 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. You'll learn new digital camera operation and sensor types and 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 608 Principles of Animation
Dive into the creative world of stop motion and experimental techniques. You'll build a solid foundation for future animation projects through hands-on exploration of various media. From crafting characters with clay or paper cutouts to breathing life into found objects, this course unlocks a universe of creative possibilities in stop motion animation.

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 and 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 620 3D Character Animation 3
Apply acting and performance methods to character animation. You'll take an in-depth look at character acting, action, game animation, lip-sync, facial expressions, subtext, and reference. (This course is cross-listed with ANM 421.)

ANM 623 3D Modeling and 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. (This course is cross-listed with ANM 324.)

ANM 625 3D Realistic Animation
Animate scenes commonly found in visual effects work including vehicles, motion capture, and animation for live-action plates. Reference will be analyzed to understand movement and muscles. You will apply research and physics to block and animate creatures as well as humans. (This course is cross-listed with ANM 325.)

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. (This course is cross-listed with ANM 326.)

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ANM 627 Animal and Creature Animation
You will create animations 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. (This course is cross-listed with ANM 327.)

ANM 629 Fundamentals of Lookdev and 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 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.

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 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. (This course is cross-listed with ANM 313.)

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 and 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. (This course is cross-listed with ANM 441.)

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. (This course is cross-listed with ANM 368 and ANM 848.)

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 652 Introduction to Rigging
Gain skills to setup 3D characters for animation. Starting with the basic concepts of rigging you'll move to more complex topics like FK/IK creation, spine setup, and how to work with deformers.

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 and Riggers
Interested in a career in technical direction? Combining your artistic talents with your technical abilities, you'll use Python language to build a solid foundation of programming skills, which can be applied in many DCCs including Maya, Nuke, and Houdini. (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. (This course is cross-listed with ANM 413.)

ANM 658 Real-Time Animation and 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, 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 midpoint reviews including a written thesis, concept drawing, character studies, storyboards, and story reels (animatics).

ANM 680 Color Scripting
You'll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen-frame color script. (This course is cross-listed with VIS 380 and ANM 880.)

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.

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 for Animators, Riggers
Animated characters come to life when we can see them thinking. You'll learn the principles and techniques of acting and subtext in animation as well as dynamic physical action and cycles. (This course is cross-listed with ANM 321.)

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. (This course is cross-listed with ANM 370.)

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 and 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 697 Feature Animation
You will be guided through specialized assignments that focus on the artistry of animation. You'll gain a deeper understanding of animation principles like timing, spacing, squash and stretch, arcs and anticipation, and use them to create fun exercises with bipedal characters.

ANM 697B Feature Animation 2
You will be guided through specialized assignments that focus on the artistry of animation. You'll animate bipedal characters to push, pull, and throw, focusing on realistic movement, weight, and anticipation. (This course is cross-listed with ANM 497B.)

ANM 697C Feature Animation 3
Animate convincing dialogue, gestures, 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. (This course is cross-listed with ANM 497C.)

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 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. (This course is cross-listed with ANM 344.)

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. (This course is cross-listed with ANM 372.)

ANM 773 Dynamics 1for 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. (This course is cross-listed with ANM 380.)

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. (This course is cross-listed with ANM 382.)

ANM 785 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. (This course is cross-listed with ANM 385.)

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. (This course is cross-listed with ANM 820.)

ANM 791 Animation Project Completion
Complete your final thesis project. Critiques from both the instructor and fellow classmates will improve your character animation abilities. (This course is cross-listed with ANM 891.)

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 midpoint review. Director approval required. Fees and prerequisites will vary by topic.

ANM 820 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. (This course is cross-listed with ANM 787.)

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 and 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. (This course is cross-listed with ANM 648 and ANM 368.)

ANM 850 Traditional Animation Thesis
This class is specific to Traditional Animation majors. 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 880 Color Scripting
You'll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen-frame color script. (This course is cross-listed with ANM 680 and VIS 380.)

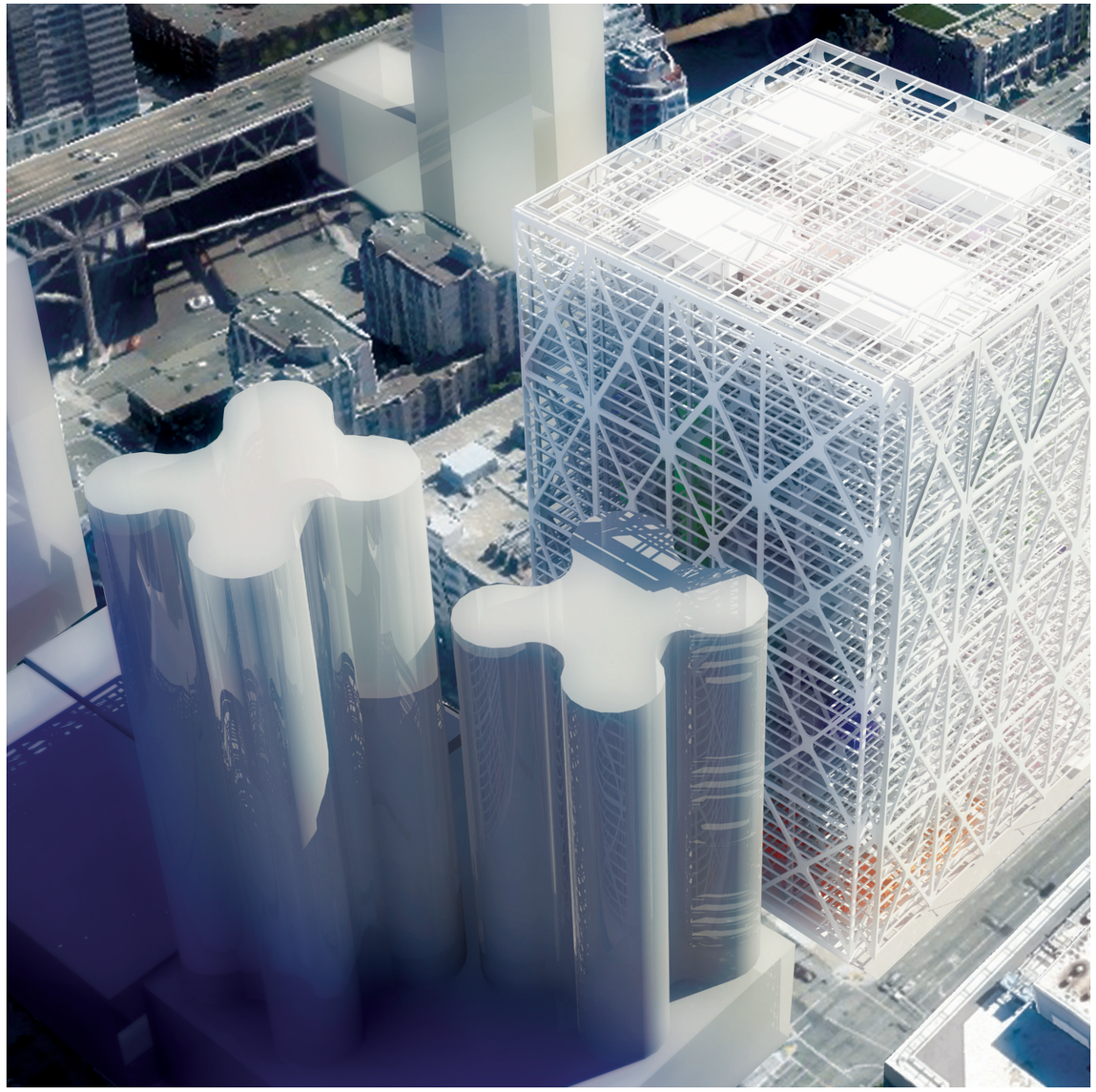
ANM 890 Traditional Animation Thesis Completion
Be mentored in your 2D thesis work. From pre-production development to completion, you will create content for your visual development and 2D short film thesis project.

ANM 891 Animation: Thesis Completion
Complete your final thesis project. Critiques from both the instructor and fellow classmates will improve your character animation abilities. (This course is cross-listed with ANM 791.)

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.

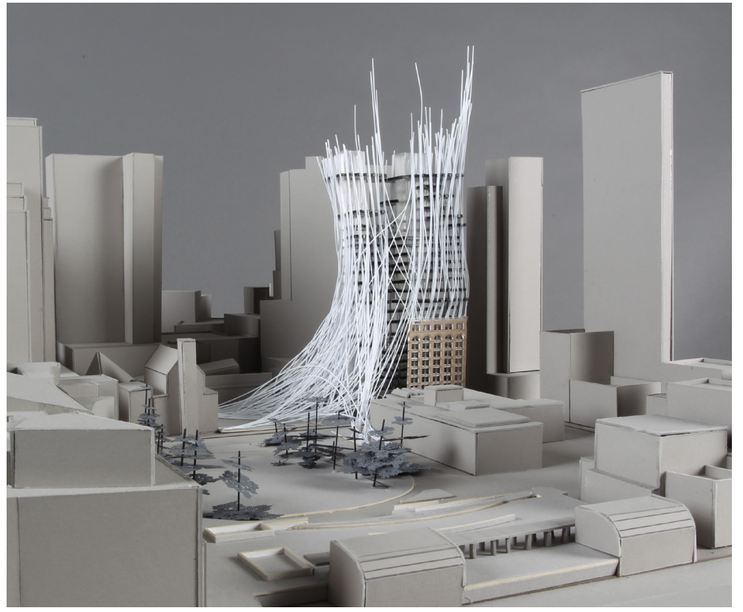
ANM 990 Portfolio Enhancement
You'll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites 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

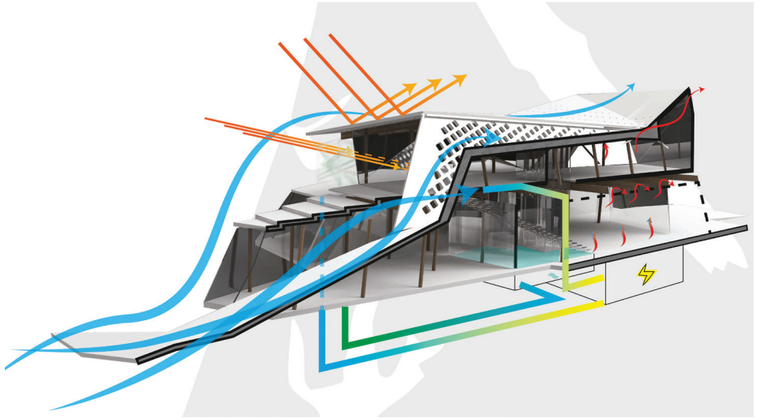
NAAB Accreditation:
The NAAB accredited Master of Architecture is a holistic professional program offered in two tracks. The B.Arch, which has achieved NAAB candidacy status, is offered as a first professional degree (see page 24).

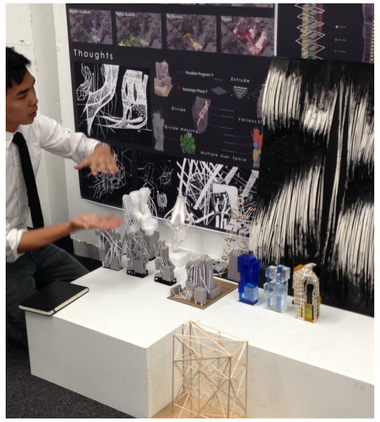
Professional Faculty:
The school and faculty, which are closely tied to the profession, offer a great resource for students to network and gain valuable experience.

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.

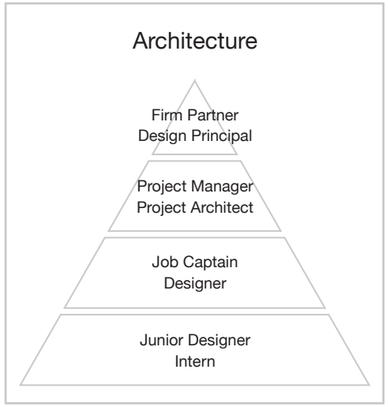
Guest Lectures:
Through design charrettes, juried reviews and lectures, leading international figures and design professionals from notable architecture firms, actively participate within the studio setting. Field trips and site visits are thematically woven into the curriculum enhance the learning experience.

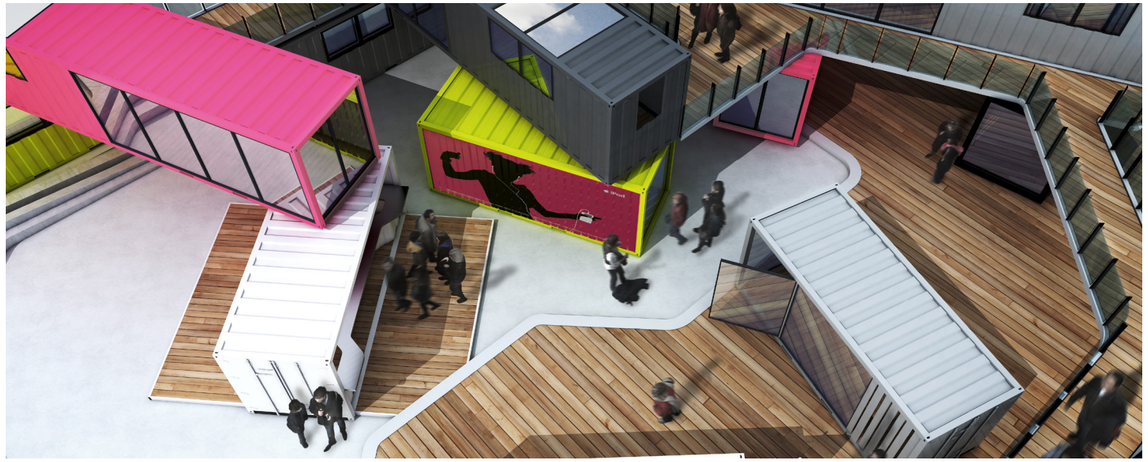
Industry Relevant Facilities:
The Architecture School offers students a wide array of resources, technologies, and tools that support creative production and experimentation. These include digital fabrication systems, a wood and metal shop, computer and printing labs. Our architectural library collection is accessible physically and digitally, supporting and enhancing the design process of each student.





CAREER PATHS





DEGREE REQUIREMENTS

Associate of Applied Science [AAS] in Design of Built Environments

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	18 UNITS
SOPHOMORE PORTFOLIO	6 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	**60 UNITS**

AAS DESIGN OF BUILT ENVIRONMENTS MAJOR COURSEWORK

CORE

ARH 110	Studio 1: Conceptual Design Studio
ARH 170	Design Communication 1
ARH 239	Materials and Methods
ARH 240	Stie Design and Mapping
FND 113	Sketching for Communication
LAN 223	Computer Aided Drafting for Landscape Architecture

ARCHITECTURE SOPHOMORE PORTFOLIO

ARH 255	Studio 4: Assembly Building and Context*
	**6 units*

LANDSCAPE ARCHITECTURE SOPHOMORE PORTFOLIO

LAN 250	Landscape Design Studio
LAN 360	Landscape Architectural Construction Documents

AVAILABLE AREAS OF EMPHASIS

Architecture

Landscape Architecture

AAS DESIGN OF BUILT ENVIRONMENTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework, LA 115, and LA 117
- Minimum 2.0 GPA and the following general education requirements:

1 Art & Design Communication course
1 Applied Math course
1 Fundamental Math course
1 Ecological Systems course
1 History of Built Environments course
1 Architecture Employment Communications & Practices course

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

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art & Design

APPLIED MATH

LA 271	College Algebra & Geometry

FUNDAMENTAL MATH

LA 255	College Math

ECOLOGICAL SYSTEMS

LA 115	The Natural World 1: The Base Layer

HISTORY OF BUILT ENVIRONMENTS

LA 117	Survey of Landscape Architecture
or LA 219	History of the Built Environment 1: Ancient to Gothic

ARCHITECTURE EMPLOYMENT COMMUNICATIONS & PRACTICES

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

Bachelor of Architecture [B.Arch]

B.ARCH UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	18 UNITS
SOPHOMORE PORTFOLIO	6 UNITS
SENIOR PORTFOLIO	6 UNITS
MAJOR	27 UNITS
STUDIO	36 UNITS
5TH YEAR RESEARCH METHODOLOGIES	3 UNITS
+ LIBERAL ARTS	42 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**150 UNITS**

B.ARCH ARCHITECTURE MAJOR COURSEWORK

CORE

ARH 110 Studio 1: Conceptual Design Studio
ARH 170 Design Communication 1
ARH 180 Design Communication 2
ARH 390 Storytelling in 3D
ARH 399 Building Information Modeling
FND 113 Sketching for Communication

SOPHOMORE PORTFOLIO

ARH 255 Studio 4: Assembly Building & Context*
**6 unit course*

SENIOR PORTFOLIO

ARH 550 Studio 10: Final Thesis Project*
**6 unit course*

MAJOR

ARH 239 Materials & Methods
ARH 240 Site Design & Mapping
ARH 320 Structures: Wood & Steel
ARH 330 Structures: Concrete, Masonry, & Tensile Systems
ARH 420 Structures: Systems Investigation
ARH 430 Sustainable Design
ARH 440 Environmental Control Systems
ARH 441 Code Analysis and Construction Document
ARH 475 Professional Practices for Architects

STUDIO

ARH 150 Studio 2: Spatial Ordering & Form*
ARH 315 Studio 5: Advocacy in Design*
ARH 350 Studio 6: Site Conditions & Building Performance*
ARH 410 Studio 7: Tectonics & Structure*
ARH 450 Studio 8: Housing and Integrated Design*
ARH 510 Studio 9: Thesis Preparation and Development*
**6 unit courses*

5TH YEAR RESEARCH METHODOLOGIES

CHOOSE ONE:

ARH 512 Participatory Design
ARH 529 From Theory to Practice

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 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 296 Applied Physics
LA 319 History of the Built Environment 3: 1900 to Present
LA 429 Architecture Theory
LA 485 Tell your Story: Personal Statement, Portfolio, Resume

And the following general education requirements:

3 History of the Built Environment courses
1 Architectural Employment Communications & Practices course
1 Written Communications: Academic Writing course
1 Art & Design Communication course
1 Fundamental Math course
1 Applied Math course
1 Applied Physics course
1 Cultural Influences & Human Behavior course
1 Historical Awareness 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.

NOTE: The Bachelor of Architecture (B. Arch) program and the Master of Architecture (M. Arch) programs (Track 1 and 2) are accredited by the National Architectural Accrediting Board (NAAB) and offer a path to architectural licensure accepted in all US states. These programs adhere to the learning outcomes and unit requirements mandated by NAAB.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATIONS: ACADEMIC WRITING

LA 429 Architecture Theory

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

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

APPLIED PHYSICS

LA 296 Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR

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

URBAN STUDIES

LA 449 Urban Design Theory

ARCHITECTURAL EMPLOYMENT COMMUNICATIONS & PRACTICES

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

Bachelor of Arts [BA] in Architectural Design

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	18 UNITS
SOPHOMORE PORTFOLIO	6 UNITS
SENIOR PORTFOLIO	6 UNITS
MAJOR	39 UNITS
+ LIBERAL ARTS	42 UNITS
+ ELECTIVES	9 UNITS
TOTAL	**120 UNITS**

BA ARCHITECTURAL DESIGN MAJOR COURSEWORK

CORE

ARH 110 Studio 1: Conceptual Design Studio
ARH 170 Design Communication 1
ARH 239 Materials and Methods
ARH 240 Site Design and Mapping
FND 113 Sketching for Communication
LAN 223 Computer Aided Drafting for Landscape Architecture

SOPHOMORE PORTFOLIO

ARH 255 Studio 4: Assembly Building & Context*
**6 unit course*

SENIOR PORTFOLIO

ARH 410 Studio 7: Tectonics and Structure*
**6 unit course*

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 115 Natural Systems in the Landscape
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 & Culture
LA 296 Applied Physics
LA 319 History of the Built Environment 3: 1900 to Present
LA 359 Urban Sociology
LA 429 Architecture 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 Art & Design Communication course
1 Ecological Systems course
1 Fundamental Math course
1 Applied Math course
1 Applied Physics course
1 Cultural Influences & Human Behavior course
1 Historical Awareness course
1 Architecture Employment Communications & Practices course

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

NOTE: The BA Architectural Design degree and the Master of Arts in Advanced Architectural Design (MA-ARH I and MA-ARH II) degree programs are not accredited by NAAB and may not be accepted as meeting licensure requirements in many U.S. states.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

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

WRITTEN COMMUNICATIONS: RESEARCH AND ANALYSIS

CHOOSE ONE:

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

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

ECOLOGICAL SYSTEMS

LA 115 Natural Systems in the Landscape

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

APPLIED PHYSICS

LA 296 Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR

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

ARCHITECTURAL EMPLOYMENT COMMUNICATIONS & PRACTICES

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

Master of Architecture [M.Arch]

M.ARCH UNIT REQUIREMENTS - TRACK I

MAJOR COURSEWORK	
MAJOR	51 UNITS
MAJOR ELECTIVES	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

NOTE: The Bachelor of Architecture (B. Arch) program and the Master of Architecture (M. Arch) programs (Track 1 and 2) are accredited by the National Architectural Accrediting Board (NAAB) and offer a path to architectural licensure accepted in all US states. These programs adhere to the learning outcomes and unit requirements mandated by NAAB.

This program is available online and on campus.

M.ARCH ARCHITECTURE – TRACK I MAJOR COURSEWORK

ARH 602	Structures
ARH 604	Material and Methods of Construction: Building Detailing
ARH 605	Environmental Control Systems
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 COURSEWORK	
MAJOR	69 UNITS
MAJOR ELECTIVES	6 UNITS
+ DIRECTED STUDY	6 UNITS
+ ELECTIVES	6 UNITS
TOTAL	**87 UNITS**

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

NOTE: The Bachelor of Architecture (B. Arch) program and the Master of Architecture (M. Arch) programs (Track 1 and 2) are accredited by the National Architectural Accrediting Board (NAAB) and offer a path to architectural licensure accepted in all US states. These programs adhere to the learning outcomes and unit requirements mandated by NAAB.

This program is available online and on campus.

M.ARCH ARCHITECTURE – TRACK II MAJOR COURSEWORK

ARH 602	Structures
ARH 604	Material and Methods of Construction: Building Detailing
ARH 605	Environmental Control Systems
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	Architectural History: Modernism and its Global Impact
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 units courses*

Master of Arts [MA] in Advanced Architectural Design

MA UNIT REQUIREMENTS - TRACK I

MAJOR COURSEWORK	
MAJOR	24 UNITS
MAJOR ELECTIVES	9 UNITS
+ ELECTIVES	3 UNITS
TOTAL	**36 UNITS**

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

NOTE: The BA Architectural Design degree and the Master of Arts in Advanced Architectural Design (MA-ARH I and MA-ARH II) degree programs are not accredited by NAAB and may not be accepted as meeting licensure requirements in many U.S. states.

This program is available online and on campus.

MA ADVANCED ARCHITECTURE DESIGN – TRACK I MAJOR COURSEWORK

ARH 608	Advanced Design Studio II - Concept, Context & Typology*
ARH 609	Advanced Design Studio I - Design Process and Morphology*
ARH 613	Sustainable Design
ARH 620	Digital Generated Morphology
ARH 642	Architectural Theory
ARH 659	Digitally Generated Fabrication

**6 unit courses*

Master of Arts [MA] in Advanced Architectural Design

MA UNIT REQUIREMENTS - TRACK II

MAJOR COURSEWORK	
MAJOR	42 UNITS
MAJOR ELECTIVES	9 UNITS
+ ELECTIVES	9 UNITS
TOTAL	**60 UNITS**

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

NOTE: The BA Architectural Design degree and the Master of Arts in Advanced Architectural Design (MA-ARH I and MA-ARH II) degree programs are not accredited by NAAB and may not be accepted as meeting licensure requirements in many U.S. states.

This program is available online and on campus.

MA ADVANCED ARCHITECTURE DESIGN – TRACK II MAJOR COURSEWORK

ARH 608	Advanced Design Studio II - Concept, Context & Typology*
ARH 609	Advanced Design Studio I - Design Process and Morphology*
ARH 613	Sustainable Design
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

**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 and 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 Design Communication 1
Create architectural drawings that convey design intent. Draft and model architectural spaces moving fluidly between 2D and 3D to create orthographic and isometric drawings. Learn the fundamentals of architectural drawing conventions and develop an efficient workflow incorporating Rhino and Adobe Suite.

ARH 180 Design Communication 2
Learn to make digital images and architectural drawings. Using industry software, lecture information, case studies, and tutorials, you will create digital collages, diagrams, and drawings to represent an idea.

ARH 210 Studio 3: Site Operations and 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 239 Materials and 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 and 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 255 Studio 4: Assembly Building and 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 analysis of the site as well as a cultural artifact. Iterative use of hand drawing, physical model-making, and digital drawing will lead to a spatial composition.

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 and Steel
Collaboration between architects and structural engineers determines the success and safety of a building. See architecture from the perspective of a structural engineer. You will evaluate the unique properties of wood and steel-common structural materials in the U.S. in response to gravity and lateral forces.

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

ARH 330 Structures: Concrete, Masonry, and 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 and 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 Storytelling in 3D
What if you could develop and represent your architectural idea at the same time? In this class, you will learn how to digitally model spaces—real and imagined,—represent them as compelling architectural drawings, and evoke emotional responses in your audience through the use of real-time rendering software. Along the way, we will draw from, and analyze how computational designers, avant-garde architects, visualization artists, graphic designers, and cinematographers tell their stories.

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 Sustainable Design
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. (This course is cross-listed with ARH 613.)

ARH 440 Environmental Control Systems
Learn the fundamental concepts of heating, cooling, plumbing, and ventilation in buildings to conserve our valuable natural resources. You'll integrate environmental control systems with architectural design to increase human comfort and make evidence-based decisions using building performance simulation tools. (This course is cross-listed with ARH 605.)

ARH 441 Code Analysis and Construction Document
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 and 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 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 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.

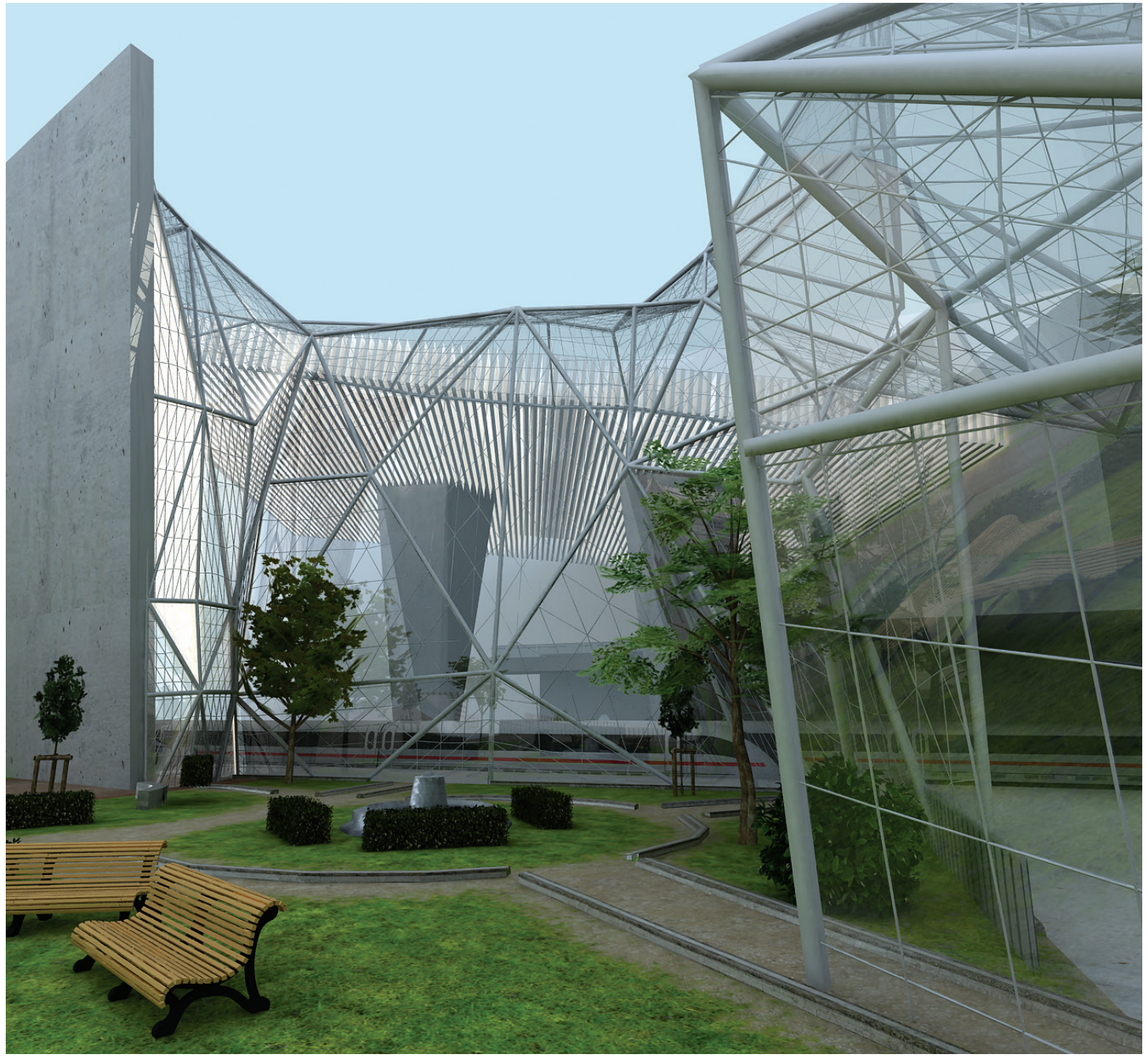
ARH 510 Studio 9: Thesis Preparation and Development
Cultivate your point of view using architecture as a lens. You'll conduct research-driven architectural investigations to identify your thesis topic, develop your architectural language, and use site and demographic analysis as design criteria for 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. (This course is cross-listed with ARH 712.)

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 Environmental Control Systems
Learn the fundamental concepts of heating, cooling, plumbing, and ventilation in buildings to conserve our valuable natural resources. You'll integrate environmental control systems with architectural design to increase human comfort and make evidence-based decisions using building performance simulation tools. (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, and 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
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. (This course is cross-listed with ARH 430.)

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.)

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

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 and analytical process that employs multiple building systems, assemblies, services, variables, and performance factors to explore ways where design and construction are interconnected to successfully complete a sophisticated integrated architectural design 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 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 a 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 and 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.

ARH 658 Introduction to Computer Aided Drafting and 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 and Development
Prepare for the final Master of Architecture Thesis course. You'll begin by critically thinking through an architectural problem and researching 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 712 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. (This course is cross-listed with ARH 512.)

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 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 programs combine theory and practice to provide a comprehensive and versatile education. Our department offers individualized support and a close-knit community of artists and educators.

Students will:

- Explore education theory and methods in courses designed just for art teachers
- Develop a repository of teaching strategies to engage and support diverse learners
- Engage in guided fieldwork and practicum opportunities in their local area
- Demonstrate excellence in their degree program by combining coursework, personal perspective and practical experience in a unique and innovative capstone project
- Graduate with a professional portfolio highlighting both art and teaching skills

BFA in Art Education
Students develop a broad range of visual art skills and a deep understanding of education theory and methods, along with the latest instructional strategies, all through the lens of an art teacher.

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 the field. Students complete the core courses and studio course requirements for both majors, providing a comprehensive and robust program of study to prepare for their next career steps.

Recommended for Art History students who seek broader career and academic prospects, and Art Education students who want 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 core requirements for both majors, resulting in a professional creative portfolio and the expanded career opportunities that come with understanding the theory and skills of teaching art.

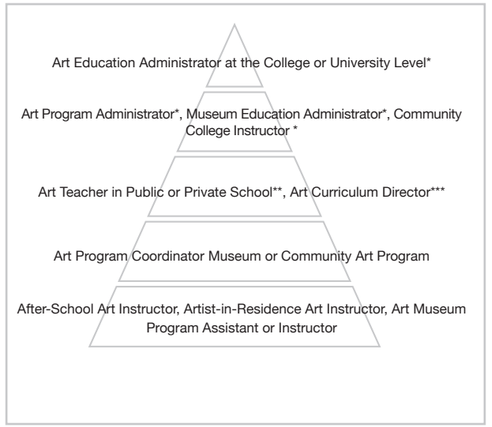
Recommended for Fine Art students who hope to include teaching in their career pursuits, and Art Education students who seek to develop a professional art portfolio.

MA in Art Education
Students grow as artists and educators by investigating education theory and practices for teaching art to diverse learners in various environments. Students apply their learning with practical field experience, and explore teaching career paths in schools, museums, community programs, and entrepreneurship. In their final semesters, students produce a professional digital portfolio and undertake a capstone project to address a real problem facing their community through art education.

Recommended for artists and designers with a strong portfolio and an interest in teaching careers beyond the traditional classroom, and for working teachers seeking a master's degree to support career advancement.

MFA in Art Education
Students develop breadth and depth of studio skills while exploring the theory, history and practices of teaching art. Students learn strategies to support students with diverse needs and abilities in a variety of learning environments and to teach effectively with technology, while gaining first-hand experience through guided fieldwork and practicum. Students showcase their professional readiness as both an artist and educator by producing a comprehensive online portfolio and designing and implementing an innovative art education program as their culminating capstone project.

CAREER PATHS



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

Explore our pathways to obtaining your credential to teach Art in California schools

California Single Subject Teaching Credential in Art
Students develop skills in curriculum planning, teaching to various student needs and populations, and applying instructional strategies through a mentored student teaching semester in a California K-12 public school.

Track 1: 18-unit program for students with a completed BFA in Art Education

Track 2: 30-unit program for students who have not completed a BFA in Art Education

MAT in Art Education (master's degree with California Single Subject Credential in Art)
Students develop skills in curriculum planning, teaching to various student needs and populations, and applying instructional strategies through a mentored student teaching semester in a California k-12 public school. The Capstone project challenges students to synthesize their studies and experience in an advocacy campaign that builds support for art education in their communities. In addition to public schools, a master's degree supports teaching careers in museums, community programs, private schools, and at the community college level.

Track 1: 24-unit program for students with a completed BFA in Art Education

Track 2: 36-unit program for students who have not completed a BFA in Art Education

Internship Credential Option
After as little as one semester of coursework, Credential and MAT students who meet state requirements are eligible for employment teaching in a California K-12 public school. Upon being hired, these students obtain an Internship Credential which allows them to teach full-time while completing their MAT or Credential program with support from our faculty and their school district.

DEGREE REQUIREMENTS

Bachelor of Fine Arts [BFA] in Art Education

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
PEDAGOGY CORE	18 UNITS
ART & DESIGN CORE	33 UNITS
ART & DESIGN ELECTIVES	24 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA ART EDUCATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.5 GPA and the following general education requirements:
  - 3 Art Historical Awareness courses
  - 1 Art & Design Communication course
  - 1 Written Communication: Critical Thinking course
  - 1 Comparative Art History course
  - 1 U.S. Constitution course
  - 1 Quantitative Literacy 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.

This program is available online.

BFA ART EDUCATION MAJOR COURSEWORK

PEDAGOGY CORE

ARE 105	Art Education Theory and Practice*
ARE 305	Educational Psychology*
ARE 310	Curriculum Development
ARE 340	Learning to Talk About Art*
ARE 460	Senior Seminar in Art Education*
ARE 515	Technology Integration

**Courses requiring fieldwork.*

ART & DESIGN CORE

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
MPT 106	Edit 1: The Art of Editing
PH 103	Photography for Artists

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

U.S. CONSTITUTION

LA 270	U.S. History

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Fine Arts [BFA] in Art Education & Art History

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
PEDAGOGY CORE	15 UNITS
ART HISTORY CORE	24 UNITS
ART HISTORY ADVANCED STUDIES	9 UNITS
ART HISTORY ELECTIVES	12 UNITS
ART & DESIGN CORE	30 UNITS
ART & DESIGN ELECTIVES	6 UNITS
+ LIBERAL ARTS	30 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**138 UNITS**

BFA ART EDUCATION & ART HISTORY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, studio coursework, and LA 202 English Composition: Creative Persuasion & Argument.
- Minimum 2.5 GPA and the following general education requirements:
  - 2 European Foreign Language courses
  - 1 Art & Design Communication course
  - 1 Written Communications: Expository Writing course
  - 1 Quantitative Literacy course
  - 1 Employment Communications & Practices course
  - 1 Comparative Art History
  - 1 U.S. Constitution course

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

This program is available online.

BFA ART EDUCATION & ART HISTORY MAJOR COURSEWORK

PEDAGOGY CORE

ARE 105	Art Education Theory and Practice
ARE 305	Educational Psychology
ARE 310	Curriculum Development
ARE 460	Senior Seminar in Art Education
ARE 515	Technology Integration

ART HISTORY CORE

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

ART & DESIGN CORE

AHS 114	Traditional Materials, Tools, and Techniques in Art
FA 110	Still Life Painting 1
FA 143	Silkscreen 1
FA 145	Printmaking
FA 241	Book Arts
FASCU 130	Sculpture 1
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 125	Color and Design
FND 131	Figure Modeling

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

WRITTEN COMMUNICATION: EXPOSITORY WRITING

LA 202	English Composition: Creative Persuasion & Argument

COMPARATIVE ART HISTORY

LA 326	Topics in World Art*

**Core Requirement*

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EUROPEAN FOREIGN LANGUAGE

CHOOSE TWO:

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: Advanced French Grammar and Conversation
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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

U.S. CONSTITUTION

LA 270	U.S. History

Bachelor of Fine Arts [BFA] in Art Education & Fine Art

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
PEDAGOGY CORE	18 UNITS
ART & DESIGN CORE	33 UNITS
ART & DESIGN STUDIO	30 UNITS
ART & DESIGN ELECTIVES	6 UNITS
+ LIBERAL ARTS	42 UNITS
+ ELECTIVES	9 UNITS
TOTAL	**138 UNITS**

BFA ART EDUCATION & FINE ART DEGREE

- Minimum grade of C- in all major coursework
- Minimum 2.5 GPA and the following general education requirements:
  - 4 Art Historical Awareness courses
  - 1 Art & Design Communication course
  - 1 Written Communications: Critical Thinking course
  - 1 Quantitative Literacy course
  - 1 Employment Communications & Practices course
  - 1 U.S. Constitution 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.

This program is available online.

BFA ART EDUCATION & FINE ART MAJOR COURSEWORK

PEDAGOGY CORE

ARE 105	Art Education Theory and Practice
ARE 305	Educational Psychology
ARE 310	Curriculum Development
ARE 340	Learning to Talk About Art
ARE 460	Senior Seminar in Art Education
ARE 515	Technology Integration

ART & DESIGN CORE

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 420	Senior Portfolio Workshop/Professional Practices
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

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

U.S. CONSTITUTION

LA 270	U.S. History

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art\
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 1

UNIT REQUIREMENTS

MAJOR COURSEWORK	18 UNITS
TOTAL	**18 UNITS**

ART TEACHING CREDENTIAL - TRACK 1 MAJOR COURSEWORK

ARE 610 Teaching Diverse Audiences
ARE 611 Inclusive Education
ARE 621 Academic Literacy
ARE 641 Student Teaching Seminar
ARE 901 Student Teaching*
**6 units*

CREDENTIAL PROGRAM REQUIREMENTS - TRACK 1

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

CREDENTIAL TRACK 1 ENTRY REQUIREMENTS*

- Successful completion of the following courses with a grade of B- or higher:
  - ARE 305 Educational Psychology
  - ARE 310 Curriculum Development
  - ARE 460 Senior Seminar in Art Education
  - ARE 515 Technology Integration
- Minimum 2.5 GPA in an earned BFA Degree in Art Education
- Demonstrate Subject Matter Competency
- TB Health Certificate
- CTC Certificate of Clearance
- CPR & First Aid Workshop Certificate
- Constitution Requirement
- Resume
- 2 Letters of Recommendation

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

This program is available online.

Art Teaching Credential - Track 2

UNIT REQUIREMENTS

MAJOR COURSEWORK	30 UNITS
TOTAL	**30 UNITS**

ART TEACHING CREDENTIAL - TRACK 2 MAJOR COURSEWORK

ARE 600 Educational Psychology
ARE 601 Art Education Methodology
ARE 610 Teaching Diverse Audiences
ARE 611 Inclusive Education
ARE 615 Technology Integration
ARE 621 Academic Literacy
ARE 625 Curriculum Design
ARE 641 Student Teaching Seminar
ARE 901 Student Teaching*
**6 units*

CREDENTIAL PROGRAM REQUIREMENTS - TRACK 2

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

CREDENTIAL TRACK 2 ENTRY REQUIREMENTS*

- Minimum 2.5 GPA in an earned Bachelor's Degree
- Demonstrate Subject Matter Competency
- TB Health Certificate
- CTC Certificate of Clearance
- CPR & First Aid Workshop Certificate
- Resume
- Consitution Requirement
- 2 Letters of Recommendation

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

This program is available online.

Master of Arts in Teaching (MAT) Degree & Credential Program – Track 1

MAT ART EDUCATION UNIT REQUIREMENTS

MAJOR COURSEWORK	18 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	**24 UNITS**

MAT & CREDENTIAL TRACK 1 MAJOR COURSEWORK

ARE 610 Teaching Diverse Audiences
ARE 611 Inclusive Education
ARE 621 Academic Literacy
ARE 641 Student Teaching Seminar
ARE 901 Student Teaching*
**6 units*

MAT & CREDENTIAL TRACK 1 GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

ARE 610 Teaching Diverse Audiences*
**Major Requirement*

MAT DEGREE & CREDENTIAL PROGRAM REQUIREMENTS – TRACK 1

- Successful completion of Capstone Project
- Minimum grade of C in all required 24 units
- Minimum 3.0 cumulative GPA and the following Academic Study Requirement:
  1 Cross Cultural Understanding course

MAT & CREDENTIAL TRACK 1 ENTRY REQUIREMENTS*

- Successful completion of the following courses and equivalents with a grade of B- or higher:
  - ARE 305 Educational Psychology
  - ARE 310 Curriculum Development
  - ARE 460 Senior Seminar in Art Education
  - ARE 515 Technology Integration
- Minimum 2.5 GPA in an earned BFA Degree in Art Education
- Demonstrate Subject Matter Competency
- TB Health Certificate
- CTC Clearance
- CPR & First Aid Workshop Certificate
- Resume
- 2 Letters of Recommendation

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

This program is available online.

Master of Arts in Teaching (MAT) Degree & Credential Program - Track 2

MAT ART EDUCATION UNIT REQUIREMENTS

MAJOR COURSEWORK	30 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	**36 UNITS**

MAT & CREDENTIAL TRACK 2 MAJOR COURSEWORK

ARE 600 Educational Psychology
ARE 601 Art Education Methodology
ARE 610 Teaching Diverse Audiences
ARE 611 Inclusive Education
ARE 615 Technology Integration
ARE 621 Academic Literacy
ARE 625 Curriculum Design
ARE 641 Student Teaching Seminar
ARE 901 Student Teaching*
**6 units*

MAT DEGREE & CREDENTIAL PROGRAM REQUIREMENTS – TRACK 2

- Successful completion of Capstone Project
- Minimum grade of C in all required 36 units
- Minimum 3.0 cumulative GPA and the following Academic Study requirement:
  1 Cross Cultural Understanding course

MAT & CREDENTIAL TRACK 2 ENTRY REQUIREMENTS*

- Minimum 2.5 GPA in an earned Bachelor's Degree
- Demonstrate Subject Matter Competency
- TB Health Certificate
- CTC Clearance
- CPR & First Aid Workshop Certificate
- Resume
- 2 Letters of Recommendation

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

This program is available online.

MAT & CREDENTIAL TRACK 2 GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

ARE 610 Teaching Diverse Audiences*
**Major Requirement*

Master of Arts [MA] in Art Education

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	24 UNITS
+ ART & DESIGN BREADTH	6 UNITS
+ DIRECTED STUDY	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 2.5 cumulative GPA

This program is available online.

MA ART EDUCATION MAJOR COURSEWORK

ARE 600	Educational Psychology
ARE 601	Art Education Methodology
ARE 610	Teaching Diverse Audiences
ARE 611	Inclusive Education
ARE 615	Technology Integration
ARE 625	Curriculum Design
ARE 626	Innovative Instruction
ARE 640	Internship Supervision

Master of Fine Arts [MFA] in Art Education

MFA UNIT REQUIREMENTS

MAJOR COURSEWORK	24 UNITS
+ DIRECTED STUDY	18 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
+ STUDIO	15 UNITS
TOTAL	**60 UNITS**

MFA ART EDUCATION DEGREE REQUIREMENTS

- Successful completion of Final Capstone Project
- Minimum grade of C in all required 60 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
  - 1 Art Historical Awareness & Aesthetic Sensitivity course
  - 1 Cross Cultural Understanding course

This program is available online.

MFA ART EDUCATION MAJOR COURSEWORK

ARE 600	Educational Psychology
ARE 601	Art Education Methodology
ARE 610	Teaching Diverse Audiences
ARE 611	Inclusive Education
ARE 615	Technology Integration
ARE 625	Curriculum Design
ARE 626	Innovative Instruction
ARE 640	Internship Supervision

MFA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 601 Classical Aesthetics and the Renaissance

CROSS CULTURAL UNDERSTANDING

ARE 610 Teaching Diverse Audiences*

**Major Requirement*

UNDERGRADUATE COURSES

ARE 105 Art Education Theory and Practice
Gain insights into the history of art education, pedagogy, visual arts standards, advocacy, managing a classroom, and professional readiness. Course content is supported by fieldwork observations and interviews.

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. Course content is supported by fieldwork observations and interviews. (This course is cross-listed with ARE 600, GLA 600, and LA 305.)

ARE 310 Curriculum Development
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 an educator.

ARE 515 Technology Integration
Explore the broad array of technology being used to teach and create art, and examine the educational theory, research, and best practices that support the use of technology to enhance learning. Develop multimedia production skills and technological literacy while creating useful digital teaching tools. (This course is cross-listed with ARE 615.)

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. Course content is supported by fieldwork observations and interviews. (This course is cross-listed with GLA 600, ARE 305, and LA 305.)

ARE 601 Art Education Methodology
Explore the foundational methodologies of art education and the field's history, theory, practices, and standards. Examine the art educator's roles and responsibilities in advocacy, collaboration, and teaching diverse learners. Course content is supported by fieldwork observations and interviews.

ARE 610 Teaching Diverse Audiences
Meet the diverse educational needs of art students by fortifying your curriculum with culture and by developing strategies to identify language needs and adapt your teaching to address them. Course content is supported by fieldwork observations and interviews.

ARE 611 Inclusive Education
Learn to tailor your teaching to support students across a broad spectrum of physical, sensory, psychosocial, and cognitive abilities. Course content includes an introduction to special education history, law, and policy, and is supported by fieldwork observations and interviews.

ARE 615 Technology Integration
Explore the broad array of technology being used to teach and create art, and examine the educational theory, research, and best practices that support the use of technology to enhance learning. Develop multimedia production skills and technological literacy while creating useful digital teaching tools. (This course is cross-listed with ARE 515.)

ARE 621 Academic Literacy
Examine and develop strategies to build students' literacy skills in the Art classroom using language acquisition theory, reading comprehension, and critical thinking.

ARE 625 Curriculum Design
This Art Education methodology course will help fill your teaching toolbox by developing a curriculum unit and lesson plans while examining critique strategies, collaborative practices, and how to create art environments for diverse learners.

ARE 626 Innovative Instruction
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 Supervision
Put theory to practice by being immersed in a teaching environment. You will spend 90 hours (spread across the semester) practicing all you have learned in a real-world art education environment. Share your experiences—the strengths, challenges, and reflections—with classmates.

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

ARE 641 Student Teaching Seminar
Move from theory to practice by synthesizing your learning into original lesson plans and engaging activities implemented during your student teaching practicum.

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 MAT Capstone
Document creative and professional accomplishments while developing an advocacy-driven art education project. Integrate your art, curriculum, pedagogical knowledge, experience, and research into multimedia tools that demonstrate your achievements and support career advancement and preparing for final review.

ARE 835 Capstone Fall
Across two semesters, develop an innovative art education program that demonstrates your learning and achievement throughout the graduate program, and then teach the program while documenting your experience, and produce a video to support professional growth and final review preparation. ARE 835 and ARE 850 may be taken sequentially in any order.

ARE 850 Capstone Spring
Across two semesters, develop an innovative art education program that demonstrates your learning and achievement throughout the graduate program, and then teach the program while documenting your experience, and produce a video to support professional growth and final review preparation. ARE 835 and ARE 850 may be taken sequentially in any order.

ARE 901 Student Teaching
Conduct ongoing reflection on your student teaching experience by documenting your insights, ideas, and concerns, while being guided through preparations for the required CalTPA state assessments.

EXTINGUISHER
205

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

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

DEGREE REQUIREMENTS

Bachelor of Arts [BA] in Art History

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
ART HISTORY CORE	24 UNITS
ART HISTORY ADVANCED STUDIES	9 UNITS
ART HISTORY ELECTIVES	27 UNITS
ART & DESIGN CORE	6 UNITS
ART & DESIGN ELECTIVES	6 UNITS
+ LIBERAL ARTS GENERAL EDUCATION	36 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

BA ART HISTORY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, studio coursework, and LA 202 English Composition: Creative Persuasion & Argument.
- Minimum 2.0 GPA and the following general education requirements:

2 European Foreign Language courses
1 Art & Design Communication 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 Non-Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

This program is available on online.

BA ART HISTORY MAJOR COURSEWORK

CORE

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

ADVANCED STUDIES IN ART HISTORY

CHOOSE THREE:

LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 & DESIGN CORE

AHS 114 Traditional Materials, Tools, and Techniques in Art
FND 110 Analysis of Form

ART HISTORY ELECTIVES

CHOOSE NINE:

LA 118 History of Industrial Design
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History and Technology of VFX and Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 249 History of the Built Environment 2: Renaissance to 1900
LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 276 Study Abroad: Seminar in Great Britain
LA 282 Film History 2: 1940-1974
LA 319 History of the Built Environment 3: 1900 to Present
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 386 Exploring Science Fiction Cinema
LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 423 Art of the Dutch Golden Age
LA 434 History of Asian Art
LA 450 Collections Care and Curatorial Practices
LA 464 Dada and Surrealism

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: EXPOSITORY WRITING

LA 202 English Composition: Creative Persuasion & Argument

EUROPEAN FOREIGN LANGUAGE

CHOOSE TWO:

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: Advanced French Grammar and Conversation
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

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

CULTURAL IDEAS & INFLUENCES

LA 326 Topics in World Art*

**Core Requirement*

Bachelor of Fine Arts [BFA] in Art History

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
ART HISTORY CORE	24 UNITS
ART & DESIGN CORE	15 UNITS
ART HISTORY ADVANCED STUDIES	9 UNITS
ART HISTORY ELECTIVES	12 UNITS
ART & DESIGN ELECTIVES	18 UNITS
+ LIBERAL ARTS GENERAL EDUCATION	36 UNITS
+ ELECTIVES	6 UNITS
TOTAL	**120 UNITS**

BFA ART HISTORY MAJOR COURSEWORK

CORE

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

ART & DESIGN CORE

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

BFA ART HISTORY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, studio coursework, and LA 202 English Composition: Creative Persuasion & Argument..
- Minimum 2.0 GPA and the following general education requirements:

2	European Foreign Language courses
1	Art & Design Communication 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 Non-Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

This program is available on online.

ADVANCED STUDIES IN ART HISTORY

CHOOSE THREE:

LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance 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 HISTORY ELECTIVES

CHOOSE FOUR:

LA 118	History of Industrial Design
LA 129	History of Automotive Design
LA 131	History of Gaming
LA 132	History of Animation
LA 134	History and Technology of VFX and Computer Animation
LA 137	History of Visual Development
LA 147	History of Photography
LA 152	History of Illustration
LA 182	Genres in Film
LA 195	History of Comics: American Comics
LA 219	History of the Built Environment 1: Ancient to Gothic
LA 226	Survey of Traditional Interior Architecture
LA 229	Survey of Contemporary Interior Architecture
LA 244	History of Fashion
LA 249	History of the Built Environment 2: Renaissance to 1900
LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 276	Study Abroad: Seminar in Great Britain
LA 282	Film History 2: 1940-1974
LA 319	History of the Built Environment 3: 1900 to Present
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 386	Exploring Science Fiction Cinema
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 423	Art of the Dutch Golden Age
LA 434	History of Asian Art
LA 450	Collections Care and Curatorial Practices
LA 464	Dada and Surrealism

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

WRITTEN COMMUNICATION: EXPOSITORY WRITING

LA 202	English Composition: Creative Persuasion & Argument

EUROPEAN FOREIGN LANGUAGE

CHOOSE TWO:

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: Advanced French Grammar and Conversation
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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

CULTURAL IDEAS & INFLUENCES

LA 326	Topics in World Art*

**Core Requirement*

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

Master of Arts [MA] in Art History

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	30 UNITS
+ DIRECTED STUDY	3 UNITS
+ ART & DESIGN BREADTH	3 UNITS
TOTAL	**36 UNITS**

MA ART HISTORY MAJOR COURSEWORK

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 903	Study Abroad: 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

MA ART HISTORY – ENTRY REQUIREMENTS*

- Academic Letters of Recommendation: (1 minimum but 2 is preferred).
- Writing Sample: 7–10-page research paper on an art historical or related subject.
- 12 units of Art History (C- or higher), 6 of which must be upper divisional.

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

This program is available on online.

ART & DESIGN BREADTH COURSES

CHOOSE ONE:

ARE 625	Curriculum Design
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*

**Core Requirement*

UNDERGRADUATE COURSES

AHS 114 Traditional Materials, Tools, and 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 focusing on a particular material/technique.

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. (This course is cross-listed with LA 327.)

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 500 Internship in Art History
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.

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 in the Support Departments chapter.

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

GRADUATE COURSES

AHS 600 Art History Methodologies and Theory
Learn art-historical methods and historiography, with an emphasis on the 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 the 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 and 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 and works from early Christianity, Byzantium, and Islam to explore the 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 from 1300 to 1600, including Netherlands, Flanders, France, Germany, and England, 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. (This course is cross-listed with LA 423.)

AHS 634 Dada and 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, historical context, and 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 and Curatorial Practices
Explore administrative practices within museums and aspects of collections management, which are often influenced by a society's social and political values. You will study the principles and practice of collections management and care. Gain familiarity with established professional standards concerning collections development, care, and curatorial practice that form the foundation for many museum activities. (This course is cross-listed with LA 450.)

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 and 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 – The Ancient World
Write an original thesis on the art/architecture of the Ancient World/Antiquity. You'll independently craft a scholarly idea/argument on a subject/theme of your choice (from Ancient Greece, Rome, the Near East, Persia, or Eastern Asia), before writing a final thesis on the same topic with the support of a specialist advisor.

AHS 821 Art History Thesis – Renaissance and Early Modern
Write an original thesis on the art/architecture of the Renaissance or Early Modern periods. You will independently craft a scholarly idea/argument on a subject/theme of your choice (the Renaissance, Mannerism, Baroque, or 18th/19th centuries), before writing a final thesis on the same topic with the support of a specialist advisor.

AHS 826 Art History Thesis - Medieval World
Write an original thesis on the art/architecture of the Medieval world (or Middle Ages). You will independently craft a scholarly idea/argument on a subject/theme of your choice (Carolingian, Ottonian, Romanesque or Gothic), before writing a final thesis on the same topic with the support of a specialist advisor.

AHS 838 Art History Thesis - Modern and Contemporary
Write an original thesis on the art/architecture (or design) of the twentieth and twenty-first centuries. You will independently craft a scholarly idea/argument on a subject/theme of your choice (from Impressionism to modernism and/or postmodernism), before writing a final thesis on the same topic with the support of a specialist advisor.

AHS 860 Art History Thesis - General

Write an original thesis on global art/architecture. You will independently craft a scholarly idea/argument on a subject/theme of your choice (typically one from outside the focus or thematic/ chronological range of other listed thesis classes), before writing a final thesis on the same topic with the support of a specialist 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.

HONNEUR ET PATRIE

MARKETING, COMMUNICATION AND DESIGN

The Future of Media: Create, Innovate, Influence

If video is your thing, this is your school. In today's media-driven world, video dominates—from live television broadcasts and streaming to branded content, social storytelling, and immersive AI/AR/VR experiences. The School of Marketing, Communication and Design is where creative storytellers, influencers, content creators, and media entrepreneurs come to master the skills that drive today's digital-first and AI driven industries.

Whether you see yourself on camera, behind the lens, or building the next breakthrough AI media brand, our programs blend storytelling, strategy, and emerging technology to launch you into the future of media.

WHAT WE OFFER

Immerse yourself in the Art of Live Television, Video & Podcast Storytelling: Learn to write, shoot, edit, produce, and host content for live television broadcasts, digital streaming, podcasts, social media, branded entertainment, and immersive experiences.

Explore AI-Powered Media: Understand how AI is transforming content creation, audience engagement, and storytelling—from automated video editing to personalized media experiences.

Become a Media Entrepreneur: Learn how to monetize content, launch your own media brand, and turn storytelling into a business—whether through YouTube, TikTok, podcasting, or AI-driven content strategies.

Influence, Engage, and Build Your Brand: Develop the skills to become an influencer, grow an audience, and create compelling branded content that connects with global communities.

Be On-Camera or Behind the Scenes: Choose your path: host, direct, edit, produce, or design the future of content across television, film, digital media, and live broadcasting.

Build a Portfolio That Stands Out: Graduate with a professional reel featuring branded content, influencer campaigns, AI-enhanced media, podcasting, AR/VR experiences, and television broadcast quality productions.

Learn From Industry Pros: Study with working media professionals, brand strategists, and digital entrepreneurs who bring real-world expertise to the classroom.

Hands-On Learning in an Industry Standard Environment: Train in professional television studios, live streaming spaces, podcasting labs, AR/VR production labs, and AI-powered media facilities.

CAREER PATHS

Branded Content, Advertising & Influencer Media

- Branded Content Producer
- Digital Ad Director
- Content Strategist
- Social Media Influencer
- YouTube/TikTok Creator

Television & Broadcast Journalism

- News Anchor
- Multimedia Journalist
- Broadcast Producer
- Investigative Reporter
- Live Television Director

AI & Emerging Media

- AI-Generated Content Specialist
- Virtual Presenter/AI Voiceover Artist
- AI-Powered Video Editor
- Interactive Storyteller
- AI & Machine Learning Media Strategist

Media Entrepreneurship & Digital Business

- Media Start-Up Founder
- Podcast Network Owner
- Digital Content Producer
- Subscription-Based Content Creator
- Social Media Consultant

Podcasting & Audio Storytelling

- Podcast Host
- Podcast Producer
- Audio Content Creator
- Narrative Podcast Writer
- Podcast Sound Designer & Editor

AI Creative Leadership & Venture Innovation

- Creative Director of AI Innovation/Cultural Leader
- AI Venture Designer/Founder
- AI Creative Strategist & Impact Designer
- AI Experience & Narrative Designer
- AI Creative Producer

DEGREE REQUIREMENTS

Associate of Applied Science [AAS] in Brand Communication

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS BRAND COMMUNICATION MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
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
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

ADV 341	Midpoint Portfolio
or COM 295	Media Entrepreneurship: Brand You
or GR 327	Graphic Design 2: Integrating Principles
or IXD 282	Midpoint Portfolio

AAS BRAND COMMUNICATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 1 Art Historical Awareness course
  - 1 Creative Ideation 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.

This program is available online and on campus.

AVAILABLE AREAS OF EMPHASIS

Advertising
Artificial Intelligence Marketing & Design
Communications & Media Technologies
Graphic Design
Interaction & UI/UX Design

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS

LA 242	History of Graphic Design

CREATIVE IDEATION

LA 133	AI Short Form Writing

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Arts [BA] in Artificial Intelligence Marketing & Design

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BA ARTIFICIAL INTELLIGENCE MARKETING & DESIGN MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
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
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

COM 295	Media Entrepreneurship: Brand You

SENIOR PORTFOLIO

COM 495	Your Media Portfolio: The Resume and Beyond

BA ARTIFICIAL INTELLIGENCE MARKETING & DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 4 Art Historical Awareness courses
  - 1 Written Communication: Critical Thinking course
  - 1 Creative Ideation 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

CREATIVE IDEATION

LA 133	AI Short Form Writing

HISTORICAL AWARENESS

CHOOSE ONE:

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

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 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	Survey of Landscape Architecture
LA 118	History of Industrial Design
LA 128	The Body as Art: History of Tattoo and Body Decoration
LA 129	History of Automotive Design
LA 131	History of Gaming
LA 132	History of Animation
LA 134	History and Technology of VFX and Computer Animation
LA 137	History of Visual Development
LA 147	History of Photography
LA 152	History of Illustration
LA 182	Genres in Film
LA 195	History of Comics: American Comics
LA 219	History of the Built Environment 1: Ancient to Gothic
LA 222	20th Century Art
LA 226	Survey of Traditional Interior Architecture
LA 229	Survey of Contemporary Interior Architecture
LA 244	History of Fashion
LA 246	History of Textiles
LA 249	History of the Built Environment 2: Renaissance to 1900
LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 276	Study Abroad: Seminar in Great Britain
LA 282	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 420	Art of the Italian Renaissance
LA 421	Northern Renaissance 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 and Surrealism

Bachelor of Arts [BA] in Communications and Media Technologies

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	30 UNITS
MAJOR ELECTIVES	9 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BA COMMUNICATIONS AND MEDIA TECHNOLOGIES MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technologies
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

COM 295	Media Entrepreneurship: Brand You

SENIOR PORTFOLIO

COM 495	Creative Futures: Portfolio and Professional Identity

BA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 1 Written Communication: Critical Thinking course
  - 1 Creative Ideation course
  - 1 Brand Communications Historical Awareness 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.

This program is available online and on campus.

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 five or more classes within another art and design discipline, typically including a broad experience of the history, aesthetics, and basic skills of that discipline. This may be acheived by a combination of Major Electives, Electives, and Liberal Arts. See advisor for a list of minor course options.

GENERAL EDUCATION REQUIREMENTS

CREATIVE IDEATION

LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

HISTORICAL AWARENESS

CHOOSE ONE:

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

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 494	Study Abroad: Fashion Culture and Industry

BRAND COMMUNICATIONS HISTORICAL AWARENESS

LA 242	History of Graphic Design

Master of Arts [MA] in Communications and Media Technologies

MA UNIT REQUIREMENTS

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

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS

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

This program is available online and on campus.

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES MAJOR COURSEWORK

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	Your Media Portfolio
IXD 613	Motion Graphics and Video
	+2 Major courses

Master of Arts [MA] in Artificial Intelligence Marketing & Design

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	36 UNITS
TOTAL	**36 UNITS**

MA ARTIFICIAL INTELLIGENCE MARKETING & DESIGN DEGREE REQUIREMENTS

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

This program is available online and on campus.

MA ARTIFICIAL INTELLIGENCE MARKETING & DESIGN MAJOR COURSEWORK

ADV 602	Art Direction
ADV 623	Humans, Not Consumers: How Human Insights Drive Brand Strategy
ADV 634	AI for Advertising
COM 602	Visual Storytelling: Editing for Short-Form Video Content
COM 605	AI Empowered Creativity
COM 633	AI-Powered Brand Communication
COM 690	Final Thesis: Your Media Portfolio
GR 616	Design Thinking & Visual Communication
GR 636	AI for Designers
IXD 600	Digital Graphics
	+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. (This course is cross-listed with LA 105.)

COM 106 Sports and Media
Sports are more than a game. They are a unifying force that shapes culture and social progress. You'll learn to craft compelling sports narratives through announcing, broadcasting, and digital journalism while exploring how sports ignite global conversations and break barriers. You'll develop the skills to report, analyze, and influence the evolving world of sports media.

COM 130 AI for Everyone: Prompt Engineering Basics
Enter the world of generative AI and discover how it can transform design across various fields, including graphic design, advertising, fashion, photography, and architecture. Utilize tools like ChatGPT, MidJourney, Adobe Firefly, DALL-E, and Meta AI to enhance creativity, streamline processes, and innovate within your creative workflow. Engage in hands-on projects to apply AI in real-world scenarios, making your designs more efficient and future-ready.

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. (This course is cross-listed with LA 150.)

COM 200 Multiplatform Content Creation
Designed to be taken concurrently with COM 210, this course emphasizes the ability to produce two-minute video storytelling content that can be used in multi-platforms.

COM 202 Social Media Production and 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. (This course is cross-listed with COM 635.)

COM 209 Gender, Race, and 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. Learn to use various critical theories to deconstruct and analyze media. (This course is cross-listed with LA 209.)

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

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. For each show, students will rotate positions to 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 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 295 Media Entrepreneurship: Brand You
Establish your personal brand and entrepreneurial identity in communications, media, and design. Through building a compelling portfolio, refining your digital presence, and mastering the art of pitching, you'll gain essential skills to stand out in competitive markets, culminating in a professional portfolio and business pitch.

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. (This course is cross-listed with COM 702.)

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. (This course is cross-listed with COM 766.)

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. (This course is cross-listed with COM 767.)

COM 348 Building Esports Experiences
Explore multiplayer free-to-play games and community event creation. Students engage in multiplayer games to understand their mechanics, community dynamics, and the structure of successful gaming events. Through practical application, critical analysis, research, teamwork and communication, students design gaming events to foster enjoyable experiences. (This course is cross-listed with LA 348.)

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
You'll learn how to plan and produce live esports events while building skills in hosting, commentary, on-camera performance, and streaming. You'll gain essential studio experience by working on competitive events and creating professional-grade portfolio material. This class will introduce you to the tools you need to succeed in today's fast-paced world of competitive entertainment. (This course is cross-listed with COM 400 and GAM 498ES.)

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. (This course is cross-listed with COM 720.)

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 Creative Futures: Portfolio and Professional Identity
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
Leverage AI to craft powerful stories across digital, brand, and broadcast news platforms. Gain skills in audio and video editing to create compelling content and build essential techniques to engage diverse audiences and drive impactful narratives in today's media landscape.

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 605 AI Empowered Creativity
Learn the essentials of AI-driven strategy, research, and design to excel in brand communications. Be empowered to innovate in a tech-focused industry by leveraging the latest AI tools. Create a brand and launch it through an AI-integrated campaign, showcasing your ability to synthesize and apply essential skills.

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. (This course is cross-listed with MUS 498MP.)

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 633 AI-Powered Brand Communication
Unlock the power of AI for brand communication! Develop skills in AI-driven strategy, branding, writing, and content creation to craft compelling stories and connect with your target audience. Using AI tools, you'll optimize content across digital platforms, showcasing your ability to drive brand success through creativity and strategic insight.

COM 635 Social Media Production and 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. (This course is cross-listed with COM 202.)

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.

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

COM 690 Your Media Portfolio
Prepare your portfolio for today's dynamic media industry. Applying your own creative and individual brand, you'll work to align your media portfolio, 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.

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-Depth Project: The Competition
You'll learn how to plan and produce live esports events while building skills in hosting, commentary, on-camera performance, and streaming. You'll gain essential studio experience by working on competitive events and creating professional-grade portfolio material. This class will introduce you to the tools you need to succeed in today's fast-paced world of competitive entertainment. (This course is cross-listed with COM 400 and GAM 498ES.)

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. (This course is cross-listed with COM 302.)

COM 720 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. (This course is cross-listed with COM 420.)

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. (This course is cross-listed with COM 306.)

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. (This course is cross-listed with COM 307.)

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 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.

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

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.

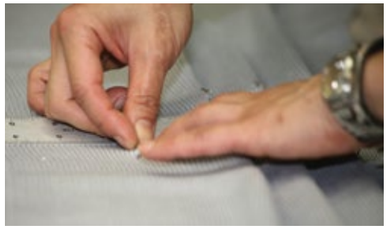
State-of-the-art Facilities: The School of Fashion has industry-standard equipment for sewing, textiles, silk screens, pattern drafting, and more. The department also provides two Stoll America Industrial Knitting production machines, 16 single bed and ten double bed knitting machines, two industrial 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



Costume Design

Costume Designer, Draper, Tailor, Costume Shop Director (LORT/Broadway), Costume Design Associate (Broadway)

Costume Designer, First Hand, Crafts Person, Milliner, Wardrobe Manager, Assistant Designer, Rentals Manager, Stitcher, Shopper

Theater Production Artist

Textile Design

VP of Textile Design, Senior Print Director

Senior Textile or Print Designer

Textile, Print, or Textile CAD Designer, Textile Artist

Associate Textile or Print Designer

Graphic Artist, Textile Design Assistant

Subcategories:
Women/Men: contemporary, intimate, sportswear
Kids: infant, toddler, pre-teen, junior, young contemporary

Merchandising: Retailers

Executive VP Merchandising, VP Merchandising, General Merchandising Mgr.

Divisional Merchandising Mgr., Merchandise Director

Senior Buyer, Senior Merchandiser

Merchandiser Mgr., Divisional Buyer, Sales Mgr., Assistant Buyer

Merchandise Assistant, Sales Assistant, Sales Associate

Merchandising: Large Wholesalers Group

Brands President, Brands VP, VP Sales & Marketing, VP Planning & Sourcing

Director Planning & Sourcing, Sales & Marketing, or Merchandising

Product Manager, Production Specialist

Product Developer, Trim Buyer, Account Executive

Production Assistant

Visual Merchandising

VP Visual Merchandising

Director Visual Merchandising, Director Visuals

Senior Visual Merchandiser (all depts/products)

Visual Merchandise Display (specific product)

Assistant Visual Store Display

Fashion & Knitwear Design

VP of Design

Head of Design

Senior Designer, Design Director, Director of Sourcing

Designer

Associate Designer

Assistant Designer

Design Assistant, Sourcing Assistant

Subcategories:
Women/Men: contemporary, intimate, sportswear
Kids: infant, toddler, pre-teen, junior, young contemporary

Technical Design Patternmaking

VP of Technical Design

Senior Director of Technical Design, Head Patternmaker

Technical Design Director, Master Patternmaker, Director of Technical Design, Senior Technical Designer

Technical Designer, Production Patternmaker

Associate Technical Designer, 1st Patternmaker

Assistant Technical Designer or Patternmaker

Sample/Pattern Coordinator, Digitizer, Technical Design Assistant

Fashion Media

Creative Director, Editor in Chief

Fashion Director, Managing Editor

Senior Editor or Copywriter, In-house Publicist

Brand Consultant, Stylist, Fashion Editor

Copywriter, Agency Publicist, Online Content or Photo Editor

Newspaper Journalist, Associate or Copy Editor

Editorial Assistant, Assistant Stylist or Publicist

DEGREE REQUIREMENTS

Associate of Arts [AA] in Fashion Communication

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA FASHION COMMUNICATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

3 Art Historical Awareness courses
1 Creative Communication 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.

This program is available on campus.

AA FASHION COMMUNICATION MAJOR COURSEWORK

CORE

FSH 105	Fashion Industry Decoded: From Concept to Consumer
FSH 108	Foundations of Fashion Journalism
FSH 118	Fashion Research & Reporting
FSH 120	Color Science & Fabric Fundamentals
FSH 145	Fashion Business: Marketing 1
FSH 168	Digital Tools for Fashion Media
FSH 184	Styling
FSH 218	Blogging: Content Creation & Promotion
FSH 288	Fashion Features & Storytelling
PH 103	Photography for Artists
PRO 314	Social Media Content Development

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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 244	History of Fashion

Associate of Arts [AA] in Fashion Marketing

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA FASHION MARKETING MAJOR

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 145 Fashion Business: Marketing 1
FSH 215 Fashion Business: Retailing & Management

SOPHOMORE PORTFOLIO

FSH 385 Fashion Business: Marketing Promotion Strategy

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

AA FASHION MARKETING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Creative Communication course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course
1 Fundamental Math course
1 Fabric & Fiber Literacy course

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

This program is available online and on campus.

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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

FUNDAMENTAL MATH

LA 255 College Math

FABRIC & FIBER LITERACY

LA 119 Fabric and Fiber Technology

Associate of Arts [AA] in Fashion Merchandising

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA FASHION MERCHANDISING MAJOR COURSEWORK

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 145 Fashion Business: Marketing 1
FSH 252 Visual Merchandising: Retail Spaces & Customer Engagement

SOPHOMORE PORTFOLIO

FSH 385 Fashion Business: Marketing Promotion Strategy

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

AA FASHION MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Creative Communication course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course
1 Fundamental Math course
1 Fabric & Fiber Literacy course

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

This program is available online and on campus.

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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

FUNDAMENTAL MATH

LA 255 College Math

FABRIC & FIBER LITERACY

LA 119 Fabric and Fiber Technology

Associate of Arts [AA] in Fashion Product Development

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

3 Art Historical Awareness courses
1 Creative Communication course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course
1 Fabric & Fiber Literacy course

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

This program is available online and on campus.

AA FASHION PRODUCT DEVELOPMENT MAJOR COURSEWORK

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 101 Fashion Visual Research and Design Development
FSH 109 Product Development

SOPHOMORE PORTFOLIO

FSH 229 Digitalized Product Design

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 244 History of Fashion

FABRIC & FIBER LITERACY

LA 119 Fabric and Fiber Technology

Associate of Arts [AA] in Fashion Styling

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA FASHION STYLING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

3 Art Historical Awareness courses
1 Creative Communication 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.

This program is available online and on campus.

AA FASHION STYLING MAJOR COURSEWORK

CORE

FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 108 Foundations of Fashion Journalism
FSH 120 Color Science & Fabric Fundamentals
FSH 145 Fashion Business: Marketing 1
FSH 168 Digital Tools for Fashion Media
FSH 184 Styling
FSH 188 Editorial Makeup & Hair Styling
FSH 252 Visual Merchandising: Retail Spaces & Customer Engagement
FSH 280 Personal Styling
FSH 391 Fashion Product Styling
PH 103 Photography for Artists

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 244 History of Fashion

Bachelor of Fine Arts [BFA] in Costume Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA COSTUME DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Communication 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.

This program is available online and on campus.

BFA COSTUME DESIGN MAJOR COURSEWORK

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 101 Fashion Visual Research and Design Development
FSH 140 Introduction to Costume Design

SOPHOMORE PORTFOLIO

FSH 221 Fashion Design Communication

SENIOR PORTFOLIO

FSH 441 Period Costume Construction Capstone

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

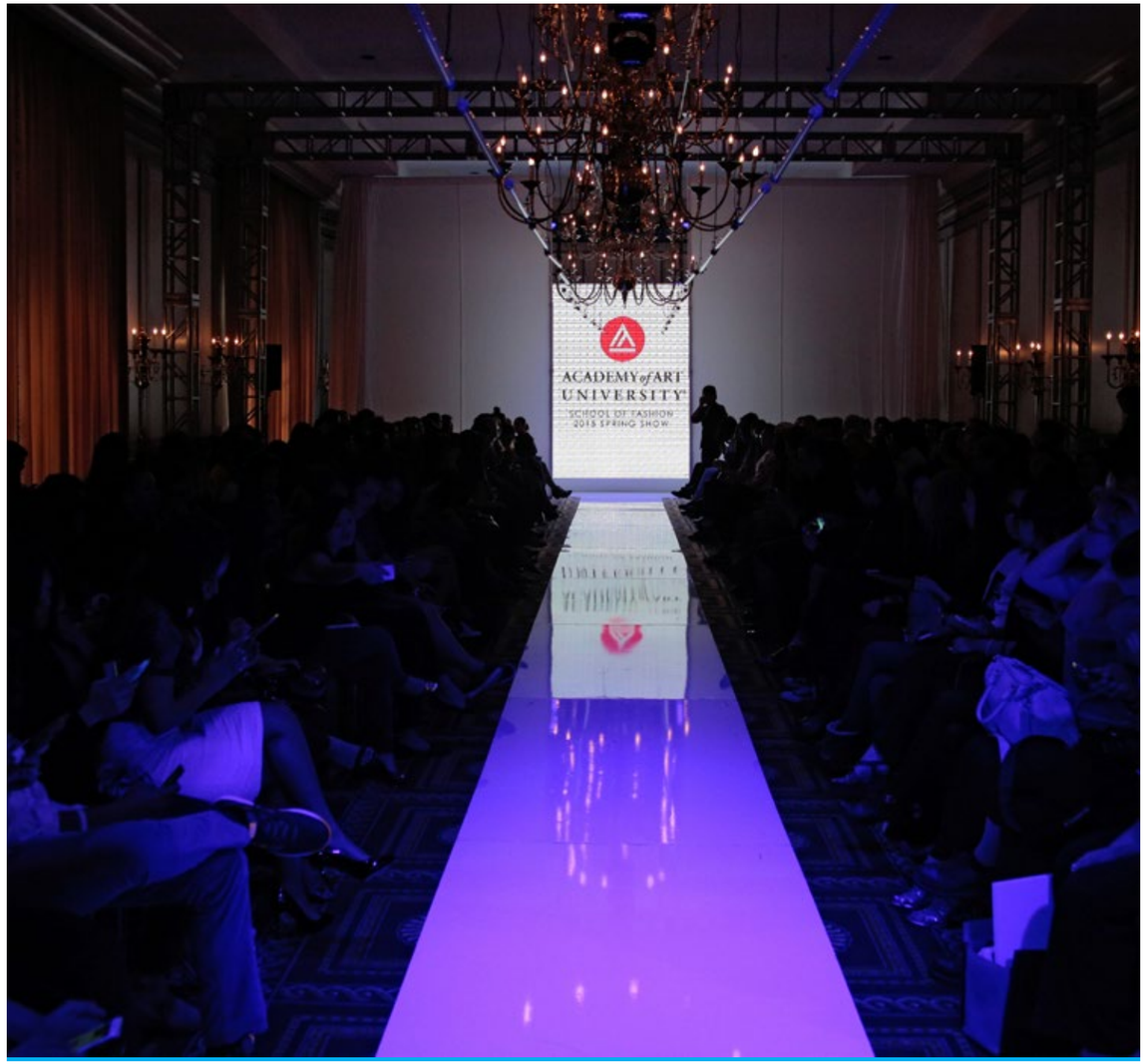
LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 244 History of Fashion

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA FASHION DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Communication 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.

This program is available online and on campus.

BFA FASHION DESIGN MAJOR COURSEWORK

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 101 Fashion Visual Research and Design Development
FSH 220 Construction/Draping/Flat Pattern 1

SOPHOMORE PORTFOLIO

FSH 221 Fashion Design Communication

SENIOR PORTFOLIO

FSH 465 Navigating Fashion Careers

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 244 History of Fashion

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA FASHION MARKETING MAJOR COURSEWORK

CORE

FSH 100	Drawing for Fashion
FSH 105	Fashion Industry Decoded: From Concept to Consumer
FSH 110	Creative Concepts for Fashion
FSH 120	Color Science & Fabric Fundamentals
FSH 161	Digital Techniques
FSH 164	Fashion Sewing Techniques
FSH 145	Fashion Business: Marketing 1
FSH 215	Fashion Business: Retailing & Management

SOPHOMORE PORTFOLIO

FSH 385	Fashion Business: Marketing Promotion Strategy

SENIOR PORTFOLIO

FSH 390	Fashion Business: Professional Practices & Portfolio

BFA FASHION MARKETING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4	Art Historical Awareness courses
1	Creative Communication 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
1	Fabric & Fiber Literacy course

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

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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	Study Abroad: Seminar in Great Britain
LA 359	Urban Sociology

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

FUNDAMENTAL MATH

LA 255	College Math

FABRIC & FIBER LITERACY

LA 119	Fabric and Fiber Technology

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 244 History of Fashion

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA FASHION MERCHANDISING MAJOR COURSEWORK

CORE

FSH 100	Drawing for Fashion
FSH 105	Fashion Industry Decoded: From Concept to Consumer
FSH 110	Creative Concepts for Fashion
FSH 120	Color Science & Fabric Fundamentals
FSH 161	Digital Techniques
FSH 164	Fashion Sewing Techniques
FSH 145	Fashion Business: Marketing 1
FSH 252	Visual Merchandising: Retail Spaces & Customer Engagement

SOPHOMORE PORTFOLIO

FSH 385	Fashion Business: Marketing Promotion Strategy

SENIOR PORTFOLIO

FSH 390	Fashion Business: Professional Practices & Portfolio

BFA FASHION MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4	Art Historical Awareness courses
1	Creative Communication course
1	Written Communication: Critical Thinking course
1	Historical Awareness course
1	Cultural Ideas & Influences
1	Employment Communication & Practices
1	Fundamental Math course
1	Fabric & Fiber Literacy course

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

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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	Study Abroad: Seminar in Great Britain
LA 359	Urban Sociology

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

FUNDAMENTAL MATH

LA 255	College Math

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 244 History of Fashion

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Communication course
1 Written Communication: Critical Thinking course
1 Historical Awareness course
1 Fundamental Math course
1 Cultural Ideas & Influences course
1 Employment Communications and Practices course
1 Fabric & Fiber Literacy course

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

This program is available online and on campus.

BFA FASHION PRODUCT DEVELOPMENT MAJOR COURSEWORK

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 101 Fashion Visual Research and Design Development
FSH 109 Product Development

SOPHOMORE PORTFOLIO

FSH 229 Digitalized Product Design

SENIOR PORTFOLIO

FSH 390 Fashion Business: Professional Practices & Portfolio

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

FUNDAMENTAL MATH

LA 255 College Math or LA Math Requirement

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in orld Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

FABRIC & FIBER LITERACY

LA 119 Fabric and Fiber Technology

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 244 History of Fashion

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA FASHION COMMUNICATION & STYLING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Communication 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 Fabric & Fiber Literacy course

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

This program is available online and on campus.

BFA FASHION COMMUNICATION & STYLING MAJOR COURSEWORK

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 108 Foundations of Fashion Journalism
FSH 184 Styling

SOPHOMORE PORTFOLIO

FSH 391 Fashion Product Styling

SENIOR PORTFOLIO

FSH 484 Styling Portfolio and Promotional Strategies

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 244 History of Fashion

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA TEXTILE DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Communication 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 Fabric & Fiber Literacy course

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

This program is available on campus.

BFA TEXTILE DESIGN MAJOR COURSEWORK

CORE

FSH 100 Drawing for Fashion
FSH 105 Fashion Industry Decoded: From Concept to Consumer
FSH 110 Creative Concepts for Fashion
FSH 120 Color Science & Fabric Fundamentals
FSH 161 Digital Techniques
FSH 164 Fashion Sewing Techniques
FSH 101 Fashion Visual Research and Design Development
FSH 274 Textiles: Printing Techniques Studio

SOPHOMORE PORTFOLIO

FSH 276 Textiles: Screen Printing for Design Development

SENIOR PORTFOLIO

FSH 476 Textiles: Capstone 2: Collection

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION:

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 244 History of Fashion

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 Design

CERTIFICATE REQUIREMENTS

MAJOR COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core courses*

This program is available on campus.

Certificate in Social Media Management

CERTIFICATE REQUIREMENTS

MAJOR COURSEWORK	18 UNITS
TOTAL	**18 UNITS**

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

This program is available on campus.

CERT SOCIAL MEDIA MANAGEMENT MAJOR COURSEWORK

PRO 314	Social Media Content Development
PRO 315	Social Media Strategies
PRO 316	Social Media Data Analytics
PRO 317	Social Media Management
	+2 Major courses

Master of Arts [MA] in Costume Design

MA UNIT REQUIREMENTS

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

MA COSTUME DESIGN MAJOR COURSEWORK

FSH 601	3D Design 1
FSH 640	Fashion Drawing
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	Period Costume Construction
FSH 676	Cosplay Crafts
FSH 700	Professional Practices and Portfolio for Fashion
	+1 Major course

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

This program is available online and on campus.

MA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 Fashion, Arts, and Influence

Master of Arts [MA] in Fashion Art Direction

MA UNIT REQUIREMENTS

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

MA FASHION ART DIRECTION MAJOR COURSEWORK

COM 602	Visual Storytelling: Editing for Short-Form Video Content
FSH 626	Magazine Print and Digital Media Publishing
FSH 629	Fashion Styling
FSH 643	Fashion Business: Digital Techniques
FSH 644	Photo and Video Production
FSH 647	Creative Fashion Product Styling and Typography
FSH 675	Fashion Business: 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 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

This program is available online and on campus.

MA FASHION ART DIRECTION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 Fashion, Arts, and Influence

Master of Arts [MA] in Fashion Journalism

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	27 UNITS
+ DIRECTED STUDY	6 UNITS
+ ELECTIVES	6 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
TOTAL	**42 UNITS**

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

This program is available online and on campus.

MA FASHION JOURNALISM MAJOR COURSEWORK

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 Magazine Print and Digital Media Publishing
FSH 627 Fashion Research & Reporting
FSH 628 Mobile & Social Media Journalism
FSH 629 Fashion Styling
FSH 630 Fashion Business: Marketing Strategy
FSH 700 Professional Practices & Portfolio for Fashion

MA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 Fashion, Arts, and Influence

Master of Arts [MA] in Fashion Merchandising

MA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MA FASHION MERCHANDISING MAJOR COURSEWORK

FSH 616 Fashion Business: Industry Dynamics
FSH 630 Fashion Business: Marketing Strategy
FSH 631 Fashion Business: Merchandising Principles
FSH 633 Fashion Business: Retail Strategy
FSH 634 Textiles & Raw Materials
FSH 637 Fashion Business: Product Planning & Sourcing
FSH 643 Fashion Business: Digital Techniques
FSH 675 Fashion Business: Visual Merchandising: Image & Brand
FSH 700 Professional Practices & Portfolio for Fashion
FSH 807 Fashion Business MA Final Project: Capstone Project
+1 Major course

MA FASHION MERCHANDISING GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 Fashion, Arts, and Influence

Master of Arts [MA] in Fashion Marketing

MFA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA FASHION MARKETING MAJOR COURSEWORK

FSH 616 Fashion Business: Industry Dynamics
FSH 630 Fashion Business: Marketing Strategy
FSH 637 Fashion Business: Product Planning & Sourcing
FSH 643 Fashion Business: Digital Techniques
FSH 652 Fashion Business: Global Consumer and Market Trends
FSH 655 Fashion Business: Digital Marketing & Social Media
FSH 658 Fashion Business: Global Marketing & Emerging Markets
FSH 677 Fashion Business: Applied Financial & Business Analysis
FSH 700 Professional Practices & Portfolio for Fashion
FSH 807 Fashion Business MA Final Project: Capstone Project
+1 Major course

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

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

This program is available online and on campus.

MFA COSTUME DESIGN MAJOR COURSEWORK

FSH 601 3D Design 1
FSH 603 3D Design 2
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 Cosplay Crafts
FSH 700 Professional Practices and Portfolio for Fashion

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 Study Abroad: Seminar in Great Britain
GLA 904 Study Abroad: Fashion Culture and Industry
GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

Master of Fine Arts [MFA] in Fashion Design

MFA UNIT REQUIREMENTS

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

MFA FASHION 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

This program is available online and on campus.

MFA FASHION DESIGN MAJOR COURSEWORK

FSH 600	Fashion Design
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

MFA FASHION 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
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Study Abroad: Seminar in Great Britain
GLA 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 COURSEWORK	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

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

This program is available online and on campus.

MFA FASHION MARKETING AND BRAND MANAGEMENT MAJOR COURSEWORK

FSH 616	Fashion Business: Industry Dynamics
FSH 630	Fashion Business: Marketing Strategy
FSH 637	Fashion Business: Product Planning & Sourcing
FSH 643	Fashion Business: Digital Techniques
FSH 652	Fashion Business: Global Consumer and Market Trends
FSH 655	Fashion Business: Digital Marketing & Social Media
FSH 658	Fashion Business: Global Marketing & Emerging Markets
FSH 677	Fashion Business: Applied Financial & Business Analysis
FSH 700	Professional Practices & Portfolio for Fashion
	+1 Major course

MFA FASHION MARKETING AND BRAND MANAGEMENT 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	Study Abroad: Seminar in Great Britain
GLA 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 COURSEWORK	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

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

This program is available online and on campus.

MFA FASHION MERCHANDISING AND MANAGEMENT MAJOR COURSEWORK

FSH 616 Fashion Business: Industry Dynamics
FSH 630 Fashion Business: Marketing Strategy
FSH 631 Fashion Business: Merchandising Principles
FSH 633 Fashion Business: Retail Strategy
FSH 634 Textiles & Raw Materials
FSH 637 Fashion Business: Product Planning & Sourcing
FSH 643 Fashion Business: Digital Techniques
FSH 675 Fashion Business: Visual Merchandising: Image & Brand
FSH 700 Professional Practices & Portfolio for Fashion
+1 Major course

MFA FASHION MERCHANDISING AND MANAGEMENT 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 Study Abroad: Seminar in Great Britain
GLA 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 COURSEWORK	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

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

This program is available online and on campus.

MFA FASHION PRODUCT DEVELOPMENT MAJOR COURSEWORK

FSH 600 Fashion Design 1
FSH 609 Digital Design for Fashion
FSH 616 Fashion Business: Industry Dynamics
FSH 632 Product Development: Trend Analysis & Line Development
FSH 634 Textiles & Raw Materials
FSH 637 Fashion Business: Product Planning & Sourcing
FSH 638 Product Development: Concepts & Design
FSH 650 Introduction to Fashion Design
FSH 651 Fashion Construction
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 Study Abroad: Seminar in Great Britain
GLA 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 COURSEWORK	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

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

This program is available on campus.

MFA TEXTILE DESIGN MAJOR COURSEWORK

FSH 600 Fashion Design 1
FSH 602 Fashion Design 2
FSH 610 Textiles: Design Studio
FSH 611 Textiles: Screen Printing for Design Development
FSH 612 Textiles: Surface & Material Exploration
FSH 613 Applied Textiles 4
FSH 620 Knitwear Design & Construction 1
FSH 700 Professional Practices & Portfolio for Fashion
+2 Major courses

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
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 903 Study Abroad: Seminar in Great Britain
GLA 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 of 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 Fashion Industry Decoded: From Concept to Consumer
Discover how fashion businesses operate from concept to consumer—and beyond. You will dissect the fashion ecosystem and examine key functions and supply chain synergies across design, product development, sourcing, manufacturing, merchandising, marketing, promotion, and distribution. You will cultivate industry fluency to navigate, analyze, and influence the ever-evolving fashion landscape with confidence and creativity.

FSH 107 Fashion Business: Visual Communication Tools
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
From interviewing creatives and spotting fashion and culture stories to runway reporting and social media fashion criticism, you will create content that highlights the ever-changing fashion landscape.

FSH 109 Product Development: Design Fundamentals
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 110 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 118 Fashion Research and 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.

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

FSH 120 Color Science & Fabric Fundamentals
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 135 Fashion Graphics: Visual Expression and Design
Explore the history and evolution of graphics in the fashion industry, including their connection to brand identity, art, and culture. Using primarily traditional hands-on techniques, you will engage with a variety of themes and design principles to develop creative ideas and personal style through your work.

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 Business: 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 Fashion Business: Digital Techniques
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 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, lookbooks, and magazines.

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 lookbook 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 Textiles: Knit Fabric Construction
Learn how to design and create knit fabrics. You will practice surface design methods such as felting, brushing, and basic macrame. Compose knit materials using hand-knit and crochet techniques and a mix of yarn types.

FSH 188 Editorial Makeup and Hair Styling
Add hair and makeup to your styling repertoire. You will gain effective hair styling and makeup techniques for use in editorial photo shoots by conceptualizing a beauty shoot that you will produce for your final project.

FSH 190 Tambour Beading 1
Embroidery for haute couture. You will develop hands-on tambour beading techniques to complete projects that allow you to finish and mount beaded motifs to garments. Learn how the history of beading applies to fashion design.

FSH 209 Product Development: Advanced Sketching & 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 Business: 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 Business: Marketing 2
Create marketing plans that bring brands to life. You will use real-life case studies and projects that focus on what fashion consumers want to develop an integrated marketing plan that works.

FSH 215 Fashion Business: Retailing & 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 and 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. (This course is cross-listed with LA 218.)

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 Textiles: Explorations in Knit Design
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 Product Development: Digital Design & Sketching
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 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 250 Fashion Business: 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: Retail Spaces & Customer Engagement
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 259 Product Development: 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 perspective while understanding price points and differences in domestic and international markets.

FSH 265 Product Development: Construction & 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 Adobe software to create technical flats and garment presentations in a digital format. (This course is cross-listed with FSH 609.)

FSH 274 Textiles: Printing Techniques Studio
Produce a textile design collection. You will learn foundational textile techniques, including paper stencil printing and hand painting, to create unique textile designs.

FSH 276 Textiles: Screen Printing for Design Development
Expand your skills beyond foundational textile printing. Explore intermediate screen-printing techniques alongside key concepts in textile design and print collection development. (This course is cross-listed with FSH 611.)

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 Textiles: Intermediate Knit Designs and Garment Construction
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 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. (This course is cross-listed with FSH 644.)

FSH 288 Fashion Features and Storytelling
The feature is the crown jewel of journalism—it demonstrates peak dedication, peak creativity, and peak skill. In this course, you will define and identify the feature, develop your writing skills, pitch ideas, adapt straight news leads, and write feature-length articles in a simulated editorial setting.

FSH 289 Corsetry and 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 300 Product Development: Footwear 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 305 Fashion Business: 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 309 Product Development: Product Lifecycle & Sustainability
Build sustainable practices in fashion product development, from initial idea to final product. You will analyze and apply methods to design, source, and manufacture products sustainably, using digital software such as CLO3D and PLM.

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 Fashion Business: 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 Business: 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 Product Development: Virtual 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 Advanced Pattern Manipulation and Soft Tailoring
Augment your pattern cutting and construction techniques to create original designs. You will translate your design ideas into 3D garments, work on draping projects, and practice the correct way to handle fashion fabrics.

FSH 331 Soft Tailoring and Creative Garment Construction
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 334 Virtual Garment Development
Master CLO3D-a unique software that lets you develop individual looks and garments in a virtual space with the potential of creating them in real life. You will learn to apply the tools and functions of this fashion-industry software to your own work.

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 Senior Thesis: Toiles and Sampling
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 a 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. (This course is cross-listed with FSH 665.)

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. (This course is cross-listed with FSH 688.)

FSH 345 Fashion Business: 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 Fashion Business: Merchandise 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 Fashion Business: Digital Marketing & 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. (This course is cross-listed with FSH 655.)

FSH 350 Fashion Business: Private Label Product Development
Learn by doing. You will experience the global supply chain and product development process by creating a product line for your private label brand.

FSH 363 Fashion Business: Special Event & 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 Fashion Merchandising: Accessories
You will explore fascinating accessory categories, including leather goods, jewelry, scarves, millinery, and eyewear, to learn the important role of accessories in various retail environments.

FSH 369 Fashion Merchandising: Beauty
The beauty product market is fast growing and evolving. You will explore different beauty cosmetic segments, including color cosmetics, fragrance, and skincare, and examine current trends and developments of major national and international brands.

FSH 374 Textiles: Surface & Material Exploration
Deepen your technical ability and design thinking for creative textile applications. You will explore various surface treatments, with an emphasis on understanding and working with different type of textiles. (This course is cross-listed with FSH 612.)

FSH 375 Fashion Business: Target Market 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. (This course is cross-listed with FSH 613.)

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 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 Fashion Business: 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 390 Fashion Business: Professional Practices & Portfolio
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 396 Cosplay Crafts
Explore cosplay as a form of artistic practice. You will learn mask-making, armor-making, sewing, painting, distressing, and other craft techniques to create a full, head-to-toe costume of a character. You will present a complete look in a photo shoot or class-organized comic convention. (This course is cross-listed with FSH 676.)

FSH 398 Textiles: Digital Textile Design
Create textile designs using Adobe Photoshop and Illustrator. You will integrate digital pattern creation, color application, and textile surface design, with a focus on enhancing hand-drawn elements with digital tools.

FSH 400 Senior Thesis: Fabrication and Fitting
Enter the designer workroom to develop a collection of designer clothing from sportswear to eveningwear.

FSH 409 Product Development: Senior Capstone Project
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 426 Product Development: Advanced Virtual Design
Use virtual software to design and create production-ready products. Students will build advanced knowledge of 3D garment visualization tools to create garments, achieve accuracy in garment fit and construction, and prepare tech packs and graded specifications for production.

FSH 429 Product Development: Senior Capstone – Final Collection
Develop and present the capstone project using targeted product development strategies. You will demonstrate advanced digital and hand skills and use industry software to complete a collection and product package for a specific brand identity. You will apply trend and market analysis and concepts for the capstone project to your full collection.

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 441 Period 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 Textiles: Portfolio & Industry
Produce digital print collections and translate digital designs into high-quality physical textiles. You will also build online and physical professional portfolios that reflect a diverse range of completed projects.

FSH 450 Fashion Business: Entrepreneurship
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 Industry Preparation
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 Fashion Business: Industry Collaboration
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 Business: Retail Operations Apprenticeship
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. (This course is cross-listed with FSH 764.)

FSH 465 Navigating Fashion Careers
Perfect your design portfolio to a standard of excellence expected in the industry.

FSH 474 Textiles: Capstone 1: Advanced Design & Pre-Collection
Integrate technical skills and design thinking to create innovative textile collections grounded in material choices. You will apply advanced surface treatments, fabric manipulation, and printing techniques to a range of textiles, including those selected for sustainability.

FSH 476 Textiles: Capstone 2: Collection
Produce cohesive textile collections that showcase professional-level design thinking and technical skill. You will refine and master textile techniques, deepen conceptual development, and build a professional portfolio or develop larger-scale collaborative work.

FSH 478 Editorial Styling
Conceptualize, style, and produce innovative fashion photo and video shoots. You will study key editorial stylists, magazines, and fashion videos, and learn essential production logistics and protocols to prepare for industry publication and professional creative direction.

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 484 Styling Portfolio and Promotional Strategies
Get career-ready. You will work to align your styling portfolio with your career goals by reviewing the layout, website, resume, branding, and promotional materials.

FSH 488 Magazine Print and Digital Media Publishing
Learn the art of self-publication. You will conceptualize, design, produce, and publish a digital and print magazine. (This course is cross-listed with FSH 626.)

FSH 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.

FSH 493 Study Abroad: Fashion
Immerse yourself in the global fashion industry. Explore the fashion capital of Italy 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. (This course is cross-listed with FSH 903.)

FSH 494 Study Abroad: Fashion Culture and Industry
Discover the impact of Italy 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. (This course is cross-listed with FSH 904, GLA 904, and LA 494.)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 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
Take your design skills to the next level. You will collaborate on a project to expand your knowledge of target markets, apply sustainable practice in your design process, and develop a body of work that represents your ideal future in the fashion industry and showcases your design philosophy and 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 peers 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 Adobe software to create technical flats and garment presentations in a digital format. (This course is cross-listed with FSH 266.)

FSH 610 Textiles: Design Studio
Explore a variety of foundational and advanced techniques used in textile design. You will develop practical skills using various techniques to create original textile prints

FSH 611 Textiles: Screen Printing for Design Development
Expand your skills beyond foundational textile printing. Explore intermediate screen-printing techniques alongside key concepts in textile design and print collection development. (This course is cross-listed with FSH 276.)

FSH 612 Textiles: Surface & Material Exploration
Deepen your technical ability and design thinking for creative textile applications. You will explore various surface treatments, with an emphasis on understanding and working with different type of textiles. (This course is cross-listed with FSH 374.)

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FSH 613 Applied Textiles 4
Expand your textile design skills for fashion and furnishings as you build up your fabric design collection. (This course is cross-listed with FSH 376.)

FSH 616 Fashion Business: Industry Dynamics
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 and 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 and 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 626 Magazine Print and Digital Media Publishing
Learn the art of self-publication. You will conceptualize, design, produce, and publish a digital and print magazine. (This course is cross-listed with FSH 488.)

FSH 627 Fashion Research and 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 and 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 Business: 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 Fashion Business: 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 Product Development: Trend Analysis & Line 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 Fashion Business: Retail Strategy
Navigate a fashion retail landscape shaped by rapid technological advancements and ever-shifting consumer behavior. You will develop a competitive retail business strategy to meet these changes and innovate in the global retail environment. You will analyze all aspects of retail, gain insight into evolving commerce models, and help shape the future of retail.

FSH 634 Textiles & Raw Materials
Textile quality matters. Hands-on analysis of fabric swatches and raw materials will give you insights into which textiles work for specific target markets.

FSH 637 Fashion Business: Product Planning & 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 Development: Concepts & Design
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 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 Fashion Business: Digital Techniques
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 Photo 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. (This course is cross-listed with FSH 284.)

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 649 Fashion Business: Entrepreneurship & Strategic Brand Management
Build a contemporary fashion brand and change the game. You will develop a brand strategy based on in-depth research, best industry 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 Fashion Business: Global Consumer & Market Trends
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 Fashion Business: Integrated 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 Fashion Business: Digital Marketing & 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. (This course is cross-listed with FSH 348.)

FSH 657 Fashion Business: E-Commerce Strategy
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 Fashion Business: 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, plot development, and all steps of the costume design process. You will apply your research, renderings, and textiles to original conceptual 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 a 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. (This course is cross-listed with FSH 342.)

FSH 671 Period 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 Fashion Business: Visual Merchandising: Image & Brand
Master visual merchandising concepts for fashion branding. You will conceptualize and execute visual merchandising designs and displays for a variety of retail marketing channels.

FSH 676 Cosplay Crafts
Explore cosplay as a form of artistic practice. You will learn mask-making, armor-making, sewing, painting, distressing, and other craft techniques to create a full, head-to-toe costume of a character. You will present a complete look in a photo shoot or class-organized comic convention. (This course is cross-listed with FSH 396.)

FSH 677 Fashion Business: Applied Financial & Business Analysis
Analyze the financial statements and reports that decision-makers in the 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 Product Development: Digital Solutions for Design and 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. (This course is cross-listed with FSH 809.)

FSH 688 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. (This course is cross-listed with FSH 344.)

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 700 Professional Practices and 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 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 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 Business: Retail Operations Apprenticeship
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. (This course is cross-listed with FSH 464.)

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 Fashion Business: 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 809 Product Development: Digital Solutions for Design and 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. (This course is cross-listed with FSH 683)

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 850 Fashion Business: Thesis Market Research
Synthesize market research into effective business strategies. You will assess market conditions, define critical process, analyze data, and generate actionable recommendations that drive real-world decision making. With a focus on academic rigor and practical application, you will demonstrate your findings in a professional thesis presentation.

FSH 851 Product Development: Thesis Planning & Sourcing
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: Thesis Collection 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 Fashion Business: Thesis Visual Communications, Brand, & Image

Focus on the visual branding aspects of your individual final thesis project. You'll refine your thesis branding and visual components through peer critique and instruction on merchandise display, layout and flow, materials, lighting, furnishing and fixtures, and all brand collateral: logo, signage, packaging, online brand presence, and other detail brand aesthetics.

FSH 855 Fashion Business: Thesis Marketing Strategy & Promotion Plan

You will use market research to develop a marketing strategy, budget, and plan.

FSH 858 Fashion Business: Thesis 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 Fashion Business: Thesis Wrap Up

Complete your thesis project and prepare for Final Review. You will refine your research and analysis; strengthen business applications; finish thesis book formatting, design, and prototype work; and polish your writing and presentation to address complex questions and requirements for Final Review.

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

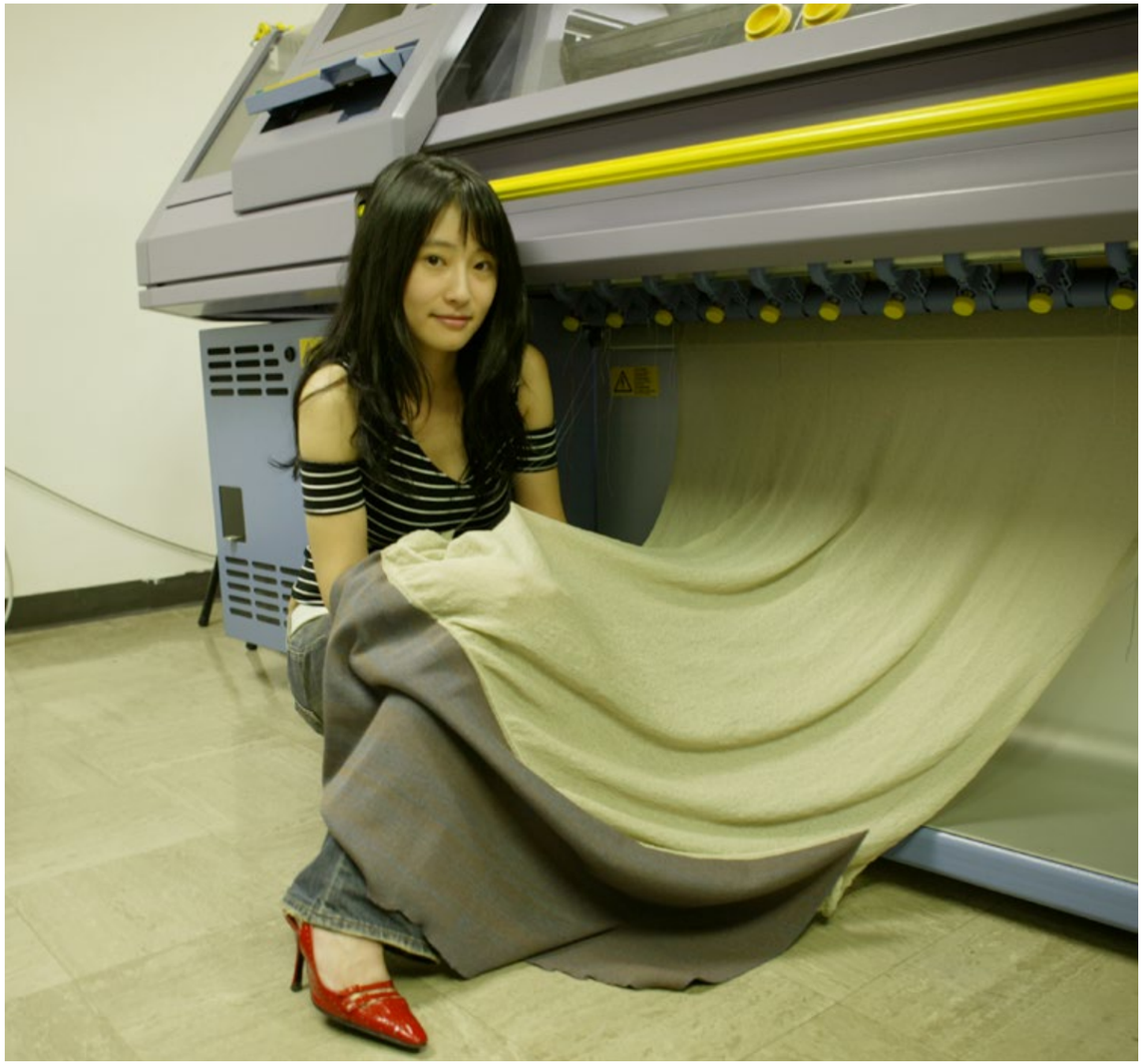
Immerse yourself in the global fashion industry. Explore the fashion capital of Italy and discover the rich history of craft, design, materiality, and manufacturing. Study key brands, conduct comparative shopping, visit exhibits and markets, spot trends, and source materials. You will compile resources and ideas, and build contacts to apply to future work, with projects tailored to your area of study. (This course is cross-listed with FSH 493.)

FSH 904 Study Abroad: Fashion Culture and Industry

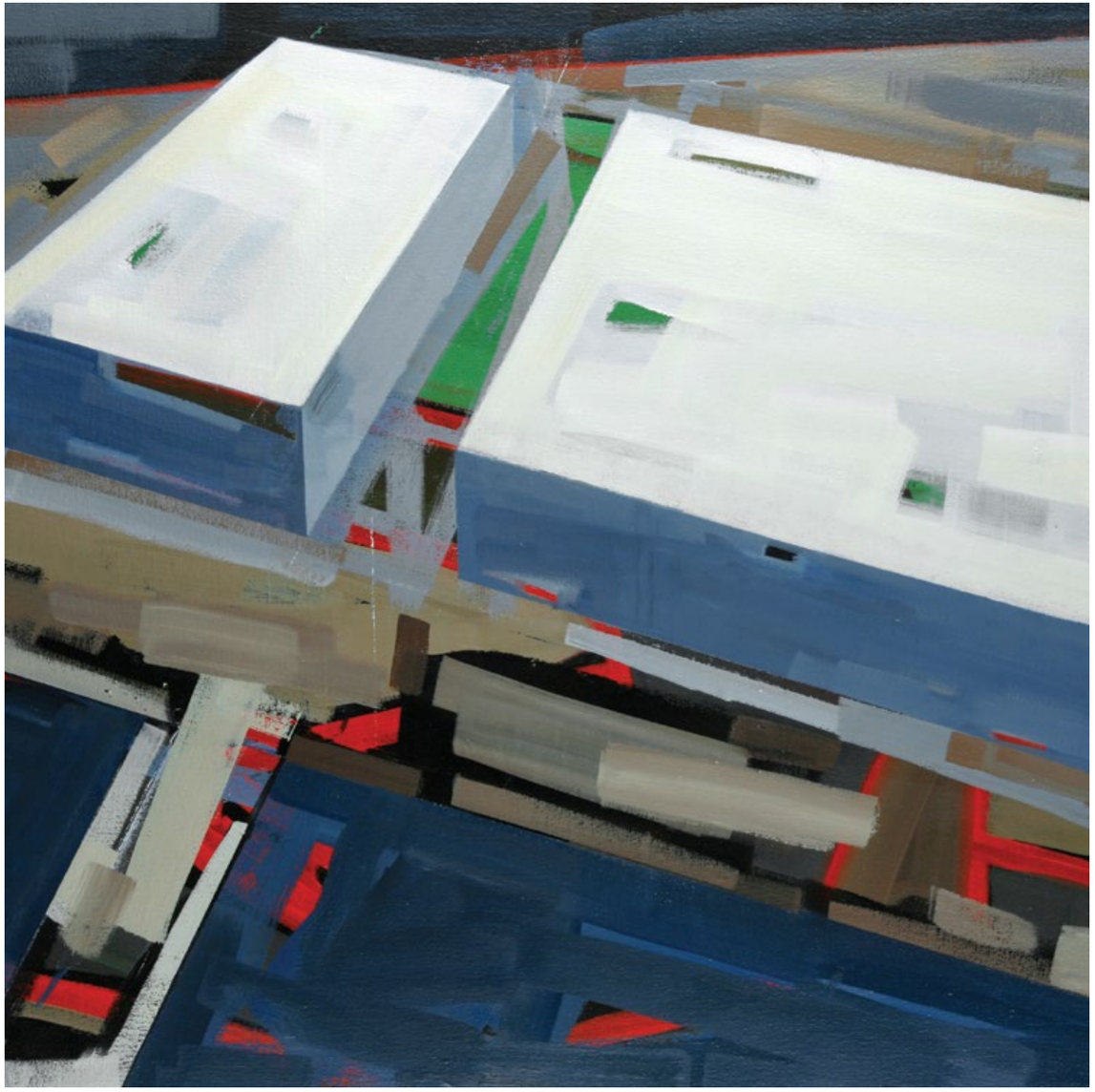
Discover the impact of Italy on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study. (This course is cross-listed with FSH 494, LA 494, and GLA 904.)

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!

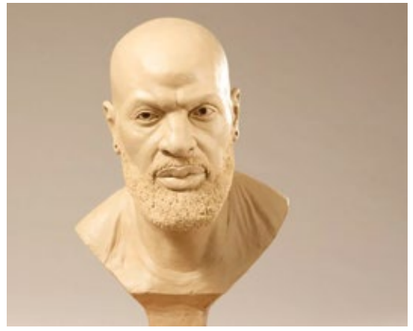
WHAT WE OFFER

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.

CAREER PATHS

Painting Related

College Instructor

Appraisal, Restoration

Commercial Art, Specialty Illustration

Gallery or Museum Worker

Commercial Art, Private Instruction

Painting

Museum Exhibition

High End Gallery Exhibition

Portrait, Mural or Commission Art

Emerging Art Gallery, Prints or Publishing

Art Fairs, Commercial Gallery, Community Exhibition

Sculpture Exhibition

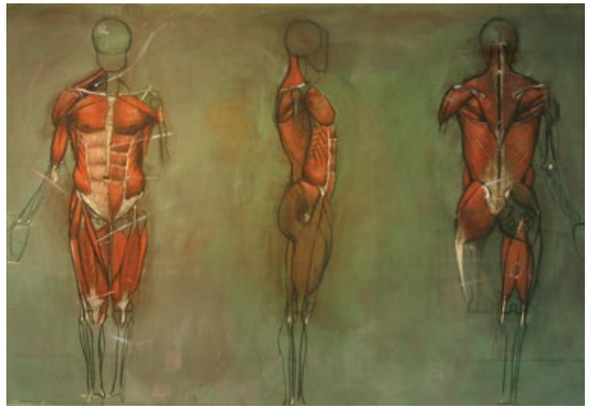
National / International Museum Exhibition

Regional Museum, High-End Gallery Exhibition

Mid Range Fine Art Gallery, Commission Artwork

Emerging Artist Gallery, Commercial Gallery

Art Fairs, Co-op Gallery, Community Exhibition



Sculpture-Related Work & Commissions

National/International-level Public & Private Commission Art, National/International level Portraits, University or College Instructor, National/International Museum Curator

Owner Design Fabrication Shop, Artist High–end Art Workshops, Gallery/Museum Owner, College Educator, Owner Special Effects/Make-up Shop, Regional Museum Curator

Regional Commissions, Museum/Gallery Director, Special Effect Mask/ Make-up Designer, Regional Mid-Range Public Art & Portrait Commission, Commercial Art, Specialty Illustration, Appraisal, Restoration

Gallery Curator, Gallery or Museum Assistant, Secondary Art Education, Neon Signage Designer, Character Designer, 3-D Illustration, Stop-Motion Character modeler

Museum/Gallery Asst., Sculptor's Asst., Local Commission, Neon Asst., Stop-Motion Character Asst., Community Art Education, Special Effects Asst., Commercial Art, Private Instruction

Sculpture-Related Business

Designer of 'One-of-A Kind' High–end Functional & Non Functional Objects, Unique Metal, Ceramic & other unique Sculptural Form

Limited Edition Ceramic Art, Mold-Making Shop Owner, Metal Fabrication Designer, Regional Gallery, Owner/Operator Casting Facility, Bas-relief Coin Designer

Fine Commission, Mold-Maker, Production Ceramics, Prototype Designer, Casting-Shop Manager, Stylist Music videos Photo Shoots

Toy Modeler/Assistant, Functional Artist Asst., Local or Cooperative Gallery Asst.

Bronze Foundry Technician, Mold Making Tech/Asst., Ceramic Artist Asst., Prototype Designer Asst.

DEGREE REQUIREMENTS

Associate of Arts [AA] in Fine Art

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA FINE ART DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness: Western Art courses
1 Art & Design Communication 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.

This program is available online and on campus.

AA FINE ART MAJOR COURSEWORK

CORE

FA 222	Heads and Hands
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
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

FA 224	Composition and Painting

AA FINE ART SCULPTURE MAJOR COURSEWORK

CORE

FASCU 130	Sculpture 1
FASCU 231	Ceramics: Expressions in Clay
FND 110	Analysis of Form
FND 122	Color Fundamentals
ILL 133	Digital Media: Digital Manipulation
IND 138	Model Making - Fall
JEM 110	Jewelry and Metal Arts 1
JEM 249	Introduction to Metal Casting

SOPHOMORE PORTFOLIO

FASCU 230	Sculpture 2

AVAILABLE AREAS OF EMPHASIS

Drawing & Painting
Sculpture

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS: WESTERN ART

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

Associate of Applied Science [AAS] in 3-Dimensional Studio Arts

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS 3-DIMENSIONAL STUDIO ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness: Western Art course
1 Art & Design Communication 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.

This program is available online and on campus.

AAS 3-DIMENSIONAL STUDIO ARTS MAJOR COURSEWORK

CORE

FND 110	Analysis of Form
FASCU 130	Sculpture 1
FASCU 231	Ceramics: Expressions in Clay
FND 122	Color Fundamentals
ILL 133	Digital Media: Digital Manipulation
IND 138	Model Making - Fall
JEM 110	Jewelry and Metal Arts 1
JEM 249	Introduction to Metal Casting

SOPHOMORE PORTFOLIO

FASCU 230	Sculpture 2
or JEM 314	Enamelling 1

AVAILABLE AREAS OF EMPHASIS

Jewelry & Metal Arts
Sculpture

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

ART HISTORICAL AWARENESS: WESTERN ART

LA 120	Art History Through the 15th Century

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Associate of Applied Science [AAS] in Studio Arts

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS STUDIO ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness: Western Art course
1 Art & Design Communication 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.

This program is available online and on campus.

AAS STUDIO ARTS MAJOR COURSEWORK

CORE

FA 222	Heads and Hands
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
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

FA 224	Composition and Painting
or ILL 232	Studio 1
or VIS 205	Visual Development Production

AVAILABLE AREAS OF EMPHASIS

Fine Art Painting
Illustration
Visual Development

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS: WESTERN ART

LA 120	Art History through the 15th Century

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Fine Arts [BFA] in Fine Art

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ LIBERAL ARTS	42 UNITS
+ ELECTIVES	9 UNITS
TOTAL	**120 UNITS**

BFA FINE ART DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Art & Design Communication 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.

This program is available online and on campus.

BFA FINE ART MAJOR COURSEWORK

CORE

FA 222	Heads and Hands
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
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

FA 224	Composition & Painting

SENIOR PORTFOLIO

FA 420	Senior Portfolio Workshop/ Professional Practices

BFA FINE ART SCULPTURE MAJOR COURSEWORK

CORE

FASCU 130	Sculpture 1
FASCU 231	Ceramics: Expressions in Clay
FND 110	Analysis of Form
FND 122	Color Fundamentals
ILL 133	Digital Media: Digital Manipulation
IND 138	Model Making - Fall
JEM 110	Jewelry and Metal Arts 1
JEM 249	Introduction to Metal Casting

SOPHOMORE PORTFOLIO

FASCU 230	Sculpture 2

SENIOR PORTFOLIO

FA 420	Senior Portfolio Workshop/ Professional Practices

AVAILABLE AREAS OF EMPHASIS

Drawing & Painting
Sculpture

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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	Study Abroad: Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Fine Art

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA FINE ART MAJOR COURSEWORK

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

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

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

This program is available online and on campus.

MFA FINE ART MAJOR COURSEWORK

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
	+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
FASCU 632	Ecorche
	+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 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 903	Study Abroad: 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	Study Abroad: Seminar in Great Britain
GLA 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

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, 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. (This course is cross-listed with FA 665.)

FA 222 Heads and 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 and 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. (This course is cross-listed with FA 631.)

FA 310 Spring 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.

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

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 the real or imaginary characteristics you observed. (This course is cross-listed with FA 713.)

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. (This course is cross-listed with FA 644.)

FA 325 Mixed Media Drawing and 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. (This course is cross-listed with FA 605.)

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. (This course is cross-listed with FA 650.)

FA 368 Urban Landscape
Cityscapes are dynamic, complicated places. Learning to paint cars and buses, 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.

FA 423 Abstract Painting
You'll explore modern art from its inception to today, discovering how form and color are distorted to elicit an emotional response and applying this to your own painting interpretations. (This course is cross-listed with FA 608.)

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 Fall 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.

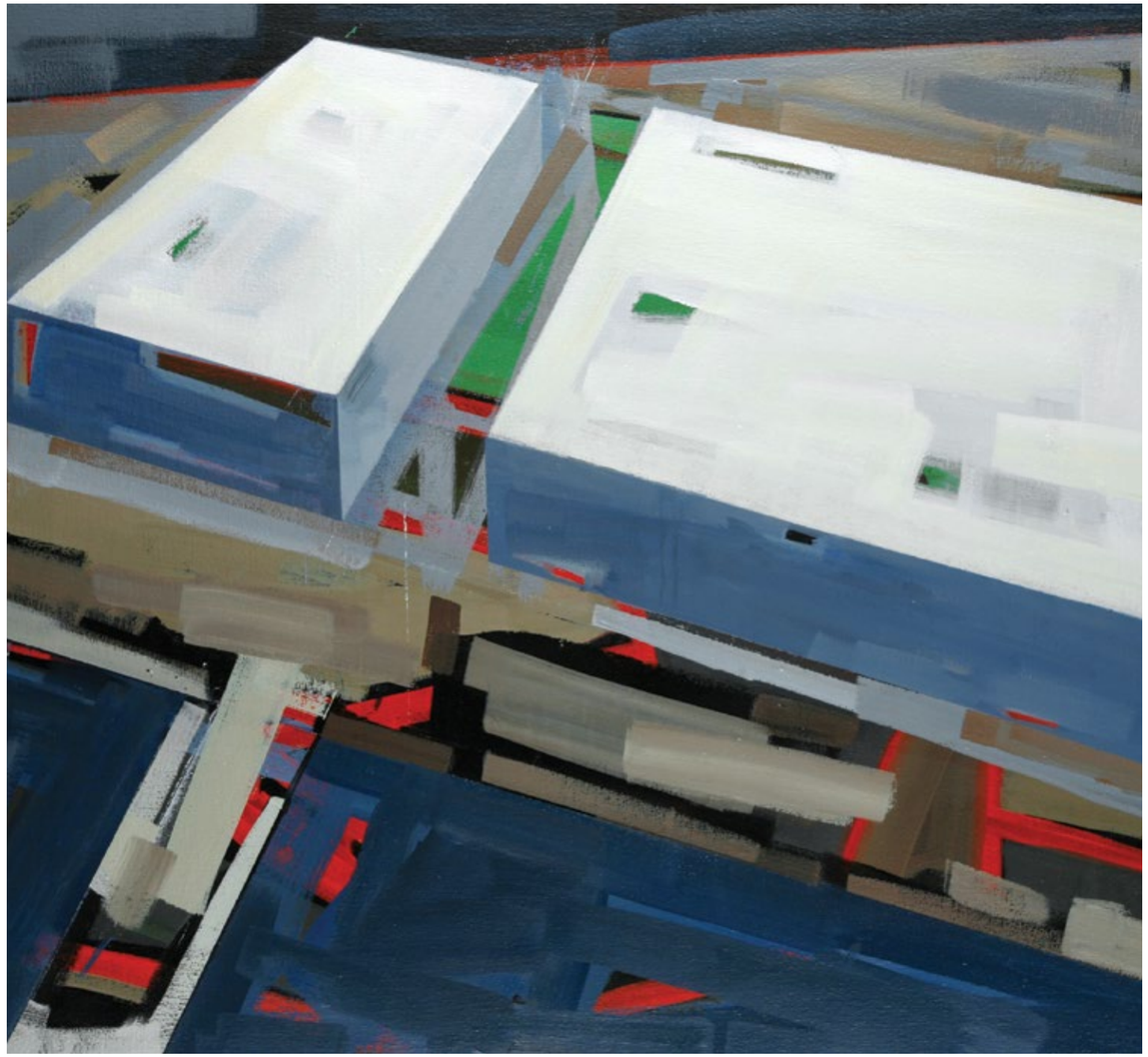
FA 493 Study Abroad
Travel to an inspirational location to practice your craft. You'll create art that reflects your personal insights about the place, both in plein air and in studio. Location: Florence, Italy, and throughout Tuscany.

FA 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 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. (This course is cross-listed with FA 328.)

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 buses, 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 are distorted to elicit an emotional response, then applying this to your own painting interpretations. (This course is cross-listed with FA 423.)

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.

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

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 five-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. (This course is cross-listed with FA 241.)

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. (This course is cross-listed with FA 322.)

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. (This course is cross-listed with FA 350.)

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 three 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 three 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. (This course is cross-listed with FA 220.)

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.

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 the real or imaginary characteristics you observed. (This course is cross-listed with FA 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 and Thesis Development
Begin a successful thesis project. In addition, regular instructor critiques, you will discuss approaches to you 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 three 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 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 Art Sculpture's 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. (This course is cross-listed with FASCU 624.)

FASCU 233 Moldmaking
Gain essential mold making 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. (This course is cross-listed with FASCU 622.)

FASCU 234 Head and 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 and 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. (This course is cross-listed with FASCU 630.)

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.)

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

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 and practice low temperature firings like raku. (This course is cross-listed with FASCU 668.)

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. You will also learn how to properly photograph and pose live models with studio lighting for your personal reference. (This course is cross-listed with FASCU 730.)

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 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.

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 mold making 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. (This course is cross-listed with FASCU 233.)

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. (This course is cross-listed with FASCU 231.)

FASCU 630 Advanced Head and 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. (This course will be cross-listed with FASCU 334.)

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 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. (This course is cross-listed with FASCU 338.)

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. You will also learn how to properly photograph and pose live models with studio lighting for your personal reference. (This course is cross-listed with FASCU 356.)

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

The Future of Game Development Begins with You

Don't let the word "game" fool you. The field of game development is not child's play, but the largest, fastest-growing media industry in the world. Not only does this mean that more people are playing video games, but also that virtual worlds and interactive environments are infiltrating every area of our lives from phones to televisions.

Before games ever became a media industry, many philosophers thought that games played a fundamental role in human behavioral learning. What was once theory now seems to be self-evident: as the game industry innovates and expands, it is starting to provide everything from entertainment, education and groundbreaking social interaction. We have just begun to tap into its potential.

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.

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 gamepley, technical scripting and building suspense through story. As studetns progress, they learn specialized aspects of design such as monetization, unique control types, rapid development via iteration and production methods working in teams.

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 works 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.

Industry-Standard: 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 standard development applications.

Professional Faculty: Our faculty honed their craft as working professionals. Every semester, industry greats 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

Game Design

- Creative Director
- Lead Game Designer
- Senior Game Designer
- Systems Designer, UI/UX Designer, Freemium Designer
- Level Designer, Scripter, Combat Designer
- Associate Level Designer, Junior Scripter

Game Art

- Art Director
- Technical Art Director, Cinematics Director
- Lead Character Artist, Lead Environment Artist, Lead Concept Artist, Lead Animator, Technical Art Lead, Rigging Lead, Effects Lead Designer
- Senior Character Artist, Senior Environment Artist, Senior Animator, Senior Technical Artist, Senior Rigging Artist, Senior Effects Artist,UI Artist
- 3D Artist, Character Artist, Environment/Props Artist, Environment Architect, Animator, Character Animator

Game Programming

- Chief Technology Officer (CTO)
- Technical Director
- Lead Engineer / Principle Engineer
- Software Engineer, AI Programmer, Graphics Programmer, Physics Programmer, Game Play Programmer
- Junior Engineer, Engineering Intern

DEGREE REQUIREMENTS

Associate of Arts [AA] in Game Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA GAME DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 1 Art Historical Awareness course
  - 1 Creative Communication course
  - 1 Written Communication: Critical Thinking course
  - 1 Employment Communications & Practices course
  - 1 Quantitative & Programming Fundamentals course

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

This program is available online and on campus.

AA GAME DESIGN MAJOR COURSEWORK

CORE

FND 108	Digital Drawing for Entertainment
GAM 101	Playing Games in Game Development
GAM 105	Introduction to Maya
GAM 110	Introduction to Game Development
GAM 111	2D Tools for Game Development
GAM 150	Dice, Rulesets, and Theory
GAM 151	Visual Communication for Game Development
GAM 190	Mobile UI and UX

SOPHOMORE PORTFOLIO

GAM 310	Portfolio for Games 1

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

LA 131	History of Gaming

QUANTITATIVE & PROGRAMMING FUNDAMENTALS

LA 206	Programming Fundamentals

Associate of Applied Science [AAS] in Game Development

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS GAME DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 1 Art Historical Awareness course
  - 1 Creative Communication course
  - 1 Quantitative & Programming Fundamentals 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.

This program is available online and on campus.

AAS GAME DEVELOPMENT MAJOR COURSEWORK

CORE

FND 108 Digital Drawing for Entertainment
GAM 101 Playing Games in Game Development
GAM 105 Introduction to Maya
GAM 110 Introduction to Game Development
GAM 111 2D Tools for Game Development
GAM 150 Dice, Rulesets, and Theory
GAM 151 Visual Communication for Game Development
GAM 190 Mobile UI and UX

SOPHOMORE PORTFOLIO

GAM 310 Portfolio for Games 1

AVAILABLE AREAS OF EMPHASIS

Concept Art for Games
Game Art
Game Design

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS

LA 131 History of Gaming

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

QUANTITATIVE & PROGRAMMING FUNDAMENTALS

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals*
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 296 Applied Physics

**Required for the Game Design emphasis*

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Bachelor of Fine Arts [BFA] in Game Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA GAME DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 4 Art Historical Awareness courses
  - 1 Creative Communication course
  - 1 Written Communication: Critical Thinking course
  - 1 Historical Awareness course
  - 1 Quantitative & Programming Fundamentals course
  - 1 Cultural Ideas & Influences course
  - 1 Game Business Practices
  - 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

This program is available online and on campus.

BFA GAME DESIGN MAJOR COURSEWORK

CORE

FND 108 Digital Drawing for Entertainment
GAM 101 Playing Games in Game Development
GAM 105 Introduction to Maya
GAM 110 Introduction to Game Development
GAM 111 2D Tools for Game Development
GAM 150 Dice, Rulesets, and Theory
GAM 151 Visual Communication for Game Development
GAM 190 Mobile UI and UX

SOPHOMORE PORTFOLIO

GAM 310 Portfolio for Games 1

SENIOR PORTFOLIO

GAM 405 Games Portfolio Preparation

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

GAME BUSINESS PRACTICES

LA 353 Game Freemium and Monetization

QUANTITATIVE & PROGRAMMING FUNDAMENTALS

LA 206 Programming Fundamentals

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA GAME ART DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:
  - 4 Art Historical Awareness courses
  - 1 Creative Communication 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.

This program is available online and on campus.

BFA GAME ART MAJOR COURSEWORK

CORE

FND 108	Digital Drawing for Entertainment
GAM 101	Playing Games in Game Development
GAM 105	Introduction to Maya
GAM 110	Introduction to Game Development
GAM 111	2D Tools for Game Development
GAM 150	Dice, Rulesets, and Theory
GAM 151	Visual Communication for Game Development
GAM 190	Mobile UI and UX

SOPHOMORE PORTFOLIO

GAM 310	Portfolio for Games 1

SENIOR PORTFOLIO

GAM 405	Games Portfolio Preparation

AVAILABLE AREAS OF EMPHASIS

Concept Art

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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	Study Abroad: Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 MAJOR COURSEWORK

CORE

GAM 110	Introduction to Game Development
GAM 405	Games Portfolio Preparation
GAP 120	Principles of Computer Science
GAP 125	Programming for Games 1
GAP 225	Programming for Games 2
GAP 235	Data Structures & Algorithms
GAP 255	Object-Oriented Programming & Design
GAP 275	Programming for Games 3
GAP 285	AAA Game Engine Architecture
GAP 295	Low-Level Programming & Optimization
GAP 301	Programming Game Engines
GAP 305	Programming for Production

BS GAME PROGRAMMING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework and the following:
  - 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 Creative Communication 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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	Study Abroad: Seminar in Great Britain
LA 359	Urban Sociology

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

CHOOSE ONE COURSE:

LA 117	Survey of Landscape Architecture
LA 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	History of Animation
LA 134	History & Technology of Visual Effects & Computer Animation
LA 137	History of Visual Development
LA 147	History of Photography
LA 152	History of Illustration
LA 182	Genres in Film
LA 195	History of Comics: American Comics
LA 219	History of the Built Environment 1: Ancient to Gothic
LA 222	20th Century Art
LA 226	Survey of Traditional Interior Architecture
LA 229	Survey of Contemporary Interior Architecture
LA 242	History of Graphic Design
LA 244	History of Fashion
LA 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	Study Abroad: Seminar in Great Britain
LA 282	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 420	Art of the Italian Renaissance
LA 421	Northern Renaissance 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 COURSEWORK	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

This program is available online and on campus.

MA GAME DEVELOPMENT MAJOR COURSEWORK

GAME DESIGN EMPHASIS

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	Game Genre Development
GAM 607	Action Adventure & RPG Level Design
GAM 611	Visual Communication for Game Designers
GAM 651	Prototype Game Development
GAM 655	Scripting for Games 2
GAM 778	Professional Portfolio & Career Development
IXD 606	User Experience Design

CHARACTER MODELING EMPHASIS

ANM 623	3D Modeling & Animation 1 (Maya)
FASCU 620	Figure Modeling
GAM 601	Elements of Video Games
GAM 603	3D Character Modeling 1
GAM 608	Drawing Bootcamp for Games: The Human Figure
GAM 621	Texture and Light
GAM 623	Introduction to Digital Sculpting
GAM 624	Character and Hero Props Modeling
GAM 651	Prototype Game Development
GAM 660	Digital Painting Principles
GAM 778	Professional Portfolio & Career Development

CONCEPT ART EMPHASIS

ANM 623	3D Modeling & Animation 1 (Maya)
ANM 680	Color Scripting
GAM 601	Elements of Video Games
GAM 608	Drawing Bootcamp for Games: The Human Figure
GAM 610	Drawing Bootcamp: Dynamic Sketching
GAM 612	Concept Art for Games
GAM 651	Prototype Game Development
GAM 660	Digital Painting Principles
GAM 778	Professional Portfolio & Career Development
ILL 610	Clothed Figure Drawing
ILL 625	Perspective for Characters and Environment

ENVIRONMENT MODELING EMPHASIS

ANM 623	3D Modeling & Animation 1 (Maya)
GAM 601	Elements of Video Games
GAM 604	Environment Modeling for Games: Principles
GAM 610	Drawing Bootcamp: Dynamic Sketching
GAM 611	Visual Communication for Game Designers
GAM 621	Texture and Light
GAM 623	Introduction to Digital Sculpting
GAM 626	Game Environment Production 1
GAM 651	Prototype Game Development
GAM 660	Digital Painting Principles
GAM 778	Professional Portfolio & Career Development

MA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 623	History and Techniques of Games
GLA 624	History of Visual Development

Master of Fine Arts [MFA] in Game Development

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA GAME DEVELOPMENT MAJOR COURSEWORK

GAME DESIGN EMPHASIS

GAM 601	Elements of Video Games
GAM 602	Game Design Principles
GAM 605	Scripting for Video Games 1
GAM 606	Game Genre Development
GAM 607	Action Adventure & RPG Level Design
GAM 611	Visual Communication for Game Designers
GAM 631	Thesis Project Preparation
GAM 651	Prototype Game Development
GAM 655	Scripting for Games 2
GAM 778	Professional Portfolio & Career Development

CHARACTER MODELING EMPHASIS

ANM 623	3D Modeling & Animation 1 (Maya)
FASCU 620	Figure Modeling
GAM 601	Elements of Video Games
GAM 603	3D Character Modeling 1
GAM 608	Drawing Bootcamp for Games: The Human Figure
GAM 623	Introduction to Digital Sculpting
GAM 631	Thesis Project Preparation
GAM 651	Prototype Game Development
GAM 660	Digital Painting Principles
GAM 778	Professional Portfolio & Career Development

CONCEPT ART EMPHASIS

ANM 680	Color Scripting
GAM 601	Elements of Video Games
GAM 608	Drawing Bootcamp for Games: The Human Figure
GAM 610	Drawing Bootcamp: Dynamic Sketching
GAM 612	Concept Art for Games
GAM 631	Thesis Project Preparation
GAM 660	Digital Painting Principles
GAM 778	Professional Portfolio & Career Development
ILL 610	Clothed Figure Drawing
ILL 625	Perspective for Characters and Environment

ENVIRONMENT MODELING EMPHASIS

ANM 623	3D Modeling & Animation 1 (Maya)
GAM 601	Elements of Video Games
GAM 604	Environment Modeling for Games: Principles
GAM 610	Drawing Bootcamp: Dynamic Sketching
GAM 611	Visual Communication for Game Designers
GAM 621	Texture and Light
GAM 626	Game Environment Production 1
GAM 631	Thesis Project Preparation
GAM 651	Prototype Game Development
GAM 778	Professional Portfolio & Career Development

MFA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 623	History and Techniques of Games

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	Study Abroad: Seminar in Great Britain
GLA 904	Study Abroad: Fashion Culture and Industry
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

UNDERGRADUATE COURSES

GAM 101 Playing Games in Game Development
Play an array of important game genres both from the tabletop and electronic gaming platforms. Platformers, shooters, deck builders, resource management, action points, combat styles, and more topics are covered. Students will record their gameplay and incorporate commentary and reflections on the overall experience and specific reactions to the game(s).

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 Real-Time Engines for Interactive Media
Many industries have begun using real-time engines to create interactive experiences and rapidly iterate on new design ideas. This course explores key concepts related to real-time engines and provides hands-on experience with creating basic interactive experiences with freely available tools, like Unreal Engine.

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 150 Dice, Rulesets, and Theory
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 principles of game design through the creation of tabletop games and role-playing.

GAM 151 Visual Communication for Game Development
Learn how to be a more effective video game designer through the use of visual communication skills. You will create gameplay mechanic sketches, manuals, presentations, paper maps, and a first-pass portfolio. Even if you're not a great artist, this class will give you a set of skills you can use to define your own style.

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 the initial concept phase to block mesh and multiple passes of scripting—using the Unreal game engine.

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

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.

GAM 216 Ranged Combat
Create an array of unique ranged weapons. From fantasy classics like longbows and crossbows to futuristic las guns and missile launchers, each weapon will be created with appropriate feedback, reactions, sound, visuals, and damage type. Put your weapons' mechanics to the test against the enemy in AOE attacks and piercing shots.

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 an 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 257 Unreal Lighting, VFX, and Animation
Unreal is a massive game engine with countless features. Learn how to light levels, characters, and models. Gain proficiency in editing and tuning VFX for weapons, environments, and atmospheric effects. Import rigged models with animations and integrate them into a third-person controller, allowing for actions like crouching, jumping, and attacking.

GAM 259 Dice, Rulesets and Video Games
Dive into tabletop and video games and explore narratives, genres, and how these two mediums intersect. We'll play various tabletop games, from card deck builders to war games, and compare them to similar video games. Discover the unique mechanics and themes that bridge the gap between x two gaming worlds.

GAM 260 Prop and 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 Character & Creature Design for Games 1
You will focus on creating memorable and iconic character designs in a variety of styles and genres. You will learn how to design marketable characters, creatures, and costumes through hands-on projects and demos. The course emphasizes practical skills and industry standards to prepare students for a career in game concept art design.

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 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 your 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
Use virtual reality and new and emerging technologies 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 and 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 326 3D Visual Effects in Unreal
You will learn how to create various visual effects in Unreal, ranging from weather effects to man-made pyrotechnics. The entire VFX pipeline in Unreal, including professional workflows and best practices, will be covered.

GAM 328 Character & Creature Design for Games 2
You will dive deeper into the intricacies of character design and storytelling for the game industry in this advanced concept art class. Explore advanced techniques and methodologies to create iconic and marketable concept art, with a specialized focus on character, creature, and hard surface design. This course covers entertainment projects in diverse styles and focuses on hands-on learning and practical industry skills. You will craft portfolio pieces that showcase versatility and adaptability for different styles and projects.

GAM 332 Texture and 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 a more versatile game designer through both single and multi-week projects in different genres. You will learn best practices for time management, creative communication, and project organization.

GAM 353 Game Freemium and 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. (This course is cross-listed with LA 353.)

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 Game Genre Focused Projects
Game Genre Focused Projects will focus on a single project for the entirety of the semester. This project can be an already existing project or start from scratch with the intent to create a project that fits a particular game genre, development studio and is completed at a high enough quality to be portfolio worthy.

GAM 416 Combat Design
Learn to create a semester-long 2D melee-focused brawler or hack-n-slash game. The combat will focus on a three-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 complement and counter the hero's combat abilities. The semester and project both end with the implementation of a climactic boss fight. (This course is cross-listed with GAM 652.)

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 432 Advanced Textures and 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. (This course is cross-listed with GAM 632.)

GAM 440 3D Character Modeling 2
Create your own high-resolution, 3D game character. Using the full game character pipeline, you will learn game character ideation, digital sculpting, hair and clothing, retopology, UV layouts, and both 2D and 3D surfacing properties.

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 The Game Production Cycle
Game Genre Focused Projects will focus on a single project for the entirety of the semester. This project can be an already existing project or start from scratch with the intent to create a project that fits a particular game genre, development studio and is completed at a high enough quality to be portfolio worthy.

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 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, 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. (This course is cross-listed with LA 201.)

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 and 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 and 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 295 Low-Level Programming and 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.

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

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, honing your development skills, and creating 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, honing your development skills, and creating 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.

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 Game Genre Development
Develop short format 2D and 3D games in a variety of different genres. You will get experience with designing traditional game types while improving your creative process and professional workflow.

GAM 607 Action Adventure and RPG Level Design
Gain a solid understanding of level design for first- and third-person video game levels. You will create levels and game experiences from the 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.

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

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 618 Introduction to XR Development
Non-game students will be introduced to creating immersive XR (AR, VR, MR) experiences with Unity. No prior 3D or coding experience required. Students learn spatial design, interactivity, and prototyping through hands-on projects, applying XR tools to their own disciplines—from art and architecture to animation and industrial design.

GAM 621 Texture and 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 624 Character and Hero Props Modeling
Create a high-resolution, 3D game character. Utilizing the game character pipeline, including the hair and clothing pipelines-you will model a character based on your own design or from an existing concept. Plus, gain sculpting, retopology, 2D and 3D painting skills.

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 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 and 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. (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, 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, and 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 will focus on a three-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 complement and counter the hero's combat abilities. The semester and project both end with the implementation of a climactic boss fight. (This course is cross-listed with GAM 416.)

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.

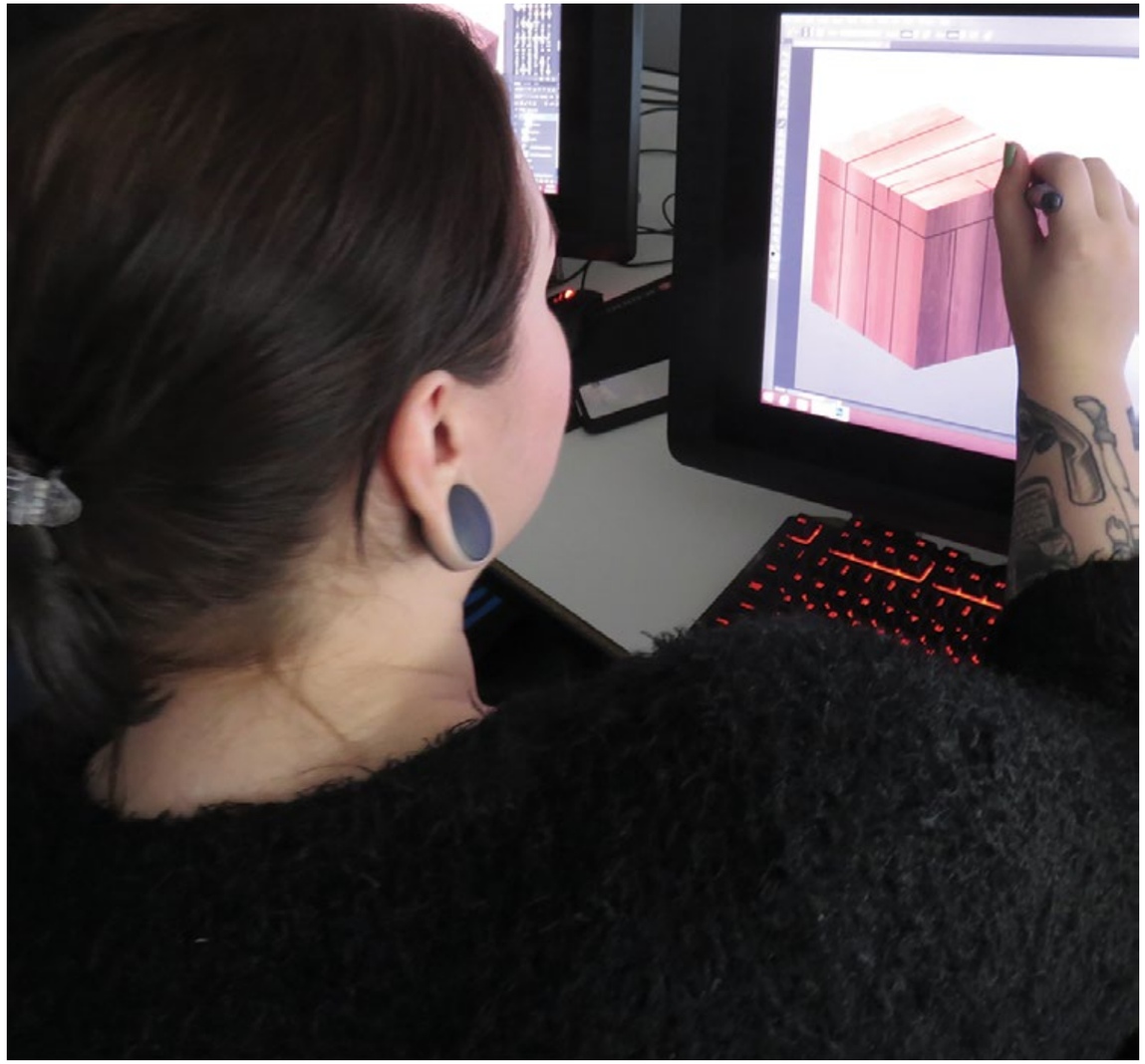
GAM 699 Special Topics
Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

GAM 778 Professional Portfolio and 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

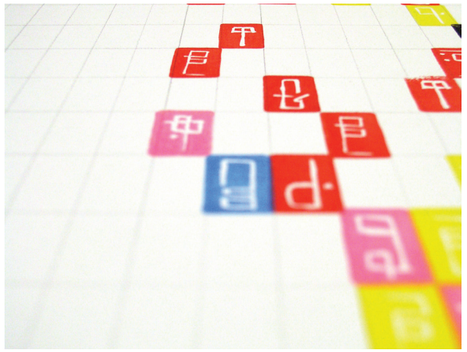
Winter Show: In addition to participating in The Academy's Spring Show, the School of Graphic Design hosts its own Winter Show, which features the graduating seniors and MFA candidates, as well as packaging and dimensional projects that are on display. Industry is invited to judge for the most outstanding portfolios and awards are given.

Real-World Projects: Every year, Graphic Design students work on many projects for real clients.

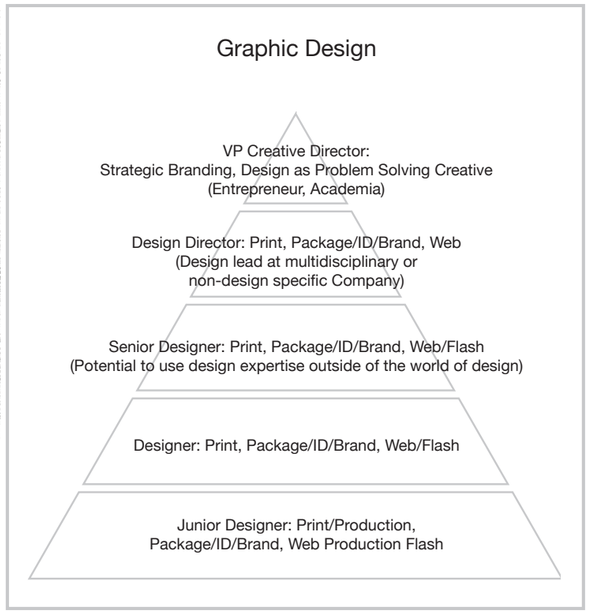
Professional Faculty: Graphic Design instructors are award-winning designers working at the top of the industry. Our faculty members bring years of industry experience into the classroom. Learn from industry greats such as Michael Osborne, famous San Francisco designer of the Post Office "Love Stamp," Tom Sieu, Creative Director of Sephora, and influential design icon Roland Young.

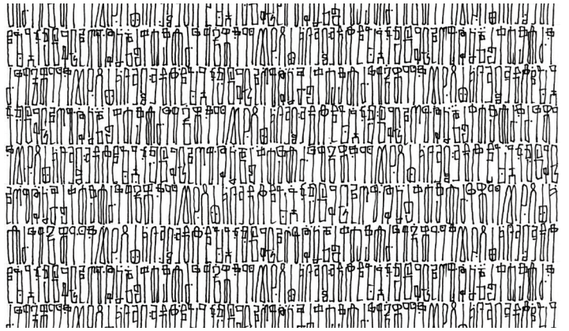
World-Class Curriculum: The program provides a robust curriculum of conceptual problem solving, innovation, critical thinking, and formal design as well as branding and marketing strategies. A real-world approach to design assures aesthetics, functionality, value, and meaning to all student projects.

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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA GRAPHIC DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Creative Ideation 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.

This program is available online and on campus.

AA GRAPHIC DESIGN MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technologies
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

GR 327	Graphic Design 2: Integrating Principles

GENERAL EDUCATION REQUIREMENTS

CREATIVE IDEATION

LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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 Applied Science [AAS] in Brand Communication

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS BRAND COMMUNICATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness course
1 Creative Ideation 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.

This program is available online and on campus.

AAS BRAND COMMUNICATION MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
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
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

ADV 341	Midpoint Portfolio
or COM 295	Media Entrepreneurship: Brand You
or GR 327	Graphic Design 2: Integrating Principles
or IXD 282	Midpoint Portfolio

AVAILABLE AREAS OF EMPHASIS

Advertising
Artificial Intelligence Marketing & Design
Communications & Media Technologies
Graphic Design
Interaction & UI/UX Design

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS

LA 242	History of Graphic Design

CREATIVE IDEATION

LA 133	AI Short Form Writing

QUANTITATIVE LITERARCY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Fine Arts [BFA] in Graphic Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA GRAPHIC DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Ideation 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.

This program is available online and on campus.

BFA GRAPHIC DESIGN MAJOR COURSEWORK

CORE

ADV 207 Creative Strategy
COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149 Introduction to Design Thinking
GR 102 Design Technologies
GR 122 Typography 1: Hierarchy and Form
GR 150 Introduction to Visual Communication
IXD 105 Design Technology: Visual Design Tools
PH 103 Photography for Artists

SOPHOMORE PORTFOLIO

GR 327 Graphic Design 2: Integrating Principles

SENIOR PORTFOLIO

GR 460 Senior Portfolio

GENERAL EDUCATION REQUIREMENTS

CREATIVE IDEATION

LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Graphic Design and Digital Media

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA GRAPHIC DESIGN AND DIGITAL MEDIA MAJOR COURSEWORK

GR 616 Design Thinking & Visual Communication
GR 617 Type Forms
GR 618 Visual Literacy
GR 619 Type Composition
GR 620 Visual Thinking
GR 621 Type Systems
GR 624 The Nature of Identity
GR 700 Design Seminar/Portfolio
IXD 600 Digital Graphics
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

Master of Fine Arts [MFA] in Graphic Design

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA GRAPHIC DESIGN MAJOR COURSEWORK

GR 616 Design Thinking & Visual Communication
GR 617 Type Forms
GR 618 Visual Literacy
GR 619 Type Composition
GR 620 Visual Thinking
GR 621 Type Systems
GR 624 The Nature of Identity
GR 750 Thesis Proposal and Mid-Point Review
IXD 600 Digital Graphics
IXD 606 User Experience Design

MFA GRAPHIC DESIGN 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 Study Abroad: Seminar in Great Britain
GLA 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

GR 102 Design Technologies
Gain familiarity 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 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 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.

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

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 these 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 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 436 AI for Designers
You will embark on an immersive journey, blending traditional principles with multiple AI applications to develop portfolio quality design work. Beginning with an exploration of AI's impact on graphic design and ethical considerations, the course progresses through fundamental design principles, generative AI applications, seamless workflow integration, and collaborative concept generation. (This course is cross-listed with GR 636.)

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.

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 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 616 Design Thinking & Visual Communication
Explore the principles of design that define design as a discipline. By examining historical, social, and cultural influences, you'll develop essential skills in design thinking and visual creation. Refine your skills by creating thoughtful, purpose-driven design solutions that effectively meet project goals. Assignments will include traditional design methods and AI explorations, providing a comprehensive foundation for modern design challenges.

GR 617 Type Forms
Explore the art of typography. You'll develop an in-depth understanding of letterforms, proportion, hierarchy, legibility, structure, and aesthetics, enabling you to create impactful typographic solutions to various design challenges. Assignments will include traditional approaches alongside experimental projects using AI, helping you build strong foundational skills while exploring new, innovative possibilities in typography.

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.

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 621 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 624 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 636 AI for Designers
You will embark on an immersive journey, blending traditional principles with multiple AI applications to develop portfolio quality design work. Beginning with an exploration of AI's impact on graphic design and ethical considerations, the course progresses through fundamental design principles, generative AI applications, seamless workflow integration, and collaborative concept generation. (This course is cross-listed with GR 436.)

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

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 Design Seminar/Portfolio
The portfolio is the final step in your Graphic Design 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. (This course is cross-listed with GR 875.)

GR 750 Thesis Proposal and Mid-Point Review
This is the first class on your journey to developing your thesis. You'll propose an MFA thesis topic that reflects your creative focus while presenting your midpoint portfolio for review. Through exploration and reflection, you'll connect your ideas, process, and purpose, laying the groundwork for a thesis that represents your unique voice.

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 midpoint 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. (This course is cross-listed with GR 830 and GR 850.)

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 final step in your graphic design thesis project is refining everything for final delivery. You'll finish any remaining thesis materials, coordinate them with your final portfolio and online persona, and 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 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. (This course is cross-listed with GR 700.)

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.

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Favorite
TEST KITCHEN
Recipes
Photographs by
PEDEN & MUNK

ILLUSTRATION

Your Very Own Spot in the Creative Marketplace

Illustration spans a broad range, including children's picture books, graphic novels, editorial, and advertising. We offer you a balanced education of classical skills and the newest digital media, plus the ability to develop a specialized portfolio in the illustration field of your choice.

Our curriculum is geared to the ever-changing needs of the creative marketplace. You'll find yourself mastering a broad range of tools from pencils to industry-standard software and the all-important conceptual skills needed to be a free-lance professional. You'll learn how to market yourself to make a living as an illustrator or startup entrepreneur.

WHAT WE OFFER

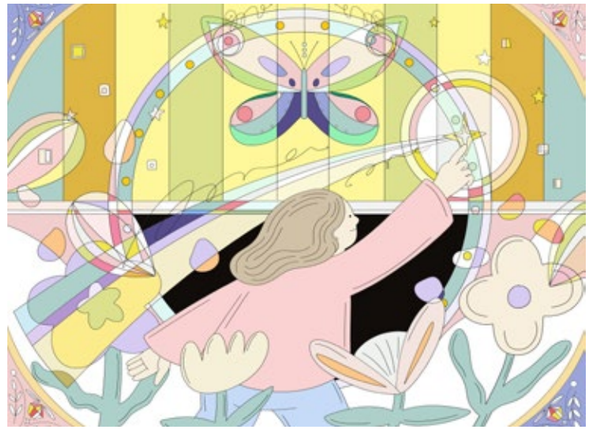
Study Abroad: The School of Illustration participates in a summer Study abroad program in Florence Italy for 7 weeks, which includes a trip to Venice. Creating portfolio works based on the Italian experience.

Industry Events: Artwork is judged into the Spring Show each year. Industry such as Illustration Representatives, Children's Book Publishers, and companies like Disney, Google and Pixar come to the Academy to view the work and reach out to prospective graduates.

Professional Faculty: The School of Illustration boasts a prestigious faculty of top working professional illustrators.

Industry-Relevant Facilities: Our expansive facilities include Mac labs and Cintiq labs with industry standard software needed for 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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA ILLUSTRATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Art & Design Communication 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.

This program is available online and on campus.

AA ILLUSTRATION MAJOR COURSEWORK

CORE

FA 222 Heads and Hands
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
PH 103 Photography for Artists

SOPHOMORE PORTFOLIO

ILL 232 Studio 1

AVAILABLE AREAS OF EMPHASIS

Comics

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 152 History of Illustration

Associate of Applied Science [AAS] in Studio Arts

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS STUDIO ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness: Western Art course
1 Art & Design Communication 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.

This program is available online and on campus.

AAS STUDIO ARTS MAJOR COURSEWORK

CORE

FA 222 Heads and Hands
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
PH 103 Photography for Artists

SOPHOMORE PORTFOLIO

FA 224 Composition and Painting
or ILL 232 Studio 1
or VIS 205 Visual Development Production

AVAILABLE AREAS OF EMPHASIS

Fine Art Painting
Illustration
Visual Development

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS: WESTERN ART

LA 120 Art History through the 15th Century

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Bachelor of Fine Arts [BFA] in Illustration

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA ILLUSTRATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Art & Design Communication 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.

This program is available online and on campus.

BFA ILLUSTRATION MAJOR COURSEWORK

CORE

FA 222 Heads and Hands
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
PH 103 Photography for Artists

SOPHOMORE PORTFOLIO

ILL 232 Studio 1

SENIOR PORTFOLIO

ILL 491 Portfolio Preparation and Self Promotion

AVAILABLE AREAS OF EMPHASIS

Comics

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 152 History of Illustration

CHOOSE ONE ADDITIONAL COURSE:

LA 117 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 182 Genres in Film
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Illustration

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA ILLUSTRATION MAJOR COURSEWORK

FA 626	Chiaroscuro
FA 630	Color Theory
ILL 602	Concept, Technique and Illustration
or ILL 620	Graphic Novel/Comic Book 1
ILL 610	Clothed Figure Drawing
ILL 625	Perspective for Characters & Environment
ILL 660	Digital Painting
IXD 600	Digital Graphics
	+4 Major courses

MA ILLUSTRATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 629 150 Years of American Illustration

Master of Fine Arts [MFA] in Illustration

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA ILLUSTRATION MAJOR COURSEWORK

FA 626 Chiaroscuro
FA 630 Color Theory
ILL 602 Concept, Technique and Illustration
ILL 610 Clothed Figure Drawing
ILL 625 Perspective for Characters & Environment
ILL 660 Digital Painting
IXD 600 Digital Graphics
+ 3 Major courses

COMICS EMPHASIS

FA 626 Chiaroscuro
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 672 Scripting for Comic Books and Graphic Novels
ILL 730 Graphic Novel/Comic Book 2
IXD 600 Digital Graphics

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 Study Abroad: Seminar in Great Britain
GLA 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 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, inspiration, and 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 202 Process and 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 multiple markets.

ILL 217 Writing for Comic Books and Graphic Novels
Effective strategies for professional comic book scriptwriting are taught in this course. You will read graphic novels and critical writing about comics which emphasize the physical space words occupy. You will produce a completed comic book script by the end of the semester. (This course is cross-listed with LA 217.)

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
Develop illustrations using a clear concept, professional procedures, and core design principles. You'll learn the process, media, tools, and current industry techniques in black and white, water-based 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 live models, photo references, and classical and modern approaches to enhance your character development.

ILL 243 Advanced Perspective for Illustration, Film and 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
Take a walk on the wild side. Using digital media and traditional drawing techniques, you'll study the fur, skin, textures, skeletons, muscles, movements, rhythms, expressions, and basic structures of animals, comparing animal forms to our own. Note: homework requires digital skills.

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.

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

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. (This course is cross-listed with LA 318.)

ILL 332 Vector Illustration and 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 Advanced Digital Painting
Preproduction art, print illustration, and web imagery work require digital painting skills. You'll create digital paintings that include the illusion of three-dimensional form and depth in digital environments.

ILL 371 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 373 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 self-publish. (This course is cross-listed with ILL 730.)

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 Posters and Packaging
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. (This course is cross-listed with ILL 704.)

ILL 383 Paperback Book Covers
You will use different media and techniques to create original cover art from photo references for genres encompassing science-fiction fantasy: fairy tales, cyberpunk, 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. (This course is cross-listed with ILL 632.)

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 - Illustration
Travel to inspirational locations to practice your craft and gather reference. You will then create quality illustrations based on environments, people, lifestyle, and customs unique to Italy.

ILL 498 Collaborative Project
Students who meet 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, various types of folds, and the construction of clothing.

ILL 612 The Rendered Figure
Learn proportions and structure of the human figure. Gain chiaroscuro skills 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 371.)

ILL 625 Perspective for Characters and Environment
Learn to draw situations suggesting 3D believably. This will include naturalistic environments, lighting, and placement of characters, allowing your audience a 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. (This course is cross-listed with ILL 392.)

ILL 639 Animal Rendering
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.

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 665 Vector Illustration and 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 388.)

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

ILL 672 Scriptwriting for Comic Books and 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.

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 Posters and Packaging
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. (This course is cross-listed with ILL 380X.)

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. (This course is cross-listed with ILL 373.)

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 Paperback Book Covers
You will use different media and techniques to create original cover art from photo references for genres encompassing science-fiction fantasy: fairy tales, cyberpunk, 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.

ILL 810 Illustration Thesis Studio
Get individual, specific direction on 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 811 Comic and Graphic Novel Thesis Studio
Get individual, specific direction on your comic or graphic novel 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.

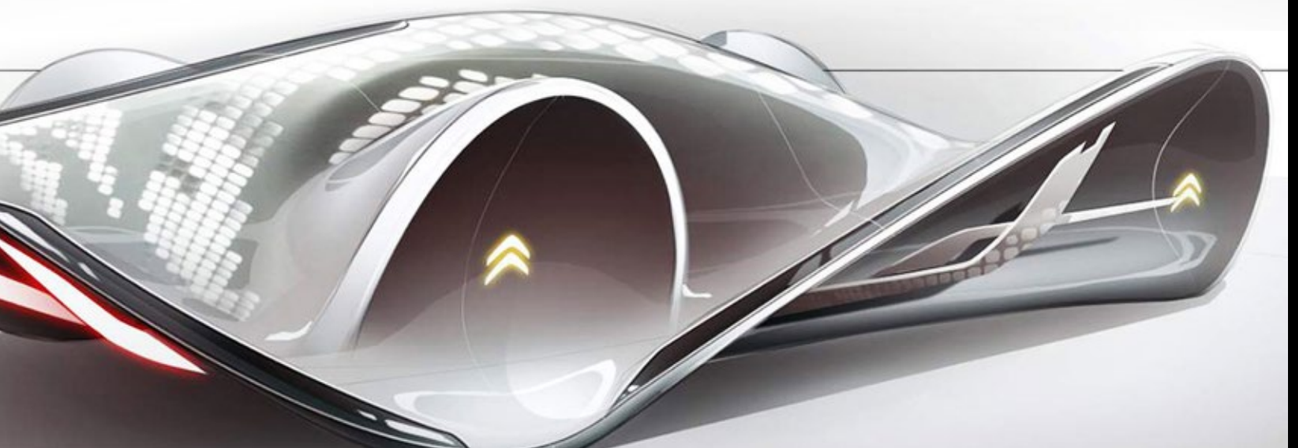
ILL 850 Final Review Preparation
A comprehensive critique of your final thesis project will help your review go smoothly and successfully. You'll learn specific areas you may wish to address to enhance the caliber of your entire presentation.

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.

C'MON, MOE GIVE IT BACK! IT'S MINE!
NOT ANYMORE, NEW KID. CHECK OUT MY BRAND NEW PERFECT MAN TOY, GUYS!
GIVE IT!
OOPSIE...
NO!
AW, WHAT'S WRONG, NEW KID? DID YOUR DOLLY BREAK?
WHY ARE YOU SO MEAN TO ME?! I'VE NEVER DONE ANYTHING TO YOU!
'CUZ YOU'RE A KNOW-IT-ALL-NERDY-FREAK KID.

2/5
"Fall in the RamTops"
R 08



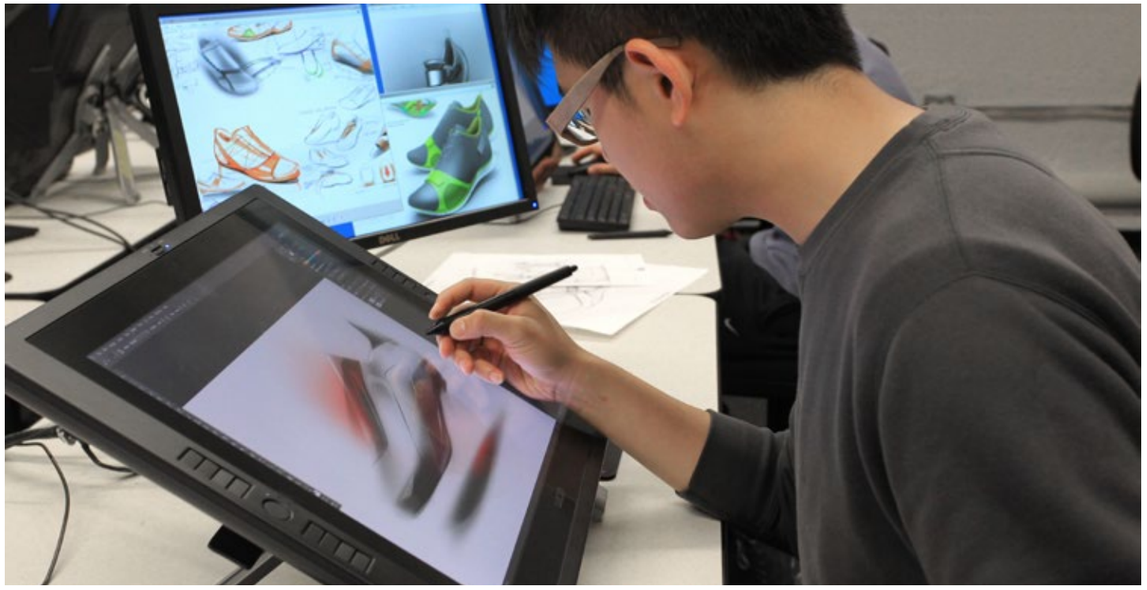
INDUSTRIAL DESIGN

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 Woodshop

Our woodshop is used to fabricate items and jigs in both natural and artificial wood products. In this workshop area includes band saws, drill presses, jointer, planer, miter saws, a panel saw, wood shapers, and table routers. There are wood lathes and isolated sanding rooms containing spindle and disc sanders and a lathe for working foam plastics.

The Paint Shop

Our paint shop features a custom-built negative pressure spray booth large enough to hold a full-sized automobile and 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, in addition to two state-of-the-art automatic spray gun washing stations. The paint shop uses high-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.

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

Industrial Design

- Owner/VP
- Design Director
- Design Manager
- Senior Designer
- Designer/Junior Designer

Automotive

- OEM Designer
- Supplier Designer
- OEM Modeler, Digital/Analog
- Designer, After Market/ Other Transportation Industry
- Sales Liaison, Fabricator, Graphic, Packaging Design

Product Design (Furniture, Toy)

- OEM Designer, Top Design Consultancy
- Design Consultancy, Minor OEM Designer
- OEM, Digital Modeler, Model Maker, Designer at Design Firm
- Independent Design Firm, Freelance Designer, Model Maker
- Graphic Design, Packaging Design, Fabricator, Sales Liaison

DEGREE REQUIREMENTS

Associate of Arts [AA] in Industrial Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA INDUSTRIAL DESIGN MAJOR COURSEWORK

CORE

FND 122	Color Fundamentals
FND 149	Introduction to Design Thinking
IND 111	Drawing Fundamentals for Design Communication
IND 123	Computer Drafting
IND 138	Model Making - Fall
IND 151	Design Drawing 1
IND 180	Development of Form
IND 211	Design Drawing 2

SOPHOMORE PORTFOLIO

IND 285	Graphics and Portfolio

AVAILABLE AREAS OF EMPHASIS

Transportation Design

AA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Creative Communication course
1 Written Communication: Critical Thinking course
1 Materials Science course
1 Industrial Design Historical Awareness 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

MATERIALS SCIENCE

LA 329	Materials and Processes

INDUSTRIAL DESIGN HISTORICAL AWARENESS

LA 118	History of Industrial Design

Associate of Applied Science [AAS] in Automotive Restoration

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AAS AUTOMOTIVE RESTORATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Creative Communication course
1 Automotive Design History course
1 Quantitative Mechanics course
1 Materials Science 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.

This program is available online and on campus.

AAS AUTOMOTIVE RESTORATION MAJOR COURSEWORK

CORE

AUT 140	Machining Technology and Visual Documentation
AUT 159	Vintage Vehicle Disassembly Processes
AUT 160	Vintage Vehicle Electrical Systems
AUT 177	Vintage Vehicle Body Restoration
AUT 207	Vintage Vehicle Paint Restoration
IND 123	Computer Drafting
IND 138	Model Making - Fall
JEM 275	Welding and Smithing

SOPHOMORE PORTFOLIO

AUT 280	Vintage Vehicle Restoration Assembly

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

AUTOMOTIVE DESIGN HISTORY

LA 129	History of Automotive Design

QUANTITATIVE MECHANICS

LA 146	Anatomy of Automobiles

MATERIALS SCIENCE

LA 329	Materials and Processes

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Fine Arts [BFA] in Industrial Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA INDUSTRIAL DESIGN MAJOR COURSEWORK

CORE

FND 122	Color Fundamentals
FND 149	Introduction to Design Thinking
IND 111	Drawing Fundamentals for Design Communication
IND 123	Computer Drafting
IND 138	Model Making - Fall
IND 151	Design Drawing 1
IND 180	Development of Form
IND 211	Design Drawing 2

SOPHOMORE PORTFOLIO

IND 285	Graphics and Portfolio

SENIOR PORTFOLIO

IND 445	Industrial Design Portfolio

AVAILABLE AREAS OF EMPHASIS

Transportation Design

BFA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4	Art Historical Awareness courses
1	Creative Communication course
1	Written Communication: Critical Thinking course
1	Materials Science course
1	Historical Awareness course
1	Cultural Ideas & Influences 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110	Writing the Short Story
LA 116	Looking at Art and Design
LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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	Study Abroad: Seminar in Great Britain
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274	Study Abroad: Art and Architecture of Renaissance Florence
LA 292	Programming & Culture
LA 326	Topics in World Art
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol
LA 494	Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

MATERIALS SCIENCE

LA 329	Materials and Processes

ART HISTORICAL AWARENESS

LA 118	History of Industrial Design
LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century
LA 129	History of Automotive Design

Certificate in Industrial Design

CERTIFICATE REQUIREMENTS

MAJOR COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Product Design

MA UNIT REQUIREMENTS

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

MA PRODUCT 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

This program is available online and on campus.

MA PRODUCT DESIGN MAJOR COURSEWORK

PRODUCT DESIGN EMPHASIS

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 621 Model Making Fall Studio
IND 630 Design Project 1
IND 651 Materials and Processes
IND 662 Design Drawing 2
IND 680 Design Project 2
IND 703 AI in Object Design
IND 712 Design Drawing 3
IND 730 Design Project 3
IND 763 Digital Imaging with Emerging Tools

AI OBJECT DESIGN EMPHASIS

ADV 634 AI for Advertising
COM 605 AI Empowered Creativity
IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 621 Model Making Fall Studio
IND 630 Design Project 1
IND 651 Materials and Processes
IND 662 Design Drawing 2
IND 703 AI in Object Design
IND 730 Design Project 3
IXD 750 Product Innovation with Generative AI

COLOR, MATERIALS, AND FINISH DESIGN EMPHASIS

FSH 610 Textiles: Design Studio
FSH 634 Textiles & Raw Materials
FSH 652 Fashion Business: Global Consumer & Market Trends
IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 621 Model Making Fall Studio
IND 630 Design Project 1
IND 651 Materials and Processes
IND 662 Design Drawing 2
IND 703 AI in Object Design
IND 730 Design Project 3

EXPERIENCE DESIGN EMPHASIS

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 621 Model Making Fall Studio
IND 630 Design Project 1
IND 651 Materials and Processes
IND 662 Design Drawing 2
IND 730 Design Project 3
IXD 601 Tech 1: Front-End
IXD 606 User Experience Design
IXD 613 Motion Graphics and Video
IXD 700 User Experience: Human Centered Design
+ 2 Major courses

MA PRODUCT DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

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

Master of Fine Arts [MFA] in Industrial Design

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA INDUSTRIAL DESIGN MAJOR COURSEWORK

PRODUCT DESIGN EMPHASIS

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 621 Model Making Fall Studio
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
+ 1 Major course

TRANSPORTATION DESIGN EMPHASIS

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 651 Materials and Processes
IND 662 Design Drawing 2
IND 694TRN Corporate Sponsored Project: Transportation
IND 712 Design Drawing 3
IND 739 Advanced Transportation Modeling
IND 780 Thesis Preparation
+2 Major courses

MFA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

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

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 612 Writing & Research for the Master's Student
GLA 613 Fashion, Arts, and Influence
GLA 615 History of Graphic Design
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 685 Crowdfunding and Social Media Marketing for Entertainment
GLA 699 Special Topics
GLA 705 Breaking through the Noise of Social Media
GLA 903 Study Abroad: Seminar in Great Britain
GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

UNDERGRADUATE COURSES

AUT 140 Machining Technology and 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 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 and 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 bring them all together properly.

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.

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

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.

UNDERGRADUATE COURSES

IND 111 Drawing Fundamentals for Design Communication
Build a solid foundation for visual communication by learning the linear perspective theory to accurately communicate your ideas through drawing! You will learn the theory through drafting exercises, develop freehand drawing skills, and produce quick digital sketches to accurately represent and communicate three-dimensional objects in two dimensions.

IND 123 Computer Drafting
Develop skills in drafting and mechanical drawing to clearly communicate three-dimensional design ideas. Using industry-standard dimensioning principles and Autodesk Fusion, you'll learn to translate concepts into precise visual representations.

IND 138 Model Making - Fall
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 design models for industrial design evaluation.

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 180 Development of Form
Further your language of form and bring your ideas to life using various model making skills. Practice generating photo realistic finishes.

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.]

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

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 Model Making - Spring
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 model for the car you are designing in IND 289. You'll make a model including tires and wheels. You'll evaluate your design work to make adjustments to the model and reflect the change back to the 2D artwork.

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 four-view orthographic drawing and accurate rendition in a model. Plus you'll learn the history, evolution, and influence of car design and automotive styling.

IND 303 AI in Object Design
You will learn to design objects using Generative Artificial Intelligence. Delve into integrating AI techniques in the creative process, including defining a design objective, developing a design research strategy, creating mood boards and sketches, and employing creative prompting to generate concepts. [This course is cross-listed with IND 703.]

IND 311 Advanced Visualization
Learn to quickly visualize products and vehicles using professional digital tools. You'll build skills in perspective, form, and rendering to create clear, compelling visuals that communicate your design intent.

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 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 Transportation Modeling 2
Learn to create automotive exteriors or interiors. You'll develop advanced skills as you progress from concept sketches of your car design to a final model. [This course is cross-listed with IND 739.]

IND 340 Design Competition
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 model of your 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 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 384 Portfolio Development
Get approval to work alone or collaborate with a group on a proposed project that caters to your needs and interests. [This course is cross-listed with IND 745.]

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 model for your 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.

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 models.

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 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. (This course is cross-listed with IND 694IXD.)

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.(This course is cross-listed with IND 694TRN.)

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 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.

a
Color Identifiers
a
Perfect Fit
a
LIVE GREENER
CELL MODULAR ATHLETIC SHOE
a

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 Fall Studio
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, their respective characteristics, and how they're used in various product manufacturing processes. (This course is cross-listed with LA 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 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. (This course is cross-listed with IND 494IXD.)

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

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. (This course is cross-listed with IND 494TRN.)

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 703 AI in Object Design
You will learn to design objects using Generative Artificial Intelligence. Delve into integrating AI techniques in the creative process, including defining a design objective, developing a design research strategy, creating mood boards and sketches, and employing creative prompting to generate concepts. [This course is cross-listed with IND 303.]

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 739 Advanced Transportation Modeling
Learn to create automotive exteriors or interiors. You'll develop advanced skills as you progress from concept sketches of your car design to a final model. [This course is cross-listed with IND 339.]

IND 739 Advanced Transportation Modeling
Learn to create automotive exteriors or interiors. You'll develop advanced skills as you progress from concept sketches of your car design to a final model. [This course is cross-listed with IND 339.]

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.

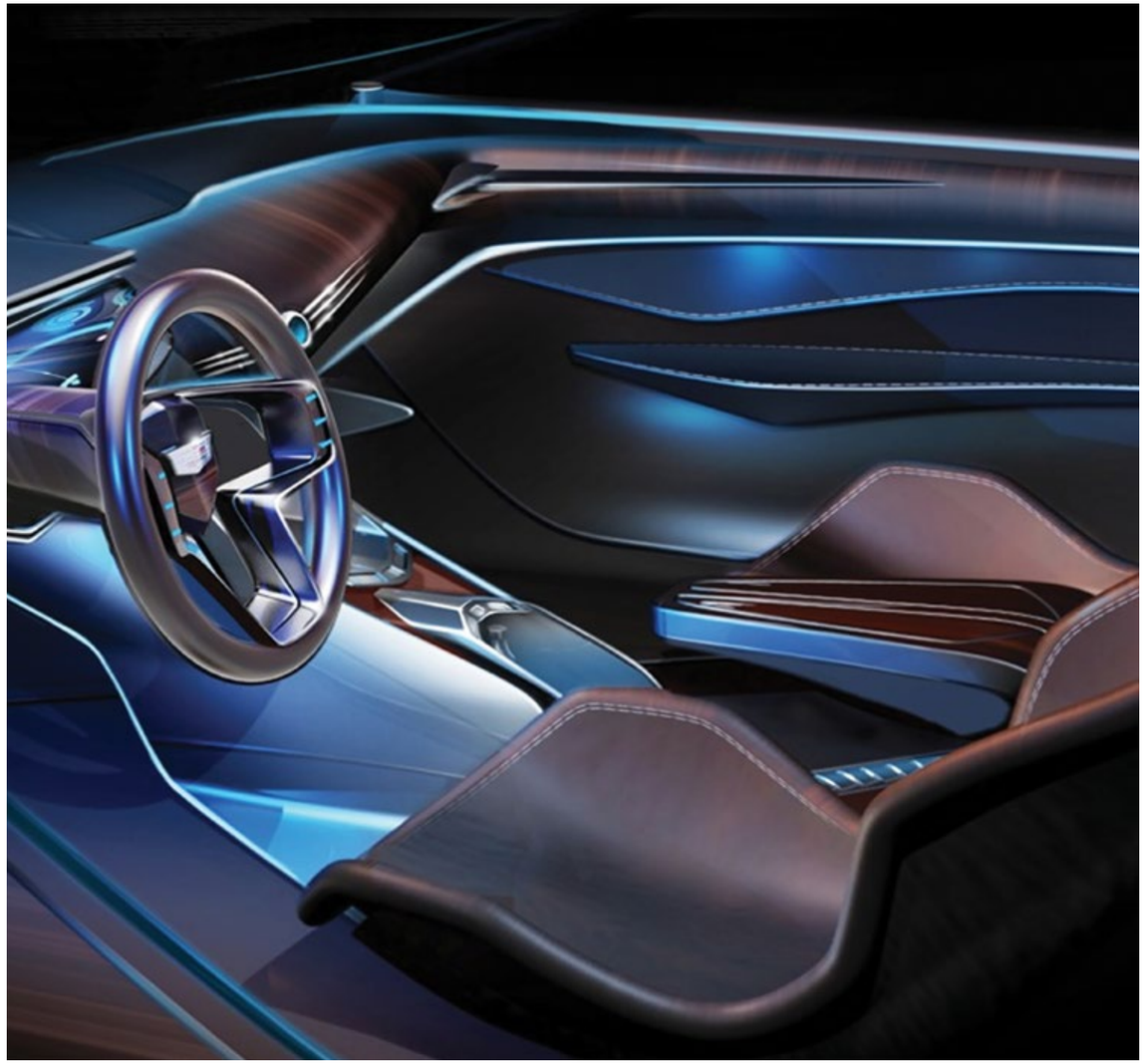
IND 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you'll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director 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.

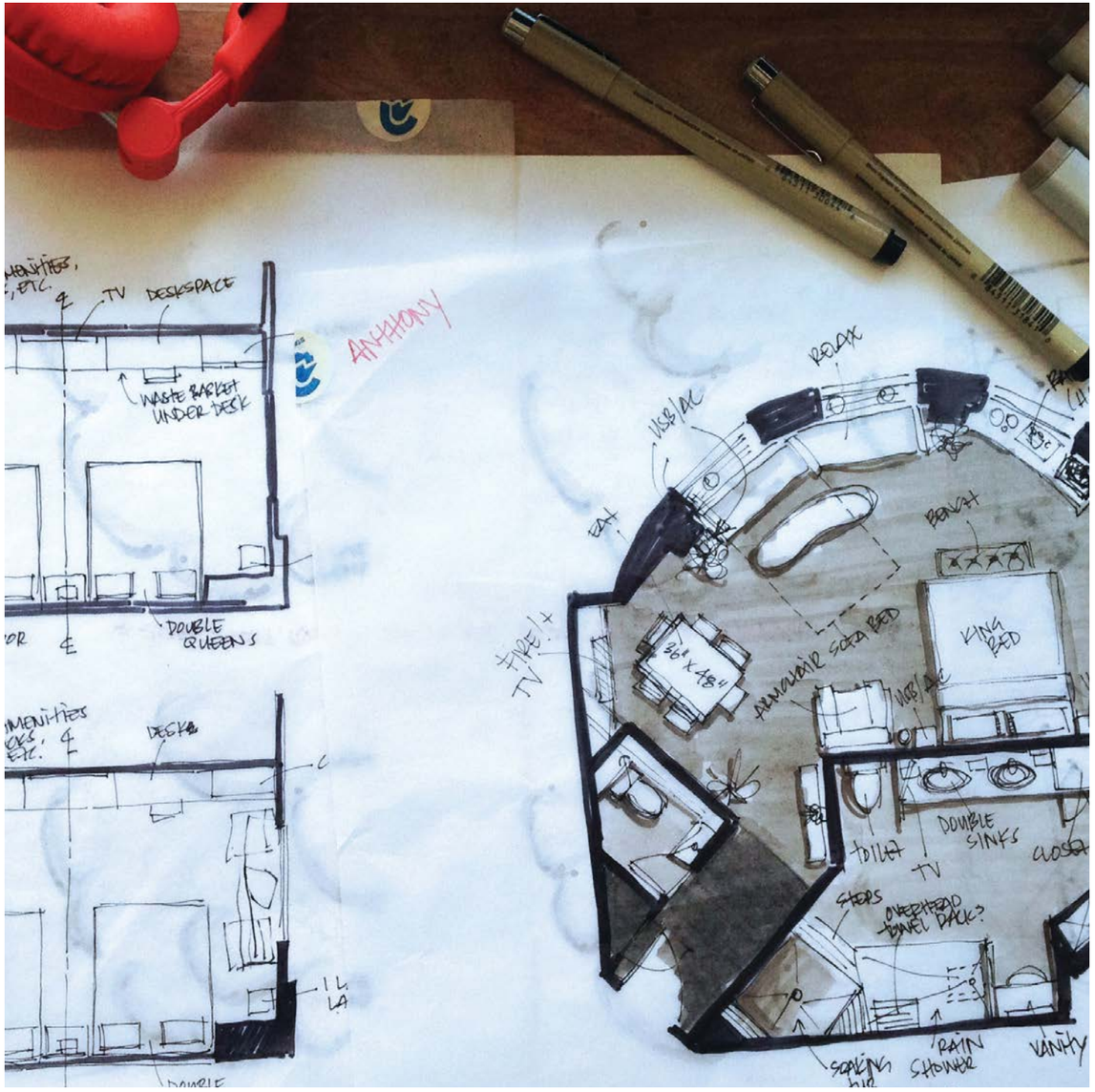
IND 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; 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.



Design Concept
Inspiration

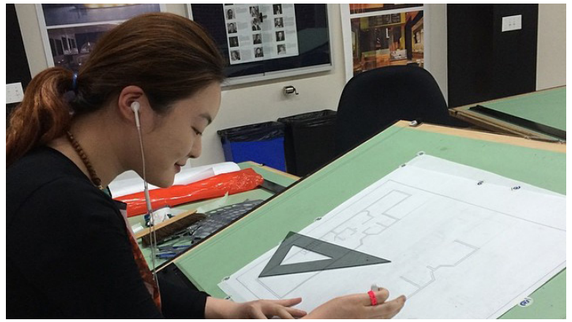
Extremely Tailored.
PRESTIGE.
PRESENCE
MARKET
A DAY
IDEATION
Refined
Modern
Package &
Technology
CitiKRAWL

INTERIOR ARCHITECTURE & DESIGN



Interior Design is the Best Possible Use of the Available Space

In the Interior Architecture & Design program, students create dynamic interiors through the use of innovative approaches to conceptual development, spatial organization, and material and furniture selection. If you are willing to push boundaries, we'll give you the space and support to do it.



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.

Computer Labs: We teach computer disciplines from REVIT and 3D Max to the Adobe Creative Suite both online and on campus. On campus students have access to our computer labs.

Located in an Industry Capital:Located in San Francisco, the School of Interior Architecture and Design has exposure to many of the leading 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

Design Firm

- Principal (Certified Int. Designer)
- Architects, Senior Interior Designers (Certified Int. Designer)
- Project Manager, Designers (CID), Construction Manager
- Job Captains
- Renders, Modelmaking, Presentation
- Drafters, BIM, CAD
- Interns

International Corporate

- Senior VP Global Design (Certified Interior Designer)
- VP Design (Regional) (CID)
- Senior Designers (CID)
- Project Manager, Designers, Architects
- Job Captains
- Drafters, BIM, CAD
- Interns

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". Academy of Art University 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 major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness: Western Art courses
1 Art & Design Communication 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.

This program is available online and on campus.

AA INTERIOR ARCHITECTURE & DESIGN MAJOR COURSEWORK

CORE

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
IND 111	Drawing Fundamentals for Design Communication

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS: WESTERN ART

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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
JUNIOR PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	6 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, LA 226, and LA 229.
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness: Western Art courses
1 Interior Architecture History: Traditional course
1 Interior Architecture History: Contemporary course
1 Employment Communications and Practices course
1 Art & Design Communication 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.

This program is available online and on campus.

BFA INTERIOR ARCHITECTURE & DESIGN MAJOR COURSEWORK

CORE

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 245 Materials
IAD 260 Computer Aided Drafting

SOPHOMORE PORTFOLIO

IAD 240 Building Codes & Systems

JUNIOR PORTFOLIO

IAD 310 Residential Design Studio

SENIOR PORTFOLIO

IAD 440 Comprehensive Design Studio

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

ART HISTORICAL AWARENESS: WESTERN ART

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

INTERIOR ARCHITECTURE HISTORY: TRADITIONAL

LA 226 Survey of Traditional Interior Architecture

INTERIOR ARCHITECTURE HISTORY: CONTEMPORARY

LA 229 Survey of Contemporary Interior Architecture

QUANTITATIVE & HUMAN FACTORS

LA 254 Human-Centered Design

CULTURAL IDEAS & INFLUENCES

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Certificate in Interior Architecture & Design

CERTIFICATE REQUIREMENTS

MAJOR COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
JUNIOR PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	6 UNITS
MAJOR	42 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Interior Architecture and Design

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA INTERIOR ARCHITECTURE AND DESIGN MAJOR COURSEWORK

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 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

Master of Fine Arts [MFA] in Interior Architecture & Design

MFA UNIT REQUIREMENTS

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

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)

This program is available online and on campus.

MFA INTERIOR ARCHITECTURE & DESIGN MAJOR COURSEWORK

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 MAJOR ELECTIVES

IAD 603 Sketching & Perspective for Interior Environments
IAD 608 Digital Imaging

MFA INTERIOR ARCHITECTURE & DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 634 Professional Practice for Interior Designers

CROSS CULTURAL UNDERSTANDING

GLA 637 Theory & Movements in Traditional Interior Architecture

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 638 Theory & Movements in Contemporary Interior Architecture

UNDERGRADUATE COURSES

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 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. (This course is cross-listed with LA 161.)

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 economic influences that impacted architecture, design, furniture, and materials until the early 19th century.

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 economic influences that impacted architecture, design, furniture, and materials from the Industrial Revolution to today.

IAD 240 Building Codes and 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 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.

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

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 and 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 and 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. (This course is cross-listed with IAD 663.)

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. (This course is cross-listed with IAD 625 and GLA 630.)

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.

IAD 440 Comprehensive Design Studio
Interior architectural designers are creative problem solvers. In this six-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
Brandish your creativity in your first comprehensive design studio, while exploring the innovative profession of Interior Architecture and Design. Special emphasis is placed on the design process, concept generation, and spatial development. Plus, explore how factors such as circulation, accessibility, adjacencies, and design theories impact humans and the environment.

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, zoning, and more.

IAD 603 Sketching and 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.

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

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. (This course is cross-listed with GLA 630 and IAD 380.)

IAD 640 Light and 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 663 Furniture and 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. (This course is cross-listed with IAD 363.)

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 midpoint 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 and 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 3D modeling techniques to digitally render main interior areas and document the process in your journal.

IAD 850 Thesis Implementation and Portfolio Development

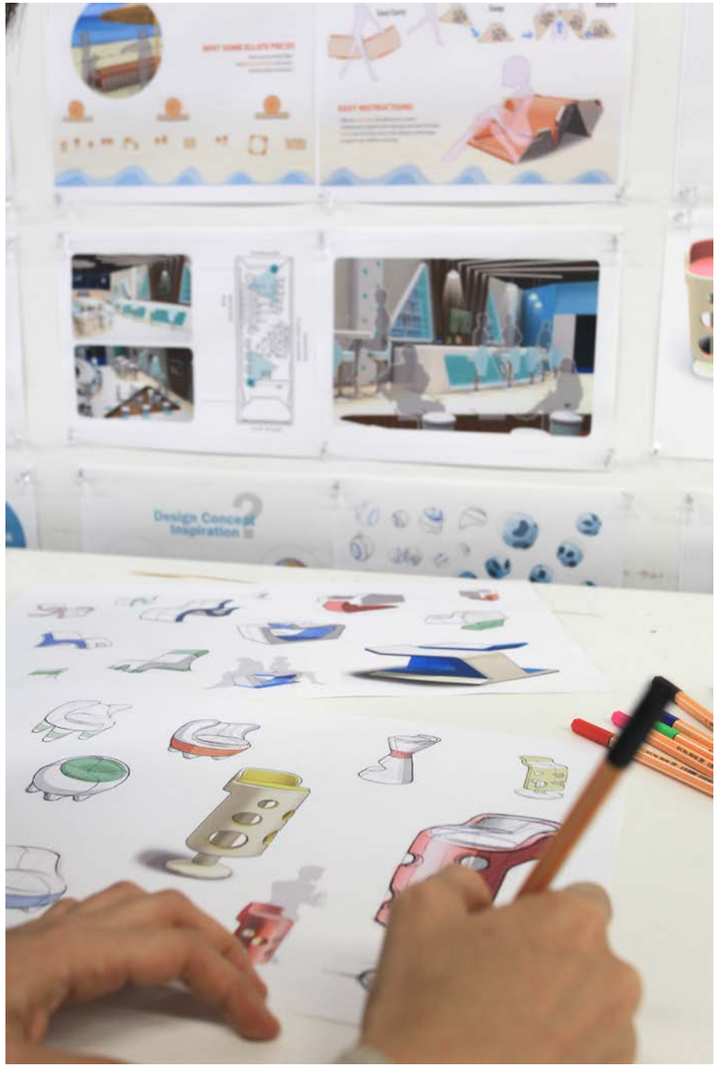
You'll enjoy individual instruction, receive directed critiques, and learn to master the written and graphic portions of your final thesis project and portfolio.

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.

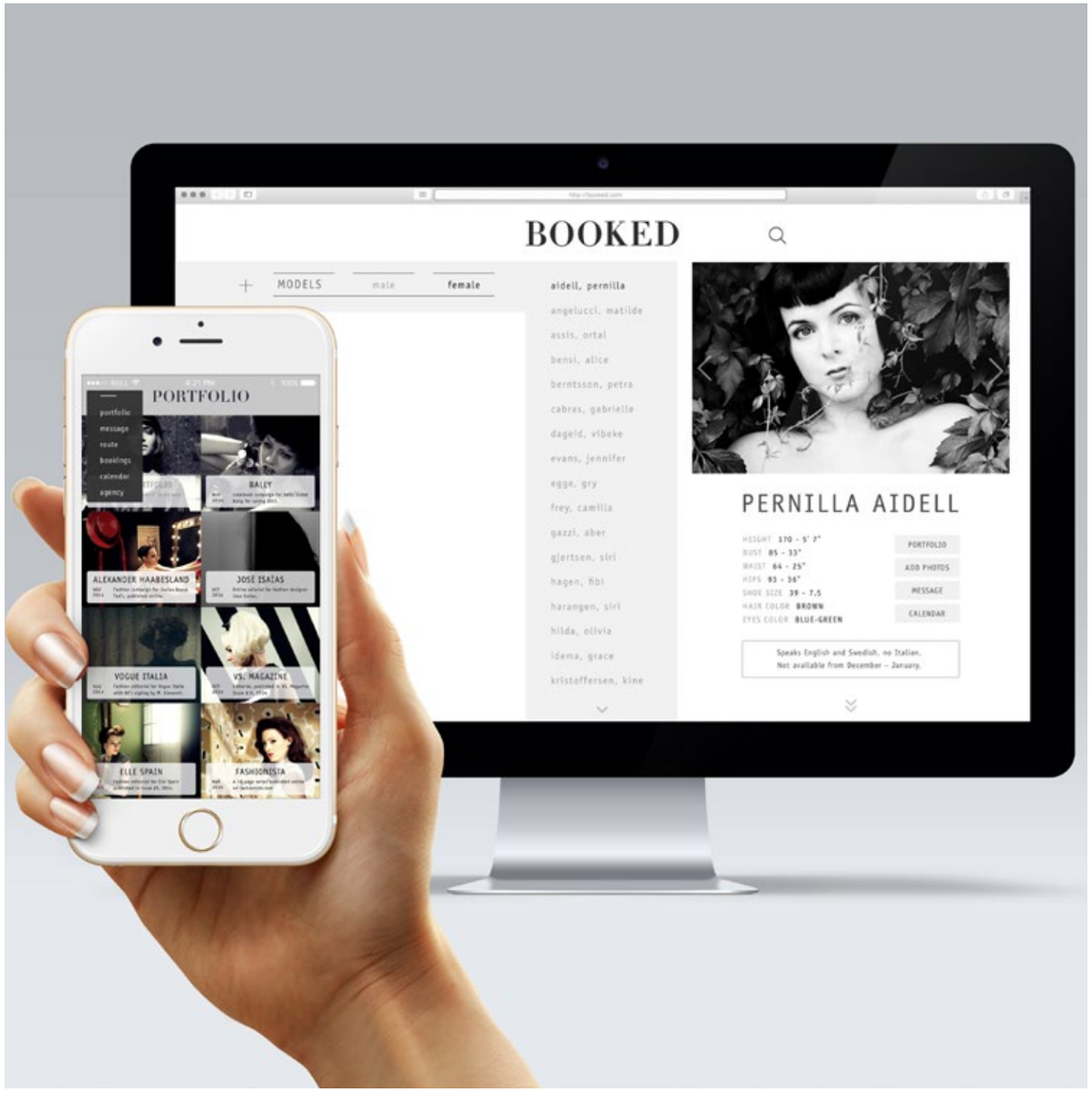
IAD 990 Portfolio Enhancement

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.


Design Concept
Inspiration

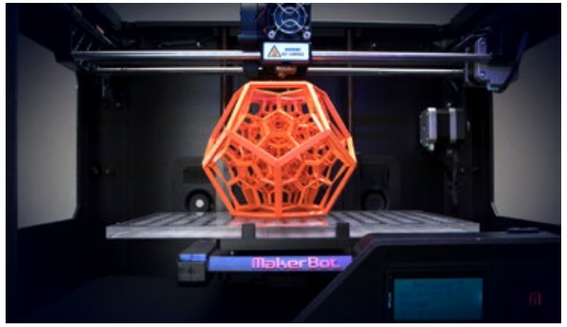
FRONT

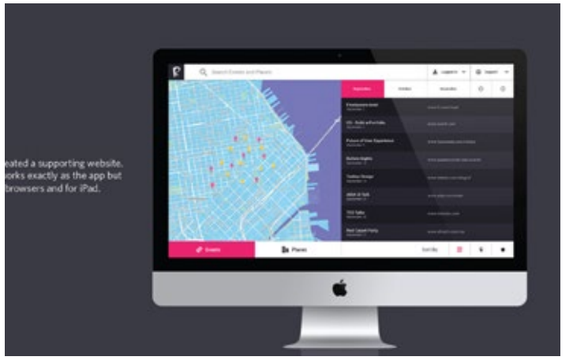
INTERACTION & UI/ UX DESIGN



Welcome to the new

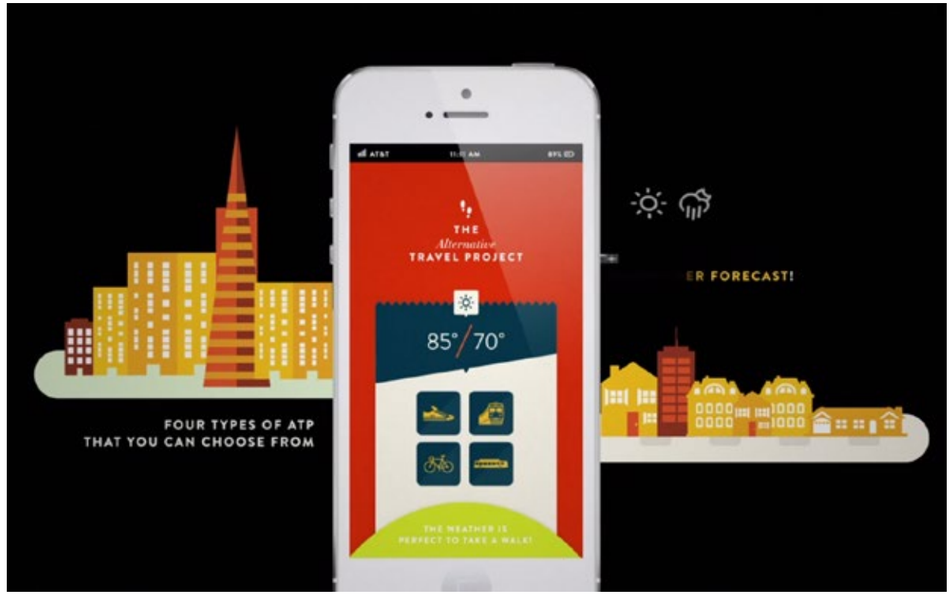
Interaction & UI/UX Design graduates are strategic thinkers, producers, and creative technologists poised to lead innovation. Think you've got what it takes to build the next generation of web sites, mobile apps, and motion graphics? Then join us on a journey into the future, where you are poised to lead innovation on a global scale!



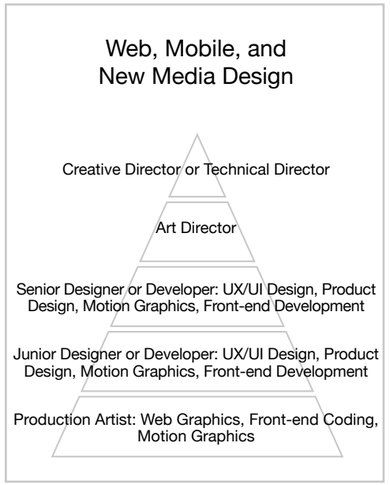


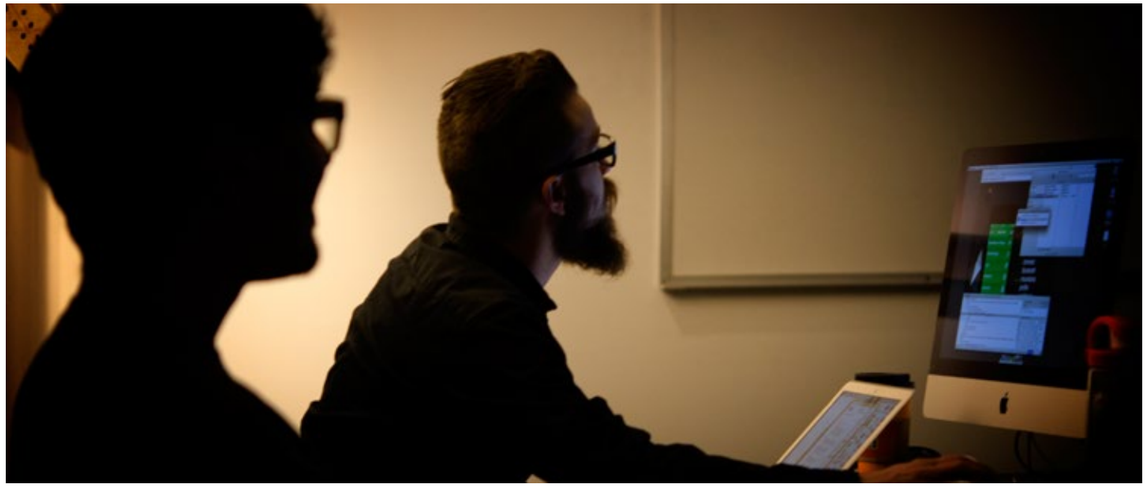
WHAT WE OFFER

You will learn from industry professionals in the classroom. Hands-on tutorials and critiques make learning exciting. Industry relevant software and practices is standard.



CAREER PATHS





DEGREE REQUIREMENTS

Associate of Arts [AA] in Interaction & UI/UX Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Creative Ideation 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.

This program is available online and on campus.

AA INTERACTION & UI/UX DESIGN MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
COM 102	Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149	Introduction to Design Thinking
GR 102	Design Technologies
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

IXD 282	Midpoint Portfolio

GENERAL EDUCATION REQUIREMENTS

CREATIVE IDEATION

LA 133	AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
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 Applied Science [AAS] in Brand Communication

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS BRAND COMMUNICATION MAJOR COURSEWORK

CORE

ADV 207	Creative Strategy
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
IXD 105	Design Technology: Visual Design Tools
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

ADV 341	Midpoint Portfolio
or COM 295	Media Entrepreneurship: Brand You
or GR 327	Graphic Design 2: Integrating Principles
or IXD 282	Midpoint Portfolio

AVAILABLE AREAS OF EMPHASIS

Advertising
Artificial Intelligence Marketing & Design
Communications & Media Technologies
Graphic Design
Interaction & UI/UX Design

AAS BRAND COMMUNICATION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness course
1 Creative Ideation 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS

LA 242	History of Graphic Design

CREATIVE IDEATION

LA 133	AI Short Form Writing

QUANTITATIVE LITERARCY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Fine Arts [BFA] in Interaction & UI/UX Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Ideation 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.

This program is available online and on campus.

BFA INTERACTION & UI/UX DESIGN MAJOR COURSEWORK

CORE

ADV 207 Creative Strategy
COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149 Introduction to Design Thinking
GR 102 Design Technologies
GR 122 Typography 1: Hierarchy and Form
GR 150 Introduction to Visual Communication
IXD 105 Design Technology: Visual Design Tools
PH 103 Photography for Artists

SOPHOMORE PORTFOLIO

IXD 282 Midpoint Portfolio

SENIOR PORTFOLIO

IXD 482 Portfolio 2

GENERAL EDUCATION REQUIREMENTS

CREATIVE IDEATION

LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Interaction & UI/UX Design

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA INTERACTION & UI/UX DESIGN MAJOR COURSEWORK

GR 750 Thesis Proposal and Mid-Point Review
IXD 600 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
+ 3 Major courses

MA INTERACTION & UI/UX DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design

Master of Fine Arts [MFA] in Interaction & UI/UX Design

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA INTERACTION & UI/UX DESIGN MAJOR COURSEWORK

GR 750 Thesis Proposal and Mid-Point Review
IXD 600 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
+ 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 Study Abroad: Seminar in Great Britain
GLA 904 Study Abroad: Fashion Culture and Industry
GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design

PROFESSIONAL PRACTICES & COMMUNICATION

GLA 676 Professional Practices for Designers & Advertisers

UNDERGRADUATE COURSES

IXD 105 Design Technology: Visual Design Tools
Take a deep dive into the skills and tools behind industry-standard design and production: vector graphics and typography, color manipulation, 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 processes 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, CSS, and 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. (This course is cross-listed with ADV 341.)

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.

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

IXD 320 Human Computer Interaction for UX
Human-Computer Interaction (HCI) is understanding what it means to be a human user of technology and 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. (This course is cross-listed with IXD 620.)

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 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.

IXD 500 Internship in Web Design and 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.

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 600 Digital Graphics
Develop proficiency in Adobe Illustrator, Photoshop, and InDesign by engaging in comprehensive design projects. You will delve into Adobe's design suite and AI-enhanced design tools.

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 and 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
Design intuitive product experiences by understanding a target audience and the devices they interact with. You'll explore the user experience design process while utilizing industry standard tools and artificial intelligence.

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 organization's 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: Low Code, No Code
Writing code shouldn't be a bottleneck when turning design into reality. Learn to create stunning websites, apps, and digital experiences with little to no code using popular low-code/no-code tools like Webflow, Framer, and SwiftUI.

IXD 618 Advanced Tech: CMS
An exploration into the capabilities of WordPress, from foundational setup and content management to advanced theme customization and API integration. Students will gain practical skills in building dynamic, data-driven websites, culminating in a robust final project utilizing the WordPress REST API.

IXD 620 Human Computer Interaction for UX
Human-Computer Interaction (HCI) is understanding what it means to be a human user of technology and 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. (This course is cross-listed with IXD 320.)

IXD 635 Visual Design and 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 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 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.

IXD 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.

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 750 Product Innovation with Generative AI
Leverage the potential of Artificial Intelligence in product design! Through an understanding of AI technology and generative AI design principles, you will learn to create adaptive user experiences that seamlessly integrate AI technology and content, culminating in product prototypes and case studies.

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 Fall Thesis Development
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. (This course is cross-listed with IXD 820 and IXD 830.)

IXD 820 Spring Thesis Development
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. (This course is cross-listed with IXD 810 and IXD 830.)

IXD 830 Final Thesis Completion
Fundamental design research and implementation are an essential part of the creative process. Using mood boards, experimenting with typography, composition, color, balance, layout, legibility, and more, you'll define the overall visual style of your thesis project. (This course is cross-listed with IXD 810 and IXD 820.)

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.

IXD 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.

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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness: Western Art courses
1 Art & Design Communication 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.

This program is available online and on campus.

AA JEWELRY & METAL ARTS MAJOR COURSEWORK

CORE

FASCU 130 Sculpture 1
FASCU 231 Ceramics: Expressions of Clay
FND 110 Analysis of Form
FND 122 Color Fundamentals
ILL 133 Digital Media: Digital Manipulation
IND 138 Model Making - Fall
JEM 110 Jewelry & Metal Arts 1
JEM 249 Introduction to Metal Casting

SOPHOMORE PORTFOLIO

JEM 314 Enameling 1

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS: WESTERN ART

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

Associate of Applied Science [AAS] in 3-Dimensional Studio Arts

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS 3-DIMENSIONAL STUDIO ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness: Western Art course
1 Art & Design Communication 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.

This program is available online and on campus.

AAS 3-DIMENSIONAL STUDIO ARTS MAJOR COURSEWORK

CORE

FND 110 Analysis of Form
FASCU 130 Sculpture 1
FASCU 231 Ceramics: Expressions in Clay
FND 122 Color Fundamentals
ILL 133 Digital Media: Digital Manipulation
IND 138 Model Making - Fall
JEM 110 Jewelry and Metal Arts 1
JEM 249 Introduction to Metal Casting

SOPHOMORE PORTFOLIO

FASCU 230 Sculpture 2
or JEM 314 Enamelling 1

AVAILABLE AREAS OF EMPHASIS

Jewelry & Metal Arts
Sculpture

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

ART HISTORICAL AWARENESS: WESTERN ART

LA 120 Art History Through the 15th Century

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Bachelor of Fine Arts [BFA] in Jewelry & Metal Arts

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

3 Art Historical Awareness courses
1 Art & Design Communication 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.

This program is available online and on campus.

BFA JEWELRY & METAL ARTS MAJOR COURSEWORK

CORE

FASCU 130 Sculpture 1
FASCU 231 Ceramics: Expressions in Clay
FND 110 Analysis of Form
FND 122 Color Fundamentals
ILL 133 Digital Media: Digital Manipulation
IND 138 Model Making - Fall
JEM 110 Jewelry & Metal Arts 1
JEM 249 Introduction to Metal Casting

SOPHOMORE PORTFOLIO

JEM 314 Enameling 1

SENIOR PORTOLIO

JEM 450 Jewelry and Metal Arts Portfolio

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 222 20th Century Art

Master of Arts [MA] in Jewelry & Metal Arts

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA JEWELRY & METAL ARTS MAJOR COURSEWORK

FA 601	Drawing
JEM 605	Forging & Forming
JEM 610	Jewelry & Metal Arts: Design & Fabrication
JEM 614	Enameling 1
JEM 620	Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 644	Project Development
JEM 649	Introduction to Metal Casting
JEM 660	3D Printing and Modeling
JEM 668	Laser Cutting and Milling
	+ 1 Major course

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 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 903	Study Abroad: Seminar in Great Britain
GLA 905	Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674	Professional Practices for Fine Artists

Master of Fine Arts [MFA] in Jewelry & Metal Arts

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA JEWELRY & METAL ARTS MAJOR COURSEWORK

FA 601	Drawing
JEM 605	Forging & Forming
JEM 610	Jewelry & Metal Arts: Design & Fabrication
JEM 614	Enameling 1
JEM 620	Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 630	Exploring Alternative Materials
JEM 644	Project Development
JEM 649	Introduction to Metal Casting
JEM 668	Laser Cutting and Milling
	+1 Major 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 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 903	Study Abroad: 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	Study Abroad: Seminar in Great Britain
GLA 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

UNDERGRADUATE COURSES

JEM 110 Jewelry and 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 and Fashion
Explore the world of jewelry and accessories. Learn intermediate fabrication, casting, stone-setting techniques, chain-making and etching. Plus, you'll create an exciting inspiration journal of your research and ideas.

JEM 210 Jewelry and 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, and sculptors: learn to adapt textile techniques to metal. Learn to weave, knit, crochet, and explore basketry techniques with fine wire and metal, in combination with monofilament and mixed media, to create unique wearables and sculptural forms.

JEM 233 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, cam 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. You'll learn how natural and raw plant materials become unique papers using historical and contemporary techniques. Turn these papers into amazing projects for book arts, sculpture, printmaking, photography, and wearables. (This course is cross-listed with JEM 643.)

JEM 239 Contemporary Jewelry Rendering and Design
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 243 3D Printing and Modeling
Learn professional 3D modeling techniques specifically for using a 3D printer. Learn it all: 3D modeling, various options in printing materials, various printing processes, preparing files for 3D printing, and post-processing methods. (This course is cross-listed with JEM 660.)

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. (This course is cross-listed with JEM 649.)

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.

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

JEM 310 Exploring Alternative Materials
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 314 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 are yours to combine with your metalworking skills. (This course is cross-listed with JEM 614.)

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 335 From Modern to Contemporary: Design and Technigues
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. (This course is cross-listed with JEM 635.)

JEM 420 Advanced Techniques in Metalworking
As an advanced student, you'll 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 pave settings.

JEM 450 Jewelry and 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 500 Internship in Jewelry and 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 and 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 610 Jewelry and Metal Arts: Design and 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 614 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 are yours to combine with your metalworking skills. (This course is cross-listed with JEM 314.)

JEM 620 Jewelry and Metal Arts: Advanced Design and 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 630 Exploring Alternative Materials
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 From Modern to Contemporary: Design and 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. (This course is cross-listed with JEM 335.)

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 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.

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. (This course is cross-listed with JEM 249.)

JEM 660 3D Printing and Modeling
Learn professional 3D modeling techniques specifically for using a 3D printer. Learn it all: 3D modeling, various options in printing materials, various printing processes, preparing files for 3D printing, and post-processing methods. (This course is cross-listed with JEM 243.)

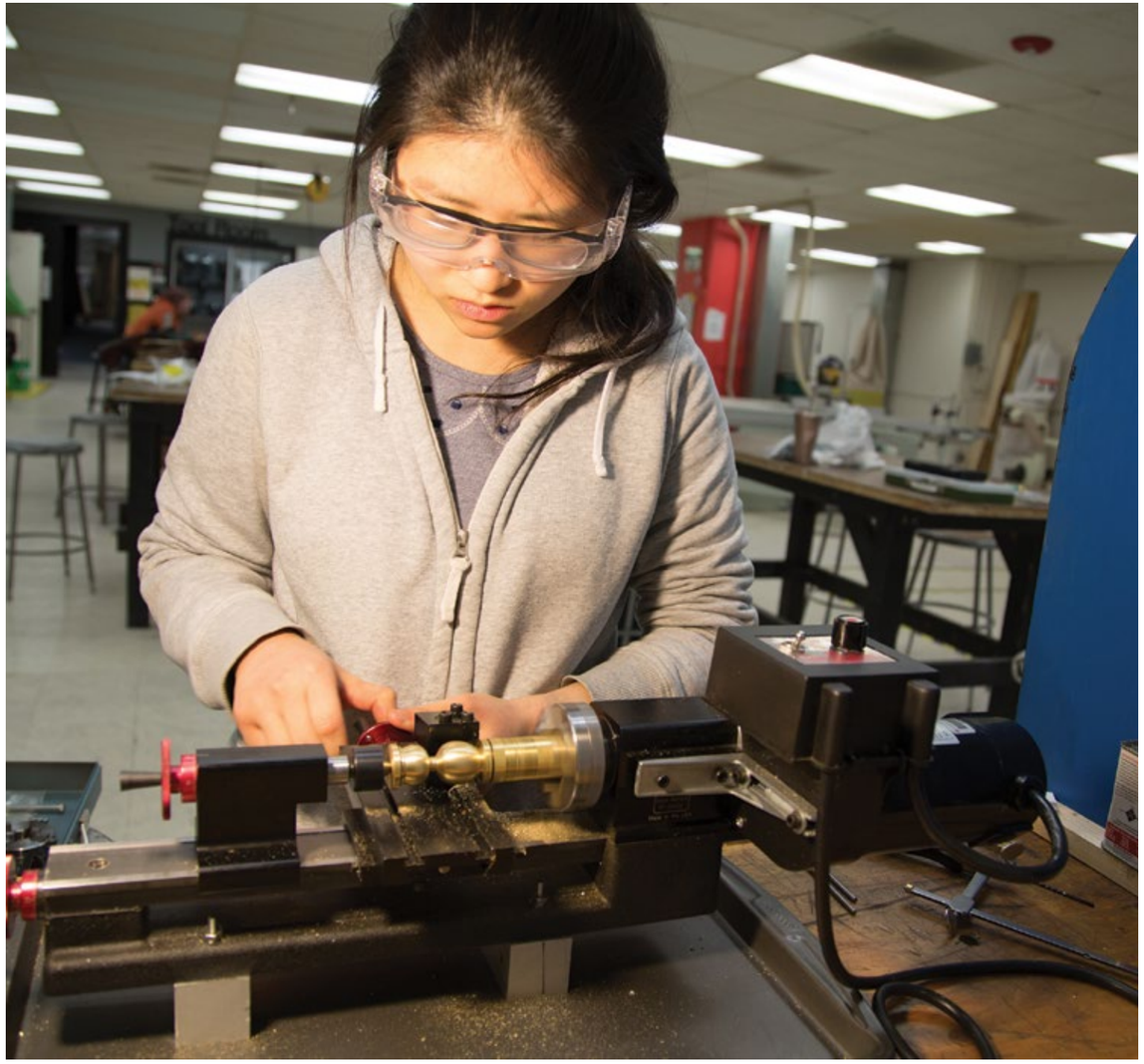
VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu

JEM 668 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.)

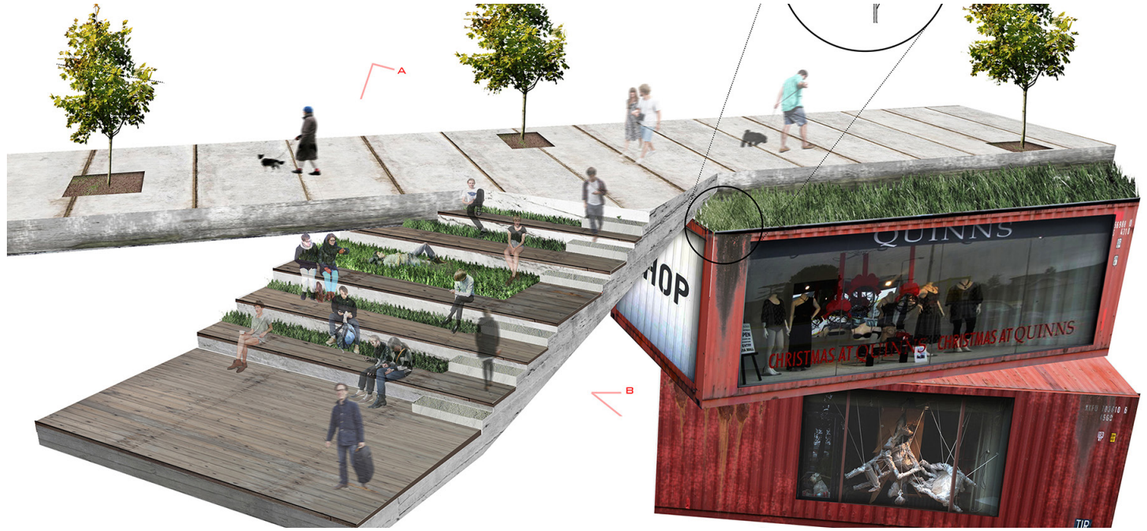
JEM 699 Special Topics
Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

JEM 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 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.



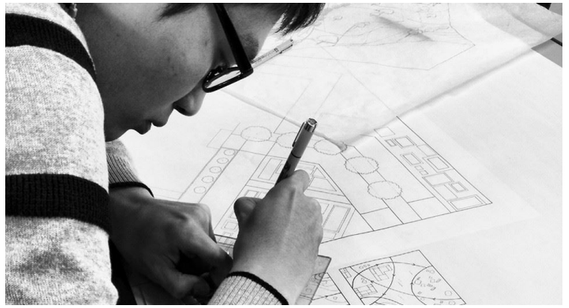
LANDSCAPE ARCHITECTURE

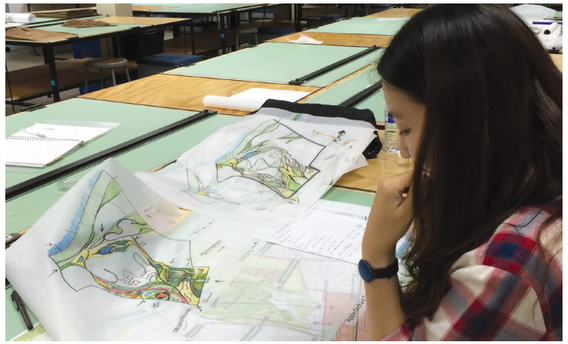


Design spaces that create harmony

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.



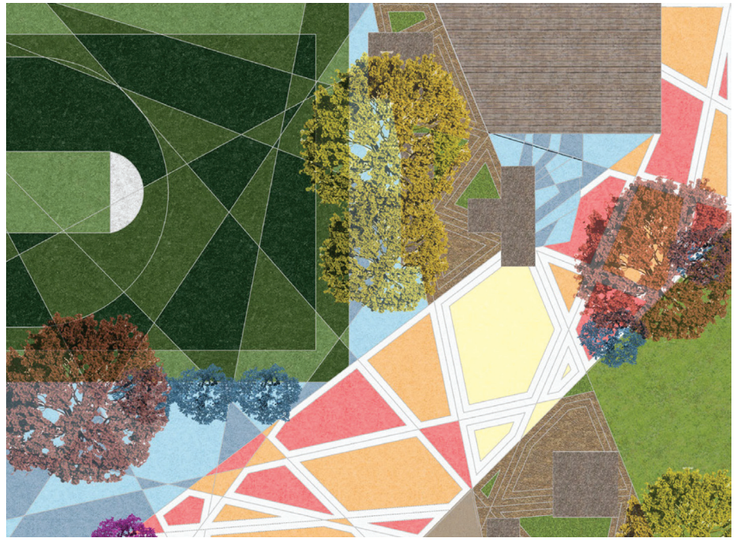


WHAT WE OFFER

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

Principal In Firm, Urban Designer, Senior Landscape Architect, Senior Project Manager, Environmental Planner

Junior Landscape Architect, Park Planner, Resource Management Coordinator, Construction Administrator

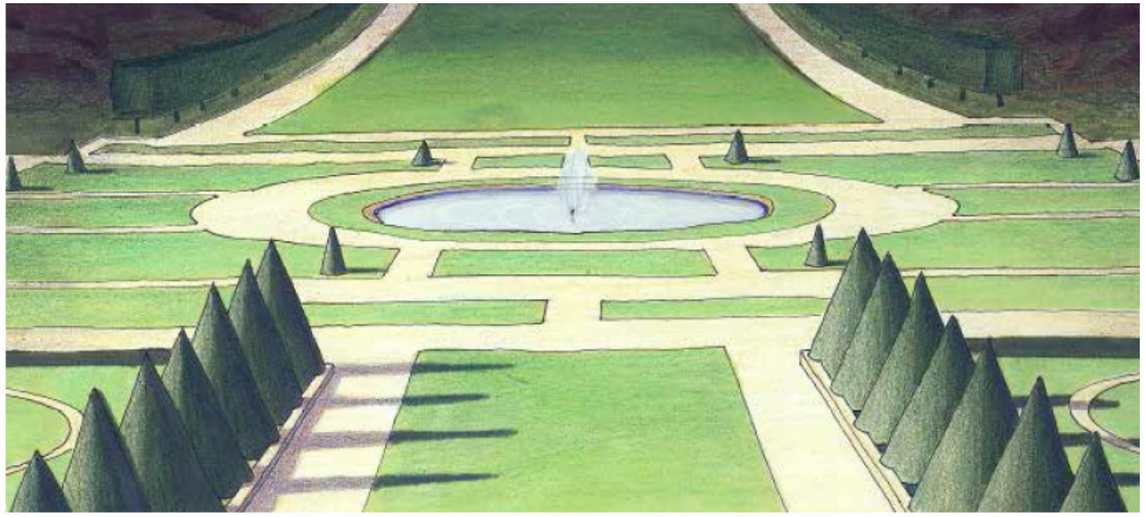
Landscape Designer, Cost Estimator, Habitat Restoration Coordinator, Garden Designer, Horticultural Consultant

Team Member Of Landscape Architect Firm, Technical Specification Writer, Irrigation Consultant, Assistant Garden Designer, Nursery Assistant

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	18 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	**60 UNITS**

AA LANDSCAPE ARCHITECTURE MAJOR COURSEWORK

CORE

ARH 110	Studio 1: Conceptual Design Studio
ARH 170	Design Communication 1
ARH 239	Materials and Methods
ARH 240	Site Design and Mapping
FND 113	Sketching for Communication
LAN 223	Computer Aided Drafting for Landscape Architecture

SOPHOMORE PORTFOLIO

LAN 250	Landscape Design Studio

AA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following courses:

LA 115	Natural Systems in the Landscape
LA 117	Survey of Landscape Architecture
LA 255	College Math
LA 271	College Algebra with Geometry

- Minimum 2.0 GPA and the following general education requirements:

1	Art & Design Communication course
1	Fundamental Math course
1	Applied Math course
1	Ecological Systems course
1	History of Landscape Architecture course
1	Architecture Employment Communications & Practices course

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

This program is available online.

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

FUNDAMENTAL MATH

LA 255	College Math

APPLIED MATH

LA 271	College Algebra with Geometry

ECOLOGICAL SYSTEMS

LA 115	Natural Systems in the Landscape

HISTORY OF LANDSCAPE ARCHITECURE

LA 117	Survey of Landscape Architecture

ARCHITECTURE EMPLOYMENT COMMUNICATIONS & PRACTICES

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

Associate of Applied Science [AAS] in Design of Built Environments

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	18 UNITS
SOPHOMORE PORTFOLIO	6 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	21 UNITS
TOTAL	**60 UNITS**

AAS DESIGN OF BUILT ENVIRONMENTS MAJOR COURSEWORK

CORE

ARH 110	Studio 1: Conceptual Design Studio
ARH 170	Design Communication 1
ARH 239	Materials and Methods
ARH 240	Stie Design and Mapping
FND 113	Sketching for Communication
LAN 223	Computer Aided Drafting for Landscape Architecture

ARCHITECTURE SOPHOMORE PORTFOLIO

ARH 255	Studio 4: Assembly Building and Context*

**6 units*

LANDSCAPE ARCHITECTURE SOPHOMORE PORTFOLIO

LAN 250	Landscape Design Studio
LAN 360	Landscape Architectural Construction Documents

AVAILABLE AREAS OF EMPHASIS

Architecture

AAS DESIGN OF BUILT ENVIRONMENTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework, LA 115, and LA 117
- Minimum 2.0 GPA and the following general education requirements:

1 Art & Design Communication course
1 Applied Math course
1 Fundamental Math course
1 Ecological Systems course
1 History course
1 Architecture Employment Communications & Practices course

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

This program is available online and on campus.

Landscape Architecture

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art & Design

APPLIED MATH

LA 271	College Algebra & Geometry

FUNDAMENTAL MATH

LA 255	College Math

ECOLOGICAL SYSTEMS

LA 115	The Natural World 1: The Base Layer

HISTORY

LA 117	Survey of Landscape Architecture
or LA 219	History of the Built Environment 1: Ancient to Gothic

ARCHITECTURE EMPLOYMENT COMMUNICATIONS & PRACTICES

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

Bachelor of Fine Arts [BFA] in Landscape Architecture

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	18 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	45 UNITS
TOTAL	120 UNITS

BFA LANDSCAPE ARCHITECTURE MAJOR COURSEWORK

CORE

ARH 110 Studio 1: Conceptual Design Studio
ARH 170 Design Communication 1
ARH 239 Materials and Methods
ARH 240 Site Design and Mapping
FND 113 Sketching for Communication
LAN 223 Computer Aided Drafting for Landscape Architecture

SOPHOMORE PORTFOLIO

LAN 250 Landscape Design Studio

SENIOR PORTFOLIO

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 115 Natural Systems in the Landscape
LA 117 Survey of Landscape Architecture
LA 255 College Math
LA 271 College Algebra with Geometry

- Minimum 2.0 GPA and the following general education requirements:

3 History of the Built Environment courses
1 Art & Design Communication course
1 Written Communication: Critical Thinking course
1 Fundamental Math course
1 Applied Math course
1 Ecological Systems course
1 History of Landscape Architecture course
1 Historical Awareness course
1 Cultural Ideas & Influences course
1 Architecture Employment Communications & Practices course

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

This program is available online.

GENERAL EDUCATION REQUIREMENTS

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

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

ECOLOGICAL SYSTEMS

LA 115 Natural Systems in the Landscape

HISTORY OF LANDSCAPE ARCHITECURE

LA 117 Survey of Landscape Architecture

HISTORICAL AWARENESS

CHOOSE ONE:

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

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

ARCHITECTURE EMPLOYMENT COMMUNICATIONS & PRACTICES

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

Master of Arts [MA] in Landscape Architecture

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online.

MA LANDSCAPE ARCHITECTURE MAJOR COURSEWORK

IAD 608	Digital Imaging
LAN 605	Drawing as Process
LAN 609	Ecological Foundations of Design 1
LAN 610	Landscape Architecture Design 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

LANDSCAPE ARCHITECTURE STUDIO

TAKE 6 UNITS OF THE FOLLOWING:

LAN 611	Landscape Architecture Design Studio
LAN 612	Landscape Architecture Sustainable Studio
LAN 711	Landscape Architecture Public Spaces Studio
LAN 712	Landscape Architecture Site Design Studio

Master of Fine Arts [MFA] in Landscape Architecture

MFA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online.

MFA LANDSCAPE ARCHITECTURE MAJOR COURSEWORK

GR 700	Design Seminar/Portfolio
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 Natural Systems in the Landscape
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. (This course is cross-listed with LA 115.)

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. (This course is cross-listed with LA 117.)

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 193 Landscape Drawing and 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 223 Computer Aided Drafting for Landscape Architecture
You'll use your newly acquired hand drafting skills to digitally draft plans, sections, and elevations. Learn to use the same software that today's design professionals use to produce drawings that are legible, accurate, and well organized.

LAN 235 Site Inventory and 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. (This course is cross-listed with LAN 619.)

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.

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. (This course is cross-listed with LAN 617.)

LAN 297 People and 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. (This course is cross-listed with LAN 678.)

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

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. (This course is cross-listed with LAN 611.)

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. (This course is cross-listed with LAN 612.)

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. (This course is cross-listed with LAN 679.)

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 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 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. (This course is cross-listed with LAN 711.)

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. (This course is cross-listed with LAN 712.)

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 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. (This course is cross-listed with LAN 311.)

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. (This course is cross-listed with LAN 312.)

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. (This course is cross-listed with LAN 260.)

LAN 619 Site Inventory and 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.(This course is cross-listed with LAN 235.)

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.

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

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.

LAN 678 People and 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. (This course is cross-listed with LAN 297.)

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. (This course is cross-listed with LAN 323.)

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 Thesis Preparation
Prepare for the MFA Thesis. You will develop a thesis project proposal with a clearly defined purpose and scope. You will curate and document your research in a thesis proposal book.

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 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. (This course is cross-listed with LAN 411.)

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. (This course is cross-listed with LAN 412.)

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 810 Thesis Development

In this course, students will continue to research and develop detailed site analyses, articulate concepts, and produce refined design interpretations of the evolving concepts for their final thesis project. Students will document their process in a weekly Directed Study Process Journal, verbal presentations, and final presentation.

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 usWhat's more, you'll be working with the same equipment used by major film studios and video production companies.

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.

Industry Standard Facilities: We offer industry relevant resources, 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: We have a prestigious faculty of professionals working in the field. In addition, industry greats are invited as guest speakers every semester.

CAREER PATHS

Editing

- Post Production Supervisor
- Editor
- 1st Assistant Editor
- 2nd Assistant Editor
- Apprentice Editor
- Internship – Post Production

Screenwriting

- Screenwriter, TV Showrunner
- Staff Writer
- Agency Reader
- Story Consultant

Production Design

- Production Designer
- Art Director
- Set Designer
- Art Department Coordinator
- Art Department Production Assistant

Directing

- Director (film or TV)
- 1st Assistant Director
- 2nd Assistant Director
- Screenwriter

Cinematography

- Director of Photography
- Camera Operator (including Steadicam Operator)
- 1st Assistant Camera
- 2nd Assistant Camera, Best Boy
- Focus Puller
- Loader

Producing

- Producer
- Line Producer, Production Manager
- 1st Assistant Director, Location Manager
- Production Office Coordinator
- Producer's Assistant

DEGREE REQUIREMENTS

Associate of Arts [AA] in Motion Pictures & Television

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness: Western Art courses
1 Creative Communication 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.

This program is available online and on campus.

AA MOTION PICTURES & TELEVISION MAJOR COURSEWORK

CORE

MPT 105 Cinematic Storytelling
MPT 106 Edit 1: The Art of Editing
MPT 159 Cinematography 1
MPT 205 Introduction to Producing
MPT 225 Sound Design for Film 1: Basic Concepts
MPT 285 Production Design Foundations
MPT 330 Directing Actors for Film & TV
WRI 188 Characters & Backstory

SOPHOMORE PORTFOLIO

MPT 234 Scene Production Laboratory

AVAILABLE AREAS OF EMPHASIS

Cinematography
Directing
Editing
Producing
Production Design
Screenwriting

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS: WESTERN ART

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

Associate of Applied Science [AAS] in Technical Filmmaking

AAS UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS TECHNICAL FILMMAKING DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Creative Communication course
1 Quantitative Literacy 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.

This program is available online and on campus.

AAS TECHNICAL FILMMAKING MAJOR COURSEWORK

CORE

MPT 105 Cinematic Storytelling
MPT 106 Edit 1: The Art of Editing
MPT 159 Cinematography 1
MPT 205 Introduction to Producing
MPT 225 Sound Design for Film 1: Basic Concepts
MPT 285 Production Design Foundations
MPT 330 Directing Actors for Film and TV
WRI 188 Characters and Backstory

SOPHOMORE PORTFOLIO

MPT 234 Scene Production Laboratory

AVAILABLE AREAS OF EMPHASIS

Cinematography
Directing
Editing
Producing
Production Design
Screenwriting

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 200 Introduction to Computer Programming
LA 206 Programming Fundamentals
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 296 Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Bachelor of Fine Arts [BFA] in Motion Pictures & Television

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Creative Communication 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

This program is available online and on campus.

BFA MOTION PICTURES & TELEVISION MAJOR COURSEWORK

CORE

MPT 105 Cinematic Storytelling
MPT 106 Edit 1: The Art of Editing
MPT 159 Cinematography 1
MPT 205 Introduction to Producing
MPT 225 Sound Design for Film 1: Basic Concepts
MPT 285 Production Design Foundations
MPT 330 Directing Actors for Film & TV
WRI 188 Characters & Backstory

SOPHOMORE PORTFOLIO

MPT 234 Scene Production Laboratory

SENIOR PORTFOLIO

MPT 495 Into the Industry

AVAILABLE AREAS OF EMPHASIS

Cinematography
Directing
Editing
Producing
Production Design
Screenwriting

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Writing & Directing for Film

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available on campus.

MA WRITING & DIRECTING FOR FILM MAJOR COURSEWORK

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 750 Fall Production Central*
MPT 752 Spring 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 605 Motion Picture Theory and Style

Master of Fine Arts [MFA] in Motion Pictures & Television

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA MOTION PICTURES & TELEVISION MAJOR COURSEWORK

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 688 Development: Finding Material and Influencing
MPT 867 Securing Rights and Agreements for Film
+1 Major Course

CINEMATOGRAPHY EMPHASIS

MPT 605 Film Language Studio
MPT 615 Lighting
MPT 625 Editing Concepts and Creative Solution
MPT 630 Film Cinematography 1
MPT 636 Film Cinematography 2
MPT 641 Visual Storytelling
MPT 679 Set Procedure and Protocol
MPT 715 Advanced Studio Lighting
MPT 779 Advanced Cinematography Workshop (Fall)
+1 Major Course

DIRECTING EMPHASIS

ACT 669 Script Analysis
MPT 603 Making the Documentary
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
WRI 620 Screenplay Analysis

EDITING EMPHASIS

ANM 623 3D Modeling and Animation 1 (Maya)
MPT 605 Film Language Studio
MPT 618 Writer-Director Intensive 1
MPT 625 Editing Concepts and Creative Solution
MPT 632 Film Sound 1 - Creating Soundtracks
MPT 634 Digital Cinematography 1
MPT 641 Visual Storytelling
MPT 757 Movie Trailer Production
MPT 766 Certification Preparation for Avid Media Composer
MUS 643 Creative Sound Design for Visual Media

PRODUCING EMPHASIS

MPT 603 Making the Documentary
MPT 605 Film Language Studio
MPT 616 Directing Actors for Motion Pictures
MPT 618 Writer-Director Intensive 1
MPT 624 Scheduling and Budgeting a Feature Film
MPT 625 Editing Concepts and Creative Solution
MPT 641 Visual Storytelling
MPT 685 Crowdfunding and Social Media Marketing for Entertainment
MPT 688 Development: Finding Material and Influencing
WRI 620 Screenplay Analysis

PRODUCTION DESIGN EMPHASIS

FA 630 Color Theory
IAD 601 Fundamentals of Design Documentation
IAD 603 Sketching and Perspective for Interior Environments
IAD 608 Digital Imaging
MPT 605 Film Language Studio
MPT 615 Lighting
MPT 625 Editing Concepts and Creative Solution
MPT 630 Film Cinematography 1
MPT 641 Visual Storytelling
+1 Major Course

SCREENWRITING EMPHASIS

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 688 Development: Finding Material and Influencing
WRI 610 Creating Character and Backstory
WRI 620 Screenplay Analysis
WRI 634 First Steps in Television
WRI 660 Writing the Feature Film 1 (Fall)
WRI 665 Writing the Feature Film 1 (Spring)

MFA MOTION PICTURES & TELEVISION 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 Study Abroad: Seminar in Great Britain
GLA 904 Study Abroad: Fashion Culture and Industry
GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 705 Breaking through the Noise of Social Media

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.

MPT 140 Lighting 1: The Art of Seeing Light
Explore the dynamics of lighting for narrative motion picture. Shooting in B and 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. (This course is cross-listed with LA 166.)

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 LA 204, MPT 705, and GLA 705.)

MPT 205 Introduction to Producing
Are youcreative 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 for Film 1: Basic Concepts
You will be introduced to the basic elements of sound recording and production for film and television. You will learn microphone selection and placement, as well as mixing and equalization. You will use Pro-Tools software for recording Foley and automatic dialog.

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.

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

MPT 236 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. (This course is cross-listed with MPT 766.)

MPT 246 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 ofAssistant Directors andUnit Production Managers by scheduling and budgeting a feature film.Working within unions, guilds,clearances andcontract perimeters, you'll gain skills regarding scheduling, supervising crews,creating reports, and problem solving on the set. (This course is cross-listed with MPT 624.)

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. (This course is cross-listed with MPT 826.)

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. (This course is cross-listed with MPT 636.)

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.

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 and MPT 888.)

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 and Special Effects
Mastermakeup for film. You will create realistic contemporary makeups, and gain character, special effects, and medical makeup skills for beauty, fashion, film andtelevision.

MPT 303 Makeup: Character and 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. (This course is cross-listed with MPT 685, GLA 685, and LA 304.)

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. (This course is cross-listed with MPT 805E.)

MPT 330 Directing Actors for Film & TV
Gain experience being a director by working with actors on film sets. While concentratingon 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 333 AI For Filmmakers
You will create an emotionally compelling, visually stunning Lookbook to sell your film projects to producers, financiers, stars, crew, and others using the latest AI tools. No prior AI experience is required as this course will meet you where your skills are and carry them forward to a professional level. (This course is cross-listed with MPT 833.)

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 and MPT 805A.)

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 practicalskills to discover and craft compelling stories in all documentary genres. (This course is cross-listed with MPT 806D.)

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 367 Securing Rights and 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 867.)

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
MasterAdobe After Effects by learning motion tracking, chroma keying, expression scripting, and 3D motion graphics.

MPT 377 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. (This course is cross-listed with MPT 641.)

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 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. (This course is cross-listed with MPT 806P.)

MPT 432 Production Hub
In this course you will collaborate to create professional quality PSAs, commercials, branded content and fashion videos for a range of clients. Projects and clients vary per semester. (This course is cross-listed with MPT 832.)

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 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. (This course is cross-listed with MPT 805M.)

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. (This course is cross-listed with MPT 806C.)

MPT 456 Assistant Editing: Your First Job
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. (This course is cross-listed with MPT 806E.)

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. (This course is cross-listed with MPT 856.)

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. (This course is cross-listed with MPT 779.)

MPT 471 Fall 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 todevelop scripts in the first semester along with writing and shooting assessment scenes. In the second semester they collaborate to prepare, shoot, and post-producehigh-quality projects that are suitable for film festival release. (This course is cross-listed with MPT 750 and MPT 850)

MPT 472 Spring Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and prepare for/execute postproduction on 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. (This course is cross-listed with MPT 752 and MPT 852.)

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 and MPT 877.)

MPT 479 Set Procedure and 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. Take MPT 479L concurrently. (This course is cross-listed with MPT 679.)

MPT 484 Advanced Editing: Spring
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 806S.)

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 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 ACT 710 and MPT 810.)

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 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 500 Internship in Motion Pictures and 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 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 805A and 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 ofAssistant Directors andUnit Production Managers by scheduling and budgeting a feature film.Working within unions, guilds,clearances andcontract perimeters, you'll gain skills regarding scheduling, supervising crews,creating reports, and problem solving on the set. (This course is cross-listed with MPT 246.)

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.

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 Film Sound 1 - Creating Soundtracks
What we hear is just as important as what we see. In this hands-on course you will learn the most important elements of creating effective, dynamic sound design for film: recording and editing dialog, sound effects, music and more - then add effects and do a final mix - all in synchronization with video. Learn the art and craft of sound design!

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

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. (This course is cross-listed with MPT 259.)

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. (This course is cross-listed with MPT 377.)

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 654 Managing a Set
Experience the lives ofLocation 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 pictureby following the paths of these key professionals who ultimately hold a set together.

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 and MPT 877.)

MPT 679 Set Procedure and 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. Take MPT 679L concurrently. (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. (This course is cross-listed with GLA 685, MPT 304 and LA 304.)

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 and MPT 888.)

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 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, LA 204, and GLA 705.)

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 750 Fall 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 todevelop scripts in the first semester along with writing and shooting assessment scenes. In the second semester they collaborate to prepare, shoot, and post-producehigh-quality projects that are suitable for film festival release. (This course is cross-listed with MPT 850 and MPT 471)

MPT 752 Spring Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and prepare for/execute postproduction on 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. (This course is cross-listed with MPT 852 and MPT 472)

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. (This course is cross-listed with MPT 236.)

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 aerials. (This course is cross-listed with MPT 469.)

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 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. (This course is cross-listed with MPT 603 and MPT 341.)

MPT 810 Into the Industry
Develop 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 ACT 710 and MPT 495.)

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 850 Fall 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. (This course is cross-listed with MPT 750 and MPT 471)

MPT 852 Spring Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and prepare for/execute postproduction on 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. (This course is cross-listed with MPT 752 and MPT 472)

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 aerials. (This course is cross-listed with MPT 459.)

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. (This course is cross-listed with WRI 660.)

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). (This course is cross-listed with WRI 665.)

MPT 877 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 and MPT 477.)

MPT 888 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 and 288.)

MPT 898SWS 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 and MPT 699SWS.)

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.

ARRI

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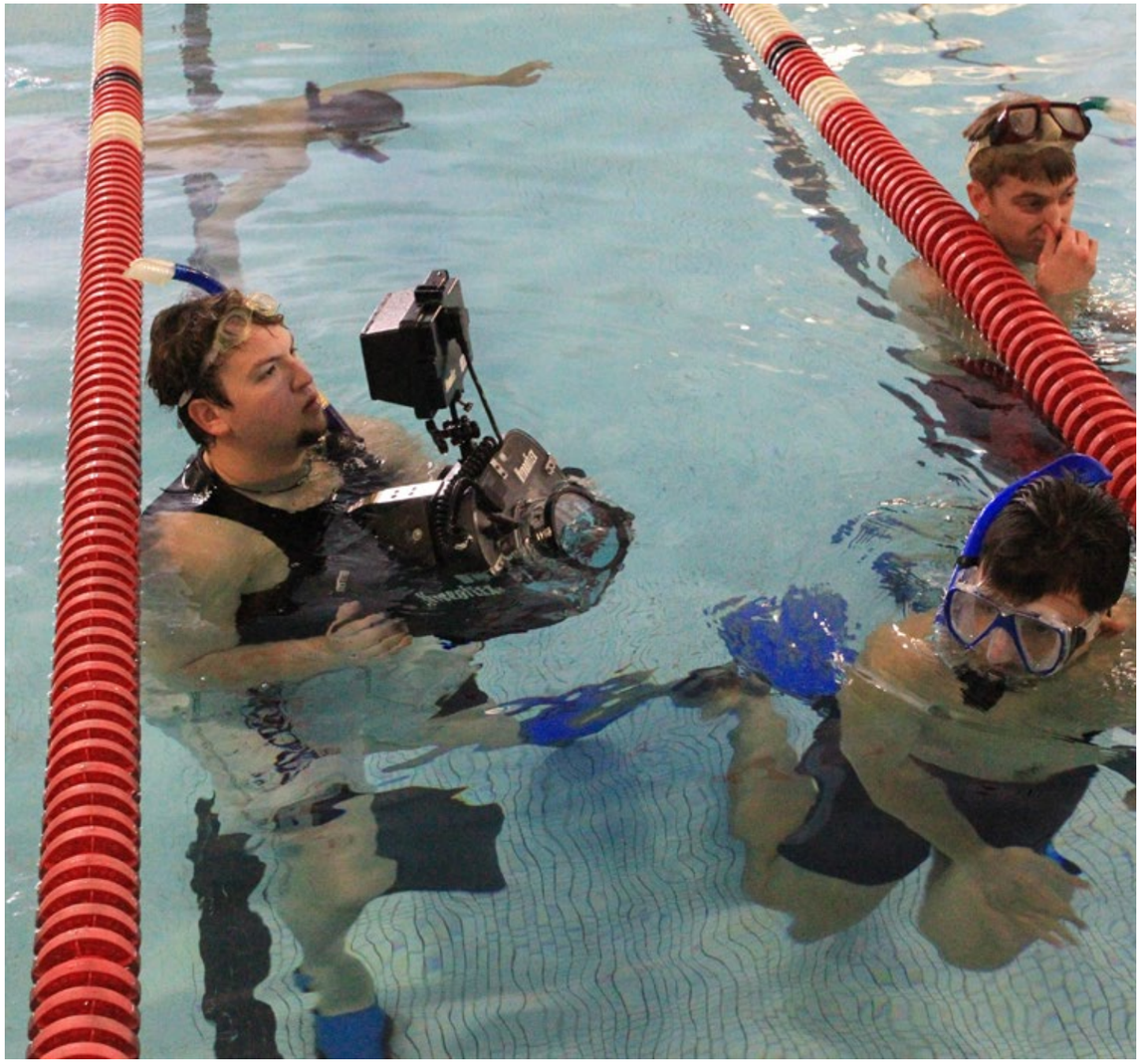

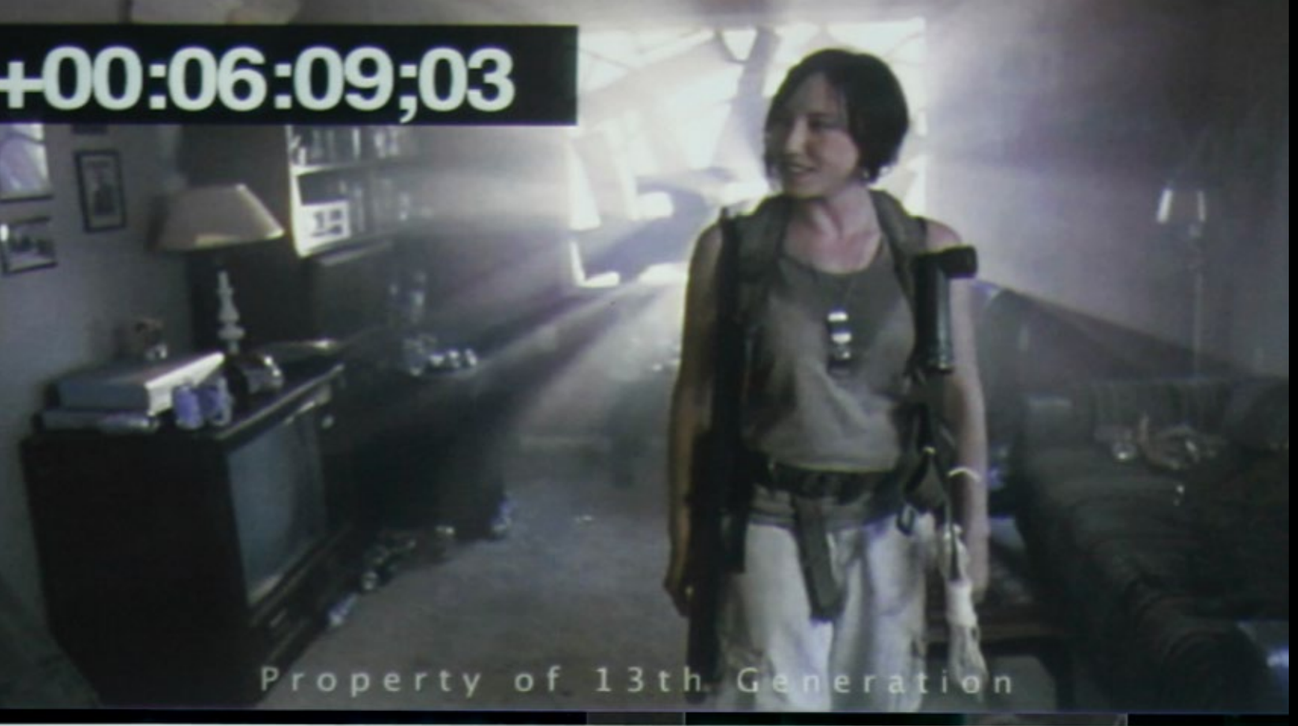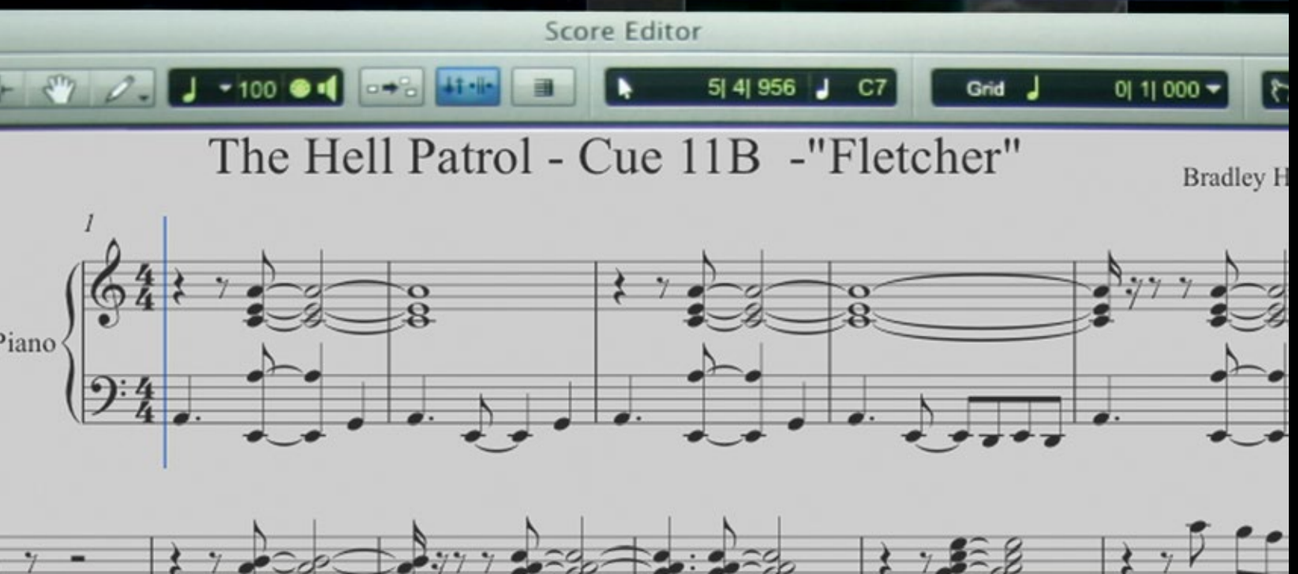

MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA

Turn your passion for music and audio into a career

At the School of Music Production & Sound Design for Visual Media, you'll learn how to create, produce, record, edit, mix, and design sound that tells a story—and sticks. From scoring and MIDI to sound design and final mix, you'll train with industry professionals and work across every part of media production. You'll learn how to tap into AI to push your creativity and sharpen your edge.

This is where passion meets production—and turns into a career.

WHAT WE OFFER

World-Class Curriculum: We offer in-depth technical training, paired with advanced courses in music production, sound design, and music scoring and composition. Technically and creatively, students learn to master their craft of pairing music with visual storytelling.

Music Production: The BFA in Music Production trains you to create and produce music for today's entertainment industry. You will work with digital audio workstations, sound design, and AI-based tools that shape modern production. The program ends with a professional demo reel that showcases your skills and prepares you for real-world opportunities.

Sound Design: The Sound Design degree program blends storytelling and technology to prepare you for a career crafting the audio experience of visual media. You'll learn the tools of cinematic sound—dialogue, effects, Foley, and ambience—alongside an introduction to synthesis and digital sound creation. With an emphasis on creative problem-solving and AI technologies, you'll learn to design sound not just for music, but for the aural worlds of film, games, television and beyond.

Music Scoring & Composition: Visual media surrounds us—on screens big and small and in immersive, fast-paced games. In nearly every instance, music drives the experience. In the Music Scoring and Composition program, you'll build the creative skills and technical mastery to compose, produce, and deliver the soundtracks that move audiences.

Industry-Relevant Facilities: Our hands-on learning environment in the recording studio creates a culture that supports curiosity, investigation, and production.

Voice Recording Studio: Create pristine vocal recordings for voice-over, ADR, music sessions, and more in our ADR room, featuring a dedicated iso booth, two-way video, great vocal microphones and pristine mic preamps.

Audio Production Workstations: Individual workstations are equipped with headphones, a MIDI keyboard, and an iMac computer loaded with industry-standard sound and music production software.

Avid S6 Mixing Console: Practice on our Avid S6 Mixing Console, a control surface fully integrated with Pro Tools software in our surround sound classroom.

Session Recording Studio: Take advantage of our full-featured, professional recording studio with an isolation booth, outboard equipment, and professional near-field mix monitoring.

Virtual Instruments Lab: The School of Music Production and Sound Design for Visual Media has a virtual instruments lab with professional level equipment and software, including leading computer and audio interfaces, high-end audio monitors, and samples and software from Vienna Symphonic Library, East-West, and Spectrasonics (Omnisphere). This lab allows students to use professional grade gear to create orchestral and electronic music scores for films and other visual media.

CAREER PATHS

Music Technology

- Music Composer, Music Producer
- Audio Director
- Mixer, Audio Lead
- Music Editor, Technical Sound Designer, Sound Editor

Music Production

- Music Composer
- Music Producer, Audio Director
- Mixer, Audio Lead, Music Editor
- Technical Sound Designer, Sound Editor

Music Scoring & Composition

- Music Composer
- Composer Assistant
- Arranger/Orchestrator
- MIDI Editor

Sound Design

- Supervising Sound Editor, Audio Director
- Re-Recording Mixer, SFX Editor
- Dialog Editor, Foley Editor
- Boom Operator, Technical Sound Designer

DEGREE REQUIREMENTS

Associate of Arts [AA] in Music Production

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AA MUSIC PRODUCTION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Creative Communication 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.

This program is available online and on campus.

AA MUSIC PRODUCTION MAJOR COURSEWORK

CORE

GAM 107 Real-Time Engines for Interactive Media
MUS 101 Music Theory and Basic Notation
MUS 102 Soundtrack Industry Overview
MUS 105 Pro Tools: Fundamentals
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 170 Music Production 2
MUS 188 Rhythm and Beat Production

SOPHOMORE PORTFOLIO

MUS 370 Editing Music for Entertainment Media

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

LA 179 History of the Recording Industry

Associate of Arts [AA] in Sound Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AA SOUND DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Creative Communication 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.

This program is available online and on campus.

AA SOUND DESIGN MAJOR COURSEWORK

CORE

GAM 107 Real-Time Engines for Interactive Media
MUS 101 Music Theory and Basic Notation
MUS 102 Soundtrack Industry Overview
MUS 105 Pro Tools: Fundamentals
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 170 Music Production 2
MUS 188 Rhythm and Beat Production

SOPHOMORE PORTFOLIO

MUS 370 Editing Music for Entertainment Media

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

LA 179 History of the Recording Industry

Bachelor of Fine Arts [BFA] in Music Production

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA MUSIC PRODUCTION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Music Historical Awareness courses
1 Creative Communication 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.

This program is available online and on campus.

BFA MUSIC PRODUCTION MAJOR COURSEWORK

CORE

GAM 107 Real-Time Engines for Interactive Media
MUS 101 Music Theory and Basic Notation
MUS 102 Soundtrack Industry Overview
MUS 105 Pro Tools: Fundamentals
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 170 Music Production 2
MUS 188 Rhythm and Beat Production

SOPHOMORE PORTFOLIO

MUS 370 Editing Music for Entertainment Media

SENIOR PORTFOLIO

MUS 480 Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

LA 179 History of the Recording Industry

CHOOSE ONE:

LA 142 Film Music Appreciation
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

Bachelor of Fine Arts [BFA] in Music Scoring & Composition

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Music Historical Awareness courses
1 Creative Communication 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.

This program is available online and on campus.

BFA MUSIC SCORING & COMPOSITION MAJOR COURSEWORK

CORE

GAM 107 Real-Time Engines for Interactive Media
MUS 101 Music Theory and Basic Notation
MUS 102 Soundtrack Industry Overview
MUS 105 Pro Tools: Fundamentals
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 170 Music Production 2
MUS 188 Rhythm and Beat Production

SOPHOMORE PORTFOLIO

MUS 370 Editing Music for Entertainment Media

SENIOR PORTFOLIO

MUS 480 Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

LA 142 Film Music Appreciation
LA 179 History of the Recording Industry

Bachelor of Fine Arts [BFA] in Sound Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA SOUND DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Music Historical Awareness courses
1 Creative Communication 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.

This program is available online and on campus.

BFA SOUND DESIGN MAJOR COURSEWORK

CORE

GAM 107 Real-Time Engines for Interactive Media
MUS 101 Music Theory and Basic Notation
MUS 102 Soundtrack Industry Overview
MUS 105 Pro Tools: Fundamentals
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 170 Music Production 2
MUS 188 Rhythm and Beat Production

SOPHOMORE PORTFOLIO

MUS 370 Editing Music for Entertainment Media

SENIOR PORTFOLIO

MUS 480 Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

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 COURSEWORK	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

This program is available online and on campus.

MA MUSIC SCORING & COMPOSITION MAJOR COURSEWORK

MPT 625 Editing Concepts and Creative Solutions
MPT 632 Film Sound 1 - Creating Soundtracks
MUS 601 Pro Tools 1
MUS 602 Soundtrack Industry Overview
MUS 609 Music Production with Logic Pro
MUS 629 Music Editing for Visual Media
MUS 635 MIDI Orchestration
MUS 639 Music Production 2
MUS 640 Music Scoring for Film
MUS 657 Adaptive Music for XR and Games
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

Master of Arts [MA] in Sound Design

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA SOUND DESIGN MAJOR COURSEWORK

MPT 625 Editing Concepts and Creative Solutions
MPT 632 Film Sound 1 - Creating Soundtracks
MUS 601 Pro Tools 1
MUS 602 Soundtrack Industry Overview
MUS 616 Audio Production
MUS 617 Sound Design for Games
MUS 629 Music Editing for Visual Media
MUS 637 Interactive Sound Design in Unreal Engine
MUS 705 Experimental Sound Design and Synthesis
MUS 780 Music and Sound Design Professional Practices
+ 1 Major course

MA SOUND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 658 Creative Perspectives in Sound Design

Master of Fine Arts [MFA] in Music Scoring & Composition

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA MUSIC SCORING & COMPOSITION MAJOR COURSEWORK

MPT 625 Editing Concepts and Creative Solutions
MPT 632 Film Sound 1 - Creating Soundtracks
MUS 601 Pro Tools 1
MUS 602 Soundtrack Industry Overview
MUS 609 Music Production with Logic Pro
MUS 629 Music Editing for Visual Media
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 Study Abroad: Seminar in Great Britain
GLA 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

Master of Fine Arts [MFA] in Sound Design

MFA UNIT REQUIREMENTS

MAJOR COURSEWORK	33 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES	6 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
TOTAL	**63 UNITS**

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

This program is available online and on campus.

MFA SOUND DESIGN MAJOR COURSEWORK

COM 605 AI Empowered Creativity
MPT 625 Editing Concepts and Creative Solutions
MPT 632 Film Sound 1 - Creative Soundtracks
MUS 601 Pro Tools 1
MUS 602 Soundtrack Industry Overview
MUS 616 Audio Production
MUS 617 Sound Design for Games
MUS 629 Music Editing for Visual Media
MUS 637 Interactive Sound Design in Unreal Engine
MUS 705 Experimental Sound Design and Synthesis
MUS 780 Music and Sound Design Professional Practices

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 Study Abroad: Seminar in Great Britain
GLA 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 and 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: Fundamentals
Avid's Pro Tools Digital Audio Workstation (DAW) technology is embraced by recording artists and audio production professionals around the world. You will learn Avid Pro Tools, the industry standard for audio and music production. You will develop core skills in recording, editing, audio processing, adding effects, and mixing music and sound design projects.

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 125 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 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 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 digital audio workstation 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.

MUS 188 Rhythm and 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.

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

MUS 205 Pro Tools Professional Certification Prep
Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Professional Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing. (This course is cross-listed with MUS 701.)

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 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.)

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 317 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 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. (This course is cross-listed with MUS 643.)

MUS 330 Production Sound Recording
You will learn how to record quality sound on-set during filming in coordination with a film crew in this hands-on course. Learn skills in microphone usage, recording gear, and how to get the best recordings. The main focus is on dialog recording for editing later into the final mix.

MUS 337 Interactive Sound Design in Unreal Engine
Study advanced interactive sound design using Unreal Engine for film, games, and XR. Learn spatial audio, Unreal's Blueprint visual scripting to control interactive sound behavior, and tools such as FMOD and MetaSounds for procedural effects and ambiences. Students build real-time scenes and cinematics showcasing industry-ready, immersive audio implementation. (This course is cross-listed with MUS 637.)

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. (This course is cross-listed with MUS 635.)

MUS 357 Adaptive Music for XR and Games

Compose adaptive music for games and interactive media using interactive, procedural techniques. Students design modular themes, build layered cues that react to gameplay, and write in multiple genres for exploration, combat, menus, and cinematics while implementing dynamic music systems that respond to player choices and game states. (This course is cross-listed with MUS 357.)

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 and Synthesis

Explore the world of experimental sound design and sound synthesis. Learn classic techniques like subtractive, additive, and FM synthesis and use tools like Logic Alchemy. Enjoy abstract uses of sound and music, audio art installations, and experimental technology. Discover how sound synthesis and experimentation will help you gain a larger and more creative perspective to enrich your career as a sonic artist. (This course is cross-listed with MUS 705.)

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 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 601 Pro Tools 1
Avid's Pro Tools Digital Audio Workstation (DAW) technology is embraced by recording artists and audio production professionals around the world. You will learn Avid Pro Tools, the industry standard for audio and music production. You will develop core skills in recording, editing, audio processing, adding effects, and mixing music and sound design projects.

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 with Logic Pro
Begin an advanced exploration of music production within the sophisticated framework of Apple's Logic Pro X software. Enhance your proficiency in MIDI composition, master dynamic rhythmic frameworks, enhance song arrangement, and seamlessly integrate audio with video components.

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 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 317.)

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 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. (This course is cross-listed with MUS 355.)

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

MUS 637 Interactive Sound Design in Unreal Engine
Study advanced interactive sound design using Unreal Engine for film, games, and XR. Learn spatial audio, Unreal's Blueprint visual scripting to control interactive sound behavior, and tools such as FMOD and MetaSounds for procedural effects and ambiences. Students build real-time scenes and cinematics showcasing industry-ready, immersive audio implementation. (This course is cross-listed with MUS 637.)

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.

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. (This course is cross-listed with MUS 320.)

MUS 657 Adaptive Music for XR and Games
Compose adaptive music for games and interactive media using interactive, procedural techniques. Students design modular themes, build layered cues that react to gameplay, and write in multiple genres for exploration, combat, menus, and cinematics while implementing dynamic music systems that respond to player choices and game states. (This course is cross-listed with MUS 357.)

MUS 658 Creative Perspectives in Sound Design
Studying motion pictures-from their inception through 1978-you will learn how sound design supports the aesthetic and narrative elements of the story. You will 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. (This course is cross-listed with GLA 658.)

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 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 Pro Tools Professional Certification Prep
Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Professional Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing. (This course is cross-listed with MUS 205.)

MUS 705 Experimental Sound Design and Synthesis
Explore the world of experimental sound design and sound synthesis. Learn classic techniques like subtractive, additive, and FM synthesis and use tools like Logic Alchemy. Enjoy abstract uses of sound and music, audio art installations, and experimental technology. Discover how sound synthesis and experimentation will help you gain a larger and more creative perspective to enrich your career as a sonic artist. (This course is cross-listed with MUS 425.)

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 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 Music & Sound Design Thesis
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 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.

Industry Standard Facilities: The School of Photography boasts exceptional equipment and facilities that stand out among photography schools. This includes 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

Fine Art

Museum, Gallery Showings, Assignment/Commission Work, Book Publishing

University Teaching, Museum Curator, Self- Publishing, Consulting

Fine Art Printing, College Teaching, Stock Photography

High School Teaching

Art for Commerce

Assignment Work, High End Wedding/Portraits, Advertising Photography, Still Life, Editorial and Fashion Portraits

Stock Photography, Photo Buyer, Assignment Work, High End Catalogue, Photo Editor, Location Scout, Producer, Stylist, Studio Manager, Teaching, Wedding/Portraits

Assignment Work, 2nd Shooter, 1st Assistant, Pet Photography, Event Photography

Medical/Scientific Photography, Catalog House

Digital Tech

Retouching, Compositing

Digital Montage Work, Teaching, or Consulting

On-Set Digital Tech, Medical/Scientific Photography

Lab Technician, Basic Retouching

Documentary/Photo Journalism

Magazine/Newspaper Photography, Special Assigned Projects

Editorial, Photographic Reporting, Teaching, Consulting, Self Publishing, Stock Photography

Non-profits, Event Photography, Manufacturing/ Sales Jobs

DEGREE REQUIREMENTS

Associate of Arts [AA] in Photography

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Art & Design Communication 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.

This program is available online and on campus.

AA PHOTOGRAPHY MAJOR COURSEWORK

CORE

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 225 Photo Design and Concept
PH 235 People Photography
PH 250 Location Lighting

SOPHOMORE PORTFOLIO

PH 275 Concept Project

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:
LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 147 History of Photography

Associate of Applied Science [AAS] in Photography

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AAS PHOTOGRAPHY MAJOR COURSEWORK

CORE

PH 107 Imaging Workflow and Process
PH 108 Photography Principles and Techniques
PH 112 Quality of Light
PH 115 Visualization
PH 177 Imaging for Photographers
PH 225 Photo Design and Concept
PH 235 People Photography
PH 250 Location Lighting

SOPHOMORE PORTFOLIO

PH 275 Concept Project

AAS PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness course
1 Art & Design Communication 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS

LA 147 History of Photography

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Bachelor of Fine Arts [BFA] in Photography

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Art & Design Communication course
1 Written Communication: Critical Thinking course
1 Photography Marketing 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.

This program is available online and on campus.

BFA PHOTOGRAPHY MAJOR COURSEWORK

CORE

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 225 Photo Design and Concept
PH 235 People Photography
PH 250 Location Lighting

SOPHOMORE PORTFOLIO

PH 275 Concept Project

SENIOR PORTFOLIO

PH 495 Senior Portfolio

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
LA 280 Perspective Journalism

PHOTOGRAPHY MARKETING

LA 364 Self-Promotion and Marketing

HISTORICAL AWARENESS

CHOOSE ONE:

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

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 137 History of Visual Development
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	
CORE*	24 UNITS
SOPHOMORE PORTFOLIO*	3 UNITS
SENIOR PORTFOLIO*	3 UNITS
MAJOR	48 UNITS
+ ART HISTORY	6 UNITS
+ ART BY ADVISEMENT	24 UNITS
+ ELECTIVES	12 UNITS
TOTAL	**120 UNITS**

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

**Follow BFA Core and Portfolio courses*

This program is available on campus.

Master of Arts [MA] in Photography

MA UNIT REQUIREMENTS

MAJOR COURSEWORK	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

This program is available online and on campus.

MA PHOTOGRAPHY MAJOR COURSEWORK

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

Master of Fine Arts [MFA] in Photography

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA PHOTOGRAPHY MAJOR COURSEWORK

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
+2 Major course

MFA PHOTOGRAPHY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 625 History of Photography

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 Study Abroad: Seminar in Great Britain
GLA 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

UNDERGRADUATE COURSES

PH 103 Photography for Artists
Designed for all majors interested in photography, students will be presented an inspired approach to using photography across mediums. Topics include proper exposure, lighting, composition, and optimizing photos for a digital workflow. A smartphone or digital camera is required for this course.

PH 107 Imaging Workflow and 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
Explore the technical and creative side of photography in this foundational skill-building class. You will learn camera operations through technical exercises, and will receive an introduction to lighting, exposure and composition through unique image assignments. Current trends and digital technologies necessary for professional photographers are discussed and explored.

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 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.

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

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 304 Black and White Darkroom
Learn how to process your film and make your own silver gelatin BW prints. You will be working in our analog darkrooms with chemistry and light sensitive papers. (This course is cross-listed with PH 614.)

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 Contemporary Landscape Photography
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. (This course is cross-listed with PH 611.)

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. (This course is cross-listed with PH 717.)

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 331 AI for Visual Artists
You will be provided the framework for applying various AI tools to the creation of both realistic and imaginative imagery. Ethical considerations and opinions are discussed. Through creative exploration, students leverage text-to-image and large language model AI tools to integrate generative AI in the inspired image-making of contemporary art today. (This course is cross-listed with PH 631.)

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 Composition and 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. (This course is cross-listed with PH 620.)

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.

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 362 Real World Lighting
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. Gain hands-on experience using lighting equipment. Explore how quality of light affects concept and mood in numerous photographic applications. (This course is cross-listed with PH 662.)

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 380 Still Life with Phase One
Get advanced digital capture skills to address the concerns of contemporary still life photography. 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 studio clients and portfolio pieces. (This course is cross-listed with PH 780.)

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 and white images. (This course is cross-listed with PH 697.)

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 431 Exploring the Intersection of AI and Visual Art
AI is a critical tool for our students to integrate into their workflow to be successful in today's rapidly changing marketplace. This class helps students when it is appropriate to use AI as an adjunct in their work, rather than as a replacement for the self-generation of original works of art. IAB (Industry Advisory Board) strongly agrees with this addition. (This course is cross-listed with PH 731.)

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 and Marketing
Become an artist-entrepreneur. Develop a business identity, branding, and public relations plan focused on self-promotion and promoting your business. You'll create marketing collateral and strategies to help your business succeed. (This course is cross-listed with LA 364.)

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 and 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. (This course is cross-listed with PH 633.)

PH 492 Travel Photography
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. (This course is cross-listed with PH 634.) Note: Travel outside your local area is not required.

PH 493 Study Abroad: Photography: Italy
Experience the diverse history, art and culture of Italy while you learn and apply photography skills to complete a compelling portfolio of travel photographs. Based in Florence, this inspiring seven-week program includes travel to Venice, Milan and small towns across Tuscany. Open to students of all majors and skill levels. (This course is cross-listed with PH 903.)

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 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 and 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 Photography
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. (This course is cross-listed with PH 316.)

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 614 Black and White Darkroom
Learn how to process your film and make your own silver gelatin BW prints. You will be working in our analog darkrooms with chemistry and light sensitive papers. (This course is cross-listed with PH 304.)

PH 616 Photoshop and 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 and 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. (This course is cross-listed with PH 345.)

PH 621 Experimental Photography
Expand your individual artistry in the photographic medium. You will use various historical and contemporary photographic techniques and printing processes, including alternative capture, image transfer, encaustic application, Cyanotype, and Van Dyke Brown.

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

PH 622 Documentary and 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 631 AI for Visual Artists
You will be provided the framework for applying various AI tools to the creation of both realistic and imaginative imagery. Ethical considerations and opinions are discussed. Through creative exploration, students leverage text-to-image and large language model AI tools to integrate generative AI in the inspired image-making of contemporary art today. (This course is cross-listed with PH 331.)

PH 633 Fashion and 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. (This course is cross-listed with PH 476.)

PH 634 Travel Photography
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. (This course is cross-listed with PH 492.) 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 and 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 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 662 Real World Lighting
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. Gain hands-on experience using lighting equipment. Explore how quality of light affects concept and mood in numerous photographic applications. (This course is cross-listed with PH 362.)

PH 673 Portfolio: Concept and 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 and 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 and 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 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 and white images. (This course is cross-listed with PH 397.)

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 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. (This course is cross-listed with PH 317.)

PH 731 Exploring the Intersection of AI and Visual Art
AI is a critical tool for our students to integrate into their workflow to be successful in today's rapidly changing marketplace. This class helps students when it is appropriate to use AI as an adjunct in their work, rather than as a replacement for the self-generation of original works of art. IAB (Industry Advisory Board) strongly agrees with this addition.

PH 780 Still Life with Phase One
Get advanced digital capture skills to address the concerns of contemporary still life photography. 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 studio clients and portfolio pieces. (This course is cross-listed with PH 380.)

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 and 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 850 Project Research and 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: Photography: Italy
Experience the diverse history, art and culture of Italy while you learn and apply photography skills to complete a compelling portfolio of travel photographs. Based in Florence, this inspiring seven-week program includes travel to Venice, Milan and small towns across Tuscany. Open to students of all majors and skill levels. (This course is cross-listed with PH 493.)

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	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA VISUAL DEVELOPMENT MAJOR COURSEWORK

CORE

FA 222	Heads and Hands
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
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

VIS 205	Visual Development Production

AA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

2	Art Historical Awareness courses
1	Art & Design Communication course
1	Written Communication: Critical Thinking 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202	English Composition: Creative Persuasion & Argument
LA 280	Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

LA 120	Art History through the 15th Century
LA 137	History of Visual Development

Associate of Applied Science [AAS] in Studio Arts

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	15 UNITS
TOTAL	**60 UNITS**

AA VISUAL DEVELOPMENT MAJOR COURSEWORK

CORE

FA 222	Heads and Hands
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
PH 103	Photography for Artists

SOPHOMORE PORTFOLIO

FA 224	Composition and Painting
or ILL 232	Studio 1
or VIS 205	Visual Development Production

AVAILABLE AREAS OF EMPHASIS

Fine Art Painting
Illustration
Visual Development

AAS STUDIO ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness: Western Art courses
1 Art & Design Communication 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.

This program is available online and on campus.

GENERAL EDUCATION REQUIREMENTS

ART HISTORICAL AWARENESS: WESTERN ART

LA 120	Art History through the 15th Century

ART & DESIGN COMMUNICATION

LA 116	Looking at Art and Design

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 206	Programming Fundamentals
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 296	Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Bachelor of Fine Arts [BFA] in Visual Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
SOPHOMORE PORTFOLIO	3 UNITS
SENIOR PORTFOLIO	3 UNITS
MAJOR	39 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	42 UNITS
TOTAL	**120 UNITS**

BFA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Art & Design Communication 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.

This program is available online and on campus.

BFA VISUAL DEVELOPMENT MAJOR COURSEWORK

CORE

FA 222 Heads and Hands
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
PH 103 Photography for Artists

SOPHOMORE PORTFOLIO

VIS 205 Visual Development Production

SENIOR PORTFOLIO

VIS 405 Senior Portfolio for Visual Development

GENERAL EDUCATION REQUIREMENTS

ART & DESIGN COMMUNICATION

LA 116 Looking at Art and Design

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 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 Survey of Landscape Architecture
LA 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131 History of Gaming
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 147 History of Photography
LA 152 History of Illustration
LA 182 Genres in Film
LA 195 History of Comics: American Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 222 20th Century Art
LA 226 Survey of Traditional Interior Architecture
LA 229 Survey of Contemporary Interior Architecture
LA 242 History of Graphic Design
LA 244 History of Fashion
LA 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 Study Abroad: Seminar in Great Britain
LA 282 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 420 Art of the Italian Renaissance
LA 421 Northern Renaissance 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 COURSEWORK	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

This program is available online and on campus.

MA VISUAL DEVELOPMENT MAJOR COURSEWORK

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

MA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 624	History of Visual Development

Master of Fine Arts [MFA] in Visual Development

MFA UNIT REQUIREMENTS

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

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

This program is available online and on campus.

MFA VISUAL DEVELOPMENT MAJOR COURSEWORK

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 GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 624	History of Visual Development

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	Study Abroad: Seminar in Great Britain
GLA 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

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 and 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. (This course is cross-listed with ANM 680 and ANM 880.)

VIS 387 Blender for Concept Artists
You'll explore the different stages of the texturing process and learn the process to achieve a realistic rendered image.

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.

GRADUATE COURSES

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 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; 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

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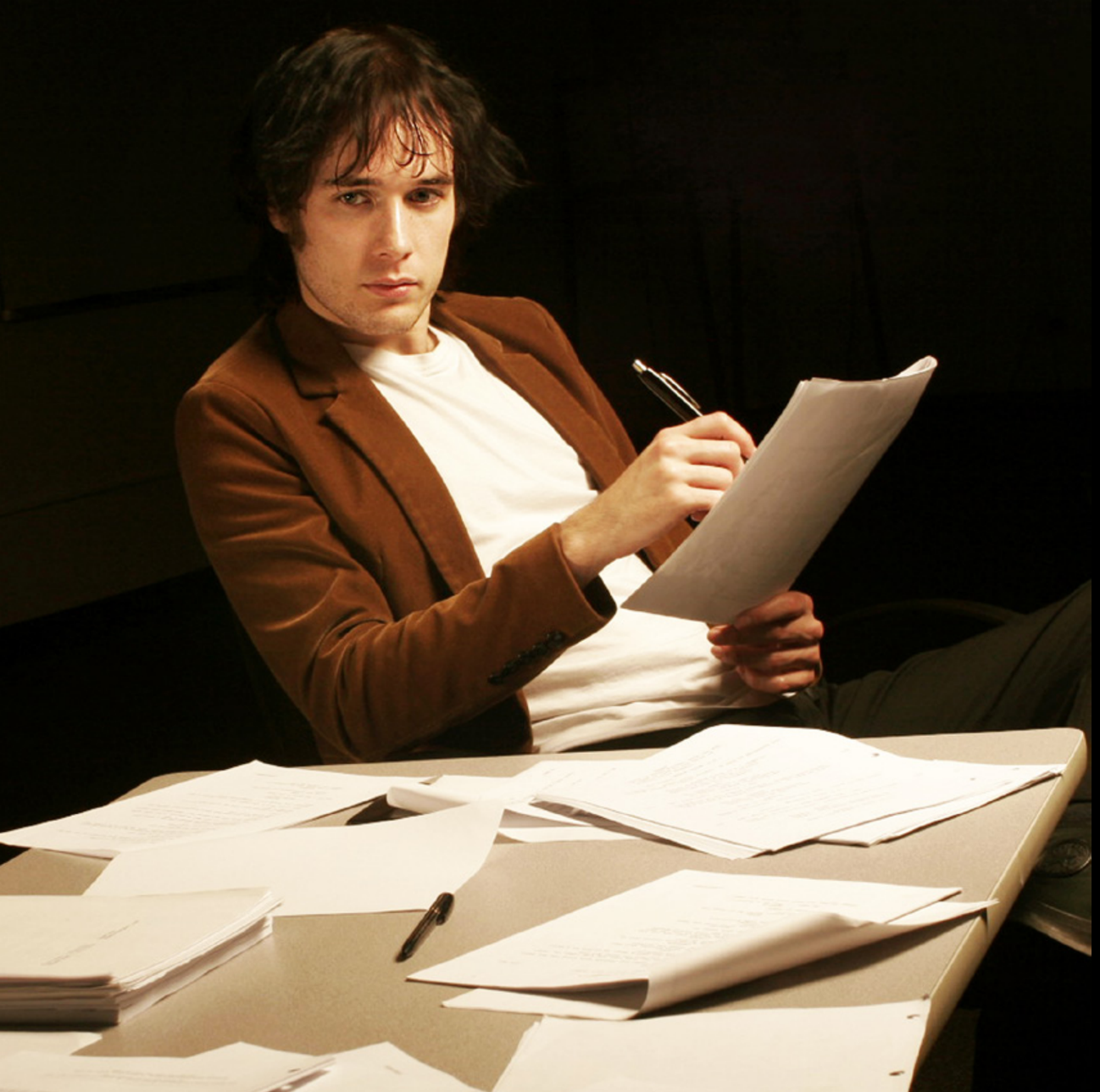
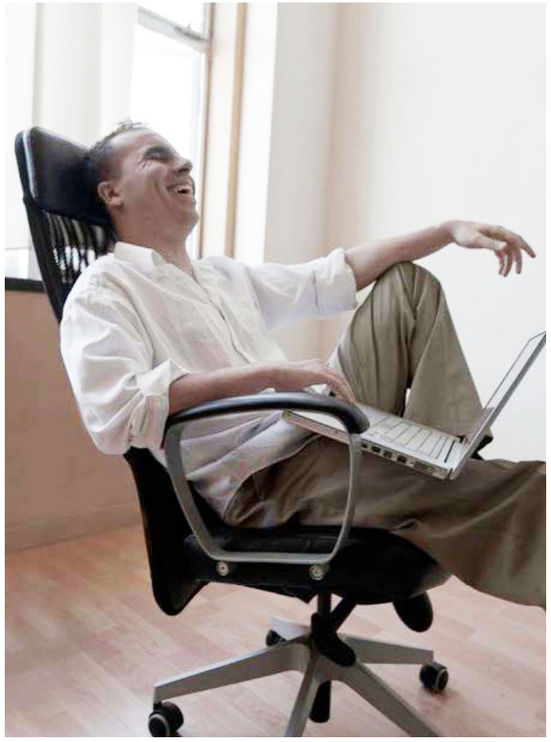


WRITING FOR FILM, TELEVISION & DIGITAL MEDIA

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.

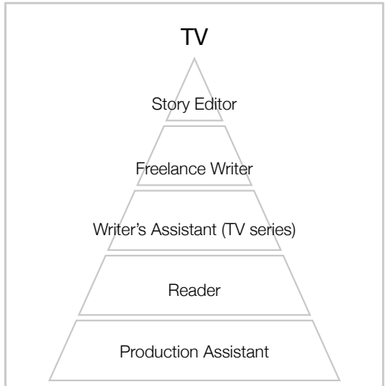
If you're an aspiring film or television writer, then join us for a rigorous and rewarding writing experience.

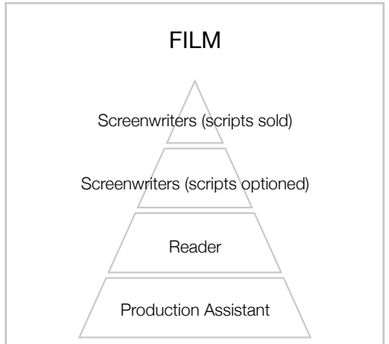
Exercise your imagination.
Brainstorm your ideas.
Take the journey.
Find your voice.

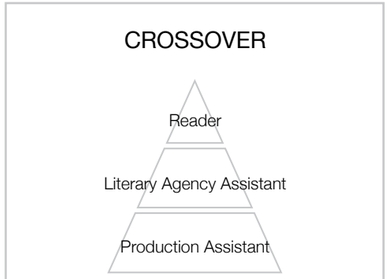
WHAT WE OFFER

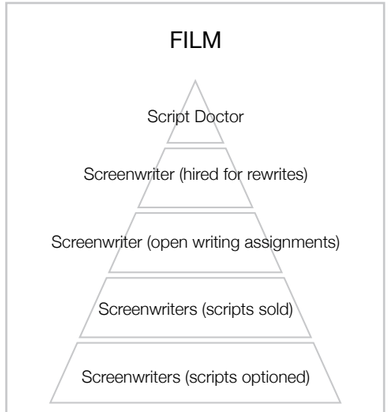
- Extensive experience in writing for feature film, short film, television comedy or drama, and the web.
- Opportunity to write more scripts than in any other program, making writers well-prepared to compete for work in a highly competitive industry.
- Opportunity to work as staff writers on at least one web series.
- Collaboration opportunities with the School of Motion Pictures and Television to produce web series and short film scripts.
- 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.

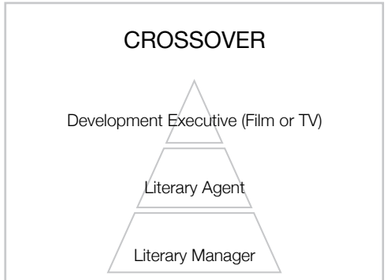
CAREER PATHS











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 DEGREE REQUIREMENTS

- Minimum grade of C- in all major coursework
- Minimum 2.0 GPA and the following general education requirements:

1 Creative Communication 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.

This program is available online and on campus.

BFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA MAJOR COURSEWORK

CORE

MPT 166 The Power of Story
MPT 288 Development: From Ideas to Execution
MPT 330 Directing Actors for Film & TV
MPT 471 Fall Production Central
MPT 472 Spring Production Central
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

GENERAL EDUCATION REQUIREMENTS

CREATIVE COMMUNICATION

CHOOSE ONE:

LA 110 Writing the Short Story
LA 116 Looking at Art and Design
LA 133 AI Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

LA 202 English Composition: Creative Persuasion & Argument
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 Study Abroad: Seminar in Great Britain
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 206 Programming Fundamentals
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 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 274 Study Abroad: Art and Architecture of Renaissance Florence
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol
LA 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Master of Fine Arts [MFA] in Writing for Film, Television & Digital Media

MFA UNIT REQUIREMENTS

MAJOR COURSEWORK	36 UNITS
+ DIRECTED STUDIES	18 UNITS
+ ELECTIVES	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

This program is available online and on campus.

MFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA MAJOR COURSEWORK

ACT 669	Script Analysis
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)
	+1 Major Course

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 1 (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. (This course is cross-listed with WRI 805A.)

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 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 339 Feature Film 2 (Fall)
You'll begin work on your adapted screenplay from a public domain work that was outlined in WRI 622/325. (This course is cross-listed with WRI 809A.)

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. (This course is cross-listed with WRI 805B.)

WRI 370 Writing for TV Series 2 (Fall)
You'll continue the work on your original pilot begun in WRI 645/250 and expand upon your bible.

WRI 439 Feature Film 2 (Spring)
You'll continue work on your adapted screenplay begun in WRI 670/339. (This course is cross-listed with WRI 809B.)

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.

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

WRI 466 Horror, Fantasy, and Science Fiction - The Screenplay
You will create a horror, science fiction or fantasy short screenplay. Along the way you will learn the foundational principles of each genre and how to write an effective screenplay with compelling characters, who live in believable worlds that will capture the audience's attention. (This course is cross-listed with WRI 666 and LA 466.)

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 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 and 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.

GRADUATE COURSES

WRI 610 Creating Character and 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 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. (This course is cross-listed with MPT 870.)

WRI 665 Writing the Feature Film 1 (Spring)
Complete the work on your original screenplay that you began in Writing the Feature Film 1 (Fall). (This course is cross-listed with MPT 872.)

WRI 666 Horror, Fantasy, and Science Fiction - The Screenplay
You will create a horror, science fiction or fantasy short screenplay. Along the way you will learn the foundational principles of each genre and how to write an effective screenplay with compelling characters, who live in believable worlds that will capture the audience's attention. (This course is cross-listed with WRI 466 and LA 466.)

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 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 809C 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.

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

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.

SUPPORT DEPARTMENTS

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 108 Digital Drawing for Entertainment
Build essential drawing skills for the entertainment design industry by combining digital tools with strong artistic foundations. Through structured, hands-on projects, you will explore line, shape, form, perspective, and lighting to create compelling artwork and communicate visual ideas with impact.

FND 110 Analysis of Form
Create lifelike drawings using traditional techniques and classical principles to achieve depth and tactile realism. Explore geometric construction, apply the five-value system to understand light and shadow, and refine skills in perspective, composition, and rendering a variety of textures and materials.

FND 112 Figure Drawing
Learn how to draw the human figure with accuracy. Through focused practice, develop an understanding of gesture, proportion, rhythm, balance, structure, and musculature to create confident, dynamic figure drawings.

FND 113 Sketching for Communication
Communicate your ideas through sketching by applying classical design principles to depict objects and environments accurately in scale and perspective. Develop strong compositional strategies to create clear, compelling visuals.

FND 116 Perspective
Master perspective drawing to create credible real-world and imaginative environments. Apply light, shadow, and composition to convey atmosphere and mood, producing immersive scenes with bold perspective and striking lighting.

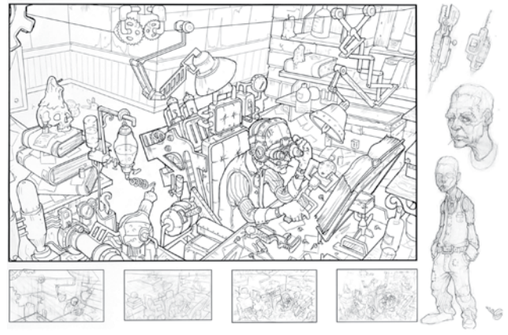
FND 122 Color Fundamentals
Explore color as a powerful tool in digital media. Learn how color psychology, contrast, light temperature, composition, and harmony enhance imagery, while applying various color schemes to create visually compelling artwork.

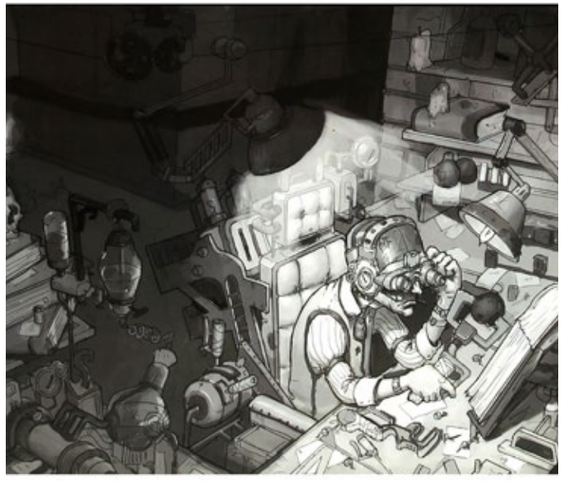
FND 125 Color and Design
Take a deep dive into color and design using traditional media. Explore color harmony through various schemes and learn how psychology, contrast, proportion, atmospheric depth, light temperature, unity, and visual emphasis enhance imagery. Apply these principles in painting to create visuals with powerful storytelling.

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.

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





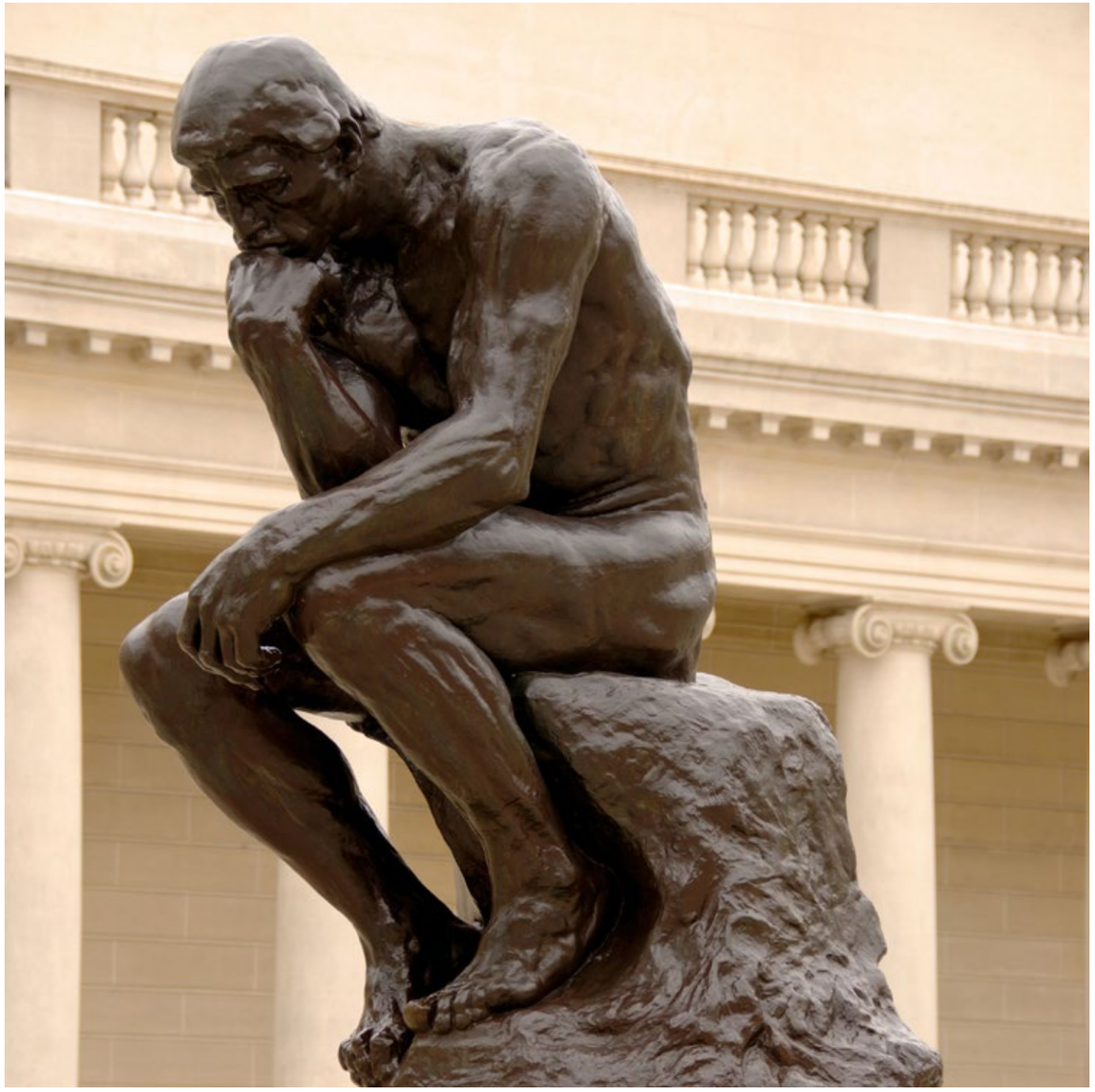
ENGLISH FOR ART PURPOSES

Academy of Art University is an excellent choice for nonnative 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 an excellent choice for nonnative 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. You will explore dimensions of well-being through creative exploration and the Socratic Method. Individual behaviors and practices that impact wellness and support emerging creatives will be emphasized on your 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 104 Respect for Acting
Jump into the world of objective-based acting! Through scene study, you will learn the basics of professional acting technique, focusing on making compelling acting choices and improving your performances based on adjustments. (This course is cross-listed with ACT 101.)

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. (This course is cross-listed with COM 105.)

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 Natural Systems in the Landscape
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. (This course is cross-listed with LAN 115.)

LA 116 Looking at Art and Design
Explore the fundamental building blocks of art and design through the study of painting, sculpture, graphic art, architecture, and other media to gain a historical and cultural appreciation of two- and three-dimensional art.

LA 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. (This course is cross-listed with LAN 117.)

LA 118 History of Industrial Design
It's important to know your design history. You'll examine the social ramifications of historical events, periods, and people that influenced contemporary design, from the Industrial Revolution to the birth of industrial design in the '30s and '40s to the industry today.

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.

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

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 124 Light, Sound, and Motion
Expand your conceptual understanding by developing quantitative skills for analyzing and communicating properties of light, sound, color, and motion content in professional settings.

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. (This course is cross-listed with ADV 125.)

LA 128 The Body As Art: History of Tattoo and 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 car design within a historical and cultural context, you'll learn how innovations like the assembly line influenced transportation design.

LA 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.

LA 132 History of Animation
What's up, doc? From a 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

LA 133 AI Short Form Writing
You'll practice the reductive writing process by cutting clutter to create stories, voice, and style with fewer words. You'll learn how to train and use AI tools like ChatGPT to brainstorm, refine, and edit while keeping your unique style intact. Write with clarity, impact, and confidence with AI as your creative partner.

LA 134 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.

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 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.

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 to convert units (metric and imperial), convert temperature (Fahrenheit and Celsius), and calculate volume.

LA 147 History of Photography
Know your history. You'll study the individuals, movements, work, and theories that became the foundation of the art form.

LA 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. (This course is cross-listed with COM 150.)

LA 152 History of Illustration
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.

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 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. (This course is cross-listed with IAD 161.)

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 an outline and beginning to write a short film. (This course is cross-listed with MPT 166.)

LA 171 Western Civilization
Explore Western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, Rome, and Islamic religion and societies.

LA 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.

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 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. (This course is cross-listed with GAP 201.)

LA 202 English Composition: Creative Persuasion and 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 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 705, and GLA 705.)

LA 206 Programming Fundamentals
Students will learn programming fundamentals which can be used as a foundation for learning advanced concepts or working within engine scripting systems. The course uses a simplified development environment to teach the basics of programming like variables, conditional logic, functions, objects, and classes.

LA 209 Gender, Race, and 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. 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 and Graphic Novels
Effective strategies for professional comic book scriptwriting are taught in this course. You will read graphic novels and critical writing about comics which emphasize the physical space words occupy. You will produce a completed comic book script by the end of the semester. (This course is cross-listed with ILL 217.)

LA 218 Blogging: Content Creation and 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. (This course is cross-listed with FSH 218.)

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 14th-century and discover how we lived shaped the spaces we built.

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 226 Survey of Traditional Interior Architecture
Know your design history. Focusing on major movements and innovations, you'll examine the societal, political, environmental, and economic influences that impacted architecture, design, furniture, and materials until the early 19th century.

LA 229 Survey of Contemporary Interior Architecture
Expand your design history knowledge. Focusing on major movements and innovations, you'll examine the societal, political, environmental, and economic influences that impacted architecture, design, furniture, and materials from the Industrial Revolution to today.

LA 233 Popular Topics in Health, Nutrition, and 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, 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.

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.

LA 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.

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 historical styles and design principles borrowed from the past shaped the built environment and 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
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 and Speech
Bonjour! 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 and Speech
Buongiorno! 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 and Speech
Hola! You'll learn practical applications of basic principles of Spanish 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 and 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. (This course is cross-listed with GLA 905.) NOTE: LA 274 meets the undergraduate Art Historical Awareness requirement. Students may also seek director approval to apply this course towards the undergraduate Historical Awareness or Cultural Ideas & Influences requirement.

LA 276 Study Abroad: 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. (This course is cross-listed with GLA 903.) NOTE: LA 276 meets the undergraduate Art Historical Awareness requirement. Students may also seek director approval to apply this course towards the undergraduate Historical Awareness or Cultural Ideas & Influences requirement.

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 282 Film History 2: 1940-1974
It was the Golden Age of Cinema. You'll study Neo-Realism, the French New Wave, Cinéma Vérité, 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 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,and 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 and 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 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 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 you are selling, a film, an app, fashion line, game, or product; you'll build a crowdfunding campaign from inception to launch! Learn how to create your crowdfund campaign, find your target audience, build a social media community, and pitch your project to seal the deal. (This course is cross-listed with MPT 685, GLA 685, and MPT 304.)

LA 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. Course content is supported by fieldwork observations and interviews. (This course is cross-listed with ARE 600, GLA 600, and ARE 305.)

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 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 apps, such as Twitter, Facebook, Pinterest, and Instagram, and emerging social media channels. (This course is cross-listed with PRO 314.)

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. (This course is cross-listed with PRO 315.)

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. (This course is cross-listed with PRO 316.)

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. (This course is cross-listed with PRO 317.)

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. (This course is cross-listed with ILL 318.)

LA 319 History of the Built Environment 3: 1900 to Present
Explore the evolutions of art, architecture, and 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 1900s.

LA 320 Social Media Law and 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. (This course is cross-listed with PRO 320.)

LA 326 Topics in World Art
Explore art outside of the Western tradition. Taking a cross-cultural approach, you'll learn to recognize what art communicates about Asian, African, Polynesian, and Pre-Columbian American cultures. NOTE: LA 326 meets the undergraduate Cultural Ideas & Influences requirement. Students may also seek director approval to apply this course towards the undergraduate Art Historical Awareness requirement.

LA 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. (This course is cross-listed with AHS 327.)

LA 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, their respective characteristics, and how they're used in various product manufacturing processes. (This course is cross-listed with IND 651.)

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 and literary and philosophical texts of the era.

LA 348 Building Esports Experiences
Explore multiplayer free-to-play games and community event creation. Students engage in multiplayer games to understand their mechanics, community dynamics, and the structure of successful gaming events. Through practical application, critical analysis, research, teamwork and communication, students design gaming events to foster enjoyable experiences. (This course is cross-listed with COM 348.)

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 353 Game Freemium and 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. (This course is cross-listed with GAM 353.)

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 364 Self-Promotion and Marketing
Become an artist-entrepreneur. Develop a business identity, branding, and public relations plan focused on self-promotion and promoting your business. You'll create marketing collateral and strategies to help your business succeed. (This course is cross-listed with PH 464.)

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. (This course is cross-listed with ADV 367.)

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 392 French 3: Advanced French Grammar and Conversation
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 and 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 and 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 major artists, artworks and historical context related to the production of sculpture, painting, and architecture in Italy from 1300 to 1600. Students will engage in critical analysis of artwork through application of primary source readings and seminal theories of Renaissance scholarship in essays and oral presentations.

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 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. (This course is cross-listed with AHS 623.)

LA 429 Architecture Theory
The influence of architecture goes far beyond the buildings you see. Discover 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 paintings, sculpture, ceramics, and architecture of India, China, and Japan through visual analysis and a close reading of primary and secondary source material.

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 and Curatorial Practices
Explore administrative practices within museums and aspects of collections management, which are often influenced by a society's social and political values. You will study the principles and practice of collections management and care. Gain familiarity with established professional standards concerning collections development, care, and curatorial practice that form the foundation for many museum activities. (This course is cross-listed with AHS 450.)

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 and 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. You'll examine both movements through the lens of Modernism and postmodernism. (This course is cross-listed with AHS 634.)

LA 466 Horror, Fantasy, and Science Fiction - The Screenplay
You will create a horror, science fiction or fantasy short screenplay. Along the way you will learn the foundational principles of each genre and how to write an effective screenplay with compelling characters, who live in believable worlds that will capture the audience's attention. (This course is cross-listed with WRI 466 and WRI 666.)

LA 469 Script Analysis
Actors, directors, and writers will work together to analyze screenplays collaboratively in a professional context. Focus is on developing a more sophisticated approach 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 ACT 469.)

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.

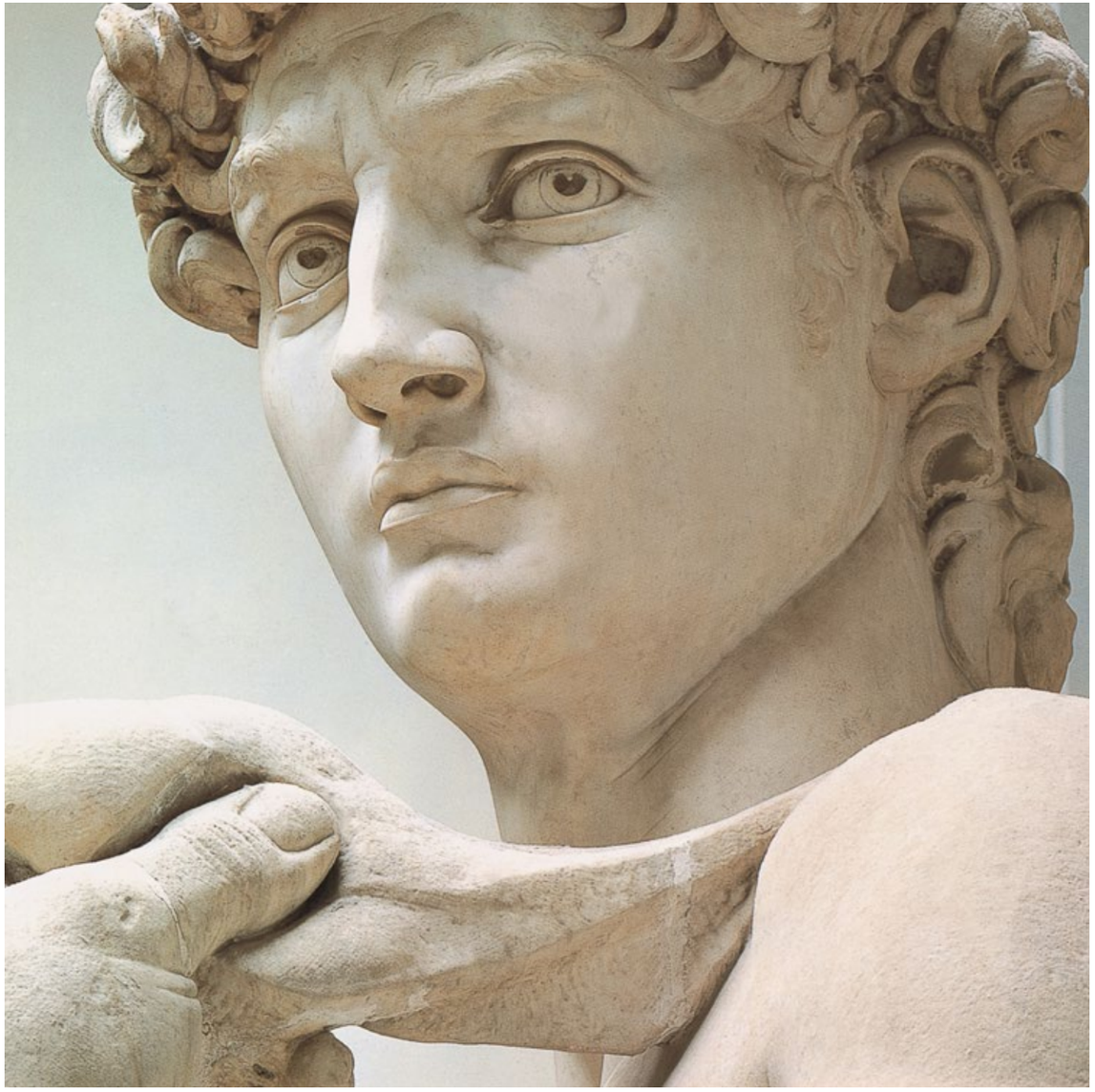
LA 493 Spanish 4: Proficiency
Polish your Spanish skills. You'll read, analyze, and evaluate Spanish short stories and literacy selections related to art and design and practice extensive spoken and written communication.

LA 494 Study Abroad: Fashion Culture and Industry
Discover the impact of Italy 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. (This course is cross-listed with FSH 904, FSH 494, and GLA 904.) NOTE: LA 494 meets the undergraduate Cultural Ideas & Influences requirement. Students may also seek director approval to apply this course towards the undergraduate Art Historical Awareness requirement.

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.

LA 500 Internship
Internship is only open to qualified upper-division students, offering an opportunity to work in the field related on a research project.



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
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. Course content is supported by fieldwork observations and interviews. (This course is cross-listed with ARE 600, ARE 305, and LA 305.)

GLA 601 Classical Aesthetics and the Renaissance
Examine the ideas that helped shape the Renaissance. Considering the art and ideas of ancient Greece, Rome, and Medieval Europe as the foundation, you'll analyze the art of the Renaissance and its transition to the modern world.

GLA 602 The Art and Ideology of the 20th Century
What is art? Or modernism? You'll take a deep dive into the 20th century, exploring the artists, philosophers, cultural phenomena, stylistic movements, and world of ideas that shaped the century.

GLA 603 Anthropology: Experiencing Culture
Develop your intercultural communication skills as a visual artist. You'll use anthropological methods to analyze cultural patterns within and across social groups, applying these principles to art, design, and marketing in contemporary society.

GLA 605 Motion Picture Theory and Style
Study the history of film and evolution of motion picture style in camera, lighting, editing, mise-en-scene, sound, story, and performance. You'll examine the aesthetic developments and innovations that influence contemporary works.

GLA 606 Crossing Borders: Art and Culture in a Global Society
Explore the relationships between Euro-American culture and other cultures. You'll examine how post-colonialism, transnationalism, and globalism have shaped the production, circulation, and consumption of art.

GLA 612 Writing and Research for the Master's Student
Use idea generation, research, drafting, and editing strategies to improve your writing and articulate your final project concept. Focusing on audience, the writing process, and purpose, you'll gain skills that help you meet future professional writing demands.

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
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 ARH 614.)

GLA 615 History of Graphic Design
You'll examine the pivotal events, innovations, movements, and creative thinkers that shaped contemporary design practice and the influenced the current state of graphic communication.

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

GLA 617 Mythology for the Modern World
Applying standard analytical models to myths, you'll study diverse cultural mythologies and their symbolic representations and learn to recognize mythic forms and how they operate in ancient, tribal, and modern cultures.

GLA 618 Film Music History: The Art of the Film Score
Examine the film score, from silent film to today's diverse styles. You will learn how the score functions to support the aesthetic and narrative elements of the story.

GLA 621 History and Techniques of Character Animation
Understand the artistic and technological history of animation. You'll examine different regional styles, animation as a reflection of society, early attempts to break the 3D curse, and how the earlier works are referenced in today's animation.

GLA 622 History and Techniques of VFX
Apply an historic knowledge of special effects techniques to contemporary visual effects and animation. You'll study in-camera techniques, traditional stop motion, motion control, matte paintings, miniatures, computer-generated visual effects and animation, and compositing.

GLA 623 History and Techniques of Games
Know your game history, from board games to the most complex PC and console games. You'll examine game design and theory, non-linear storytelling, pre-production, and game art, focusing on how humans relate to each other through games and games in society.

GLA 624 History of Visual Development
Increase your knowledge of visual design across multiple platforms and disciplines. You'll be exposed to the visual language of live-action and animated film, television, and gaming.

GLA 625 History of Photography
How has photography influenced the visual arts? You'll study the rich history of photography, including the theoretical and practical impact of the of the major photographic movements and genres throughout history.

GLA 626 Business Practices and Principles for Photographers
Set up a viable business and marketing plan based on your professional photography goals. As a fine art, commercial, or documentary photographer, you'll learn contemporary business practices and general practices for teaching photography.

GLA 627 The Global Design Studio: Past, Present, and Future
Explore design's social, political, and cultural impact on the world. You will analyze historical precedents and make projections about the responsibilities and challenges designers may face in the decades to come. NOTE: GLA 627 meets the graduate Cross Cultural Understanding requirement. Students may also seek director approval to apply this course towards the graduate Art Historical Awareness & Aesthetic Sensitivity requirement.

GLA 629 150 Years of American Illustration
Who were the significant American illustrators of the mid-19th to 21st century? Considering the printing and advertising capabilities of the time, you'll analyze illustration's techniques, styles, and its influences on social and cultural patterns.

GLA 630 Survey of Sustainable Design
Solidify your personal philosophy on sustainability. You'll examine facts and establish opinions to create a project that applies 21st-century ideals to sustainable design and environmental issues. (This course is cross-listed with IAD 625 and IAD 380.)

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
Strengthen your ability to communicate visually and verbally using your acting and directing skills. You'll learn pantomime, voice-over acting, and improvisational acting, and gain techniques for creating comedy.

GLA 637 Theory and 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 and 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 economic influences that impacted art, architecture, design, furniture, and materials from the Industrial Revolution to today.

GLA 658 Creative Perspectives in Sound Design
Studying motion pictures-from their inception through 1978-you will learn how sound design supports the aesthetic and narrative elements of the story. You will 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. (This course is cross-listed with MUS 658.)

GLA 674 Professional Practices for Fine Artists
Prepare your art for the professional marketplace. You'll develop a portfolio package that includes a personal website, resume, artist statement, bio, and a collection of professional photographs of your work.

GLA 675 Professional Practices for Illustrators
Prepare your illustrative art for the professional marketplace. After conducting a personal career analysis and building a financial strategy, you'll develop a persuasive, multi-channeled portfolio package that includes a personal website.

GLA 676 Professional Practices for Designers and Advertisers
As a graphic design, interaction and UI/UX design, or advertising student, you'll create a personal career plan that focuses on professional practices and common business issues shared by these three affiliated fields.

GLA 679 Professional Practices for Visual Development
Learn the most common business practices shared by the animation, game, and film industries. You'll create a personal career plan focusing on communication, collaboration, crowdfunding, networking, marketing, and workplace pipelines.

GLA 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. (This course is cross-listed with MPT 685, MPT 304 and LA 304.)

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
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, LA 204, and MPT 705.)

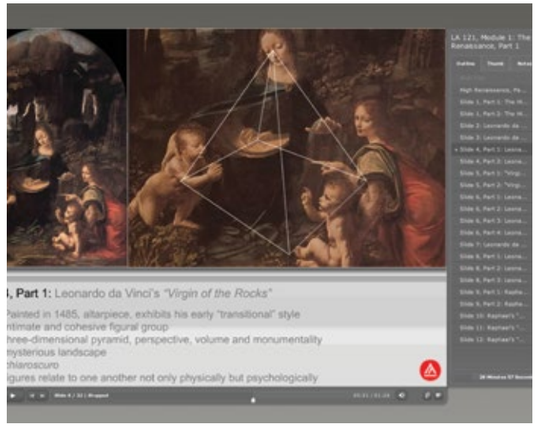
GLA 903 Study Abroad: Seminar in Great Britain
Keep Calm and discover the art, architecture, and history of Great Britain! You'll explore the region's historic castles, cathedrals, and treasure-filled museums during your Intersession tour. (This course is cross-listed with LA 276.) NOTE: GLA 903 meets the graduate Cross Cultural Understanding requirement. Students may also seek director approval to apply this course towards the graduate Art Historical Awareness & Aesthetic Sensitivity requirement.

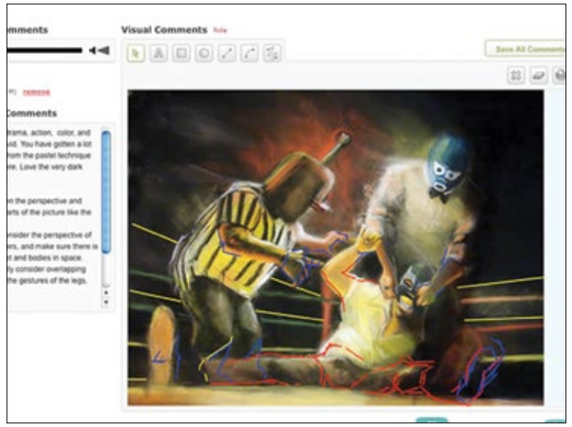
GLA 904 Study Abroad: Fashion Culture and Industry
Discover the impact of Italy on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study. (This course is cross-listed with FSH 904, FSH 494, and LA 494.) NOTE: GLA 904 meets the graduate Cross Cultural Understanding requirement. Students may also seek director approval to apply this course towards the graduate Art Historical Awareness & Aesthetic Sensitivity requirement.

GLA 905 Study Abroad: Art and 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. (This course is cross-listed with LA 274.) NOTE: GLA 905 meets the graduate Cross Cultural Understanding requirement. Students may also seek director approval to apply this course towards the graduate Art Historical Awareness & Aesthetic Sensitivity requirement.

ACADEMY of ART UNIVERSITY

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.

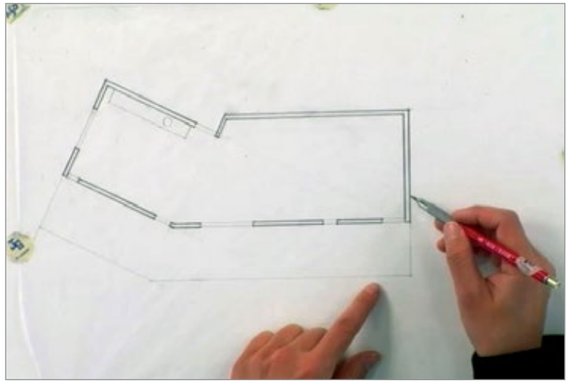
What are the components of online classes, and how do I participate? Just like a physical campus, your online class has students, instructors, advising, and staff. The only difference is that students interact using web-based discussion, e-mail, phone, and fax. Instead of raising your hand, you ask a 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.

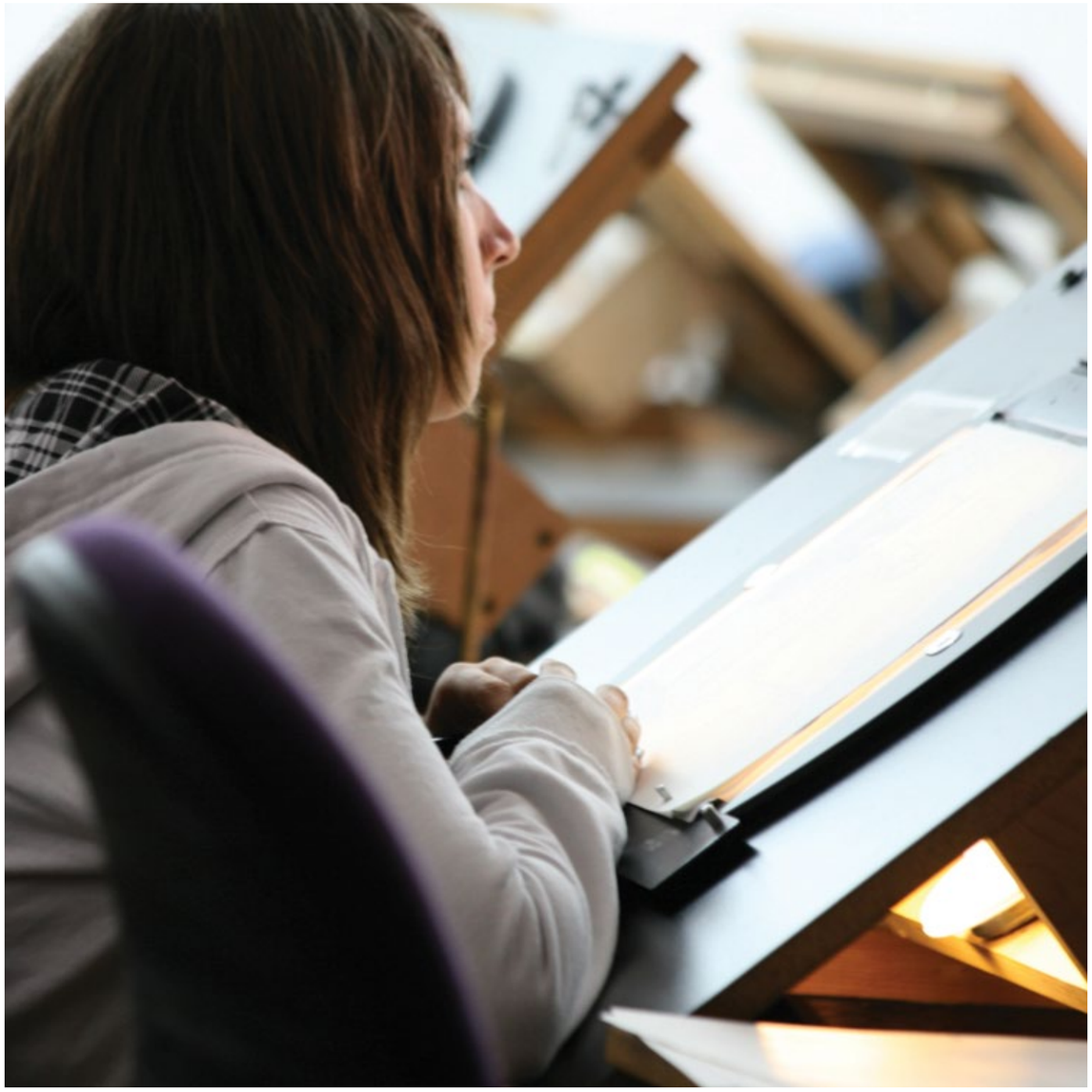
What are the prerequisites? How do I know if I qualify?
Prerequisites are the same as those stated in the general Academy of Art University catalog and class bulletins. This information for online programs is also provided in the online Course Schedule.

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.



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

Discover your potential and interact with other young artists

Benefits of Pre-College

Academy of Art University's Pre-College Art & Design Experience Program is 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.
- 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 Pre-College Art & Design 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 across many areas of art and design
- Designed to accommodate all educational and artistic backgrounds
- Students will build new skills and confidence

Program Costs

- Pre-College Art & Design 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 specialist 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 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 apps, such as Twitter, Facebook, Pinterest, and Instagram, and emerging social media channels. (This course is cross-listed with LA 314.)

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. (This course is cross-listed with LA 315.)

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. (This course is cross-listed with LA 316.)

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. (This course is cross-listed with LA 317.)

PRO 320 Social Media Law and 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. (This course is cross-listed with LA 320.)

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

CLUBS & ORGANIZATIONS

CLUBS & ORGANIZATIONS

Make the most of your university experience and grow, learn, laugh, and run with us. With dozens of clubs and organizations to choose from, you're sure to find a new creative outlet and build lifelong relationships.

Join students with similar interests to discuss ideas, promote your work, form collaborations, and share information. Below are just some examples of our clubs and organizations that have been part of the Academy throughout the years.

All university clubs are open to all Academy of Art University students.

Academy of Art University Discord Policy
Academy of Art University Clubs & Organizations

Clubs & Organizations at The Academy

American Institute of Architecture Students (AIAS)
The American Institute of Architecture Students (AIAS) is an independent, nonprofit, student-run organization dedicated to providing unmatched progressive programs, information, and resources on issues critical to architecture and the experience of education. The AIAS aims to promote excellence in architectural education, training, and practice; to foster an appreciation of architecture and related disciplines; to enrich communities in a spirit of collaboration; and to organize students and combine their efforts to advance the art and science of architecture.

ArtU Game Club
ArtU Game Club is about making friends, hanging out, playing games, and studying together.

ArtU Miniature Painting Club
The ArtU Miniature Painting Guild is a community space for students who enjoy painting tabletop miniatures. Join us during Game Night to learn techniques, share inspiration, and bring your favorite Warhammer, D&D, and board game figures to life. Game Night is held Thursdays from 5-9PM at 180 New Montgomery, open to all majors.

Beyond the Front Row (BtFR)
Beyond the Front Row is the official club of the School of Fashion at Academy of Art University, devoted to creating a community of fashion enthusiasts and designers.

The Design Collective
Design is everywhere, and The Design Collective (TDC) brings students together to explore its limitless possibilities. Our club fosters a space where designers, artists, and creatives collaborate, experiment, and push boundaries. Through workshops, industry talks, and creative challenges, we help students sharpen their skills and expand their knowledge.

The Fine Art Club
Fine Art Club is a welcoming space for artists to explore, create, and connect. Through group study, field trips, and showcases, members share inspiration, develop their skills, and celebrate each other's work. Perfect for artists of all levels!

Interior Architecture & Design Club (IAD)
IAD Club is the official club of the Interior Architecture and Design School at Academy of Art University. Good art inspires; good design motivates! The interior design and architecture club gathers students from the IAD majors (or any other Academy of Art University students interested in Interior Architecture) for instructive and constructive discussion. Additionally, the club aims to create an inviting atmosphere for students with similar interests to connect socially and academically.

Korean Student Association (KSA)
The Academy's Korean Student Association (KSA) is dedicated to fostering a constructive community among Korean and Korean American students. We aim not only to participate in social and networking events together but also to engage with one another, offering mutual support for personal growth. Ultimately, our club's objective is to establish a collective of designers and artists based on our shared identity as Korean students.

Legends of Visual Effects
The club will be showcasing the possibilities of VFX and expose artists to new ways of thinking about visual effects. Our goal is to unite students who are interested in the art of visual effects, help them understand industry-standard procedures, and build a creative environment where we can practice and improve as a team.

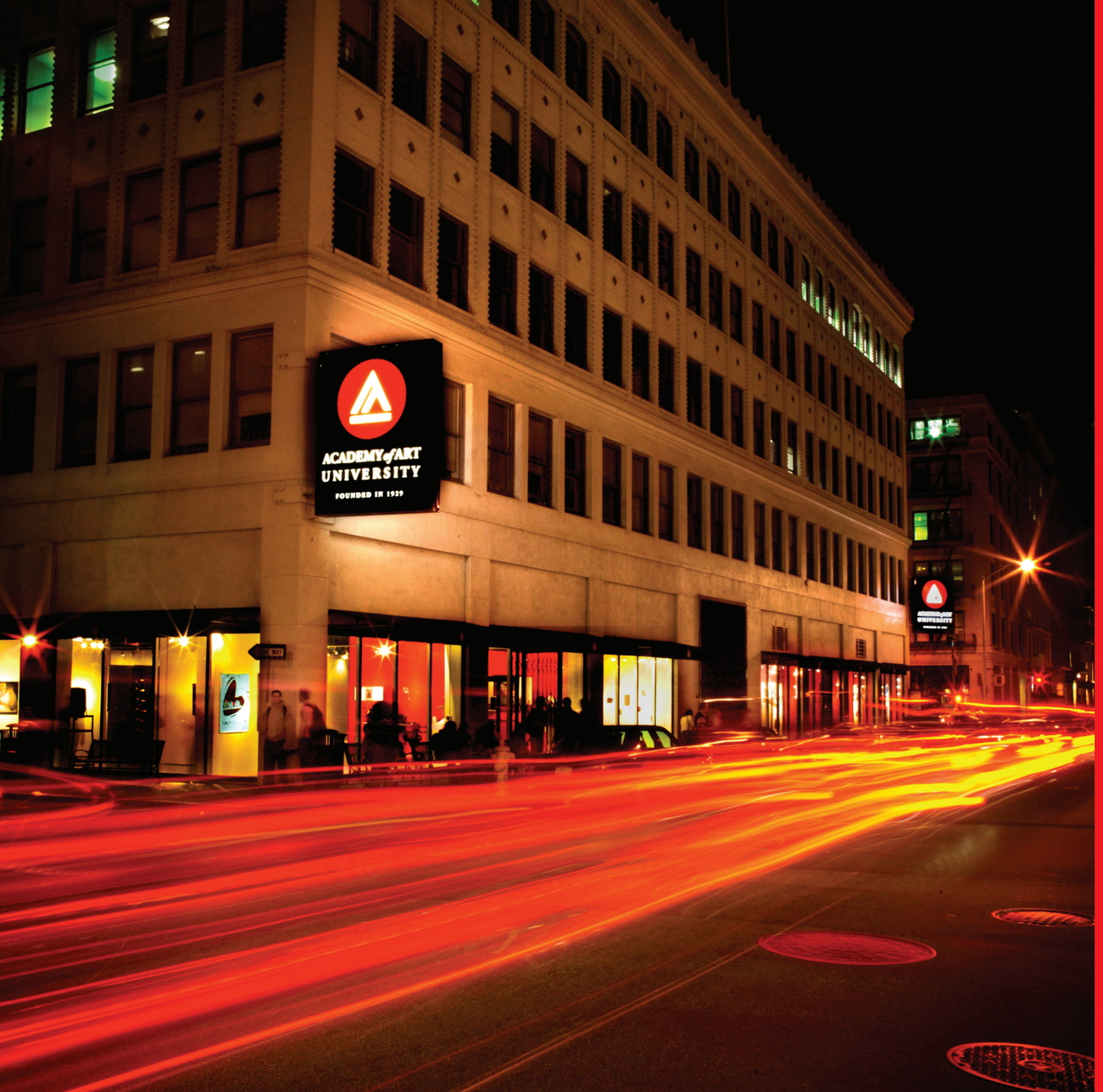
National Organization of Minority Architecture Students (NOMAS)
NOMAS is an organization that strives to foster innovation and collaboration by amplifying the voices of minority architecture students through the celebration of our experiences and excellence.

Outloud! LGBTQIA+ Club
Outloud! celebrates individuality and highlights equality at ArtU by promoting tolerance and acceptance. We work toward creating and maintaining safe, inclusive, and equitable environments as a support network for LGBTQIA+ students and alumni.

Tea Time Animation
The goal of Tea Time is to bring together current students and alumni to discuss industry- and department-related news and concerns, facilitate lectures by guest speakers, nurture communication between the student body and the animation department, and provide opportunities for peer-to-peer critique. We are a networking resource for the student community. We offer the opportunity for you to get more out of your education and learn what it takes to become a driving force in the future of our industry. The level of engagement with the group is up to you; you can attend our weekly meetings. participate in our large online community, or any combination that works for you. You'll have the opportunity to join face-to-face discussions with industry professionals and get answers to your most pressing questions.

Visionaries Concept Art Club
With fundamental concept art principles at its core, Visionaries of Concept Art serves as a Project-based springboard to give life to each member's unique interests and inspirations within the context of one collective universe/game development project. The club offers a safe space to explore new skills, hone your specialty, learn from industry professionals, and experience the community aspects of studio-style game development with other students. Let's envision worlds together!

Women in Animation (WIA)
The Women in Animation (WIA) Student Chapter at ArtU focuses on encouraging and inspiring equity across all facets of the animation pipeline in the film and video game industries. We support anyone who is interested in pursuing careers in these industries through a wide range of resources. WIA x ArtU is an inclusive and diverse chapter that embraces all majors and identity groups to achieve a common goal of equity for women and other marginalized groups in the entertainment arts. We also gather as a group to share our passion for animation. Please note this club is open to everyone, not just women.



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 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 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/aau/portal/saml

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 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

Undergraduate Tuition	$1,239 per unit - Domestic
	$1,463 per unit - International
Graduate & Art Teaching Credential Tuition	
	$1,407 per unit - Domestic
	$1,615 per unit - International
(Effective Fall 2025)	
Undergraduate Tuition	$1,301 per unit - Domestic
	$1,682 per unit - International
Graduate & Art Teaching Credential Tuition	
	$1,477 per unit - Domestic
	$1,857 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 $1,239)	$29,736
	Domestic Students
Graduate Tuition (18 units x $1,407)	$25,326
	Domestic Students
Undergraduate Tuition (24 units x $1,463)	$35,112
	International Students
Graduate Tuition (18 units x $1,615)	$29,070
	International Students
(Effective Fall 2025)	
Undergraduate Tuition (24 units x $1,301)	$31,224
	Domestic Students
Graduate Tuition (18 units x $1,477)	$26,586
	Domestic Students
Undergraduate Tuition (24 units x $1,682)	$40,368
	International Students
Graduate Tuition (18 units x $1,857)	$33,426
	International Students

Additional Fees

(Non-refundable after the cancellation period.)

Typical Course Fees for Academic Year (vary by program)	
	See catalog addendum 1
Typical Cost of Supplies for Academic Year	$1,090 (varies by major)
Course Drop Fee Per Course	$25
Locker Rental Fee (Fall and Spring / Summer)	$20
Returned Check Handling Fee	$30
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

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 vison 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.
- Academy of Art University 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
- Gym (available during Fall and Spring semesters)
- Student Organizations
- Career and Entrepreneurial Development

When you arrive on campus, we will greet you with our New Student Orientation. “Launchpad” 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 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/

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 Labs anytime throughout the semester. Speaking and Writing Lab support is available on campus as well as online.

Accessibility

Academy of Art University is committed to providing an inclusive environment for students with disabilities, in accordance with the Americans with Disabilities Act (ADA), Section 504 of the Rehabilitation Act, and applicable California laws. The Department of Accessibility Resources ensures equal opportunity to the University's curriculum, programs, and facilities for students with disabilities or health conditions who otherwise are unable to fully participate in classes or other University activities.

Academy of Art University has designated Accessibility Resources as the primary provider of academic adjustments, auxiliary aids and services, instructional support, and related assistance that facilitate equal educational opportunities for qualified students with disabilities, as required by federal and state law.

Accommodations or reasonable adjustments may be assigned to provide students with equal access to the university and to help protect individuals with disabilities from discrimination. Requests for accommodations are considered individually. Students are responsible for communicating their accommodation requests and submitting documentation that meets Accessibility Resources' eligibility criteria. To ask about eligibility criteria and request accommodations, students may contact:

Accessibility Resources
Email: accessibility@academyart.edu
Phone: 415.618.3775
http://www.academyart.edu/accessibility

The designated Coordinator for the purposes of the University's compliance with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act is Heather King, Hking@academyart.edu.

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: *https://www.academyart.edu/calendar/*

SPRING 2026	DATES
Registration for Spring 2026 Begins	September 22, 2025
New Year's Holiday **(All Buildings Closed)**	January 1, 2026
Winter Intersession Classes Begin	**January 5, 2026**
Progress Grade 1 for Winter Intersession 2026	January 8-12, 2026
Financial Aid Initial Paperwork Deadline (*to guarantee timely award letter prior to semester start*)	January 12, 2026
Midterm Grading Period for Winter Intersession 2026	January 13-15, 2026
New International Student Move In	January 14, 2026
Progress Grade 2 for Winter Intersession 2026	January 19-21, 2026
Martin Luther King, Jr. Day	January 19, 2026
New Student Move In	January 21, 2026
Final Grading Period for Winter Intersession 2026	January 22-30, 2026
Winter Intersession Classes End	**January 23, 2026**
New Student Orientation	January 23, 2026
Meet Your Department Director	January 23, 2026
Continuing Student Move In	January 23, 2026
Last Day to submit grade changes for Fall 2025 "Incompletes"	January 23, 2026
Tuition Due for Spring 2026	January 24, 2026
Installment Payment Plan Contract Deadline	January 24, 2026
Installment Plan Deadline: 1st Payment Due	January 24, 2026
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees	January 24, 2026
Last Day to Register for Spring 2026 Without a Late Fee	January 24, 2026
Locker Reservations Begin	January 28, 2026
Spring Classes Begin	**January 28, 2026**
Spring Pre-College Art Experience Online Classes Begin	January 28, 2026
Spring Pre-College Art Experience Online Classes: Last day to apply/change class schedule	January 28, 2026
Late Registration Period for Spring 2026 *(late fee will apply)*	January 29-February 10, 2026
Last Day for Course Changes Without a Late Fee	February 3, 2026
Last Day to Register for Spring 2026 *(late fee will apply)*	February 10, 2026
Financial Aid File Complete Deadline	February 11, 2026
Registration for Summer & Fall 2026 Begins	February 16, 2026
Progress 1 Grading Period for Spring 2026	February 18-27, 2026
Installment Plan Deadline: 2nd Payment Due	March 1, 2026
Midterms Start	March 4, 2026
Spring Pre-College Art Experience Online Classes Final Grading Period	March 4-17, 2026
Daylight Savings Time Begins *(set clocks one hour forward)*	March 8, 2026
Spring Pre-College Art Experience Online Classes End	March 10, 2026

Midterm Grading Period for Spring 2026	March 11-20, 2026
Midterms End	March 17, 2026
Spring Break Week	March 18-24, 2026
“WF” Penalty	March 25, 2026
Spring Pre-College Art Experience Intensive Classes Begin	March 28, 2026
Spring Pre-College Art Experience Intensive Classes: Last day to apply/change class schedule	March 28, 2026
Installment Plan Deadline: 3rd Payment Due	April 1, 2026
Spring Pre-College Art Experience Intensive Classes End	April 4, 2026
Spring Pre-College Art Experience Intensive Classes Final Grading Period	April 4-14, 2026
Spring Pre-College Art Experience Intensive Final Exhibition	April 11, 2026
Progress 2 Grading Period for Spring 2026	April 15-24, 2026
Installment Plan Deadline: 4th Payment Due	May 1, 2026
Final Grading Period for Spring 2026	May 6-26, 2026
Fashion Show	May 7, 2026
Spring Show Exhibition	May 8, 2026
Commencement – UGRD	May 13, 2026
Commencement – GRAD	May 14, 2026
Spring Classes End	**May 19, 2026**
Residence Halls Close	May 20, 2026
Memorial Day **(All Buildings Closed)**	May 25, 2026
Final Grades for Spring 2026 to Students	June 2, 2026

SUMMER 2026

	DATES
Registration for Summer & Fall 2026 Begins	February 16, 2026
Financial Aid Initial Paperwork Deadline (*to guarantee timely award letter prior to semester start*)	May 25, 2026
Summer Intersession Classes Begin	**May 26, 2026**
Progress 1 Grading Period for Summer Intersession	May 29-June 1, 2026
Midterm Grading Period for Summer Intersession	June 2-4, 2026
Financial Aid File Complete	June 3, 2026
Progress 2 Grading Period for Summer Intersession	June 8-10, 2026
New Student Move In	June 10, 2026
Final Grading Period for Summer Intersession	June 11-19, 2026
Meet Your Department Directors	June 12, 2026
Last day to submit grade changes for Spring 2026 “Incompletes”	June 12, 2026
Summer Intersession Classes End	**June 12, 2026**
Continuing Student Move In	June 12, 2026
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees	June 13, 2026
Tuition Due Date for Summer 2026	June 13, 2026
Installment Payment Plan Contract	June 13, 2026
Installment Plan Deadline: 1st Payment Due	June 13, 2026
Last Day to Register for Summer 2026 Without a Late Fee	June 13, 2026
Summer Pre-College Art Experience Classes Prep-Day (mandatory for all first-time *onsite students*)	June 13, 2026
Locker Reservations Begin	June 15, 2026
Summer Classes Begin	**June 15, 2026**
Summer Pre-College Art Experience Classes Begin	June 15, 2026
Summer Pre-College Art Experience Classes: Last day to apply/change class schedule	June 15, 2026
Last Day for Course Changes Without a Late Fee	June 19, 2026
Last Day to Register for Summer 2026 *(late fee will apply)*	June 19, 2026
Summer Pre-College Art Experience Classes Final Grading Period	June 22-30, 2026
Study Abroad Italy - Fashion Classes Begin	June 24, 2026
Summer Pre-College Art Experience Classes End	June 24, 2026
Summer Pre-College Art Experience Final Exhibition	June 25, 2026
Progress 1 Grading Period for Summer 2026	June 25-30, 2026
Study Abroad Italy – Illustration Classes Begin	June 29, 2026
Study Abroad Italy – Fine Art Classes Begin	June 29, 2026
Midterms Start	July 2, 2026
Independence Day **(All Buildings Closed)**	July 4, 2026
Midterm Grading Period for Summer 2026	July 5-10, 2026
Midterms End	July 8, 2026
“WF” Penalty	July 12, 2026
Installment Plan Deadline: 2nd Payment Due	July 13, 2026
Progress 2 Grading Period for Summer 2026	July 19-24, 2026
Study Abroad Italy – Fashion Classes End	July 25, 2026
Final Grading Period for Summer 2026	July 30-August 10, 2026
Study Abroad Italy – Illustration Classes End	August 5, 2026
Study Abroad Italy – Fine Art Classes End	August 5, 2026
Summer Classes End	**August 5, 2026**
Residence Halls Close	August 5, 2026
August Intersession Classes Begin	**August 10, 2026**
Final Grades for Summer 2026 to Students	August 13, 2026
Progress Grade 1 for August Intersession 2026	August 13-17, 2026
Midterm Grading Period for August Intersession 2026	August 18-20, 2026
Progress Grade 2 for August Intersession 2026	August 24-26, 2026
Final Grading Period for August Intersession 2026	August 27-September 4, 2026
August Intersession Classes End	**August 28, 2026**
Final Grades for August Intersession 2026 to Students	September 9, 2026

FALL 2026

	DATES
Registration for Summer & Fall 2026 Begins	February 16, 2026
Financial Aid Initial Paperwork Deadline (*to guarantee timely award letter prior to semester start*)	August 16, 2026
New International Student Move In	August 19, 2026
New Students Move In	August 26, 2026
New Student Orientation	August 28, 2026

Meet Your Department Directors	August 28, 2026
Continuing Student Move In	August 28, 2026
Last Day to Submit Grade Changes for Summer 2026 “Incompletes”	August 28, 2026
Tuition Due for Fall 2026	August 28, 2026
Installment Payment Plan Contract	August 28, 2026
Installment Plan Deadline: 1st Payment Due	August 28, 2026
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees	August 28, 2026
Last Day to Register for Fall 2026 Without a Late Fee	August 29, 2026
Fall Classes Begin	**September 2, 2026**
Fall Pre-College Art Experience Online Classes Begin	September 2, 2026
Fall Pre-College Art Experience Online Classes: Last day to apply/change class schedule	September 2, 2026
Locker Reservations Begin	September 2, 2026
Late Registration Period for Fall 2026 *(late fee will apply)*	September 3-15, 2026
Labor Day **(All Buildings Closed)**	September 7, 2026
Last Day for Course Changes Without a Late Fee	September 8, 2026
Last Day to Register for Fall 2026 *(late fee will apply)*	September 15, 2026
Financial Aid File Complete Deadline	September 16, 2026
Registration for Spring 2027 Begins	September 21, 2026
Progress 1 Grading Period for Fall 2026	September 23-October 2, 2026
Installment Plan Deadline: 2nd Payment Due	October 1, 2026
Midterms Start	October 7, 2026
Fall Pre-College Art Experience Online Classes Final Grading Period	October 7-27, 2026
Fall Pre-College Art Experience Intensive Classes Begin	October 10, 2026
Fall Pre-College Art Experience Intensive Classes: Last day to apply/change class schedule	October 10, 2026
Fall Pre-College Art Experience Online Classes End	October 13, 2026
Midterm Grading Period for Fall 2026	October 14-23, 2026
Fall Pre-College Art Experience Intensive Classes End	October 17, 2026
Fall Pre-College Art Experience Intensive Classes Final Grading Period	October 17-27, 2026
Midterms End	October 20, 2026
“WF” Penalty	October 21, 2026
Fall Pre-College Art Experience Final Exhibition	October 24, 2026
Installment Plan Deadline: 3rd Payment Due	November 1, 2026
Daylight Savings Time Ends *(set clocks one hour back)*	November 1, 2026
Progress Grade 2 for Fall 2026	November 11-20, 2026
Thanksgiving Break **(All Buildings Closed)**	November 26-29, 2026
Installment Plan Deadline: 4th Payment Due	December 1, 2026
Final Grading Period for Fall 2026	December 2-21, 2026
Fall Classes End	**December 15, 2026**
Residence Halls Close for Winter Break	December 16, 2026
Winter Holiday **(All Buildings Closed)**	December 24-25, 2026
Final Grades for Fall 2026 to Students	December 29, 2026
New Year’s Holiday **(All Buildings Closed)**	January 1, 2027

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 and Admissions Specialist 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 Porposes (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 Specialist 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, AAS, 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 specialist 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 Specialist 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 Specialist 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 o a r 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 registration fee of $50 in order to register for classes. The new student enrollment fee is $95 and includes the registration fee. Both fees are non-refundable after the cancellation period.

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 Specialist 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.
- 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 Specialist 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 Specialist for details.

Graduate Degrees

A maximum of 9 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 Specialist 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:

Shaina Dabney, Title IX Coordinator
(415) 618-8232
sdabney@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.

CONCEPT DESIGN: Stuart Morgan
COVER ARTWORK: Adam Dennis, School of Illustration, 2008 BFA Alumnus, www.adamdennisarts.com
CATALOG PRODUCTION: Mateo Tayamen
CONTENT COORDINATORS: Denise Cottin
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