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.

2017-2018 COURSE CATALOG

SP17 SU17 FA17
SP18 SU18 **FA18**

OUR PROGRAMS

SCHOOL OF ACTING
AA Acting
BFA Acting
MA Acting
MFA Acting

SCHOOL OF ADVERTISING
AA Advertising
AA Studio Production
BFA Advertising
CERT Advertising
MA Advertising & Branded Media
MFA Advertising

SCHOOL OF ANIMATION & VISUAL EFFECTS
AA Animation & Visual Effects
BFA Animation & Visual Effects
CERT Animation & Visual Effects
MA Animation & Visual Effects
MFA Animation & Visual Effects

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

MA Available Areas of Emphasis:
- 2D Animation and Stop Motion
- 3D Animation
- 3D Modeling
- Visual Effects

SCHOOL OF ARCHITECTURE
BA Architectural Design
B.Arch Architecture
MA Advanced Architectural Design
M.Arch Architecture

SCHOOL OF ART EDUCATION
BFA Art Education
CRED Art Education
MA Art Education
MAT Art Education

SCHOOL OF ART HISTORY
BFA Art History
MA Art History

SCHOOL OF COMMUNICATIONS & MEDIA TECHNOLOGY
BA Communications & Media Technology
MA Communications & Media Technology

SCHOOL OF FASHION
AA Fashion
AA Fashion Journalism
AA Fashion Marketing
AA Fashion Merchandising
AA Fashion Product Development
AA Fashion Styling
AA Fashion Visual Merchandising
AA Knitwear Design
AA Textile Design
BA Fashion Journalism
BFA Costume Design
BFA Fashion
BFA Fashion Marketing
BFA Fashion Merchandising
BFA Fashion Product Development
BFA Fashion Styling
BFA Fashion Visual Merchandising
BFA Footwear & Accessory Design
BFA Knitwear Design
BFA Textile Design
CERT Fashion
MA Costume Design
MA Fashion
MA Fashion Journalism
MA Fashion Merchandising
MFA Costume Design
MFA Fashion
MFA Fashion Marketing & Brand Management

MFA Fashion Merchandising & Management
MFA Fashion Product Development
MFA Footwear & Accessory Design
MFA Knitwear Design
MFA Textile Design

AA Available Areas of Emphasis:
- Technical Fashion Design

BFA Available Areas of Emphasis:
- Fashion Design
- Pattern Making & 3-Dimensional Design for Fashion

MA & MFA Available Areas of Emphasis:
- Fashion Design

Non-Degree Programs:
- Social Media Management

SCHOOL OF FINE ART
AA Fine Art
BFA Fine Art
CERT Fine Art
MA Fine Art
MFA Fine Art

AA, BFA, MA & MFA Available Areas of Emphasis:
- Drawing & Painting
- Printmaking
- Sculpture

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

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

SCHOOL OF ILLUSTRATION
AA Illustration
BFA Illustration
CERT Illustration
MA Illustration
MFA Illustration
BFA & MFA Available Areas of Emphasis:
- Comics

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

AA & BFA Available Areas of Emphasis:
- Transportation Design

SCHOOL OF INTERIOR ARCHITECTURE & DESIGN
AA Interior Architecture & Design
BFA Interior Architecture & Design
CERT Interior Architecture & Design
MA Interior Architecture & Design
MFA Interior Architecture & Design

SCHOOL OF JEWELRY & METAL ARTS
AA Jewelry & Metal Arts
BFA Jewelry & Metal Arts
MA Jewelry & Metal Arts
MFA Jewelry & Metal Arts

OUR PROGRAMS

SCHOOL OF LANDSCAPE ARCHITECTURE

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

SCHOOL OF MOTION PICTURES & TELEVISION

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

BFA Available Areas of Emphasis:

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

Non-Degree Programs:

- Immersive Media & Virtual Reality

SCHOOL OF MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA

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

SCHOOL OF PHOTOGRAPHY

AA Photography
BFA Photography
CERT Photography
MA Photography
MFA Photography

BFA Available Areas of Emphasis:

- Documentary
- Fine Art Photography
- Advertising/Photo Illustration

SCHOOL OF VISUAL DEVELOPMENT

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

BFA Available Areas of Emphasis:

- Digital Art

MA & MFA Available Areas of Emphasis:

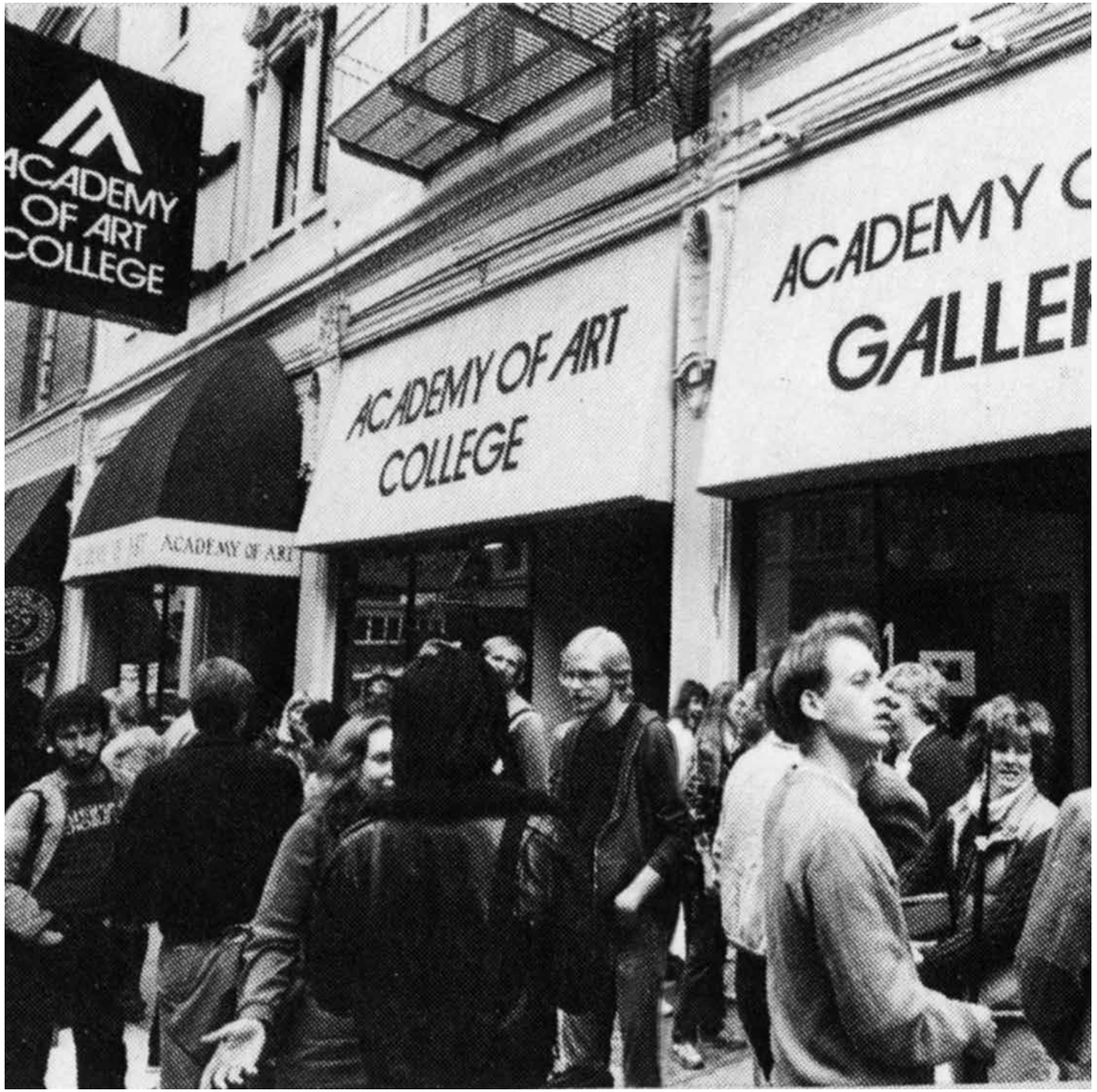
- Entertainment Art

SCHOOL OF WEB DESIGN & NEW MEDIA

AA Web Design & New Media
BFA Web Design & New Media
CERT Web Design & New Media
MA Web Design & New Media
MFA Web Design & New Media

SCHOOL OF WRITING FOR FILM, TELEVISION & DIGITAL MEDIA

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



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

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WHAT WE OFFER

PRE-COLLEGE PROGRAMS

High School Art Experience
Tuition-free high school scholarships

PROFESSIONAL DEVELOPMENT

In-Service Teachers
Practicing professionals

PERSONAL ENRICHMENT

Continuing Art Education
All levels from beginner to advanced

FLEXIBLE SCHEDULE

Days, nights, weekends, online
Intersession classes offered between semesters*
**Financial Aid is not available for intersession classes. Search up-to-date course schedules at www.academyart.edu*

COURSES FOR BEGINNERS

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

ATHLETICS

NCAA PacWest Conference
Intercollegiate Teams
Recreational & Intramural Sports

UNDERGRADUATE DEGREES

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

GRADUATE DEGREES

Master of Arts
Master of Fine Arts
Master of Architecture

CREDENTIAL PROGRAMS

Art Teaching Credential

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

ONLINE EDUCATION

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

INTERNATIONAL STUDENT SERVICES

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

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

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

WWW.ACADEMYART.EDU

HISTORY OF THE SCHOOL

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

This is our 80 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

- **School of Fine Art** begins

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

- School name changes from Académie of Advertising Art to Academy of Advertising Art
- Magazine Illustration and Photography are added to the curriculum

1957

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

1966

- 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

1985

- Academy receives National Association of Schools of Art and Design (NASAD) accreditation

1988

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

1992

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

1993

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

1994

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

1998

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

1999

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

2001

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

2002

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

2003

- First online classes offered

2004

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

2006

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

2007

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

2008

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

2009

- **School of Music for Visual Media** opens offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- Game Design separates from School of Animation & Visual Effects to become **School of Game Design** offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- **School of Computer Arts & New Media** becomes School of Web Design & New Media

2010

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

2011

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

2012

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

2013

- Visual Development separates from School of Animation and Visual Effects to become **School of Visual Development** offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- Jewelry and Metal Art separates from School of Fine Art to become **School of Jewelry & Metal Art** offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- **School of Illustration** adds an emphasis in Comics for the Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
- **School of Fashion** offers Associate of Arts, Bachelor of Arts and Master of Arts in Fashion Journalism
- **School of Fashion** offers Associate of Arts and Bachelor of Fine Arts in Fashion Styling
- **School of Art History** offers Master of Arts
- **School of Architecture** receives National Architectural Accrediting Board (NAAB) candidacy status for Bachelor of Architecture (B.Arch) degree

2014

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

2015

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

2016

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

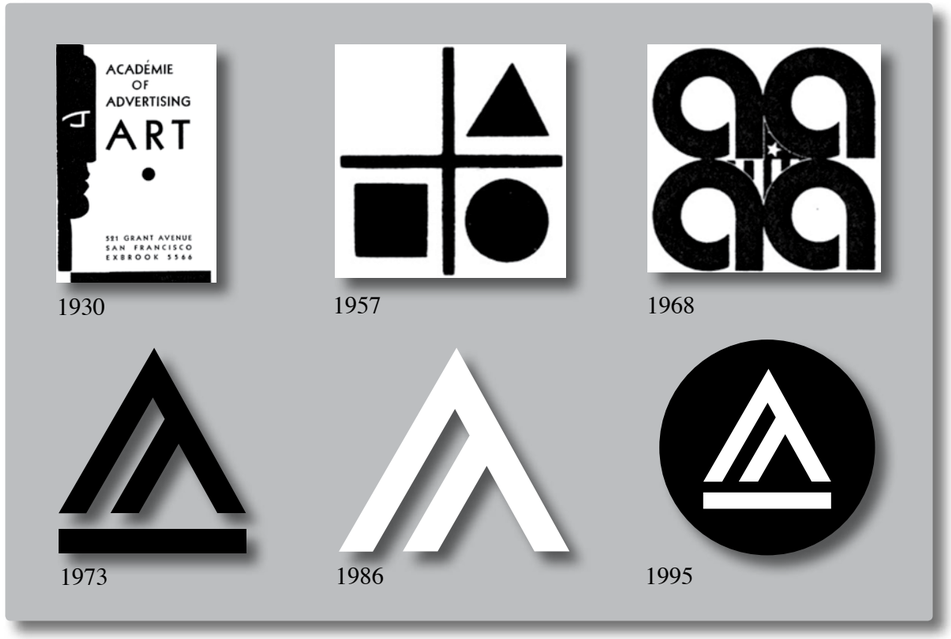
2017

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

2018

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

80 Years of Creative Passion



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

–Dr. Elisa. Stephens, President

WELCOME

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

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

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

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

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

Sincerely,

Elisa Stephens

Dr. Elisa Stephens,
President

WHO WE ARE

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

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

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

Catalog Addendum 1: Student and Academic Policies
Catalog Addendum 2: Board of Directors, Administrators, and Faculty
Course Fees & Prerequisites

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

Accreditation / Memberships

ACCREDITATION

WSCUC Accreditation
Academy of Art University is regionally accredited by the WASC Senior College and University Commission (WSCUC), one of the seven regional associations that accredit public and private colleges and schools in the United States. WSCUC is located at 985 Atlantic Avenue #100, Alameda, CA, 94501. Tel. 510.748.9001.

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; MA in Advanced Architectural Design; AA in Automotive Restoration; BFA and MFA in Footwear & Accessory Design; BFA and MFA in Knitwear Design; BFA and MFA in Textile Design; and MA in Writing & Directing for Film.

SPECIALIZED ACCREDITATIONS

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

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

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

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

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

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

- B. Arch. (162 undergraduate credits)
  Next accreditation visit 2026

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

NASAD Accreditation
National Association of Schools of Art and Design
The National Association of Schools of Art and Design (NASAD) is the national accrediting agency for art and design and art and design-related disciplines. Academy of Art University is accredited by the National Association of Schools of Art and Design (NASAD) to offer degrees of Associate of Arts, Bachelor of Arts, Bachelor of Fine Arts, Master of Fine Arts, Master of Arts, and Certificates. All Academy of Art University AA, BA, BFA, MA, MFA and Art Teaching Credential programs are accredited by NASAD except for the programs offered by these schools: School of Acting, School of Architecture, School of Communications and Media Technology, School of Landscape Architecture, School of Music Production & Sound Design for Visual Media, School of Writing for Film, Television & Digital Media, and also the MA in Advertising & Branded Media Technology offered by the School of Advertising, the MA in Fashion Merchandising, MFA in Fashion Marketing & Brand Management, MFA in Fashion Merchandising & Management, and the MFA in Fashion Product Development offered by the School of Fashion, the BS in Game Programming offered by the School of Game Development, the AA in Automotive Restoration offered by the School of Industrial Design, and the MA in Writing & Directing for Film offered by the School of Motion Pictures & Television. The National Association of Schools of Art and Design (NASAD) is located at 11250 Roger Bacon Drive, Suite 21, Reston, VA, 20190. Tel. 703.437.0700

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

MISSION STATEMENT

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

To achieve its mission Academy of Art University:

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

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.

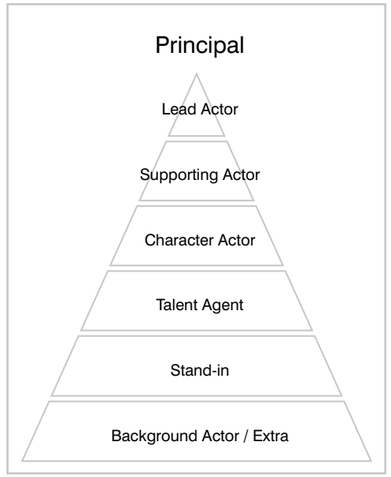
Stage and Camera: The School of Acting provides a training ground that is unique and suitable for both acting for the stage and acting for camera.

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	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA ACTING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA ACTING CORE COURSES

ACT 101 Respect for Acting
ACT 105 Acting 1
ACT 112 Speech 1: Building the Voice
ACT 123 Improvisation 1
ACT 141 Movement: Physical Acting
ACT 155 Acting 2
ACT 166 Singing 1: Vocal Technique
ACT 181 Movement: Body Awareness and the Conscious Actor
ACT 205 Acting 3
ACT 212 Speech 2: The Power of Voice
ACT 223 Improvisation 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Acting

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA ACTING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA ACTING CORE COURSES

ACT 101 Respect for Acting
ACT 105 Acting 1
ACT 112 Speech 1: Building the Voice
ACT 123 Improvisation 1
ACT 141 Movement: Physical Acting
ACT 155 Acting 2
ACT 166 Singing 1: Vocal Technique
ACT 181 Movement: Body Awareness and the Conscious Actor
ACT 205 Acting 3
ACT 212 Speech 2: The Power of Voice
ACT 223 Improvisation 2
ACT 468 Audition Process: From Cold Readings to Callbacks

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

ART HISTORICAL AWARENESS

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices and Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

THEATER, FILM, AND PERFORMANCE APPRECIATION

CHOOSE TWO:

LA 126LA Seminar in the Arts: Los Angeles
LA 126SF Seminar in the Arts: San Francisco
LA 130 Broadway! The Evolution of the American Musical
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 154 Great Performances: Legendary Actors of the Silver Screen
LA 182 Genres in Film
LA 190 History of Opera
LA 244 History of Fashion
LA 281 Film History 1: Pre-1940
LA 282 Film History 2: 1940-1974
LA 283 Examining Film Noir
LA 284 Evolution of the Horror Film
LA 300 Introduction to Public Speaking
LA 306 Creatively Speaking: Presentation for Designers
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 384 Underrated Cinema
LA 385 Close-Up on Hitchcock
LA 386 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema

Master of Arts [MA] in Acting

MA UNIT REQUIREMENTS

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

**Per director approval*

MA ACTING 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 Cross Cultural Understanding course

MA ACTING REQUIRED MAJOR COURSES

ACT 604	Movement: Physical Expression on Camera
ACT 606	Voice & Speech 1
ACT 607	Voice and Speech 2
ACT 611	Introduction to Acting
ACT 612	Introduction to Improvisation
ACT 650	Acting for Camera 1
ACT 670	Acting for Camera 2
ACT 680	Audition Techniques
ACT 700	Building a Diverse Acting Portfolio

MA ACTING GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

GLA 619 Culture & Identity in Modern American Theater

Master of Fine Arts [MFA] in Acting

MFA UNIT REQUIREMENTS

MAJOR	57 UNITS
+ ELECTIVES*	6 UNITS
TOTAL	**63 UNITS**

**Per director approval*

MFA ACTING DEGREE REQUIREMENTS

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

MFA ACTING REQUIRED MAJOR COURSES

ACT 615	Voice 1
ACT 616	Speech 1
ACT 617	Voice 2
ACT 618	Speech 2
ACT 620	Alexander Technique 1
ACT 622	Alexander Technique 2 - Alexander Technique in Performance
ACT 625	Vocal Production
ACT 635	Acting Techniques: Meisner 1
ACT 637	Acting Techniques: Meisner 2
ACT 639	Acting for Performance
ACT 640	Movement: Creating Physical Character
ACT 642	Shakespeare 1
ACT 645	Improvisational Techniques
ACT 650	Acting for Camera 1
ACT 660	Monologue Technique
ACT 670	Acting for Camera 2
ACT 680	Audition Techniques
ACT 690	Acting for Camera 3
ACT 700	Building a Diverse Acting Portfolio

UNDERGRADUATE COURSES

ACT 101 Respect for Acting
This course introduces students to the craft of acting through hands on experience with scene study, exercises, and script analysis. Students will learn industry specific terminology used to communicate with actors and techniques to improve performance. Emphasis will be placed on the ensemble and partner collaboration.

ACT 105 Acting 1
Acting is living truthfully under imaginary circumstances. Students will learn how to bring life to a text by pursuing authentic moment to moment response. Students will practice a series of exercises focusing attention on a partner to create an organic emotional life between two actors.

ACT 112 Speech 1: Building the Voice
The full potential of the voice is achieved by employing attention and adjustment to posture, breath, and speech. In this course, students will practice these principles, utilizing the International Phonetic Alphabet to articulate the verbal language for any medium, and perform selections that communicate messages with clarity and power.

ACT 121 Physical Expression
This beginning movement course focuses on using the body and voice as a means of full expression. Incorporating clowning, mime, comedic narrative and vocal styles, students will communicate character and story through physical movement and sound. Students will bring expression, exaggeration, anticipated action, reaction, action and timing into story development.

ACT 123 Improvisation 1
The key to improvisation is active listening and response. In this course, students will engage in experiential activities that involve risk taking, creativity, and spontaneity. Students will play off their partner's suggestions, connect with characters, create environments, and articulate a story on the spot with confidence.

ACT 141 Movement: Physical Acting
Physical acting employs the body as a primary instrument of expression and communication. In this course, students will utilize behavior, gesture, commedia dell'arte, mime, and props to build character. Imagination, body awareness, and physical communication will be emphasized.

ACT 154 Great Performances: Legendary Actors of the Silver Screen
An actor's performance can transform a good film into a classic. In this course, students will be introduced to the seminal work and creative process of some of Hollywood's greatest stars. Utilizing interviews and selected scenes, students will develop the ability to analyze and discuss groundbreaking moments in film.

ACT 155 Acting 2
Building upon the principles introduced in Acting 1, students will apply interconnected exercises to scene work. Students will continue to develop reflexive and active listening skills, and physical actions to create truthful behavior and dynamic subtext.

ACT 166 Singing 1: Vocal Technique
This course is an introduction to utilizing the actor's voice as an instrument for both speaking and singing. Students will practice fundamental vocal techniques: integrating breath, body, and mind to cultivate vocal creativity, range, and projection. Students will gain firsthand experience exercising their voice through poetry and musical theatre song performances.

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

ACT 181 Movement: Body Awareness and the Conscious Actor
In this course, students will blend the Alexander Technique with modern dance to create a dynamic neutral self. Students will identify and release habits that impede performance and efficient movement. Through exercises and improvisational movement, students will expand their facility, range, focus and depth, resulting in greater authenticity in performance.

ACT 205 Acting 3
In this course, students will utilize subtext, identify a playable objective, and create essential actions to portray the dynamics of a scene. Students will integrate behavior and imagination based on heightened given circumstances for a truthful performance.

ACT 212 Speech 2: The Power of Voice
This course expands on the building blocks of dynamic vocal production to strengthen muscular support and to enhance the qualities of the natural speaking voice. Students will apply the International Phonetics Alphabet to master more complicated texts and dialects. Exercises will include respiration, resonation and articulation.

ACT 223 Improvisation 2
In this course, students will take their improvisational and observation skills to the next level as they create spontaneous story lines and characters. Creative use of subtext, playing in the moment and creating truthful performances will be emphasized. Improvisation as a rehearsal technique for scripted material will be practiced.

ACT 241 Movement: Mask, Mime & Clown
In this advanced course, students will apply specific physical theater skills to masks, mime technique, comedy, and clowning. Students will access their imagination, cultivate ensemble awareness and use improvisation to develop characters with full physical expression. Original solo and group pieces will be created and performed.

ACT 243 The Craft of Comedy
This course provides an overview of the history and craft of comedy. Students will combine improvisation with comedic acting techniques in scene study to further develop their performance and improvisational skills. Roman comedy, commedia dell'arte and classic comedic actors will be referenced.

ACT 261 Movement: Musical Theater Dance
In this course, students will be introduced to tap and jazz technique, musical theater repertory and choreography. Emphasis will be placed on body awareness, control and conditioning. Students will develop a sense of functional alignment, form, presence, dynamics, strength and focus as well as an awareness of time and rhythm.

ACT 266 Singing 2: The Power of Performance
In this course, students will further develop their singing skills by focusing on the musical theatre audition process. Students will cultivate knowledge pertaining to the eras and styles of musical theatre, build song repertoire appropriate for their type and increase their performance skills as actors who sing.

ACT 275 Classical Performance 1
Shakespeare's plays remain relevant to popular culture because they provide a poetic framework for relating to the human condition. In this class, scene study and monologues will challenge students to demonstrate technical proficiency in all disciplines of acting utilizing scansion and iambic pentameter specific to Shakespearean text.

ACT 281 Stage Combat 1
Stage combat is a vital tool for dramatic storytelling. In this course, students will acquire basic conflict choreography skills including theatrical violence and the use of edged weapons, covering broadsword, rapier and dagger and single rapier in the context of historical and contemporary scene work.

ACT 305 Acting for the Camera 1
Building upon the core principles of acting, this course prepares students for working on camera. Technical challenges unique to this medium will be practiced including: vocal quality, delivering truthful performances in multiple takes, hitting marks and camera angles. Students will work on scenes collaboratively with a full production team.

ACT 312 Voiceovers
In this course, students will apply their acting skills to vocal performances for animation, video games, commercials, narration, radio, TV, and character work. Students will find their own vocal signature, learn accents, build characters, and produce voices on command. Students will analyze their recorded work for depth, versatility, and precision.

ACT 321 Speech 3: Accents and Dialects
Students will develop a systematic approach to learning and applying key dialects and accents to scripts for a variety of media including stage, screen, and voiceovers. Analysis of major sound changes, pitch, rhythm, inflection, and placement will be utilized in addition to examining specific geographic, historic, and cultural influences.

ACT 323 Improvisation 3
In this advanced course, students will practice the art of “long form” improvisation and sketch performance. Students will improvise both play and film scenarios and create an original script for stage or film utilizing improvisational techniques. Narrative storytelling and working effectively within an ensemble will be emphasized.

ACT 333 Monologue Technique 1
In this course, actors will work from a foundation of their own deeply personal stories using the emotional recall process to create dynamic monologues. Beginning with the individual’s life experience and then personalized into a scripted monologue, a unique process will develop which can be applied to any text.

ACT 355 Acting for the Camera 2
Students will further develop their on camera skills by creating dynamic characters through behavior and intentions. Utilizing subtext to tell a story within the story, students perform complex scene work and develop a wide variety of roles.

ACT 361 Movement: Musical Theater Dance 2
In this course, students will be immersed in advanced tap and jazz techniques, musical theater styles and dynamic choreography. Students will continue to develop a strong command of functional alignment, form, presence, coordination and strength. Time and rhythm will be emphasized by embracing complex dance steps and various performance styles.

ACT 366 Singing 3: Musical Theatre Scene Study
In this course, students will focus on musical theatre scripts and the repertoire of a featured composer/ lyricist team. Students will cultivate their acting and singing skills though applied scene studies with solo, small group, and ensemble song repertoire. A final showcase will be performed in front of an invited audience.

ACT 370 Theatre Performance: The Play
In this course, advanced acting students will commit their skills and abilities to bringing a play to life. Intense rehearsals, script analysis and character research will be emphasized. Students will combine these elements and give a performance that is informed by the text and inspired by imagination.

ACT 375 Classical Performance 2
Classical theater forces an actor to address historically specific physical, verbal, and cultural complexities. Working on scenes and monologues from a variety of periods, students will establish a more versatile, detailed and layered approach to building a character from any place or time, living truthfully and accurately within that world.

ACT 381 Stage Combat 2
In this course, students will strengthen their stage combat fundamentals in scene study with advanced fight choreography, training for the requirements of an actor/ combatant proficiency skills test. This comprehensive class will focus on unarmed, single rapier, broadsword, rapier, and dagger and introduce the small sword and quarter staff.

ACT 395 Acting for Commercials
Commercial acting is a vital and lucrative segment of the actor’s profession. In this course, students will learn to use specific acting techniques to convey a narrative within a commercial. Special attention will be placed on constructing characters and relationships truthfully while representing a product within a story.

ACT 405 Acting for the Camera 3
This course focuses on the filmmaking process from the actor’s perspective. Students will work on sound stages in a professional and fast paced environment. Footage from scene work will be compiled for student’s demo reels.

ACT 412 Voiceover 2: Demo Production
A commercial demo and marketing plan are essential tools needed to book VO jobs. In this course, students improve performances through script analysis, identifying styles, creating demo scripts and ultimately recording a demo reel, and building a marketing campaign. Topics will include talent agents, auditions, and building a career.

ACT 423 Improvisation 4
Improvisation techniques are key for working on scripted material in film, auditions and webisodes. Marketing strategies, festival submissions, self-produced content, both live and recorded, as well as character solo performance and comedy sketches filmed for a YouTube channel, will be covered. The course culminates in a live improvisation cabaret performance.

ACT 433 Monologue Technique 2
Exploring a variety of performance scenarios, this class will utilize personal narratives to craft original pieces operating from the premise that it’s all your story. Beginning from an emotionally rich life experience, the material evolves into a fully realized monologue using the recall process, creating spontaneous, instinctive, and uncensored work.

ACT 466 Singing 4: Musical Theatre Showcase
In this course, students will further develop their singing, movement, and acting skills by creating a musical theatre event. Students will build a varied and dynamic musical theatre repertoire, by exploring solo, duet, and ensemble pieces, to create a live performance showcase for an audience.

ACT 468 Audition Process: From Cold Readings to Callbacks
Developing the necessary skills for auditioning successfully in the motion picture and television industry is paramount. In this course, students will practice auditioning for film, television, voiceovers, industrials, print work, and web dramas. Audition and interview preparation, essential cold reading techniques, and building an effective portfolio will also be examined.

ACT 490 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.

ACT 498 Collaborative Project
This course is offered to students meeting set criteria, who are chosen by the department to work on an interdisciplinary collaborative project with students from other programs.

ACT 499 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 and course prerequisites may vary by topic.

ACT 500 Internship in Acting
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

ACT 604 Movement: Physical Expression on Camera
The body is the key to fully embodying a character. In this Alexander Technique and movement course, students will analyze their filmed scene work to improve and heighten body awareness, to identify habitual behaviors, and free themselves from unnecessary physical tension for a more powerful performance.

ACT 605 Survey of Dance for the Actor
This course is designed to train actors to analyze and create compelling movement. Students will practice Laban based principles, movement invention, abstraction, choreographic devices and form, through intensive composition work. Focus will be on proper alignment, strength and flexibility, period movement and both classical and contemporary dance.

ACT 606 Voice & Speech 1
Public speaking and the art of the “pitch” are key skills for any profession. Through interactive exercises, students will build confidence, increase colloquial vocabulary, clarify expression, reduce dialect and gain familiarity with American culture. Students will practice customized presentation skills for assignments geared towards their major and career path.

ACT 607 Voice and Speech 2
This graduate course focuses on translating and performing English dramatic texts with full vocal support and comprehension. Students will choreograph and perform various dramatic scenes and accurately articulate the text using Standard American English.

ACT 611 Introduction to Acting
In this course, students will develop their storytelling skills, utilizing their imaginations, bodies, and voices in both exercises and scripted material. Through script analysis, character development, and ensemble work, students will incorporate specific acting terminology to enliven the given circumstances of a scene.

ACT 612 Introduction to Improvisation
Improvisation requires the actor to employ active listening and public speaking in the creative process, both key elements in the development of scripted scenes and characters. Utilizing physically based improve exercises and theater games, students will be encouraged to use their imaginations to create truthful, improvised scenarios.

ACT 615 Voice 1
Students will expand their acting skills utilizing the building blocks of dynamic vocal command. Breath, alignment, and sound vibration, will be used to develop and support the natural speaking voice. Exercises will focus on awareness, relaxation, resonance, and amplification in order to strengthen the entire vocal instrument.

ACT 616 Speech 1
Students will learn the international phonetic alphabet as a tool to develop the neutral American dialect. By reducing accents or regionalisms, the individual actor will gain a broader range of character choices and increase castability, as well as the ability to develop specific dialects and accents.

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

ACT 617 Voice 2
This advanced course will continue the exploration of voice as students expand on exercises to build breath capacity, develop the upper resonators, increase range, and incorporate articulation into contemporary and classical texts. Students will also develop a personal vocal warm-up, utilizing peer teaching, as a tool to lead ensemble.

ACT 618 Speech 2
Students will develop the remaining sounds and symbols integral for the neutral American dialect as well as hone and fortify the sound changes and enlivened articulation exercises introduced in Speech 1. Students will apply the spoken and written speech and IPA work to more complex contemporary and classical texts.

ACT 620 Alexander Technique 1
This course will employ the Alexander Technique as a specific practice for the actor to optimize movement and voice. Students will develop full body awareness, in order to identify and release habitual habits and tension. Students will craft multidimensional characters using the Alexander Technique as well as improvisation.

ACT 622 Alexander Technique 2 - Alexander Technique in Performance
In this advanced movement course, students will apply and expand upon practices developed in Alexander Technique 1 into performance. Crafting characters with dynamic physical and vocal expression, actors will utilize plays, screenplays, and television scripts, to tell stories without extraneous tension and habitual behavior.

ACT 625 Vocal Production
Students will review and strengthen techniques for utilizing the actor's voice as an instrument for both speaking and singing. Students will integrate breath, body, and mind to cultivate vocal creativity, range, and projection. Students will gain firsthand experience exercising their voice through poetry and musical theatre song performances.

ACT 635 Acting Techniques: Meisner 1
The Meisner technique focuses on reflexive and truthful response, an essential tool for professional actors. Employing principles of active listening and heightened attention, students will be challenged with a series of interconnected partner exercises. Students will develop a very specific and disciplined practice informed by this dynamic approach to acting.

ACT 637 Acting Techniques: Meisner 2
In this course, students will focus on being fully present in the moment while exploring a deeper and more varied use of the actor's emotional instrument. Emotional preparation and continued interconnected partner exercises allow the students to explore and expand their instruments.

ACT 639 Acting for Performance
This course focuses on the essential skills of the working actor. Scene work, monologues, script analysis, terminology, and varied rehearsal techniques will be emphasized and practiced. Vocal skills, imagination work, and physical actions will be employed to express character behaviors and create dynamic performances.

ACT 640 Movement: Creating Physical Character
The body is the primary instrument of expression and communication. In this course, students will explore physical behavior for building characters. Students will practice rhythm, appetite, status, psychological gesture, object manipulation, and apply these tools to character masks, mime, neutral mask, clown, commedia dell'arte and contemporary archetypes.

ACT 642 Shakespeare 1
In this course, students will prepare scenes and monologues from William Shakespeare's cannon. Incorporating historically specific physical, verbal, and cultural complexities, text work and research will be utilized. Crafting complex characters from this classical period, the actor will be able to live truthfully and accurately within Shakespeare's world.

ACT 644 Shakespeare 2
In this advanced acting course, students will continue to expand their acting abilities, utilizing Shakespeare's works and various selected classical authors and texts. Utilizing scansion and verse, students will craft fully realized characters, incorporating historically specific physical and cultural choices appropriate to the period.

ACT 645 Improvisational Techniques
Improvisation provides the actor with the tools to react and behave reflexively while creating a character within a story. In this course, students will create scenes utilizing interpersonal and group dynamics and apply the rules of improvisation to active listening and spontaneous responses within both scripted and unscripted material.

ACT 650 Acting for Camera 1
In this course, students will apply technically specific elements required for screen work by collaborating with a production team. Imagination work, physical action and script analysis will be implemented and practiced. These tools will be employed while engaging in vibrant and truthful partner work for a believable and dynamic performance.

ACT 660 Monologue Technique
This intensely personal, process-driven course explores emotional recall and sensory recall techniques within the monologue process. Students will create spontaneous and truthful work by layering personal narratives into scripted material. Students will hone their skills to deliver a grounded, emotionally enriched performance.

ACT 670 Acting for Camera 2
In this course, the key elements of rehearsal skills and script preparation will be emphasized while students work on enhancing their performances. Students are expected to exhibit high caliber acting skills upon entering this course.

ACT 680 Audition Techniques
This course will detail audition and interview techniques and required materials necessary for actors to prepare for entrance into the profession. Development of cold reading skills will be emphasized, while preparing contemporary and classical monologues. Headshots, resumes, voiceovers, corporate films, print work, and web dramas will also be examined.

ACT 690 Acting for Camera 3
The actor's demo reel is essential to networking within the entertainment industry. In this advanced acting for camera course, students will add professional quality scene work to their portfolio. Utilizing industry standards, expectations and protocol, the actor will navigate working on a professional caliber set.

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 700 Building a Diverse Acting Portfolio
Today's actor must be prepared for a diverse array of professional opportunities. In this course, students will focus on honing practical skills for working in commercials and creating their own content for social media. Students will demonstrate professionalism and industry preparedness and deliver performances appropriate for the performance medium.

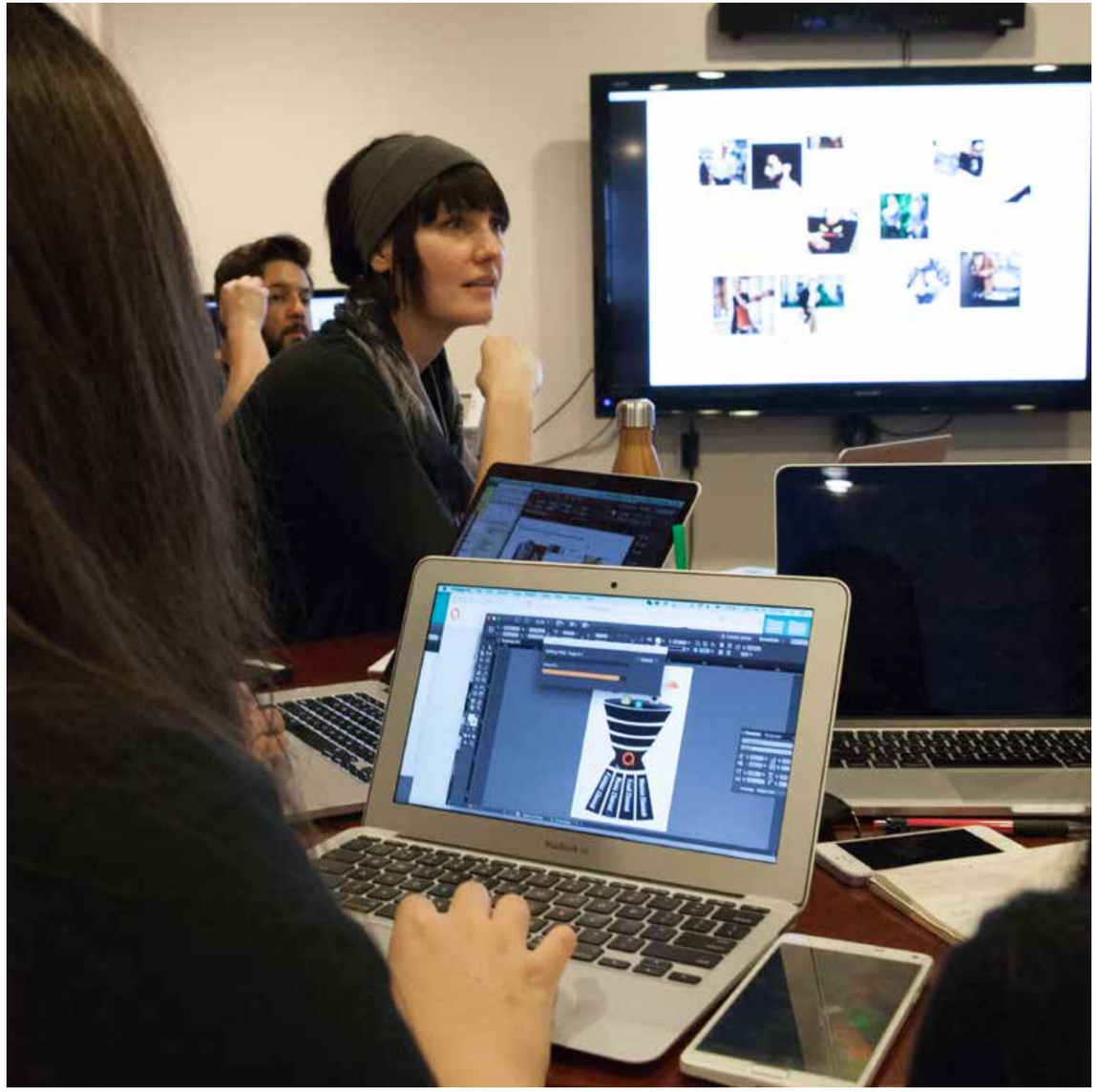
ACT 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

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.

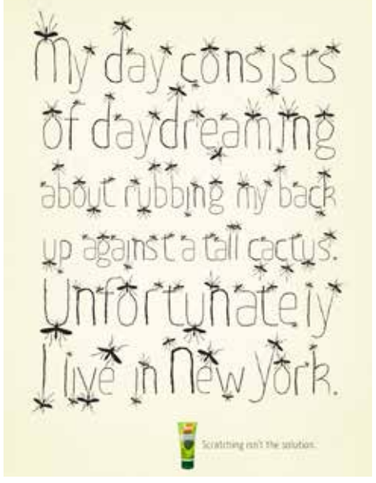
WHAT WE OFFER

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

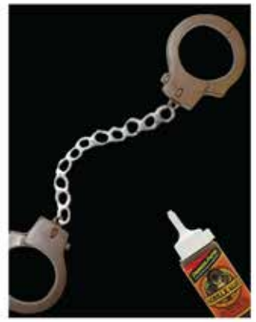
- Digital Production Artist, Digital Production Coordinator
- Graphic Designer/UI Production Artist, Graphic Production Artist
- Print Production Graphic Artist, Prepress Production Coordinator, Production Coordinator
- Production Director
- Production Manager, Project Manager

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	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA ADVERTISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA ADVERTISING CORE COURSES

ADV 109	Advertising Methods & Trends
ADV 112	Marketing & Advertising Strategies
ADV 207	Creative Strategy
ADV 230	Rapid Visualization Techniques
ADV 241	Ideation Techniques
ADV 244	Art Direction for Advertising
GR 102	Design Technology: Digital Publishing Tools
GR 150	Introduction to Visual Communication
WNM 105	Design Technology: Visual Design Tools
WNM 205	Motion Graphics 1
WNM 210	Visual Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

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

AA UNIT REQUIREMENTS

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

AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN CORE COURSES

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

AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2	Art Historical Awareness courses
1	Written Communication: Composition course
1	Written Communication: Context & Style course
1	Written Communication: Critical Thinking course
1	Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Advertising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA ADVERTISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA ADVERTISING CORE COURSES

ADV 109 Advertising Methods & Trends
ADV 112 Marketing & Advertising Strategies
ADV 207 Creative Strategy
ADV 230 Rapid Visualization Techniques
ADV 241 Ideation Techniques
ADV 244 Art Direction for Advertising
ADV 470 Portfolio for Creatives
or ADV 475 Portfolio for Creative Strategists
GR 102 Design Technology: Digital Publishing Tools
GR 150 Introduction to Visual Communication
WNM 105 Design Technology: Visual Design Tools
WNM 205 Motion Graphics 1
WNM 210 Visual Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

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 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

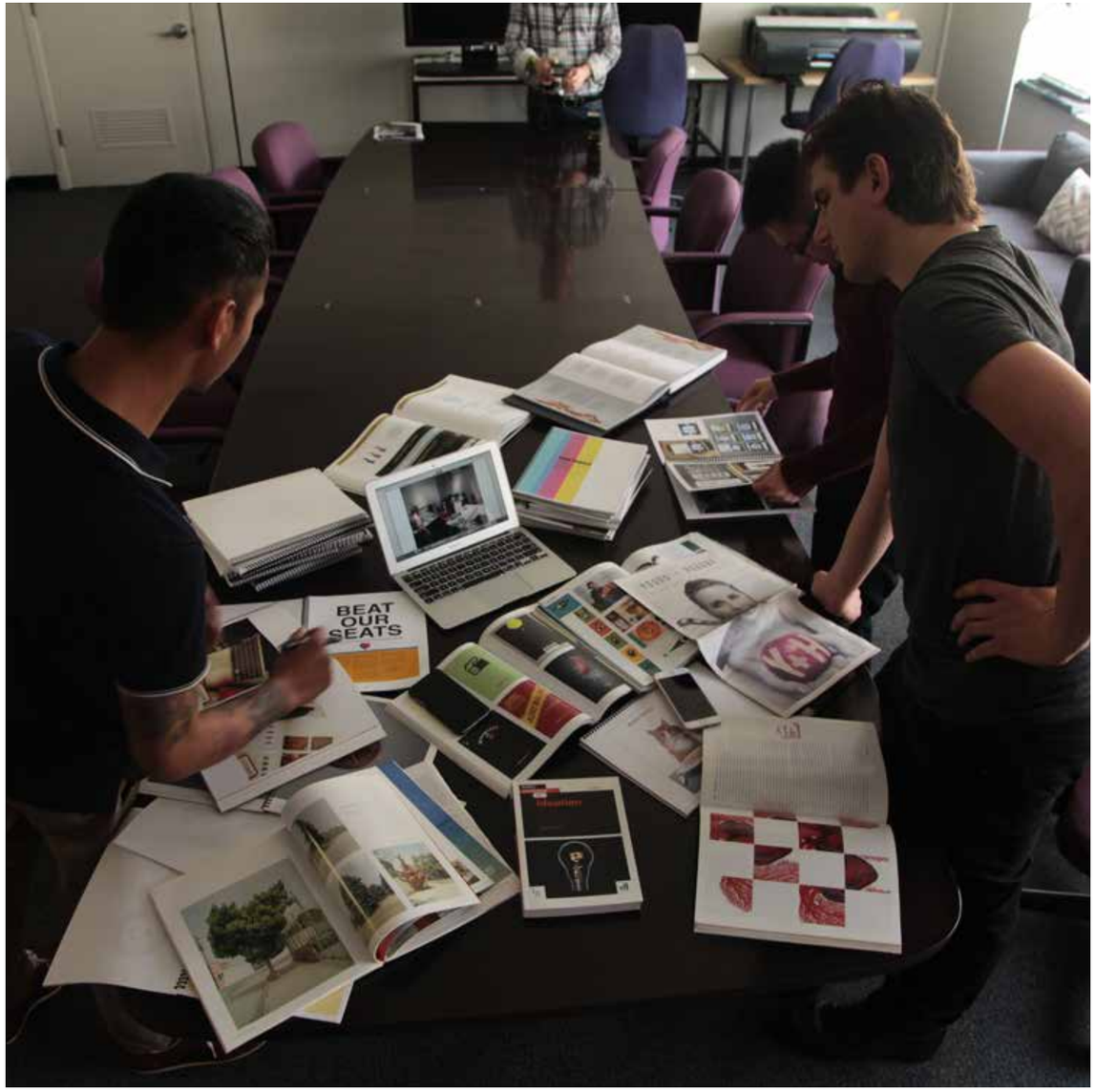
LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

CHOOSE TWO:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism



Certificate in Advertising

CERTIFICATE REQUIREMENTS

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

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

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

MA UNIT REQUIREMENTS

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

MA ADVERTISING AND BRANDED MEDIA 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 course

MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES REQUIRED MAJOR COURSES

ADV 602	Art Direction
ADV 604	Copywriting Techniques
ADV 605	Digital Graphics
ADV 606	Campaign
ADV 622	Perspectives in Advertising
ADV 623	Brand Strategy
ADV 625	Interactive Advertising
ADV 646	Advanced Campaign
ADV 670	Visual Storytelling
COM 602	Visual Storytelling: Editing for Short-Form Video Content
WNM 613	Topics in Motion Graphics

MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 609	Renovating Tradition: Art & Ideas of the 19th Century
GLA 613	History of 20th Century Fashion Arts
GLA 615	History of Graphic Design
GLA 615E	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 638	Theory & Movements in Contemporary Interior Architecture
GLA 640	The History of Urban Landscapes
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Advertising

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA 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 course
1 Cross Cultural Understanding course

MFA ADVERTISING REQUIRED MAJOR COURSES

ADV 602	Art Direction
ADV 604	Copywriting Techniques
ADV 605	Digital Graphics
ADV 606	Campaign
ADV 622	Perspectives in Advertising
ADV 623	Brand Strategy
ADV 625	Interactive Advertising
ADV 646	Advanced Campaign
ADV 670	Visual Storytelling
COM 602	Visual Storytelling: Editing for Short-Form Video Content
or WNM 613	Topics in Motion Graphics

MFA ADVERTISING GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 609	Renovating Tradition: Art & Ideas of the 19th Century
GLA 613	History of 20th Century Fashion Arts
GLA 615	History of Graphic Design
GLA 615E	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 638	Theory & Movements in Contemporary Interior Architecture
GLA 640	The History of Urban Landscapes
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 676	Professional Practices for Designers & Advertisers

UNDERGRADUATE COURSES

ADV 109 Advertising Methods & Trends
This course surveys the connection between advertising and society. Students will participate in group brainstorming sessions, empathy exercises and discussions about advertising as the conversation between people and business. Students will research and present basic concepts to sell an idea based on the style studied.

ADV 112 Marketing & Advertising Strategies
This course will introduce students to the essentials of basic marketing and advertising strategies with emphasis on consumer and industry marketing, research, product planning and development, pricing, and marketing channels. Students will apply the fundamental concepts of marketing and create a comprehensive corporate marketing plan and proposal.

ADV 158 Modern Life in the USA
This course introduces our student artists to basic Internet search skills and turning information from popular websites into effective presentations. Course topics introduce important aspects of US popular culture, history, and strategies for adjusting to student life in San Francisco.

ADV 159 The Art of Storytelling
This course introduces our student artists to basic Internet research skills, interviewing techniques, and visual storytelling. Students will practice identifying appropriate sources of information during research and crafting story-generating questions for interviews. Incorporating engaging visuals into storytelling will also be emphasized.

ADV 207 Creative Strategy
This course focuses on the role of strategy in modern applied creativity. Students will develop strategies that support conversations between businesses and people based on observations of culture and the marketplace. Students will convey their ideas in presentations and create strategy tools including maps and data visualizations.

ADV 215 Short Copy for Campaigns
In this course, students will apply the creative process and their writing skills to create body copy that works with their headlines. Conceptual and strategic thinking will be stressed and emphasis will be placed on creating advertising campaigns with headlines, taglines, body copy, and visuals that work together cohesively.

ADV 226 Research Methods for Creative Strategists
This course focuses on the study of culture for creative strategy. Students will apply the principles and practices of cultural anthropology to gather insights about consumers. Students present their results in top line summaries, stories, and insight videos.

ADV 230 Rapid Visualization Techniques
In this ideation course, students will use rapid brainstorming and sketching techniques to sharpen their conceptual thinking. Working from creative briefs, students will build advertising and design concepts for a variety of brands, products, and services across print, video, web content, and outdoor media. Generating multiple ideas quickly will be emphasized.

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

ADV 236 Digital Photography
This course covers the general principles of photography used by digital artists, including the basic concepts and terminology of traditional and digital photography, composition, color theory, lighting methods and equipment. Students learn to compose and manipulate image captures destined for digital media and print projects.

ADV 241 Ideation Techniques
Students will study the art of ad creation, focusing on the development of compelling concepts. The purposes, possibilities, and practices for creating ads are explored.

ADV 244 Art Direction for Advertising
After completing this course, students will have a firm grasp of the fundamentals of art direction in advertising. Relevant advertising history, usage of fonts, page layout, and the responsibilities of an art director will be covered.

ADV 267 Creative Strategy 2
In this course, students will learn how to think and build like a creative strategist. Finding patterns in trends, studying the marketplace, creating target profiles, and the role of the strategist in branding will be covered. Final projects will include brand positioning and a creative brief.

ADV 314 Advanced Creative Strategy
In this advanced course, students will apply divergent and symphonic thinking to their creative strategy design process. Students will tell meaningful stories based on the combined analysis of multiple points of view. Topics will include: consumer insight, case studies, manipulating data and supporting strategy with data.

ADV 315 Copy for Radio
In this hands-on class, students learn the techniques needed to write and produce spots for the intimate theater of the mind medium: radio. They will learn to utilize storytelling, pacing, dialogue construction, and voice actor casting against a background of music and sound effects to create 60-second gems that captivate their audience.

ADV 341 Midpoint Portfolio
This course helps students refine past projects and create a cohesive portfolio appropriate for obtaining an internship and demonstrating skill in art direction, copywriting, and strategy. Students will also create a personal logo and identity and an expanded case study tailored to help strengthen weak areas of their portfolios.

ADV 343 Integrated Advertising 1
Based on client needs and market realities outlined in assignments, students use the principles of strategic thinking to develop a full range of sales promotion and merchandising materials. The course requires students to think through and develop a complete integrated marketing campaign.

ADV 346 Integrated Advertising 2
This course introduces students to the rapidly developing world of online ad units. The course will focus on developing concepts for and executing rich media in a demo format. Creative briefs, storyboards, and Flash demo techniques will be utilized to bring students' ideas to life.

ADV 348 Entertainment Advertising
Students analyze current trends in popular culture and develop copy and marketing concepts for entertainment media including TV, games, music and movies. Students will conduct research for a target audience, and based on their synopsis develop a concept and create trailer scripts, key art and ads.

ADV 362 Creative Communications Strategy
In this course, students will analyze the cultural environment as it intersects with the target, their behavior and brand interactions. Students will develop creative strategies focused on utility, engagement, and relevance. Using cultural investigation to effectively target consumers will be covered.

ADV 367 Art of Presentation
This course is designed to give students the necessary tools and experience to professionally present ideas, campaigns, and portfolios to potential employers and clients. A great complement to the midpoint portfolio class, students will develop skills needed to build a network of industry contacts. Real-life scenarios and role-playing will be emphasized.

ADV 370 Brand and Branding
This course looks at and explores the basics of brand marketing. Students will learn to tailor marketing efforts to further the name and equity of a specific good or service, differentiate it in a saturated marketplace, and create a following of loyal customers.

ADV 415 Long Copy for Campaigns
Designed for copywriters, the course emphasizes the creative development and more complex projects that students can use in their portfolios, such as executing of long copy ads.

ADV 446 Integrated Advertising 3
In this class, students will take their concepts beyond print, outdoor, and TV executions. Art directors, copywriters, and account planners will work together to create new ways to entertain and inform. Particular emphasis will be paid to the intersection of creative media to create powerful new conversations with consumers.

ADV 467 Television Commercial Production
In this collaborative course, ADV and MPT students will work in production teams to produce finished television commercials. Active collaboration with other majors will be encouraged in all stages of the production. Topics will include casting, the bidding process, music and sound design, graphics, special effects, and alternative broadcast media.

ADV 470 Portfolio for Creatives
In this course, students start preparations for developing a killer portfolio, an absolute necessity for securing a job in the advertising industry. Selections from all previous work will be analyzed for inclusion. Students will begin tweaking selected work to bring it to a high level of sophistication.

ADV 475 Portfolio for Creative Strategists
This course will concentrate on the development of a portfolio that demonstrates one's identity, how one thinks about the Advertising business, and the quality of one's work. Students will concentrate on developing an overall concept and the materials necessary to bring it to fruition (i.e.: briefs, creative work, screeners, focus groups, and research projects).

ADV 490 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.

ADV 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project. This project will mirror real life projects and allow for a varied and sophisticated approach to problem solving.

ADV 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.

ADV 500 Internship in Advertising
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

ADV 600 Strategic Thinking
A graduate-level course covering the strategic basis of all advertising. This course looks at advertising as a business, as a creative communication process, as a social phenomenon, and as a fundamental ingredient of the free enterprise system. Students develop a creative brief from which core advertising concepts are generated.

ADV 602 Art Direction
This course focuses on typographic design and layout techniques to improve the graduate student's ability to communicate their advertising concepts clearly, powerfully and with real sophistication. Exercises, assignments, and projects are computer-based, and to be developed in class and under the supervision of the instructor.

ADV 604 Copywriting Techniques
This course focuses on the ability to create well-written, creatively focused advertising, along with developing copywriting skills. Assignments are based on creative strategies written by the graduate student.

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

ADV 605 Digital Graphics
In this course, students will receive a review of Adobe InDesign, Illustrator, and Photoshop as fundamental design programs for advertising page layout. Stress is placed on maximum utilization of each of the programs' tools and capabilities.

ADV 606 Campaign
This course develops the graduate student's ability to create great concepts that effectively target specific consumers. Art direction and copywriting students work with account planning students to develop advertising campaigns from creative briefs.

ADV 616 Advanced Advertising Concept Development
Graduate students continue to focus on the creative approach in developing campaigns from specific strategies and creative briefs. Art directors and copywriters continue to work with account planners to design conceptual campaigns.

ADV 620 Advanced Art Direction
Building on the skills learned, students will focus on the more in-depth aspects of art direction. Typographic design, layout techniques and concept abilities will be used by students to execute their work creatively and efficiently. Management issues affecting art directors and their role in emerging interactive communications will be explored.

ADV 621 Advanced Copywriting Techniques
This course applies the graduate student's knowledge of copywriting to larger, more complex advertising projects, including those that encompass traditional as well as non-traditional media.

ADV 622 Perspectives in Advertising
In this course, students will study people, agencies, events, and campaigns that shaped today's industry along with current trends that will affect future advertising. Students will also conduct individual research to begin identifying the direction for their graduate studies.

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

ADV 623 Brand Strategy
Graduate students will work with top-level account planners to use intuitive thinking, creativity research and communication skills to uncover the hidden insights and truths that motivate consumer-buying behavior.

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

ADV 624 Creative Thinking for Advertising
Uses collaborative brainstorming techniques to perfect the creative skills necessary for solving advertising problems. Students learn conceptual thinking from a variety of creative disciplines.

ADV 625 Interactive Advertising
This course introduces students to the ever-changing world of online ads. This course will focus on concept development and the execution of rich media in a demo format. Students will utilize briefs, storyboards and motion graphics to bring their ideas to life.

ADV 646 Advanced Campaign
This advanced class focuses on how creative strategists, art directors, and copywriters work together to create integrated campaigns. Strategic, copy, and art skills developed during previous semesters will be used to create professional level portfolio pieces.

ADV 658 US Pop Culture
This course introduces our student artists to basic Internet search skills and turning information from popular websites into effective presentations. Course topics introduce important aspects of US popular culture, history, and strategies for adjusting to student life in San Francisco.

ADV 659 Captivating Storytelling
This course introduces our student artists to basic Internet research skills, interviewing techniques, and visual storytelling. Students will practice identifying appropriate sources of information during research and crafting story-generating questions for interviews. Incorporating engaging visuals into storytelling will also be emphasized.

ADV 670 Visual Storytelling
In this course, students will study universal aspects and themes of storytelling and how they are applied to historical and modern visual narratives. Students will also revise and expand body of work to develop an industry-ready portfolio and narrative-driven portfolio presentation in preparation for midpoint (MFA) or final (MA) reviews.

ADV 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.

ADV 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.

ADV 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.

ADV 801 Group Directed Study

Graduate students working on their individual Final Portfolio and/ or Thesis Project receive instruction and critiques of their work. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their Final Portfolio and/ or Thesis Project as peers. Please note that some Group Directed Study courses have a required course fee and course prerequisites may vary by topic.

ADV 850 Final Portfolio

This course is designed to guide students in the development of their final portfolio and the development of their identity as an active job seeker. Independent projects are conducted to build out the student's unique portfolio as well as the inclusion of previously completed projects.

ADV 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

AE 10 Drawing and Composition

This course examines classical drawing principles of rendering form using light and shadow. Concepts including perspective, the 5-value system, composition, value pattern, and form/ cast shadow edges are explored through still-life, drapery, and plaster cast studies. Traditional techniques employing charcoal and paper will be utilized for creating realism in drawings.

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

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

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

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

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

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

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

CAREER PATHS

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	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA ANIMATION & VISUAL EFFECTS CORE COURSES

ANM 101 Introduction to Computer Graphics for Animation
ANM 105 Computer Animation Production
ANM 180 Introduction to Animation Principles & Techniques
ANM 203 Preproduction Principles
or ANM 207 Storyboarding Principles
ANM 205 Careers in Animation & VFX
ANM 341 Visual Effects 2 - Intermediate Digital Compositing
or FA 213 Introduction to Anatomy
FND 113 Sketching for Communication
or FND 110 Analysis of Form
ADV 236 Digital Photography
or FND 112 Figure Drawing
ANM 206 Producing for Animation & Visual Effects 1
or FND 116 Perspective
FND 122 Color Fundamentals
or ANM 251 Fundamentals of Texturing & Lighting
ANM 241 Visual Effects 1 - Principles of Compositing
or ILL 120 Clothed Figure Drawing 1x

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

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

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA ANIMATION & VISUAL EFFECTS CORE COURSES

ANM 101	Introduction to Computer Graphics for Animation
ANM 105	Computer Animation Production
ANM 180	Introduction to Animation Principles & Techniques
ANM 203	Preproduction Principles
or ANM 207	Storyboarding Principles
ANM 205	Careers in Animation & VFX
ANM 251	Fundamentals of Texturing & Lighting
ANM 405	Senior Portfolio for Animation & VFX
FA 213	Introduction to Anatomy
or FASCU 270	Ecorche
or ANM 341	Visual Effects 2 - Intermediate Digital Compositing
FND 110	Analysis of Form
or FND 113	Sketching for Communication
FND 112	Figure Drawing
or ADV 236	Digital Photography
FND 116	Perspective
or ANM 206	Producing for Animation & Visual Effects 1
FND 122	Color Fundamentals
ILL 120	Clothed Figure Drawing 1
or ANM 241	Visual Effects 1 - Principles of Compositing

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 200	Introduction to Computer Programming
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127	Topics in World Art
LA 221	California Art in Cultural Context
LA 238	World Literature
LA 292	Programming & Culture
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

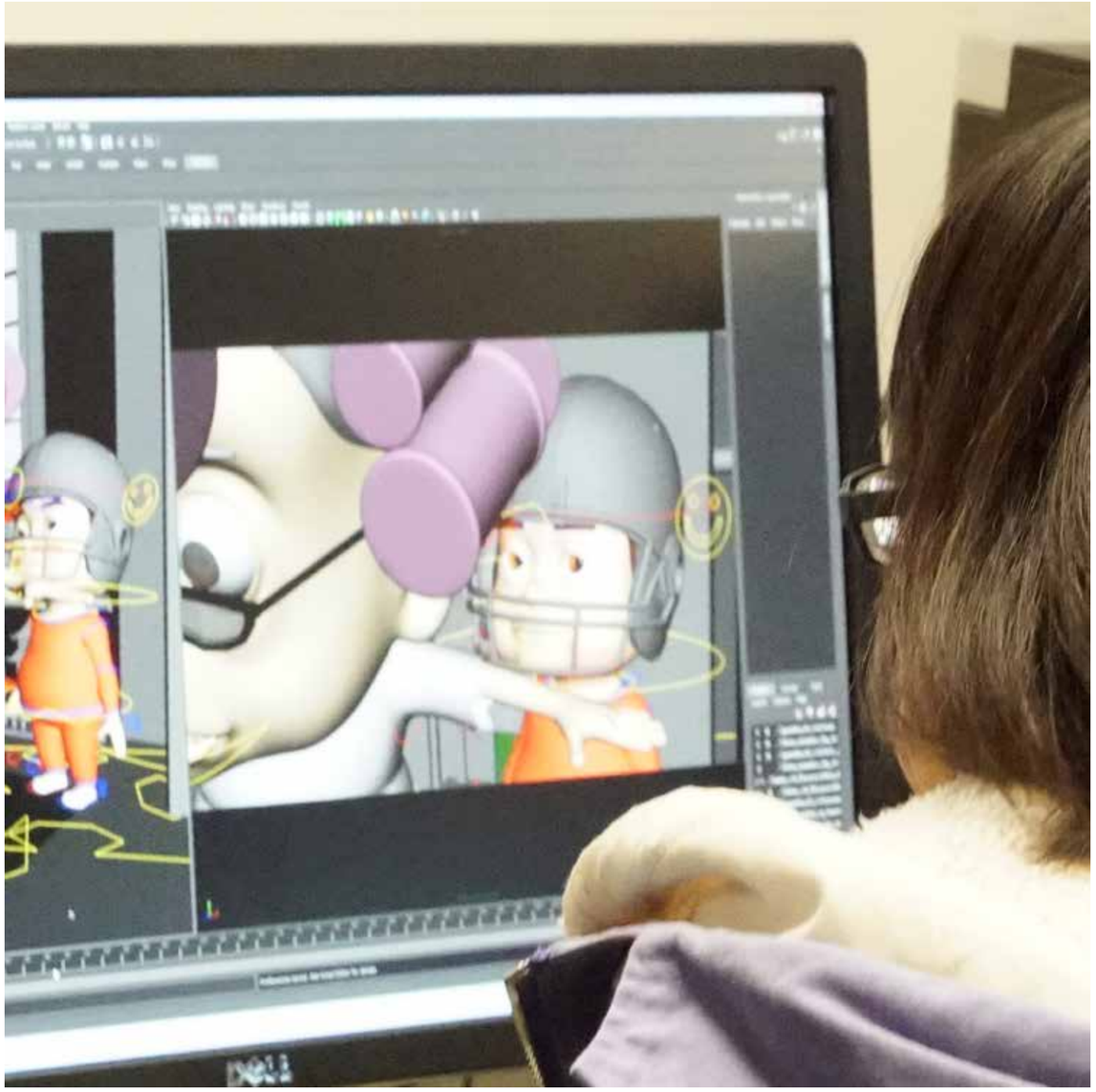
LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

CHOOSE TWO:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism



Certificate in Animation & Visual Effects

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Animation & Visual Effects

MA UNIT REQUIREMENTS

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

MA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA ANIMATION & VISUAL EFFECTS REQUIRED MAJOR COURSES

ANM 609	Gesture & Quick Sketch for Animators
ANM 610	Figurative Concepts
ANM 620	Advanced Character Animation
ANM 623	3D Modeling & Animation 1 (Maya)
ANM 652	Introduction to Rigging
ANM 685	Storyboarding
ANM 686	3D Character Animation 1
ANM 687	3D Character Animation 2
ANM 697	Feature Animation Training
or ANM 633	Drawing and Design for Animation
ANM 770	Final Portfolio Preparation
ANM 787	Advanced Graduate Animation Studio
or ANM 676	3D Animation Physics and Mechanics
or ANM 629	Fundamentals of Texture & Lighting

2D ANIMATION & STOP MOTION EMPHASIS

ANM 605	Layout Design for Animators
ANM 610	Figurative Concepts
ANM 612	Traditional Animation Principles & Pipelines
ANM 614	Color and Design Application for Animation
ANM 633	Drawing and Design for Animation
ANM 648	Digital Animation for Production
ANM 671	Stop Motion Puppet Animation
or ANM 691	Advanced Storyboarding
or VIS 611	The Visual Elements of Story
ANM 685	Storyboarding
ANM 688	Traditional Animation
ANM 692	Traditional Animation 2
ANM 770	Final Portfolio Preparation

3D MODELING EMPHASIS

ANM 623 3D Modeling & Animation 1 (Maya)
ANM 629 Fundamentals of Texturing & Lighting
ANM 632 Hard Surface Modeling 1
ANM 636 Organic Modeling
ANM 639 3D Texture Painting
or ANM 654 Modeling Studio
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: Sculpting the Figure from the Inside Out

VISUAL EFFECTS EMPHASIS

ANM 604 VFX: Cinematography
ANM 615 Modeling & Animation for VFX
ANM 629 Fundamentals of Texturing & Lighting
ANM 630 Node-Based Compositing 1
ANM 640 Advanced Texturing & Lighting
ANM 642 Production Compositing Principles
ANM 644 VFX Pipeline for Technical Direction
ANM 650 Matchmoving
or ANM 639 3D Texture Painting
or ANM 631 Matte Painting
or ANM 643 Dynamics 1 – Particles
ANM 655 Scripting
or ANM 695 Collaborative Project
ANM 695 Collaborative Project
ANM 770 Final Portfolio Preparation

MA 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

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

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA ANIMATION & VISUAL EFFECTS REQUIRED MAJOR COURSES

2D ANIMATION & STOP MOTION EMPHASIS

ANM 605 Layout Design for Animators
ANM 610 Figurative Concepts
ANM 612 Traditional Animation Principles & Pipelines
ANM 633 Drawing and Design for Animation
ANM 634 Traditional Animation 3 (Character Development)
or ANM 620 Advanced Character Animation
ANM 670 Preproduction
ANM 685 Storyboarding
ANM 688 Traditional Animation
ANM 692 Traditional Animation 2
ANM 770 Final Portfolio Preparation

3D ANIMATION EMPHASIS

ANM 609 Gesture & Quick Sketch for Animators
or ANM 610 Figurative Concepts
ANM 623 3D Modeling & Animation 1 (Maya)
ANM 670 Preproduction
ANM 683 Storyboarding for Thesis
or ANM 685 Storyboarding
ANM 686 3D Character Animation 1
ANM 687 3D Character Animation 2
ANM 688 Traditional Animation
ANM 703 Visual Effects for Animation
or ANM 629 Fundamentals of Texturing & Lighting
ANM 770 Final Portfolio Preparation
ILL 625 Perspective for Characters & Environment

3D MODELING EMPHASIS

ANM 623	3D Modeling & Animation 1 (Maya)
ANM 629	Fundamentals of Texture & 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: Sculpting the Figure from the Inside Out

VISUAL EFFECTS EMPHASIS

ANM 604	VFX: Cinematography
ANM 615	Modeling & Animation for VFX
ANM 629	Fundamentals of Texture & Lighting
or ANM 703	Visual Effects for Animation
ANM 630	Node-Based Compositing 1
or ANM 655	Scripting
ANM 640	Advanced Texturing & Lighting
or ANM 650	Matchmoving
or ANM 631	Matte Painting
or ANM 644	VFX Pipeline for Technical Direction
ANM 642	Production Compositing Principles
ANM 650	Matchmoving
or ANM 651	Rotoscoping
or ANM 643	Dynamics 1 - Particles
ANM 670	Preproduction
ANM 770	Final Portfolio Preparation
MPT 625	Editing Concepts

MFA ANIMATION & VISUAL EFFECTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 609	Renovating Tradition: Art & Ideas of the 19th Century
GLA 613	History of 20th Century Fashion Arts
GLA 615	History of Graphic Design
GLA 615E	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 638	Theory & Movements in Contemporary Interior Architecture
GLA 640	The History of Urban Landscapes
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio: Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

UNDERGRADUATE COURSES

ANM 101 Introduction to Computer Graphics for Animation
This course is designed to introduce students to the basic concepts and terminology of computer graphics as it is used in film, visual effects, games, and animation. Students will have a better understanding of the different disciplines that collectively make up computer graphics production.

ANM 102 History of Animation
This course examines aesthetic and technical evolutions in animation in historical context. Students will identify and analyze the work of the creative visionaries, fine artists, and technical pioneers behind classic animated characters such as Bugs Bunny to contemporary animated feature films and beyond.

ANM 104 History and Technology of VFX and Computer Animation
This class will analyze the history of special effects techniques and apply that knowledge to contemporary visual effects and animation. Starting with in-camera techniques, topics from traditional stop motion, motion control, matte paintings, models and miniatures, to modern computer-generated visual effects and animation, compositing and production methodology will be covered.

ANM 105 Computer Animation Production
In this course, students will learn the entire production pipeline from story idea and development to recording animations to tape. The language, processes and equipment of digital animation and its production environment are discussed. The focus of this course is on titling, image processing, compositing and 3D animation.

ANM 108 Cinematics for Animation & VFX
Cinematics focuses on the language and techniques of filmmaking particularly how it relates to Animation and VFX. We will cover such areas as story, shooting, editing as well as how to critically analyze film content as an education tool. Students will board, shoot, and edit a film as well as analyze examples of film production to understand why choices in filmmaking are made.

ANM 109 Editing for Animation & VFX
This course introduces editing theory and practice through the editing of an animated film on a technical level while making informed editing decisions. Students will learn to competently edit digital video and audio files using Final Cut Pro and prepare the results for DVD and web delivery.

ANM 180 Introduction to Animation Principles & Techniques
This survey course provides the foundation for all future animation studies by introducing students to principles of animation through the art of experimental and stop motion animation. Students will gain hands-on experience with techniques including the media of clay, paper cutouts, found objects, pixilation, and stop motion puppets.

ANM 182 Mixed Media Animation
In this course students will work collaboratively to create an animated project for a specific client. Students will develop concepts, pitch ideas, and produce animation using a mixture of media, including stop-motion, traditional and digital animation techniques.

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

ANM 190 Traditional Animation 1
This course provides the foundation for all of the other undergraduate 2D animation courses. Students will use industry standard software to explore the principles of animation while reproducing rudimentary animation exercises as demonstrated by the instructor.

ANM 202 3D Modeling and Animation 1 (Maya)
This course covers the basic concepts of 3D modeling and animation. The fundamentals of computer geometry are taught by looking at the basic elements that make computer models. Modeling, animation, lighting, texture mapping and rendering are introduced in a production setting. Students will work on several hands-on animation projects.

ANM 203 Preproduction Principles
This course will provide students with an introduction to professional preproduction with an emphasis on idea generation, concept design, visual development, and storyboarding. The latest techniques of preproduction as used in animation and VFX will be introduced to students.

ANM 204 3D Modeling & Animation for VFX (Maya)
This course covers the basic concepts of 3D modeling and animation as it pertains to VFX. Fluids, nParticles, nCloth, hair, fur, and soft/ rigid bodies are introduced in a production setting toward the goal of developing a portfolio project.

ANM 205 Careers in Animation & VFX
Students have an opportunity to step back and survey the body of their work. The student and faculty analyze and identify strengths, weaknesses and interests to set a course towards a clear and committed emphasis. This class is the first step in portfolio development to meet current standards in the industry.

ANM 206 Producing for Animation & Visual Effects 1
In this course, the business of pre-production management in feature animation, game and post-production visual effects entertainment project workflows will be introduced. Students will be trained in the professional practices entailed in the start-to-finish cultivation and delivery of entertainment projects. Students will receive hands-on training by selecting and producing several commercial projects during the semester.

ANM 207 Storyboarding Principles
This course introduces students to the fundamentals of storyboarding. Topics covered include story arc, camera language, stages in storyboarding and pre-production packets. Students will read short scripts and sketch a sequence of images to give a better idea of how the scene will play out.

ANM 220 Fundamentals of 3D Animation
Students in this 3D animation course will build a solid set of foundational skills based on the twelve principles of animation. In-class exercises will include graph editor drills, best practices from planning to polish, and carefully guided demonstrations. This course will be useful for students wishing to enhance their knowledge of the basic physics and mechanics of animation.

ANM 221 3D Character Animation 1
This course builds upon information introduced in 3D Modeling and Animation 2. Students focus on conceptualizing, storyboarding and executing a high quality animation project.

ANM 222 Introduction to Rigging
The purpose of the course is to offer a foundation in the concepts of character design and 3D character set-up for the animator. This foundation offers methodology and strategies for designing and creating readily revisable characters for maximum flexibility in a 3D environment.

ANM 223 3D Workflow of Animation
This course is a continuation of 3D fundamentals of animation. This course will focus on good workflow, working clean, being efficient, posing, making shots visually appealing, and good scene hygiene. Students will spend more time on planning their shots so that their ideas are clear to the audience and the viewer.

ANM 236 Producing for Animation & Visual Effects 2
This course will provide mentorship for student producers that have active animation / visual effects projects. Each week, the producers will present the current status of their projects and review the milestones and risks with their peers. Targeted workshops will be given to enhance the skill set which includes running effective dailies, strengthening communication skills, and project management.

ANM 241 Visual Effects 1 - Principles of Compositing
Students are exposed to the primary concepts needed for successful compositing. The course will cover basic compositing techniques such as greenscreen extractions, splines, merging layers, and color correction. Students will learn how compositing fits in to the animation and visual effects pipeline.

ANM 242 Procedural Effects: Houdini 1
This course grounds students in the key techniques of CG effects animated used to generate dynamic simulations of real world phenomena for film effects, providing students with a solid foundation for further study in the field.

ANM 243 Rotoscoping
This course offers a full overview of post visual-effects procedures for television and film production, including such topics as wire removal and image rotoscoping. Emphasis is placed on the use of film background plates and the ability of the student to break down effects shots effectively.

ANM 246 Digital Painting for VFX Artists
This course focuses on bridging traditional art skills with digital art media. Students will learn theory, visualizing, sketching, and painting as a foundation for VFX work. This course will address the vital need for VFX students to develop a strong artistic and aesthetic eye to complement their technical skills.

ANM 251 Fundamentals of Texturing & Lighting
This course grounds students in the artistic and technical fundamentals of texturing and lighting, providing a solid foundation for further study in the field.

ANM 253 Lighting for VFX
This course is designed to give students the tools they need to understand the role of the Director of Photography during visual effects filming. Students will learn the basics of lighting and videotaping for the bluescreen. The course also deals with the differences and similarities of live acting lighting and CG lighting.

ANM 254 Dynamics 1: Particles
This course focuses on 3D effects animation. Projects will consist of creating effects such as snow, rain, wind, and fire, which will be composited in a live action plate. Students will begin to learn how to control the look of the work and integrate it into a visual effects shot.

ANM 255 Scripting
This course gives students a solid foundation in scripting and basic programming skills using Mel and Python. The course expands the skills of visual effects artists who aim to pursue a career in technical direction, VFX look development, and effects animation.

ANM 260 Traditional Animation 2
In this course, students recall the principles of animation and apply them specifically to character animation. Students expand their drawn animation skills with a particular focus on volume and form. Expanding student's digital tool repertoire and developing professional studio practices and procedures is also tackled.

ANM 270 Storyboarding 1: Camera Language & Animatics
This course introduces students to the fundamentals of professional storyboarding. Topics covered include story development, camera language, stages in storyboarding, preproduction packets, and pitching. The basics of compiling and editing animatics and story reels are also be addressed.

ANM 277 Motion Quick Sketching
This course introduces students to artist note taking techniques commonly used by animators, story artists and game developers when communicating ideas in the work place. It is the standard professional nomenclature used to develop ideas in the work place.

ANM 285 Puppet Making for Stop Motion
Students learn the basic elements of construction and mold making to produce puppets for stop motion animation. Each student will use their creativity, self-expression, drawing and sculpting abilities. Students will design a character on paper and create it using a variety of techniques.

ANM 287 Stop Motion Set Design & Fabrication
This course provides a practical overview of basic design, fabrication, and surface techniques and processes necessary to create simple stop motion sets and props. Emphasis will be placed on basic presentation of design fundamentals, construction, craft, and scenic skills as they directly pertain to animation.

ANM 303 Previsualization & Animatics
Previsualization (or animatics) is an important part of preproduction, and layout is an important step in designing every shot. This course offers a new opportunity for artists with interests in animation, modeling, cinematography and editing to put their wide range of skills to use in production.

ANM 312 Hard Surface Modeling 1
In this course, students will explore the different types of geometry in Maya (polygon, nurbs, and subdivision) with an emphasis on polygonal and subdivision surfaces. Basic and advanced tools that enhance the modeling experience in Maya will be reviewed. Production methodology will be highlighted.

ANM 313 Organic Modeling 1
This class covers the entire process of modeling a multi-patch, polygon, and subdivision character with Maya. The class will focus on the construction of the detail surfaces, and construction of good topology for character rigging using a variety of tools in Maya.

ANM 316 Environment Creation
In this course, students focus on the development of original environments for use as portfolio pieces. Composition, matte painting, rendering, plant creation, and environment animation are introduced in a production setting.

ANM 321 3D Character Animation 2
The primary focus of this class will be on animation principles such as timing, spacing, force, dynamic posing, weight, arcs and technique. Students will visually understand the main principles of character animation through hands-on exercises.

ANM 322 Advanced Rigging
This course provides a further exploration into the specialized art and mechanical science of rigging using multiple types of 3D objects for animation, using the most up to date techniques and styles. Students will solve complex, real-life issues dealing with the controls and deformation of characters and mechanical devices. Students will also learn problem-solving skills to overcome limitations of software and computers.

ANM 324 Lip Sync & Facial Performances
This is an advanced character animation course focusing on creating strong facial performances. Students will learn how emotions and thought processes are expressed in the face and eyes as well as the importance of subtlety in performances. Students will use the mechanics of lip-sync and apply them to their character animations.

ANM 325 3D Realistic Animation
In this course students will create animations that mimic real animal locomotion. Realistic creature models and animal reference will be analyzed to understand movement and muscles. Students will apply research and physics to block and animate a quadruped. Final animations will combine a walk cycle with live action footage.

ANM 326 Motion Capture
This course introduces the theory and practice of animating 3D characters with motion capture. Industry specific software and its application in the production pipeline will be discussed in detail. Students will capture their own motions for individual animation projects and then apply these techniques to increasingly complex group animation projects.

ANM 336 Producing for Animation & Visual Effects 3
This course is designed around the creative/ entrepreneurial producer. Students will learn to create a development and business plan for an original film. Fundraising strategies, creating an LLC, and building a studio will also be covered.

ANM 341 Visual Effects 2 - Intermediate Digital Compositing
Students are exposed to intermediate concepts needed for successful compositing. Class projects include bluescreen removal, traveling mattes, image correction and an introduction to the production pipeline used in professional film and TV work.

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 Fluids: Houdini 2
This course teaches Houdini's fluid dynamics capabilities, with a concentration in liquid visual effects. The course teaches the fundamentals of using computational fluid dynamics and in learning common fluid dynamics terminology. The course provides an understanding of how to simulate, light, shade and render fluids in Houdini.

ANM 345 Matte Painting
This course focuses on generating digital matte paintings for visual effects shots. Image projection, and basic modeling techniques and how they apply to environment creation will be covered. Advanced shot layout, layer integration, lighting, perspective, and depth perception will be covered.

ANM 352 Matchmoving
This course will present a comprehensive overview of 3D camera tracking on live action. Students will learn how to prepare for a matchmove in a live action set, through measurements of the environment, camera information, and applying tracking markers.

ANM 353 Advanced Texturing & Lighting
This course offers further exploration of the texturing and lighting process using advanced techniques. Topics include subsurface scattering, image based lighting, render passes, and texture hierarchy construction. Our class project will focus on texturing and lighting a human character, and integrating them into feature scene lighting.

ANM 354 Dynamics 2: Fluid Simulation
In this class, students will explore, render, and light realistic water and fluid simulations using Real Flow 4 software. Students will determine when to use Real Flow vs. Maya Fluids. Intense rendering problems caused by complex lighting schemes and machine limitations will allow students to analyze and improve their skills.

ANM 355 Advanced Scripting
This course gives students a solid foundation in advanced programming skills while learning the Python scripting language. The course is intended for students interested in pursuing a career in technical direction, one which requires them to combine their artistic talents with their technical abilities.

ANM 356 Cloth Simulation
This course introduces students to cloth animation and simulation and provides a background on how it is used in the industry today. Students will begin the course by understanding how cloth solvers work by building their own solver using Maya's Softbody dynamics. Maya's cloth solver will then be introduced and practiced in two exercises. For the final project, the Syflex cloth simulator will be introduced and students will learn to tailor their own garments and simulate them over an animation.

ANM 357 3D Texture Painting
Using state of the art software, students will learn the art of painting detailed textures directly onto 3D geometry. Students will create projects that include normal and displacement maps, painting over seams, and projection painting. Students will work with paint surfaces and layers and render a variety of photoreal objects.

ANM 362 Traditional Animation 3
In this course, students apply strong acting choices in order to demonstrate character personality via animated actions. Students expand on their animation skills with a focus on applying advanced draftsmanship and detail. Further expansion of the student's digital tool repertoire includes lip-sync, digital clean-up and color.

ANM 370 Storyboarding 2: Drawing for Cartoons
In this course, students will create storyboards for the fast-paced cartoon production environment of an animated series. Students will watch shows, study scripts and create original works.

ANM 372 Storyboarding 3: Drawing for Feature Film
In this course students will learn a comprehensive skill set to storyboard for feature film. Both animated and live action feature styles are explored. Emphasis is on drawing, writing, comedy, staging, action and pitching.

ANM 375 Maquette Sculpting
This course will introduce students to the concepts and philosophies necessary to work as a functioning member of a character development team at work on a feature film, television show, television commercial, or in games. The latest techniques, materials, and professional tips will be discussed or demonstrated to students catered to their specific projects.

ANM 377 2D Production and Layout 1
This course provides an entry-level understanding of digital animation scene layout and production for studio, independent, and freelance production workflows using industry standard software.

ANM 380 Stop Motion Animation 1
Students will animate a number of classic animation exercises using a stop motion puppet. In this process they will deepen their understanding of character expression and pantomime and the application of the principles of animation.

ANM 382 Stop Motion Animation 2
In this course, students will expand their animation repertoire by producing and animating a lip-synced stop motion spot. The diverse elements of animated production will be highlighted as students progress through their projects. Emphasis will be placed on narrative communication, project planning, lighting, and production design.

ANM 385 Puppet Making for Stop Motion 2
This course teaches advanced concepts in stop-motion puppet fabrication from armature machining to mold making and finally to foam casting of the puppet. Each student will use their creativity, self-expression, drawing, and sculpting abilities along with the skills learned in this class to create their own stop-motion puppet.

ANM 405 Senior Portfolio for Animation & VFX
The goal of this class is to develop a professionally marketable reel comprised of the student's best work. The student will hone client/artist relationships by practicing the art of presentation and behavioral skills, and will develop consistent identity, resume, reel packaging and stationary systems.

ANM 412 Hard Surface Modeling 2
In this course, students will continue to explore the different types of geometry in Maya (polygon, nurbs, and subdivision) while concentrating efforts in Nurbs modeling.

ANM 413 Organic Modeling 2
In this course, students will learn the new modeling and painting program Zbrush while applying advanced sculpting techniques.

ANM 414 Head Sculpting & Facial Expression
This is an advanced studio course designed for 3D modeling majors. Topics covered in this course are how to properly model a head with clean topology, the creation of facial, building a facial rig to incorporate these elements, and a basic understanding of how to create believable facial animation.

ANM 415 Modeling Studio
Topics covered in this class are data translation, shading rendering and texturing, cloth and hair. Students pursue advanced projects and work toward creating fully rendered portfolio quality images.

ANM 419 Organic Modeling 3
This class will focus on posing models and sculpting them with accurate balance, weight, and anatomy. As the needs of the production industry continue to evolve and require more of the emerging artist, it is necessary to understand the mechanics of motion in the musculoskeletal system of the human body. Animal anatomy and posing will also be discussed.

ANM 421 3D Character Animation 3
In this course, students will gain an overview of acting and performance as they apply to character animation. The primary focus of this class will be an in-depth look at character acting, including lip-sync, facial expressions, method-acting, eye animation, subtext, and reference.

ANM 441 VFX 4: Node-Based Compositing 2
This course covers advanced compositing techniques including image projection, basic plug-in creation, mesh warping, and advanced color correction. Students will continue to further their keying skills and overall approach to a shot. Attention to detail, efficiency of workflow and protecting image quality will be continually monitored. The 3D camera will be explored.

ANM 443 Advanced Rotoscoping
This course offers an in-depth study of rotoscoping and digital paint effects procedures for film and television production. Emphasis is placed on techniques and practices common to the visual effects industry as they pertain to the subject.

ANM 445 Advanced Matte Painting
This class focuses heavily on planning and problem solving in a production based environment, applying skills that will be used to create realistic special effects for real-world cases that would be used for film, commercials and interactive projects. Students will learn software-independent skills and will also study the effects of lighting and shadowing.

ANM 451 Renderman
This is an advanced rendering course that draws upon cinematography, lighting, and production design. Advanced concepts in render programming and production design as well as the specific 'look' for computer animation feature production will be explored. Students will be asked to achieve complete photorealism and proceed to stylized rendering.

ANM 462 Character Animation Studio
In this advanced concepts course, students will hone their animation skills, especially those that are essential to portray emotion and characters' thought processes. Effective lip sync practices will also be covered.

ANM 466 Traditional Animation 4
In this course, students will become familiar with animating various types of animation tests. Students will learn how to apply animation fundamentals to digital cut-out animation, learning how to ink, rig and animate basic to complex puppet set-ups. Furthermore, students will also learn how to animate animal locomotion.

ANM 477 2D Production and Layout 2
This class expands a student's production and layout skills by providing problem solving schemes and a more thorough understanding of project workflows. There is also a focus on creative work-arounds to speed the production process.

ANM 478 Storyboarding 4: TV / Live Action / VFX
This course offers an introduction to the freelance storyboard market. A variety of projects will be explored such as advertising, film, games, animation and live action. Students learn to storyboard from scripts and client proposals.

ANM 490 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.

ANM 497 Feature Animation Training
A panel of industry experts will select students for this course based on portfolio submissions. Building on technical skills, students will focus on the artistry of animation. Lead animators guide students to improve their skills. Director Approval is approval is required for enrollment.

ANM 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

ANM 499 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 and course prerequisites may vary by topic.

ANM 500 Internship in Animation
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

ANM 604 VFX: Cinematography
This course will help students obtain the best possible filmed images or elements for use in a visual effects shot. Topics covered include timing lights, selecting film stock, shooting background and foreground plates, and film versus video for VFX.

ANM 605 Layout Design for Animators
This course teaches students the structure of an animated feature film while placing emphasis on the development of layout design, value, and structure. Perspective principles will also be covered. The goal of the course is to teach students the size and structure of an animation film production unit.

ANM 609 Gesture & Quick Sketch for Animators
In this introductory course on drawing the human figure for animation, students will develop their figure drawing and quick sketch skills with an emphasis on staging, action analysis and exaggeration. Transfer of gesture, motion, solid drawing and staging skills appropriate to 3D animation will be proposed and applied.

ANM 610 Figurative Concepts
In this intensive introductory course students learn skills and tools that enable them to draw proportionally accurate figures, both nude and clothed, for entertainment art. Study topics include human: anatomy, proportion, foreshortening, construction, movement and gesture. Light and form is explored in the creation of simple still lifes and tonal self-portraits.

ANM 612 Traditional Animation Principles & Pipelines
Students will learn the principles and processes of animation by assuming the role of assistant animators, applying traditional drawing skills to create finished scenes from rough animation. Ink and paint skills will be introduced as students use digital and traditional tools to complete a full color scene.

ANM 614 Color and Design Application for Animation
Students will study existing industry design to understand Art Direction for animated films. They will study application of value, color, and lighting. Using traditional and digital media, students will examine the psychology of color, how light effects color, and various color theory combinations to create interesting visual hierarchy in composition.

ANM 615 Modeling & Animation for VFX
This course covers the basic concepts of 3D modeling and animation as it pertains to visual effects. Fluids, nParticles, nCloth, hair, fur, and soft/ rigid bodies will be introduced in a production setting. Students will use these elements for their portfolio projects.

ANM 620 Advanced Character Animation
This course teaches students the basic theory of computer animation with an emphasis on character development. Discussion topics include traditional animation techniques, vocabulary and language of motion and animation, secondary motion, and line of action. This course focuses mostly on animation theory rather than specific software techniques.

ANM 623 3D Modeling & Animation 1 (Maya)
This course covers the basic concepts of 3D modeling and animation. Students will build a solid foundation of the basic tools of 3D software, and gain basic knowledge of file management, the operating system environment and production practices. Modeling, animation, lighting, texture mapping and rendering are introduced.

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

ANM 629 Fundamentals of Texturing & Lighting
This course grounds students in the artistic and technical fundamentals of texturing and lighting, providing a solid foundation for further study in the field.

ANM 630 Node-Based Compositing 1
This graduate class focuses on planning and problem solving in a production environment. Fundamental theories in related disciplines such as advanced color correction techniques, layering and integration of elements, keying and spill suppression will be covered. Special attention will be given to composite methods and protecting image quality.

ANM 631 Matte Painting
This course will introduce students to the art and craft of matte painting as they create their own 2D matte paintings. This class will allow students to work on environments for midpoint or final review projects. This course is applicable to all levels in the MFA department.

ANM 632 Hard Surface Modeling 1
In this course, students will explore the different types of geometry in Maya (polygon, nurbs, and subdivision) with an emphasis on polygonal and subdivision surfaces. Basic and advanced tools that enhance the modeling experience in Maya will be reviewed. Production methodology will be highlighted.

ANM 633 Drawing and Design for Animation
Students will work from live models to create drawings that fulfill animation production needs for TV, feature, games, and storyboarding. Emphasis is placed on design flexibility, sequential drawing for animated performance, line-of-action, and volume control utilizing a variety of styles. Maquette sculpting and animal drawing are introduced. Students will maintain a sketchbook throughout the semester.

ANM 634 Traditional Animation 3 (Character Development)
Students will work on specific character development skills necessary to work in the animation industry. Students will also be exposed to animating and cleaning up 'on model' from existing and created model sheets.

ANM 636 Organic Modeling
This class covers topics a multitude of modeling techniques as well as subjects related to modeling such as texturing, shading, and character set-up. Nurbs, polygon, and subdivision modeling will be demonstrated. Each student is expected to finish at least one demo reel quality modeling for the final project.

ANM 639 3D Texture Painting
Using state-of-the-art software, students will learn the art of painting detailed textures directly onto 3D geometry. Additional topics covered include normal and displacement maps, painting over seams, multi-region UV painting, and projection painting.

ANM 640 Advanced Texturing & Lighting
This course offers further exploration of the texturing and lighting process using advanced techniques. Topics include: subsurface scattering, image based lighting, render passes, and texture hierarchy construction. Our class project will focus on texturing and lighting a human character, and integrating them into feature scene lighting.

ANM 641 Node-Based Compositing 2
This graduate class focuses heavily on planning and problem solving in a production environment. Fundamental theories in related disciplines will be covered. Though this class focuses on Shake, students will learn software independent skills and get chances to apply them in real world cases.

ANM 642 Production Compositing Principles
This course introduces advanced compositing and effects techniques. The course focuses on the integration of live-action footage with CG elements while stressing the analysis of an effects shot, photorealism, and a range of approaches.

ANM 643 Dynamics 1 - Particles
In this course, students will focus on creating visual effects for animation. Projects will consist of creating effects such as snow, rain, wind, confetti, and fire which will be composited into animation. Special attention will be paid to setting, mood, and composition.

ANM 644 VFX Pipeline for Technical Direction
In this course, animation students will develop an understanding of various dynamic simulation tools as an alternative to keyframe animation: rigid bodies, soft bodies, cloth, hair, particles and fluids. In addition, students will learn about differences between different types of animation - keyframed vs. simulated motion and when each should be used.

ANM 648 Digital Animation for Production
This is a class in digital ink and paint and compositing. Students will explore various production skills needed for work in digital commercial animation production. Production steps including storyboard, animatics, painting, compositing and post-production will be addressed.

ANM 650 Matchmoving
This course will present a comprehensive overview of image-based technology as it is used in a production environment. Graduate students will learn to create models from photographs using Realviz's ImageModeler and other photogrammetric techniques. Matchmoving also constitutes a major portion of the class.

ANM 651 Rotoscoping
This graduate level course offers a full overview of rotoscoping and digital paint effects procedures for film and television production, including such topics as wire removal, articulated mattes, plate restoration, plate extension, paint animation, and other secret 'hidden effects' of the industry.

ANM 652 Introduction to Rigging
This course explores the methods and techniques used to design and setup 3D characters for animation. The course first examines basic concepts of character setup, moving on to more complex topics and discussions. Topics will also include modeling characters for animation, facial animation setup and animation workflow.

ANM 654 Modeling Studio
This class is for modeling and texture students who want to explore multi-patch nurbs and polygon modeling, shading, rendering and texturing. Students pursue advanced projects and work on creating fully rendered portfolio quality images.

ANM 655 Scripting
This course is designed to give the student a solid foundation in basic programming skills while learning about Maya's Embedded Programming Scripting Language called Mel. The course is intended for those who would like to pursue a career in technical direction, who will be required to combine their artistic talents with their technical abilities.

ANM 656 Organic Modeling 2
This course will cover modeling, sculpting, texturing, and posing models in high resolution detail. This will also include the creation of normal and displacement maps that will allow the model to be displayed correctly in Maya.

ANM 670 Preproduction
This course is an introduction to the pre-production process and planning for any digital production. Students will learn the various roles of pre-production artists while identifying and refining their thesis topic. The focus of the course will include one-on-one work with the instructor as students prepare to present their midpoint reviews. Assignments include written thesis, concept drawing, character studies, storyboards, and story reels (animatics).

ANM 671 Stop Motion Puppet Animation
This course explores the tradition of puppet making, one of the oldest forms of animation. Along with studying and applying the principles of animation through puppet construction and manipulation, the disciplines of movement and acting will be studied.

ANM 675 Thesis Development
This class will offer more advanced and in-depth guidance to students as they approach their Midpoint or Final Reviews. Students will receive detailed instruction on such topics as story construction, cinematics and presentation, as well as their specific, individualized needs.

ANM 676 3D Animation Physics and Mechanics
Students will apply a strong foundation in the principles of animation, as well as a good Maya workflow. Students will learn different types of blocking methods. This course is suited for novice students and those who need to brush up on their understanding of basic physics and mechanics of animation.

ANM 682 Hard Surface Modeling 2
In this course, students will explore the differences between polygonal and NURBS modeling. Projects will focus on concentrated efforts in NURBS modeling. Students will learn how to convert NURBS models into polygon models.

ANM 683 Storyboarding for Thesis
This course provides fundamental storyboarding skills in order to create a storyboard for the thesis project. Emphasis will be on original story development for a short subject and on the rendering of a storyboard for a thesis-worthy project.

ANM 685 Storyboarding
This course focuses on animation and illustrative storytelling. Topics include structural elements of storytelling, storyboarding formats, motion and animation and character development. The course will take a step-by-step approach to story development, using the medium of storyboards. The creation and use of animatics will also be introduced and explored.

ANM 686 3D Character Animation 1
This class focuses on the animating of 3D character models. Students learn character animation techniques unique to various professional studio environments. Concepts explored will include real-world weight, physics, object interaction, pantomime, character sketching, and motion analysis.

ANM 687 3D Character Animation 2
This course further develops character animation concepts. Students will practice character thinking, changes of emotion, and lip-sync animation. The course will involve animation projects.

ANM 688 Traditional Animation
This course will help students explore and master the principles of animation. Animation terminology and the history of animation will be covered. The course will involve storyboarding and using character forms to apply and understand the twelve principles of animation.

ANM 689 Story Development
This class is designed to develop students' storytelling skills, teaching students to create, pitch, and critique stories. This course uses storyboarding as a tool to explore the methods, devices and techniques used in short animations. The class will also explore abstract and conceptual pieces, trailers, music videos and commercials.

ANM 690 Camera Layout for Story
This course is designed for storyboarding and traditional animation students to develop their skills in connecting storyboards to finalized layout in animation. Story, camera, workbook, and color and design will be covered as students relate to the traditional animation pipeline and layout process.

ANM 691 Advanced Storyboarding
This class teaches industry standards for storyboard artists and offers a comprehensive study on how to structure a storyboard for presentation. Emphasis is on drawing, writing, comedy, staging, and pitching a board.

ANM 692 Traditional Animation 2
This course is intended to develop strong knowledge of animation. Focus will be on inbetweening, flipping properly, pencil pressure and consistency of drawing. Student will learn the importance of simple character design, simple storyboards and the usage of work sheets.

ANM 694 Head Sculpture & Facial Expressions
This is an advanced Maya 3D Modeling graduate course, focusing on the head and facial expressions.

ANM 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.

ANM 697 Feature Animation Training
A panel of industry experts will select students for this course based on portfolio submissions. Building on technical skills, students will focus on the artistry of animation. Lead animators guide students to improve their skills. Director Approval is approval is required for enrollment.

ANM 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.

ANM 703 Visual Effects for Animation
In this course, animation students will explore basics of various dynamic simulation tools as an alternative to keyframe animation: rigid bodies, soft bodies, cloth, hair, particles and fluids. In addition, students will learn about differences between different types animation – keyframed vs. simulated motion and when each should be used.

ANM 706 Producing for Animation & VFX
In this course students will receive practical training in production management for feature animation and post-production visual effects workflows. Students will learn the professional practices entailed in the start-to-finish cultivation and delivery of entertainment projects. Students will receive hands-on training by selecting and producing several school projects during the semester.

ANM 743 Dynamics 2: Fluids
This course explores fluid dynamics simulations consisting of both liquids (ranging from water spills to large scale water simulations such as oceans, waterfalls and tsunamis) as well as various fluid gasses (fire, smoke, dust, explosions, etc.). Students will explore various software tools for fluid simulation such as Maya and Realflow, and learn to tackle rendering issues and machine limitations associated with complex fluid simulations.

ANM 770 Final Portfolio Preparation
This course exposes MFA candidates to the expectations of the professional animation, visual effects, and games industries, in both traditional and digital mediums, in order to best prepare students for their intended careers. Emphasis is placed on communication, collaboration, networking, marketing, and workplace pipelines.

ANM 787 Advanced Graduate Animation Studio
Following the structure of an animation studio environment, students are tasked with individually tailored assignments and given directorial notes for improvement. Class features a particular focus on meeting deadlines, utilizing proper workflow and maintaining efficient professional practices. Individual critique is emphasized, with less group feedback than most classes.

ANM 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.

ANM 801 Group Directed Study
Graduate students working on their individual Final Portfolio and/or Thesis Project receive instruction and critiques of their work. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their Final Portfolio and/or Thesis Project as peers. Please note that some Group Directed Study courses have a required course fee and course prerequisites may vary by topic.

ANM 802 DS Mentorship Forum
In this course, students will meet independently with their Directed Study Mentor and participate in weekly online peer reviews and discussions. Students will refine their thesis concepts, clearly express intent and set personal goals for work. Instructor critique, peer review, and advancing work based on feedback will be emphasized. Students must submit a DS Mentorship request to their Department Director and the Graduate School for approval.

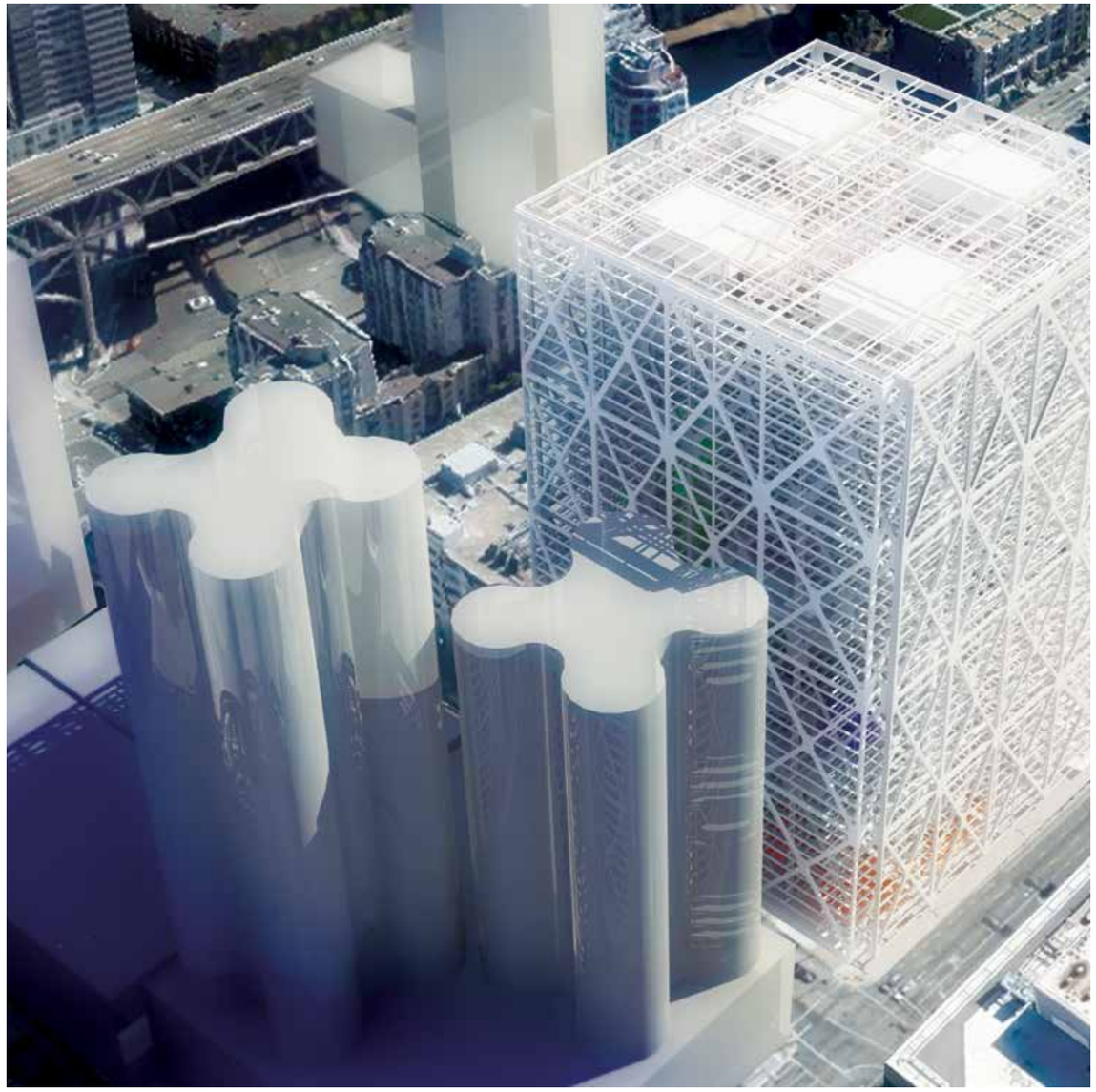
ANM 890 Traditional Animation Thesis Completion
This course is designed to mentor students along in their 2D thesis work. By following pipeline procedures and meeting production deadlines, students will create content for their visual development and 2D short film thesis projects from pre-production development to completion.

ANM 891 Animation: Thesis Completion
In this course, students will complete their final thesis projects, with an emphasis on character animation. Regular critiques will be applied by both the instructor and fellow classmates.

ANM 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

ANM 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.

ARCHITECTURE



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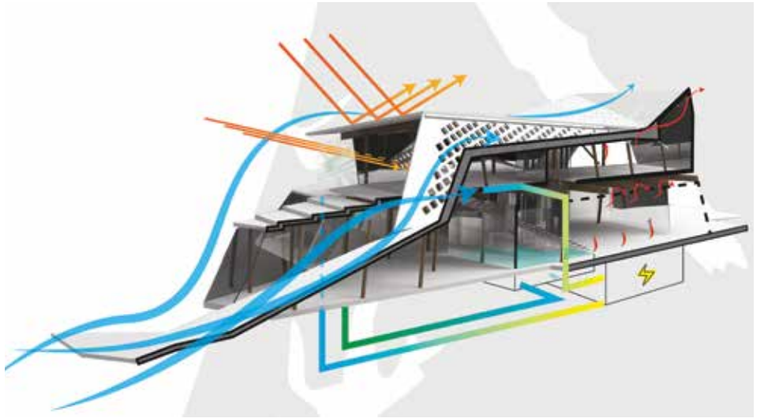
The NAAB accredited Master of Architecture is a holistic professional program offered in two tracks. The B.Arch, which has achieved NAAB candidacy status, is offered as a first professional degree (see page 18).

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

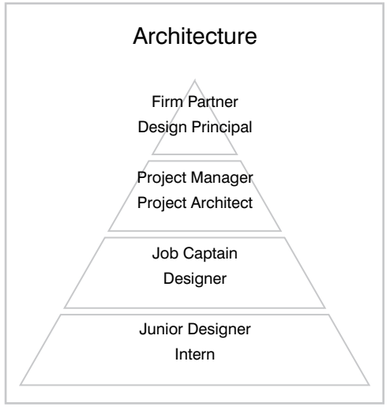
Stimulating Studio Environment:
The architecture school is a place without walls. In the open studios, the students utilize their own designated work spaces to develop their projects among their peers. We endeavor to sustain a studio environment that is highly conducive to group and individual exploration.

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

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



CAREER PATHS



DEGREE REQUIREMENTS

Bachelor of Architecture [B.Arch]

B.ARCH UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	69 UNITS
+ LIBERAL ARTS	45 UNITS
+ STUDIO ARTS & HUMANITIES BREADTH	12 UNITS
TOTAL	**162 UNITS**

B.ARCH ARCHITECTURE CORE COURSES

ARH 110	Studio 1: Conceptual Design Studio
ARH 150	Studio 2: Spatial Ordering & Form*
ARH 170	Projective Drawing & Perspective
ARH 180	2D Digital Visual Media
ARH 210	Studio 3: Site Operations & Tectonic Systems*
ARH 250	Studio 4: Site Culture & Integral Urbanism*
ARH 399	Building Information Modeling
ARH 475	Professional Practices for Architects
FND 113	Sketching for Communication

** 6 unit courses*

B.ARCH ARCHITECTURE MAJOR COURSES

ARH 230	Color, Perception and Space
ARH 239	Materials & Methods
ARH 240	Site Design & Mapping
ARH 310	Studio 5: Assembly Buildings & Context*
ARH 320	Structures: Wood & Steel
ARH 330	Structures: Concrete, Masonry, & Tensile Systems
ARH 350	Studio 6: Site Conditions & Building Performance*
ARH 390	3D Digital Modeling
ARH 410	Studio 7: Tectonics & Structure*
ARH 420	Structures: Systems Investigation
ARH 430	Climate & Energy Use: Sustainable Strategies
ARH 440	Building Systems: Mechanical, Electrical & Plumbing
ARH 441	Tectonics: Code Analysis & Building Envelope Documentation
ARH 450	Studio 8: Housing and Comprehensive Design*
ARH 510	Studio 9: Mixed Use Urbanism & Research*
ARH 529	From Theory to Practice
or ARH 512	Participatory Design
	or any course in major
ARH 550	Studio 10: Final Thesis Project*

**6 unit courses*

B.ARCH ARCHITECTURE DEGREE REQUIREMENTS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses, major courses, and the following Liberal Arts courses:

LA 107	Writing for the Multilingual Artist
or LA 108	Composition for the Artist
LA 219	History of Architecture: Ancient to Gothic
LA 249	An Artistic and Intellectual History of the Renaissance
LA 255	College Math
LA 271	College Algebra with Geometry
LA 292	Programming and Culture
LA 293	Precalculus
LA 296	Applied Physics
LA 319	History of Architecture: Modernity
LA 359	Urban Sociology
LA 429	Architecture Theory
LA 449	Urban Design Theory

And the following general education requirements:

3	History of Architecture courses
1	Written Communications: Academic Writing course
1	Written Communications: Composition course
1	Fundamental Math course
1	Applied Math course
1	Advanced Math course
1	Applied Physics course
1	Cultural Influences & Human Behavior course
1	Social Factors & Historical Awareness course
1	Urban Studies course
1	Architectural Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: ACADEMIC WRITING

LA 429	Architecture Theory

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

HISTORY OF ARCHITECTURE

LA 219	History of Architecture: Ancient to Gothic
LA 249	An Artistic and Intellectual History of the Renaissance
LA 319	History of Architecture: Modernity

FUNDAMENTAL MATH

LA 255	College Math

APPLIED MATH

LA 271	College Algebra with Geometry

ADVANCED MATH

LA 293	Precalculus

APPLIED PHYSICS

LA 296	Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR

LA 292	Programming & Culture

SOCIAL FACTORS & HISTORICAL AWARENESS

LA 359	Urban Sociology

URBAN STUDIES

LA 449	Urban Design Theory

ARCHITECTURAL EMPLOYMENT COMMUNICATIONS & PRACTICES

ARH 475	Professional Practices for Architects**

***Core Requirement*

Bachelor of Arts [BA] in Architectural Design

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	45 UNITS
+ LIBERAL ARTS	45 UNITS
+ STUDIO ARTS & HUMANITIES BREADTH	6 UNITS
TOTAL	**132 UNITS**

BA ARCHITECTURAL DESIGN CORE COURSES

ARH 110	Studio 1: Conceptual Design Studio
ARH 150	Studio 2: Spatial Ordering & Form*
ARH 170	Projective Drawing & Perspective
ARH 180	2D Digital Visual Media
ARH 210	Studio 3: Site Operations & Tectonic Systems*
ARH 250	Studio 4: Site Culture & Integral Urbanism*
ARH 410	Studio 7: Tectonics and Structure*
FND 113	Sketching for Communication

** 6 unit courses*

BA ARCHITECTURAL DESIGN DEGREE REQUIREMENTS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses, major courses, and the following Liberal Arts courses:

LA 107	Writing for the Multilingual Artist
or LA 108	Composition for the Artist
LA 219	History of Architecture: Ancient to Gothic
LA 249	An Artistic and Intellectual History of the Renaissance
LA 255	College Math
LA 271	College Algebra with Geometry
LA 291	Designing Careers
LA 292	Programming & Culture
LA 293	Precalculus
LA 296	Applied Physics
LA 319	History of Architecture: Modernity
LA 359	Urban Sociology
LA 429	Architecture Theory
LA 449	Urban Design Theory

And the following general education requirements:

3	History of Architecture courses
1	Written Communications: Academic Writing course
1	Written Communications: Composition course
1	Fundamental Math course
1	Applied Math course
1	Advanced Math course
1	Applied Physics course
1	Cultural Influences & Human Behavior course
1	Social Factors & Historical Awareness course
1	Urban Studies course
1	Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: ACADEMIC WRITING

LA 429 Architecture Theory

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

HISTORY OF ARCHITECTURE

LA 219 History of Architecture: Ancient to Gothic
LA 249 An Artistic and Intellectual History of the Renaissance
LA 319 History of Architecture: Modernity

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

ADVANCED MATH

LA 293 Precalculus

APPLIED PHYSICS

LA 296 Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR

LA 292 Programming & Culture

SOCIAL FACTORS & HISTORICAL AWARENESS

LA 359 Urban Sociology

URBAN STUDIES

LA 449 Urban Design Theory

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

Master of Architecture [M.Arch]

M.ARCH UNIT REQUIREMENTS - TRACK I

MAJOR	48 UNITS
MAJOR ELECTIVE	6 UNITS
+ DIRECTED STUDY	6 UNITS
+ ELECTIVES*	3 UNITS
TOTAL	**63 UNITS**

Per director approval

M.ARCH ARCHITECTURE DEGREE REQUIREMENTS

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

M.ARCH ARCHITECTURE REQUIRED MAJOR COURSES

ARH 602	Graduate Design Technology 1: Structures
ARH 604	Material and Methods of Construction: Building Detailing
ARH 605	Graduate Design Technology 2: Environmental Controls
ARH 606	Construction Documents and Building Codes
ARH 608	Advanced Design Studio 1 - Concept, Context, & Typology*
ARH 609	Intermediate Design Studio 1*
ARH 614	Architectural Professional Practices
ARH 619	Advanced Design Studio 2 - Concept & Comprehensiveness*
ARH 620	Digitally Generated Morphology
ARH 641	Architectural 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	66 UNITS
MAJOR ELECTIVE	6 UNITS
+ DIRECTED STUDY	6 UNITS
+ ELECTIVES*	9 UNITS
TOTAL	**87 UNITS**

Per director approval

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

M.ARCH ARCHITECTURE REQUIRED MAJOR COURSES

ARH 602	Graduate Design Technology 1: Structures
ARH 604	Material and Methods of Construction: Building Detailing
ARH 605	Graduate Design Technology 2: Environmental Controls
ARH 606	Construction Documents and Building Codes
ARH 608	Advanced Design Studio 1 - Concept, Context, & Typology*
ARH 609	Intermediate Design Studio 1*
ARH 614	Architectural Professional Practices
ARH 619	Advanced Design Studio 2 - Concept & Comprehensiveness*
ARH 620	Digitally Generated Morphology
ARH 640	Architectural History - Introduction
ARH 641	Architectural History: Modernism and its Global Impact
ARH 642	Architectural Theory
ARH 650	Introductory Design Studio 1
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	24 UNITS
+ MAJOR ELECTIVE	6 UNITS
+ ELECTIVES*	6 UNITS
TOTAL	**36 UNITS**

**Per director approval*

MA ADVANCED ARCHITECTURAL DESIGN DEGREE REQUIREMENTS

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

MA ADVANCED ARCHITECTURAL DESIGN MAJOR COURSES

ARH 608A	Advanced Design Studio 1 - Concept, Context, & Typology*
ARH 609A	Intermediate Design Studio 1*
ARH 620A	Digitally Generated Morphology
ARH 642A	Architectural Theory
ARH 659A	Digitally Generated Fabrication
ARH 690A	Advanced Architectural Design Portfolio Development

** 6 unit courses*

Master of Arts [MA] in Advanced Architectural Design

MA UNIT REQUIREMENTS - TRACK II

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

**Per director approval*

MA ADVANCED ARCHITECTURAL DESIGN DEGREE REQUIREMENTS

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

MA ADVANCED ARCHITECTURAL DESIGN MAJOR COURSES

ARH 608A	Advanced Design Studio 1 - Concept, Context, & Typology*
ARH 609A	Intermediate Design Studio 1*
ARH 620A	Digitally Generated Morphology
ARH 640A	Architectural History - Introduction
ARH 642A	Architectural Theory
ARH 650A	Introductory Design Studio 1
ARH 651A	Design Process and 2D Media
ARH 652A	Architectural Tectonics
ARH 653A	Introductory Design Studio 2
ARH 654A	Design Process & 3D Media
ARH 659A	Digitally Generated Fabrication
ARH 690A	Advanced Architectural Design Portfolio Development

** 6 unit courses*

UNDERGRADUATE COURSES

ARH 110 Studio 1: Conceptual Design Studio
Students will learn principles for making places for people through the examination of design, procedures, and the use of space-making principles in general. Design studio projects and exercises will introduce fundamental concepts and considerations in environmental design, and knowledge and skills needed in subsequent landscape, architecture and interior design studios.

ARH 150 Studio 2: Spatial Ordering & Form
This introductory studio teaches design as a speculative medium, and approached through an iterative process of developing and communicating spatial ideas and ordering through precedent analysis, diagramming, and the design of a small building. This course builds drawing and model-making skills as well as critical thinking and conceptual skills.

ARH 170 Projective Drawing & Perspective
This course aims to develop three-dimensional thinking and communication through the practice of rigorously constructed architectural drawings. Techniques involving line weights, line quality, and composition will be explored. Selectively applying transparency and articulating details that reinforce the building design will serve as tools to aid in the communication of design intent.

ARH 180 2D Digital Visual Media
This class will introduce students to basic skills for 2D image processing. Students will learn to combine a variety of software tools and methodologies to synthesize and represent an idea. Through a series of lectures and case studies, students will be introduced to a visual language that utilizes collage, diagram, and drawing.

ARH 210 Studio 3: Site Operations & Tectonic Systems
This course will emphasize the design process and rule driven design methodology. Students will develop two and three dimensional drawings and experiment with model-making techniques based on specific methods of design. Focus will be placed on understanding the behavioral aspects of space and structure.

ARH 230 Color, Perception and Space
This course explores concepts of colors, perception and space with respect to art, art history and fine arts. Students will examine these concepts through various media, including painting, photography, model-making and written assignments that analyze the representational, theoretical and practical applications of color, culminating in a final project that challenges spatial perception.

ARH 239 Materials & Methods
This course will introduce students to a wide range of contemporary building materials and their implementation as methods of construction. Students will learn the process of building traditional and new materials as well as the social constructs, environmental impacts, and design opportunities of these choices.

ARH 240 Site Design & Mapping
This course instructs students in site planning, responding to physical characteristics and regulatory parameters of project design according to sustainable design principles, through research, mapping, case studies, and site design drawings. The course draws on civil engineering, surveying, landscape, and urban design to address the interdisciplinary nature of site design.

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

ARH 250 Studio 4: Site Culture & Integral Urbanism
This course explores the role of architecture within the context of evolving urban environments. It unearths the history, currency, and culture of our urban terrain while developing a mindful discipline for articulating a stance and conceiving a responsive program within the parameters of a specific site.

ARH 310 Studio 5: Assembly Buildings & Context
In this course, students study design principles, process and thinking in the design of an assembly building. As part of their study, students will focus on architectural programming, diagramming and a critical analysis of site and context. Students will explore the role of society, community, and culture in the development of a critical viewpoint. Introduction of structural systems and architectural access will be integrated in the design process.

ARH 320 Structures: Wood & Steel
This course introduces students to the structural analysis and design of prevalent local building materials: wood and steel. The properties and nature of failure for each of these materials will be considered individually. Students will learn the unique responses of these different systems to gravity and lateral loads.

ARH 320L Structures Required Lab
Structures Required Lab

ARH 330 Structures: Concrete, Masonry, & Tensile Systems
This course introduces students to the structural analysis and design of concrete and masonry systems, and tensile structures. Students will learn about the load bearing properties of concrete and masonry. The unique dynamics of tensile systems will also be taught.

ARH 350 Studio 6: Site Conditions & Building Performance
This course explores the design of a visitor's center in a natural setting with programmatic, climatic, and topographic challenges. Students will learn to assess and integrate the context and physical characteristics of the site such as climate, orientation, topography, vegetation, and views. In addition, Students will learn the fundamentals of building materiality and constructability.

ARH 390 3D Digital Modeling
This course will learn essential skills necessary to visualize, generate, and design architectural models using a variety of 3D softwares. Through in-class tutorials, individual and group critiques, and readings, students will learn to engage softwares as generators of form.

ARH 399 Building Information Modeling
Building Information Modeling is an architecture industry standard for design and production. This course familiarizes students with Autodesk Revit and its tools for schematic design, floor plan layout, presentations, and construction drawings. Students will learn how building material assembly is represented in technical drawings.

ARH 410 Studio 7: Tectonics and Structure
This course posits new ways to inhabit large urban structures through a process-driven methodology. By challenging type-driven formulaic structural responses, conflicts between architectural priorities and structural efficiencies are celebrated as the starting point of a dialogue that instigates structural adaptations creating rich tectonic expressions, complex spatial configurations, new program relationships.

ARH 420 Structures: Systems Investigation
Structural intuition is cultivated through physical model making to evaluate and propose structural systems for design studio projects. The relationship between structural behaviors and building geometry is studied through load tests and load path diagrams to pursue productive problems as a basis for establishing design criteria for adaptable structural systems.

ARH 430 Climate & Energy Use: Sustainable Strategies
This course examines methods of passive building strategies that minimize a building's energy consumption. The course will consider the costs and benefits of renewable practices such as photo-voltaic panels and wind power. Students will learn to evaluate the effects of passive solar design, thermal mass, glazing types, and wall construction.

ARH 440 Building Systems: Mechanical, Electrical & Plumbing
This course is taken concurrent with ARH 450. Students learn strategies for the heating, cooling, plumbing, and ventilation of buildings. Students will be exposed to sustainable practices for creating human comfort, such as passive heating and cooling, optimal site orientation for different climates, and building envelope systems.

ARH 441 Tectonics: Code Analysis & Building Envelope Documentation
This course offers an examination of planning and building code analysis, and the documentation of building envelopes and detailing. Students will investigate how design concept can guide the development of building envelope details. Technical documentation will be produced to describe the choice of building materials and assembly.

ARH 450 Studio 8: Housing and Comprehensive Design
This studio is taken concurrent with ARH 440, and requires students to conceive and execute a comprehensive design proposal for an urban housing complex. Students will examine space at the scale of a module, and its role in shaping a larger entity that relates to context. Students will research housing typologies and their role in shaping the urban fabric.

ARH 475 Professional Practices for Architects
This course introduces students to the operation of an architectural practice. Topics include the licensure process, organizational structures of firms, ethics, business development, compensation, contracts, and insurance. This course also addresses professional issues spanning the whole process of a project.

ARH 490 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.

ARH 493 Contemporary Architecture Foreign Study
The Foreign Study will focus contemporary built works of architecture, their conceptual meaning, and their role in recent architectural discourse, through an intensive site visit, throughout a particular region. The comprehension of these architectural examples will be supported through discussions, guided tours, walking and bus tours and lectures on site.

ARH 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

ARH 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.

ARH 500 Internship in Architecture
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

ARH 510 Studio 9: Mixed Use Urbanism & Research
This studio serves as a prelude to the students' final thesis and is comprised of two parts. Students will conduct demographic and urban systems analyses, in the design of a mixed-use urban building, followed by a research-driven investigation of a selected site, program, and thematic topic.

ARH 512 Participatory Design
Following on from LA 292 students will put communication skills and research methodologies into practice in a real life project scenario. Participatory design skills will be harnessed to work with residents and users to design an urban public/semi-public space to meet the diverse needs of multiple users.

ARH 529 From Theory to Practice
Students will develop their thesis as a visual and narrative document, emphasizing research, communication, and professional presentation. Thematic research, case study precedents, and graphic presentation of site and program research would be documented while studying how prominent designers and architecture firms translate theory and design values into built work.

ARH 550 Studio 10: Final Thesis Project
The final project is a culmination of the knowledge and skills gained through the program. Students formulate a research topic, and propose a structure that tests their thesis with a program and within a site. Project requirements will include a precedent analysis and written thesis.

GRADUATE COURSES

ARH 601 Spatial Composition
In this course, students will study organizational principles in the patterns and structure of architectural spaces. Through a series of focused projects, students will gain an understanding of the relationship of organizational, structural, and spatial systems in architecture.

ARH 602 Graduate Design Technology 1: Structures
This course develops a basic understanding of structural systems or elements and their implication on structural form. Students will study the elements, connections, and systems used in wood and steel structures from the point of view of the construction process.

ARH 604 Material and Methods of Construction: Building Detailing
The wall section and its related elevations, plans, and key details provide a significant portion of a completed description of a building. This course will prepare you to develop a high level of competence in the technical aspects of architectural design through exploring a wall section.

ARH 605 Graduate Design Technology 2: Environmental Controls
This course investigates the relationship between energy and the built environment. By developing an understanding of the inter-connectedness of climate, building shape, occupant comfort, thermal envelope, conditioning systems, lighting systems, acoustics, and whole building energy consumption, students learn to make educated design decisions.

ARH 606 Construction Documents and Building Codes
This course provides an overview of the various codes affecting the design of a typical building. The course also aims to teach the student skills required to create construction documents with an emphasis on understanding the construction drawing set.

ARH 608 Advanced Design Studio 1 - Concept, Context, & Typology
This course will investigate context and physical site characteristics such as climate, orientation, topography, vegetation and views, as well as legal and other environmental factors. Through an analysis and understanding of the site, students will explore the synthesis of a project's programmatic and environmental requirements.

ARH 608A Advanced Design Studio 1 - Concept, Context, & Typology
This studio course will investigate concept, context and typology such as physical site characteristics, environmental and programmatic factors that influence architectural design. Through an analysis and understanding of program and site, students will explore the synthesis of an architectural concept from its early design schematics towards its final physical manifestation.

ARH 609 Intermediate Design Studio 1
In this project-based course, conceptual design and the design development process will be explored in relation to all aspects of the built environment. Urban design, architecture, landscape architecture, interior design and industrial design will be covered.

ARH 609A Intermediate Design Studio 1
This studio course will investigate different design methodologies relevant in conceiving an architectural design concept. The studio is centered on a morphological design process in relation to spatial phenomena and the built environment, which might cover areas of urban design, architecture, landscape architecture, interior design and industrial design among others.

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

ARH 610 Programming and Space Planning
This course will survey the process for space programming and planning, including research, problem identification, development of options and analysis. Each student will select, refine and make recommendations to a client simulated by other students, and prepare a preliminary budget and cost estimate.

ARH 614 Architectural Professional Practices
This course exposes students to the business of conducting an architectural practice. Emphasis is placed on understanding the licensing of architects, how professional architectural firms are organized and administered, methods of project management, agreements and contracts, fees and compensation, ethics, insurance, the land use process, and relationships with consultants and contractors.

ARH 619 Advanced Design Studio 2 - Concept & Comprehensiveness
In this course, students will be asked to apply acquired skills to a different type of project from Intermediate Design Studio 1. Students will continue to build upon their skills in conceptual design, and the design development process will be further explored in relation to all aspects of the built environment.

ARH 620 Digitally Generated Morphology
In this class, students will learn the essential skills and software necessary to visualize, generate, and design an architectural proposal using 3D modeling software. Through in-class tutorials, group/ individual critiques, and selected readings, students will learn how to use the computer as a generative design tool and not purely for representation.

ARH 620A Digitally Generated Morphology
In this class, students will learn the essential skills and software necessary to visualize, generate, and design an architectural proposal using 3D modeling software. Students will advance from digital representation towards using the computer as a generative design tool.

ARH 631 Architectural History 2: Ascendancy of the Renaissance
This course will focus on the circumstances surrounding the emergence of the European Renaissance and its different regional expressions. Formal and technological developments will be explored alongside contemporaneous artistic and literary innovations.

ARH 635 Contemporary Urban Theory
This course examines contemporary urbanism and its social, cultural and legal framework. This course explores the organization of the city reviewing historic examples and studying the city as an array of events that create multiple urban territories.

ARH 640 Architectural History - Introduction
This course will give an overview from early to pre-modern periods of western and non-western architectural development, spanning from approximately 3000 B.C. to 1890 A.D. A comparative and critical approach will be brought to bear on the nuanced cultural and social circumstances that influenced the evolution of the built world.

ARH 640A Architectural History - Introduction
This course will provide an overview from early to pre-modern periods of western and non-western architectural development, spanning from approximately 3000 B.C. to 1890 A.D. The content will provide an important background for the understanding of the cultural evolution of architectural design that has influenced the built world.

ARH 641 Architectural History: Modernism and its Global Impact
This course will focus on the development of architecture and urbanism since the Industrial Revolution. Students will examine cultural and technological roots and their implications on contemporary design. This course will also trace the global impact of the modern movement.

ARH 642 Architectural Theory
This course will give an overview of contemporary architectural theory and highlight the relationship of architectural theories to social, political, technological, and scientific events. The course will foster critical thinking and introduce students to different schools of thought in architecture. It will elaborate on selected theoretical subjects' connection between theory, current architectural discourse, and global practice.

ARH 642A Architectural Theory
This course will provide an overview of contemporary architectural theory with regard to architectural design. The course will foster critical thinking and introduce students to different schools of thought in architecture. It will elaborate on selected subjects and their connection between theory, contemporary architectural discourse, and global practice.

ARH 650 Introductory Design Studio 1
This course covers the basics of composition and organization found in all architectural elements. This course also provides an introduction to a range of drawings, diagrams and simple model techniques. Students learn the interrelationships of program, geometry, composition and narrative that are used in the architectural design process.

ARH 650A Introductory Design Studio 1
This studio course introduces the student to fundamental aspects of architectural design. Students will develop understanding of informed design decisions at play in the architectural design process including the correlation of basic architectural principles, spatial phenomena, programmatic requirements, composition, and tectonics.

ARH 651 Design Process and 2D Media
This course will provide fundamental knowledge of two-dimensional media skills needed to begin an architectural design education. The orthographic conventions of plan, section, and elevation will be covered. Students will learn the importance of line weight and type, dimensioning and architectural notation in two-dimensional media. Students will learn how to relate a two-dimensional representation to three-dimensional space.

ARH 651A Design Process and 2D Media
This course will provide fundamental knowledge of two-dimensional representation skills that are needed to engage in a basic architectural design process. The orthographic conventions of plan, section, and elevation will be covered. Covering line weight and type, dimensioning, scale and architectural notation in two-dimensional media, students will learn how to relate a two-dimensional representation to three-dimensional space.

ARH 652 Architectural Tectonics
This course will give an introduction to the art, theory, and science of construction. It will endorse the understanding of relationships in-between design, technology, structures, and theory on a broad and holistic level. The course will explore exemplary architectural concepts in relation to their general structures and the consequential space/ form, assembly, and surface.

ARH 652A Architectural Tectonics
This course will provide an introduction to the art, theory, and science of construction. It will endorse the understanding of relationships in-between design and technology on a broad and holistic level. The course will explore exemplary architectural concepts in relation to their general structures and consequential spatial assembly systems.

ARH 653 Introductory Design Studio 2
This course emphasizes the development of spatial design skills. Students will increase their capability of visual/graphic thinking, expand their vocabulary of spatial elements, and will continue to develop meaning in their designs.

ARH 653A Introductory Design Studio 2
This studio course emphasizes the development of spatial design skills. Students will increase their capability for visual and spatial thinking, expand their vocabulary of space defining elements, and will continue to develop phenomenological and philosophical aspects, as well as conclusive architectural narratives in their designs.

ARH 654 Design Process & 3D Media
This course will provide fundamental knowledge of three-dimensional media and physical model making, and will develop design process skills needed for architectural design. Concept models, study models, finish models and presentation techniques of three-dimensional media will be introduced.

ARH 654A Design Process & 3D Media
This course will provide fundamental knowledge of three-dimensional media and physical model making, and will also cover design process skills needed for fundamental architectural design. Concept models, study models, refined models and advanced presentation techniques that apply multiple three-dimensional digital applications will be introduced.

ARH 657 Design Media - Perspective
This course will provide an advanced knowledge of digital architectural visualization crucial to the contemporary architectural design process. Students will hone their already basic and intermediate skills through the development of additional digital workflows and techniques.

ARH 658 Introduction to Computer Aided Drafting & Modeling
Students will develop basic drafting skills using AutoCAD and basic modeling skills using Revit in this course. Students will learn basic architectural technical skills and produce a simple set of drawings and renderings.

ARH 659 Digitally Generated Fabrication
This course will explore methods of advanced architectural fabrication in relation to architectural design and construction processes. Students will deeply engage in a number of methods and technologies as well as in the applications of these methods pertaining to architectural production.

ARH 659A Digitally Generated Fabrication
This course will explore methods of advanced architectural fabrication in relation to contemporary architectural design and construction processes applying up to date digital tools. Students will deeply engage in a number of advanced fabrication methods and technologies and apply these to contemporary architectural production.

ARH 690 Thesis Preparation & Development
This course serves as the preparation for the final independent or directed thesis for both the 87-unit and 63-unit M.Arch programs. Students will identify an area of architectural investigation. At the end of the course, students will be fully prepared to begin their final building project in the following semester.

ARH 690A Advanced Architectural Design Portfolio Development
This course is the culmination of the MA-ARH programs for both the 60-unit and 36-unit track. Students will work on the production of a professional and cohesive portfolio book that summarizes and showcases their studies and investigations during the MA program.

ARH 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.

ARH 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.

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

The objective of the thesis semester is for an individual student to demonstrate the ability to develop an architectural concept into an integrated building project. The thesis project should demonstrate the student's capacity to apply the architectural subjects and issues learned throughout their course of study. Students will be expected to incorporate sufficient documentation about the relationship to the preceding research in their final building design.

ARH 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

ARH 903 Architecture Foreign Study

The Foreign Study will focus on contemporary built works of architecture, their conceptual meaning, and their role in recent architectural discourse, through an intensive site visit, throughout a particular region. The comprehension of these architectural examples will be supported through discussions, guided tours, walking and bus tours, and lectures on site.

ARH 990 Portfolio Enhancement

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

ART EDUCATION

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

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

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

WHAT WE OFFER

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

Students will:
Explore art education principles, history and practical applications
Design teaching strategies to engage diverse audiences
Expand both your depth and breadth of art and design abilities through hands on studio instruction
Graduate with a professional portfolio highlighting both artistic and teaching skills
Engage in fieldwork, internships and practicum opportunities with the myriad of museums, art and community centers, schools and galleries in the thriving culture center of San Francisco
Choose B.F.A or M.A. in Art Education, California Teaching Credential Art-K-12, and/or M.A.T. in Art Education

B.F.A. and M.A. in Art Education
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. The Master Program is recommended for students who want to teach in a museum, community center and/or private/independent school or want to create their own Art Education Program. On campus students will participate in fieldwork within the San Francisco Bay Area (online students may do fieldwork locally).

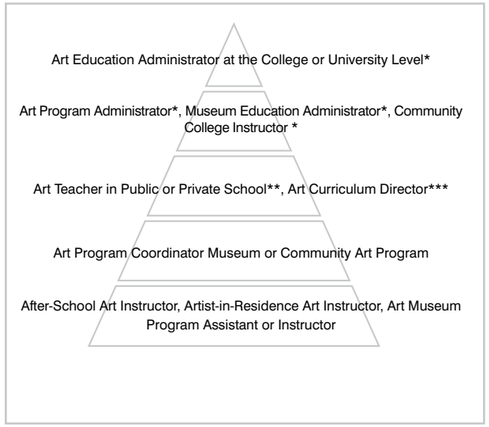
BFA/California Credential Art K-12 Blended Program*
Academy of Art BFA/Art Education students can earn their California K-12 Teaching credential as a fifth year program. This will include one additional semester (post BFA) of Credential specific classes and one semester of student teaching in a Bay Area Public School.

Non Academy of Art University students can earn their California K-12 Teaching Credential in a three semester program.

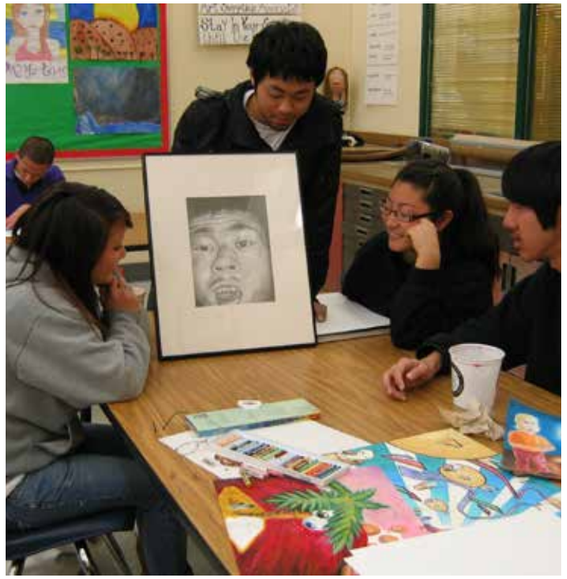
Master of Art in Teaching - M.A.T.*
The M.A.T. program is four semesters, or an additional semester after completing the Art Teaching Credential program. This final semester focuses on the student's Capstone Thesis Project. This Master degree is recommended for students who want to teach in a public school setting.

*Non Academy of Art University students can apply to enter our Credential and M.A.T. programs with a Bachelor degree and passage of CBEST and CSET/Art tests.
Student teaching takes place in Bay Area Schools for both of these programs.

CAREER PATHS



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



DEGREE REQUIREMENTS

Bachelor of Fine Arts [BFA] in Art Education

BFA UNIT REQUIREMENTS

CORE	3 UNITS
PEDAGOGY CORE	18 UNITS
+ ART & DESIGN CORE	33 UNITS
+ ART/DESIGN PORTFOLIO	21 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA ART EDUCATION CORE COURSES

FND 113 Sketching for Communication

BFA ART EDUCATION PEDAGOGY CORE COURSES

ARE 105 Overview of the Theories and Practices of Art Education*
ARE 205 Educational Psychology*
ARE 310 Curriculum Development for the Art Classroom
ARE 340 Learning to Talk About Art*
ARE 460 Senior Seminar in Art Education*
ARE 515 Integrating Technology into Art Education Settings
*Courses requiring fieldwork.

BFA ART EDUCATION ART & DESIGN CORE COURSES

ANM 101 Introduction to Computer Graphics for Animation
FA 110 Still Life Painting 1
FA 145 Printmaking
FA 423 Abstract Painting 1
or FA 350 Mural Painting 1
FASCU 130 Sculpture 1
FASCU 231 Ceramic Sculpture 1
FND 112 Figure Drawing
FND 122 Color Fundamentals
ILL 133 Digital Media 1: Photography & Imaging
MPT 106 Edit 1: The Art of Editing
WNM 249 Web Design 1

BFA ART EDUCATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.5 GPA and the following general education requirements:

3 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Context & Style course
1 Written Communication: Critical Thinking course
1 Comparative Art History course
1 U.S. Constitution course
1 Quantitative Literacy course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

ART HISTORICAL AWARENESS

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

COMPARATIVE ART HISTORY

LA 127 Topics in World Art

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices and Transformations
LA 293 Precalculus
LA 296 Applied Physics

U.S. CONSTITUTION

LA 270 U.S. History

Art Teaching Credential - Track I

UNIT REQUIREMENTS

MAJOR	18 UNITS
TOTAL	**18 UNITS**

ART TEACHING CREDENTIAL - TRACK I MAJOR COURSES MAJOR COURSES

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

ATC DEGREE REQUIREMENTS

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

ATC - TRACK I ENTRY REQUIREMENTS*

- Successful completion of the following courses with a grade of B- or higher:

ARE 205	Educational Psychology
ARE 225	History of Art Education
ARE 310	Curriculum Development for the Art Classroom
ARE 460	Senior Seminar in Art Education
ARE 515	Integrating Technology into Art Education Settings

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

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

Art Teaching Credential - Track II

UNIT REQUIREMENTS

MAJOR	30 UNITS
TOTAL	**30 UNITS**

ART TEACHING CREDENTIAL - TRACK II MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	History of Art Education
ARE 610	Teaching Audiences in a Diverse Society
ARE 611	Teaching Audiences with Special Needs
ARE 615	Integrating Technology into Art Education Settings
ARE 620	Curriculum Development and Analysis in Art Education Settings
ARE 621	Instruction & Assessment of Academic Literacy
ARE 641	Student Teaching Seminar
ARE 901	Student Teaching in Public School Classroom *(6 units)*

ATC DEGREE REQUIREMENTS

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

ATC - TRACK II ENTRY REQUIREMENTS*

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

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

Master of Arts [MA] in Art Education

MA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ GRADUATE LIBERAL ARTS	3 UNITS
+ ELECTIVE *	3 UNITS
TOTAL	**36 UNITS**

**Per director approval*

MA ART EDUCATION DEGREE REQUIREMENTS

- Successful completion of Final Capstone Project
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA ART EDUCATION REQUIRED MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	History of Art Education
ARE 612	Addressing Language & Special Needs in an Inclusive Classroom
ARE 615	Integrating Technology into Art Education Settings
ARE 625	Curriculum Design and Planning
ARE 626	Innovative Instructional Design and Practices
ARE 630	Museum Literacy: Learning to Teach in Museums
ARE 640	Internship Placement & Concurrent Class Meetings
ARE 835	Capstone Project - Planning & Development
ARE 850	Capstone Project - Program Documentation

MA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

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

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

MA UNIT REQUIREMENTS

MAJOR	24 UNITS
+ ART & DESIGN CORE	24 UNITS
+ DIRECTED STUDY	6 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
+ ELECTIVE *	3 UNITS
TOTAL	**63 UNITS**

**Per director approval*

MA ART EDUCATION DEGREE REQUIREMENTS

- Successful completion of Final Capstone Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA ART EDUCATION REQUIRED MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	History of Art Education
ARE 612	Addressing Language & Special Needs in an Inclusive Classroom
ARE 615	Integrating Technology into Art Education Settings
ARE 625	Curriculum Design and Planning
ARE 626	Innovative Instructional Design and Practices
ARE 630	Museum Literacy: Learning to Teach in Museums
ARE 640	Internship Placement & Concurrent Class Meetings

MA ART EDUCATION ART & DESIGN CORE COURSES

ANM 623	3D Modeling & Animation 1 (Maya)
COM 602	Visual Storytelling: Editing for Short-Form Video Content
FA 600	Figure Studio
FA 601	Drawing
FA 609	Painting
FA 613	Monotype and Relief Printing
or FA 612	Silkscreen
or FA 610	Etching
GR 616	Making Ideas Visible
PH 600	Digital Photography Concepts & Techniques
or WNM 622	Digital Capture

MA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 601 Classical Aesthetics and the Renaissance

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

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

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

MAT ART EDUCATION UNIT REQUIREMENTS

MAJOR	21 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	**27 UNITS**

MAT ART EDUCATION – TRACK I MAJOR COURSES

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

MAT ART EDUCATION DEGREE REQUIREMENTS – TRACK I

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

MAT TRACK I – ENTRY REQUIREMENTS*

- Successful completion of the following courses with a grade of B or higher:

ARE 205	Educational Psychology
ARE 225	History of Art Education
ARE 310	Curriculum Development for the Art Classroom
ARE 460	Senior Seminar in Art Education
ARE 515	Integrating Technology into Art Education Settings

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

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

Master of Arts in Teaching (MAT) Degree – Track II

MAT ART EDUCATION UNIT REQUIREMENTS

MAJOR	33 UNITS
+ DIRECTED STUDY	6 UNITS
TOTAL	**39 UNITS**

MAT ART EDUCATION – TRACK II MAJOR COURSES

ARE 600	Educational Psychology
ARE 601	History of Art Education
ARE 610	Teaching Audiences in a Diverse Society
ARE 611	Teaching Audiences with Special Needs
ARE 615	Integrating Technology into Art Education Settings
ARE 620	Curriculum Development and Analysis in Art Education Settings
ARE 621	Instruction & Assessment of Academic Literacy
ARE 641	Student Teaching Seminar
ARE 901	Student Teaching in Public School Classroom *(6 units)*
COM 602	Visual Storytelling: Editing for Short-Form Video Content

MAT ART EDUCATION DEGREE REQUIREMENTS – TRACK II

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

MAT TRACK II – ENTRY REQUIREMENTS*

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

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

UNDERGRADUATE COURSES

ARE 105 Overview of the Theories and Practices of Art Education

Students will be introduced to the field of art education through an examination of topics pertaining to such things as the history of art education, pedagogy, visual arts standards, advocacy, managing a classroom and professional readiness. This course requires fieldwork. Students will be responsible for finding their fieldwork sites.

ARE 205 Educational Psychology

This course introduces basic psychological principles and their application to educational settings. Educational and artistic perspectives will be used to explore educational practices, students' development and characteristics, learning processes, and teaching strategies. Students will use these principles to better understand themselves and their pupils, and to foster healthy classroom environments.

ARE 225 History of Art Education

Students will examine art education theories, practices and challenges for implementing sound art education programs. Students will examine various approaches to teaching art through structured field experiences. This course requires fieldwork. Students will contact sites to undertake observations and a case study in art classrooms, museums or community settings.

ARE 310 Curriculum Development for the Art Classroom

Students will learn how to apply standards-based, developmentally appropriate art instruction in classrooms, museums and community settings. This is the Midpoint Review; students will organize projects, lessons, and journal entries into an Art and Process Portfolio.

ARE 340 Learning to Talk About Art

Students will learn developmentally appropriate strategies for engaging students with diverse needs in a variety of art educational settings through discussion and art practices. This course requires fieldwork. Students will contact sites to undertake observations and practice leading appropriate discussions in art classrooms, museums or community settings.

ARE 460 Senior Seminar in Art Education

Students will review and expand upon prior coursework through field observations, interviews and special projects to reinforce their commitment to art and education. This course requires fieldwork. Students will contact sites to complete their required fieldwork assignments. Students will complete their Art and Process Portfolio for the Final Review.

ARE 515 Integrating Technology into Art Education Settings

Students will explore a multiple array of technologies that can be applied to the curriculum as well as curriculum-based technologies for 21st century learners in Art Education settings. The course will also address the legal, ethical, and moral uses of the Internet and telecommunications media. This course is also offered as ARE 615 and fulfills a requirement for the California Art Teaching Credential.

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

GRADUATE COURSES

ARE 600 Educational Psychology

This course introduces basic psychological principles and their application to educational settings. Educational and artistic perspectives will be used to explore educational practices, students' development and characteristics, learning processes, and teaching strategies. Students will use these principles to better understand themselves and their pupils, and to foster healthy classroom environments.

ARE 601 History of Art Education

Students will examine art education theories, practices and challenges for implementing sound art education programs through advanced readings and structured field experience. Students will contact sites to undertake in-depth observations and a case study in art classrooms, museums or community settings.

ARE 605 Art Education - A Multi-faceted Profession

Students will become familiar with the theories and practices of art education, including the history of art education, pedagogy, educational philosophy, standards, the goals of art education, best practices, and more.

ARE 610 Teaching Audiences in a Diverse Society

Students will learn about the linguistic, cultural, social and educational needs of English Language Learners in art classrooms, museums, and community settings. Through fieldwork assignments, students will observe, learn and practice strategies for meeting the needs of their future students. Students will be responsible for finding their fieldwork sites.

ARE 611 Teaching Audiences with Special Needs

Students will learn about the physical, social, and educational needs of special needs and accelerated learners in art classrooms, museums, and community settings. Through fieldwork assignments, students will observe, learn and deliver hands-on art instruction at their site. Students will be responsible for finding their fieldwork sites.

ARE 612 Addressing Language & Special Needs in an Inclusive Classroom

This course will prepare students with strategies to meet the needs of culturally diverse students, students with special needs, English language learners, and gifted and talented students. Students will also have the opportunity to observe and apply these strategies during fieldwork. Students will be responsible for finding their fieldwork sites.

ARE 615 Integrating Technology into Art Education Settings

Students will explore a multiple array of technologies that can be applied to the curriculum as well as curriculum-based technologies for 21st century learners in Art Education settings. The course will also address the legal, ethical, and moral uses of the Internet and telecommunications media.

ARE 620 Curriculum Development and Analysis in Art Education Settings

Students will learn to develop effective curriculum units, art-integrated lesson plans, critique strategies, and collaborative practices. They will learn how to set-up and manage stimulating art environments for diverse learners. As a part of the Midpoint Review; students will organize and present the Art and Process Portfolio around specific criteria.

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

ARE 621 Instruction & Assessment of Academic Literacy
Learn the teaching methods, assessment strategies and applications to reading, speaking, and writing for standards-based instruction in a variety of art classroom settings. Course will cover fundamentals of language acquisition theory and basic linguistic concepts as well as reading comprehension and critical thinking.

ARE 625 Curriculum Design and Planning
Students will learn to develop effective, comprehensive curriculum, and will write lessons to be used for their future teaching. This course will also examine topics that affect the art-education experience, such as setting up and managing art-education environments.

ARE 626 Innovative Instructional Design and Practices
In this course, students will create innovative art lessons, broaden their perspective and philosophy of education, and design original art program ideas that can be further developed and implemented in their Capstone Project courses.

ARE 630 Museum Literacy: Learning to Teach in Museums
Students will learn about the history, practices and programming issues related to art education in museums, including issues and policies that impact serving audiences with diverse needs and interests, and serving audiences beyond physical sites and collections. Fieldwork is required and students are responsible for finding an appropriate site.

ARE 631 Teaching Art in the Community
Students will focus on strategies for teaching art in community organizations and non-traditional classroom settings. Emphasis will be placed on philosophical and programmatic approaches appropriate for serving audiences with diverse needs. Fieldwork is required and students are responsible for finding an appropriate site.

ARE 640 Internship Placement & Concurrent Class Meetings
Students will gain professional-quality hands-on art education experience in a supervised position within an approved art education setting. Students will spend a minimum of 10 hours per week at the work site, take part in 5 class meetings to discuss the experiences, submit weekly written reports and make class presentations.

ARE 641 Student Teaching Seminar
A two day introductory workshop will precede placement in a public school classroom. Observation and supervised teaching experiences will be completed in ELL, exceptional and special education environments. These field experiences will include observation, directed observation, cooperative planning, joint teaching, tutoring, and small group discussion.

ARE 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.

ARE 810 GDS - MAT Capstone: The Artist/Educator Documentary
Graduate students working on their individual Capstone Project receive instruction and critiques of their work. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their Capstone Project as peers. Please note that some Group Directed Study courses have a required course fee and course prerequisites may vary by topic.

ARE 820 DS Mentorship Forum - MAT Capstone: The Art Advocacy Project
In this course, students will meet independently with their Directed Study Mentor and participate in weekly online peer reviews and discussions. Students will refine their concepts for their Capstone Projects, clearly express intent and set personal goals for work. Instructor critique, peer review, and advancing work based on feedback will be emphasized. Students must submit a DS Mentorship request to their Department Director and the Graduate School for approval.

ARE 835 Capstone Project - Planning & Development
This course is the first part of a two course sequence. In this group directed study, students will develop an original art education program integrating and expanding upon the foundation of knowledge acquired in the School of Art Education's core curriculum.

ARE 850 Capstone Project - Program Documentation
This is the second part of a two course sequence supporting MA students' capstone project. In this group directed study course, students will focus on the implementation and documentation of their original art program developed in the ARE 835 capstone course.

ARE 901 Student Teaching in Public School Classroom
This course is the online component to Student Teaching Seminar. It will provide a support system for students as they deal with the day to day challenge of 20-30 hours of student teaching.

ART HISTORY

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

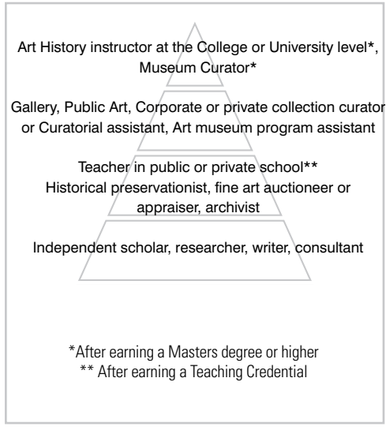
Art Historians have the power to create the context in which future generations view art. Great art historians possess the unique ability to bring the artists of the past alive and make their work relevant in today's world.

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 Fine Arts [BFA] in Art History

BFA UNIT REQUIREMENTS

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

**Advanced Studies Art History*
***Non-Art History General Education*

BFA ART HISTORY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, studio coursework, LA 107 Writing for the Multilingual Artist or LA 108 Composition for the Artist, and LA 202 English Composition: Creative Persuasion & Argument or LA 207 Persuasion & Argument for the Multilingual Writer.
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA ART HISTORY CORE COURSES

AHS 116 Looking at Art and Design
AHS 120 Art History through the 15th Century
AHS 121 Art History through the 19th Century
AHS 222 20th Century Art for Art History Majors
AHS 466 Art History Senior Thesis
LA 127 Topics in World Art
LA 307 History of Aesthetics
LA 327 Art of the Classical World
LA 333 Art of the Middle Ages

BFA ART HISTORY ADVANCED STUDIES IN ART HISTORY COURSES

CHOOSE THREE:

LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 The Golden Age of Dutch Art
LA 432 Art of Spain: From El Greco to Picasso
LA 433 18th & 19th Century European Art
LA 464 Survey of Dada & Surrealism

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: EXPOSITORY WRITING

CHOOSE ONE:

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

EUROPEAN FOREIGN LANGUAGE

CHOOSE FOUR FROM ONE LANGUAGE:

LA 260 French 1: Basic Grammar & Speech
LA 262 French 2: Conversational French
LA 267 Italian 1: Basic Grammar & Speech
LA 268 Spanish 1: Basic Grammar & Speech
LA 269 Italian 2: Conversational Italian
LA 273 Spanish 2: Conversational Spanish
LA 294 German 1: Basic Grammar/Speech
LA 295 German 2: Conversational German
LA 392 French 3: Reading & Writing
LA 393 Spanish 3: Reading & Writing
LA 395 German 3: Reading & Writing
LA 397 Italian 3: Reading & Writing
LA 492 French 4: Proficiency
LA 493 Spanish 4: Proficiency
LA 495 German 4: Proficiency
LA 497 Italian 4: Proficiency

WESTERN CIVILIZATION

LA 171 Western Civilization

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

CULTURAL IDEAS & INFLUENCES

LA 127 Topics in World Art*
**Core Requirement*

STUDIO FOUNDATIONS

AHS 114	Traditional Materials, Tools, & Techniques in Art
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 125	Color and Design
or ARH 230	Color, Perception and Space
FND 131	Figure Modeling

STUDIO FOCUS

CHOOSE SIX:

FA 110	Still Life Painting 1
FA 121	Intermediate Figure Drawing
FA 142	Lithography 1
FA 143	Silkscreen 1
FA 144	Etching 1/Intaglio
FA 145	Printmaking
FA 211	Introduction to Painting: Figure
FA 213	Introduction to Anatomy
FA 222	Expressive Heads & Hands
FA 224	Composition & Painting
FA 227	Fine Arts Heads & Hands
FA 241	Book Arts 1
FA 242	Lithography 2: Color
FA 243	Silkscreen 2
FA 244	Etching 2
FA 255	Letterpress
FA 325	Mixed Media Drawing & Painting 1
FA 341	Book Arts 2
FA 344	Monotype 1
FA 345	Advanced Projects in Printmaking 1
FA 347	Relief Printing 1
FA 348	Paper Sculpture
FA 355	Letterpress 2
FA 493	Study Abroad
FA 493A	Location Painting in Italy
FA 493B	Location Painting in Italy
FASCU 130	Sculpture 1
FASCU 231	Ceramics Sculpture 1
FASCU 233	The Art of Moldmaking & Casting
FASCU 234	Head & Figure Sculpture
FASCU 235	Metal Fabrication & Welding
FASCU 270	Ecorche
FND 116	Perspective
ILL 120	Clothed Figure Drawing 1
ILL 220	Clothed Figure Drawing 2
ILL 493	Semester Abroad: Artist as Visual Reporter
ILL 493A	Semester Abroad: Artist as Visual Journalist
ILL 493B	Semester Abroad: Artist as Visual Journalist

Master of Arts [MA] in Art History

MA UNIT REQUIREMENTS

MAJOR	27 UNITS
+ DIRECTED STUDY	3 UNITS
+ STUDIO	6 UNITS
Total	**36 UNITS**

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 course

- Reading proficiency in one of the following languages: French, German, Italian or Spanish*

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

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

MA ART HISTORY REQUIRED MAJOR COURSES

AHS 600 Art History Methodologies & Theory
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 633 Art of 18th and 19th Century Europe
AHS 634 Dada and Surrealism
AHS 636 Modern Painting and Sculpture from 1850 to the 1960s
AHS 800 Directed Study
ARH 631 Architectural History 2: Ascendancy of the Renaissance
ARH 635 Contemporary Urban Theory
ARH 641 Architectural History: Modernism and Its Global Impact
GLA 607 Art & Ideas of the Enlightenment
GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
GLA 903 Graduate Seminar in Europe

STUDIO COURSES

CHOOSE TWO:

FA 600 Figure Studio
FA 601 Drawing
FA 609 Painting
FA 610 Etching
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, & Techniques in Art

This course explores the materials, tools and techniques used by the artist in the realm of two-and three-dimensional mediums. Understanding art and the process of making art is achieved through hands-on studio work, theoretical investigation, weekly written assignments and the submission of a final research paper that studies a particular material/technique.

AHS 116 Looking at Art and Design

This course introduces students to the fundamental principles of art and design through visual analysis. Curriculum focuses on a variety of media including painting, sculpture and graphic art providing students with a context to engage in the art historical and cultural appreciation of two and three-dimensional art.

AHS 120 Art History Through the 15th Century

This class examines the major period styles of art in Western civilization from prehistoric times to the late Gothic and early Renaissance periods. Students are introduced to the language of the arts in various media while examining the purposes of art. Students taking this course online may be required to take a proctored exam at an approved testing facility. Students who need testing accommodations related to a disability should contact Classroom Services.

AHS 121 Art History Through the 19th Century

This course examines the major period styles of art in Western civilization from the high Renaissance through the nineteenth century. Students are introduced to the language of the arts in various media while examining the purposes of art. Students taking this course online may be required to take a proctored exam at an approved testing facility. Students who need testing accommodations related to a disability should contact Classroom Services.

AHS 222 20th Century Art for Art History Majors

This class presents a critical study of the major movements in Western fine art from the late nineteenth 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

This course examines the art and architecture of the ancient classical era, focusing on Greece and Rome, and their foundational influences of Mesopotamia and Egypt. Students will analyze artwork in the context of historical, literary, and philosophical texts of the era, applying knowledge in research, theoretical papers, and presentations.

AHS 466 Art History Senior Thesis

This course will help senior students create and develop their graduation portfolio and written thesis. Students will focus attention on a cohesive body of work and their independent research in art history through individual presentation of existing pieces and drafts of their written thesis.

Additional Art History courses are listed under Liberal Arts courses starting on page 677.

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

GRADUATE COURSES

AHS 600 Art History Methodologies & Theory

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

AHS 610 Ancient Greek Art: the Foundation of Western Civilization

This course examines the art, archaeology, architecture, and ideology that comprised the foundation of the ancient Greek civilization and how it has influenced Western culture. Students will present and write research papers to critically assess how such a culture became a fundamental phenomenon ingrained in the values and arts of today.

AHS 612 Egyptian Art & Archaeology - To the Death of Cleopatra VII

This course examines the art and archaeology of Egypt from the earliest times to the death of Cleopatra VII. Students will critically analyze Egyptian Art and its influence in the West through the study of primary and secondary source material and evaluate and apply this knowledge through written resource.

AHS 613 Medieval Art: From Carolingian to Gothic

This seminar will trace the development of the art and architecture from the Carolingian to the Gothic periods with an emphasis on the Gothic Style as a reflection of France's emergence as a significant royal power in the 13th century. In addition, analysis of representative works of art and architecture from early Christianity, Byzantium, and Islam will help recover the cross-cultural exchange that occurred in the Mediterranean in the medieval period. Students will apply their knowledge through presentations, class discussions and written research that demonstrates a command of the course material, assigned readings, and topics discussed in class.

AHS 620 Italian Renaissance Art

This course researches the major artists, artworks and historical context related to the production of painting, sculpture and architecture in Italy from 1300 to 1600. Students will critically appraise artwork through the study of primary and secondary source material and evaluate and apply this knowledge through written research and class presentation.

AHS 621 Art of the Northern Renaissance

This course discusses the sculpture, painting and architecture of Northern Europe, including Netherlands, Flanders, France, Germany and England, from 1300 to 1600. Students will engage in substantive analysis of the art, in addition to primary and secondary source material. Their research will culminate in scholarly written work and presentations.

AHS 622 Art of the Italian Baroque

This course evaluates Italian works of art and architecture from 1600 to 1700. Students will critically appraise the art in its context through the analysis of primary and secondary readings seminal to the study of Baroque art, culminating in written work and presentations.

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

AHS 623 Art of the Dutch Golden Age
This course examines art of the 17th century Dutch Republic and its environs. Rembrandt, Rubens, Van Dyck, Vermeer, Hals, Dou and Leyster and others will be studied. Students will engage in a deep analysis of artwork through primary and secondary readings seminal to the study, concluding in written work and presentations.

AHS 633 Art of 18th and 19th Century Europe
This course studies 19th century Art and its 18th century origins. Deeper analysis of the Enlightenment and aesthetic themes of the Rococo, Neoclassicism, Romanticism, Realism and Impressionism will be examined through application of primary and secondary readings. Students will engage with the period and research through presentations and written work.

AHS 634 Dada and Surrealism
This course focuses on the art, philosophy and film of international Dada and Surrealist artists whose work became a turning point in the evolution of modern art history. Students will examine both movements through the lens of Modernism and postmodernism and synthesize their research through presentations and written work.

AHS 636 Modern Painting and Sculpture from 1850 to the 1960s
This course will examine modern art, primarily of Western Europe and the United States, from the mid-19th to the mid-20th century. The topics of aesthetics of originality, nonconformity, and newness will be discussed through the reading of the 19th-century writers and contemporary scholars. Students will study how modern art is connected to major societal shifts that occurred during these periods.

AHS 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.

AHS 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.

AHS 810 Art History Thesis - Greek Art
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the Ancient Greek period. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis and criticism.

AHS 812 Art History Thesis: Ancient Art
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to Ancient Art. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis and criticism.

AHS 820 Art History Thesis - Early Italian Renaissance
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the early Italian Renaissance. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis, and criticism.

AHS 821 Art History Thesis - Italian Renaissance
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the Italian Renaissance. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis, and criticism.

AHS 822 Art History Thesis - Northern Renaissance
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the northern Renaissance. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis, and criticism.

AHS 825 Art History Thesis – High Renaissance / Mannerism / Baroque
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the High Renaissance, Mannerist and Baroque period. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis and criticism.

AHS 826 Art History Thesis: Medieval Art
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to Medieval Art. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis and criticism.

AHS 832 Art History Thesis - Dutch Art
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the 20th century. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis and criticism.

AHS 838 Art History Thesis: Modern Art
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to Modern Art. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis and criticism.

AHS 845 Art History Thesis: American Art
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to American Art. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis and criticism.

AHS 850 Art History Thesis - 20th Century
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the 20th century. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis, and criticism.

AHS 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

COMMUNICATIONS AND MEDIA TECHNOLOGIES

The On-Demand Storyteller

There never has been a more exciting time in media. Advancing audio and video technology is giving us new ways to enjoy, produce and distribute information. Content is still king– making the broadcasting skills that we'll teach you even more valuable.

The next generation of storyteller is a multimedia journalist who combines reporting, editing and producing skills in short form video. With a reel containing podcasts, webisodes and segments, you'll be on demand for the information revolution around us.

WHAT WE OFFER

Learn to write, edit, shoot, produce, host, report, and broadcast across all types of media.

Be on camera or learn to direct camera talent: in the studio, or on location. The choice is up to you! Learn the jobs of the News Anchor, Host, Video Journalist, Multimedia Journalist, and more! Multiplatform. Cutting edge. Hands-On. Start your career now.

Create professional media content for the Internet, radio, TV, cable, broadcast syndication, and more!

Become a media expert in art, design, news, fashion, entertainment, sports, technology, food, or any specialty that interests you. Develop scripts, features, articles and other written content for media coverage in various platforms.

Do in-depth, feature-length investigations, or a series of investigations, just like the pros do.

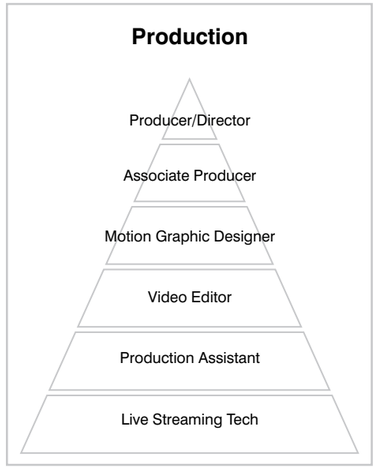
Learn production skills: produce broadcast-ready video content that adheres to professional standards.

Use and create interactive content and web designs to promote and enhance your media projects.

Learn from the best: Our faculty consists of well-known industry pros with years of experience.

Do all of this while getting a minor in a field of art and design.

CAREER PATHS



DEGREE REQUIREMENTS

Bachelor of Arts [BA] in Communications and Media Technologies

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	15 UNITS
+ MAJOR ELECTIVES	15 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BA COMMUNICATIONS AND MEDIA TECHNOLOGIES CORE COURSES

COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
COM 103 You Media: Short Form Production 1
COM 104 Multimedia Communications: On-Camera Performance
COM 105 Writing for Multimedia
COM 115 Digital Tools for New Media
COM 150 Introduction to Radio/ Podcasting
COM 200 Multiplatform Content Creation
COM 210 Multiplatform Content Live
COM 230 Motion Graphics for Digital Media 1
COM 303 Express Yourself: Original Online Production
COM 400 In-Depth Project: The Game Show
or COM 410 In-Depth Project: Redefining Informational Media Production
or COM 420 In-Depth Project: Studio Entertainment Series
COM 495 Your Media Portfolio: The Resume and Beyond

MAJOR ELECTIVES OR MINOR

Students may opt to minor in any field of art and design with the intent of enriching their practice in their major area of study. Minors are achieved by completing a purposeful selection of classes within another art and design discipline, typically including a broad experience of the history, aesthetics, and basic skills of that discipline. See advisor for a list of minor course options.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

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 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

Master of Arts [MA] in Communications and Media Technologies

MA UNIT REQUIREMENTS

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

** Per director approval*

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS

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

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES REQUIRED MAJOR COURSES

COM 602	Visual Storytelling: Editing for Short-Form Video Content
COM 603	Visual Storytelling Production
COM 604	On-Camera Performance for Multiplatform Media
COM 610	Media Production: Working with the Client
COM 620	Multiplatform Specialty Writing
COM 625	Creating Original Content
COM 630	Motion Graphics for Digital Media
COM 635	Social Media Production & Branding
COM 645	Digital Tools for Multiplatform Interactive Design
COM 650	Multiplatform Production: Original Series
COM 690	Final Thesis: Your Media Portfolio

UNDERGRADUATE COURSES

COM 101 Communications, You and Social Media
This freshmen experience course is designed for first time college students. Students with 12 completed college units or students with military experience are exempt from COM 101. This course guides students in exploring their identities as media creators, connecting with the university and artistic communities, and understanding their potential impact in the world as communicators. Through discussions, activities and contextualized projects, students will practice the principles that promote best practices in community, critique, craft and creative problem solving.

COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
This course focuses on editing techniques for short-form video content. Students will shoot their own original footage which they will edit using basic editing skills including importing, exporting, audio mixing, and color correction. Editing for emotional impact and heightened user engagement through dynamic, compelling storytelling will be emphasized. NOTE: A digital device with video capabilities such as a smart phone or camera is required for this course, as students will be responsible for capturing their own footage to edit.

COM 103 You Media: Short Form Production 1
In this course, students will apply basic audio and video storytelling to produce, direct, shoot, and edit short form videos for a variety of media platforms. Developing and analyzing story ideas, teamwork, and effective use of technology will be emphasized.

COM 104 Multimedia Communications: On-Camera Performance
In this course, all students will practice performance techniques, both to develop on-camera talent, and to work with on-camera performers as part of a production team. They will gain vocal and visual presentation skills, including interview techniques, in studio, on location and before a green screen.

COM 105 Writing for Multimedia
This course covers writing and reporting techniques for all forms of media, including the web, radio, and television. Emphasis is placed on writing compelling content for entertainment, news, informational, and instructional stories.

COM 106 Sports & Media
This course provides an in-depth study of the nature of sports reporting. Students gain experience in writing sports articles for both features and news, and some assignments will be based on live game coverage. Students learn reporting techniques for sports announcing, sports broadcasting, web reporting, and print.

COM 115 Digital Tools for New Media
This course teaches the fundamental digital tools for media professionals. Students will learn to apply layers, timelines, and keyframes to create animations and to enhance websites. Through short exercises, students will practice and refine skills to create interactive media. Students will design user interfaces, graphics, and cinemagraphs.

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

COM 141 Storytelling: From Telephone to Transmedia
Explore the impact storytelling has on various media technologies and their relationship with local and global electronic media institutions, audiences, and events. Students will research and analyze integration and adoption of transmedia (telling stories across multiple mediums) impacting the future of multimedia communication.

COM 150 Introduction to Radio/Podcasting
In this course, students will learn the basics of radio broadcasting combined with an overview of podcasting. Students will become familiar with the professional roles associated with radio broadcasting while having the opportunity to produce their own podcasts. Students will gain basic skills in audio editing, interviewing techniques, and radio production.

COM 200 Multiplatform Content Creation
Designed to be taken concurrently with COM 210, this course emphasizes the ability to produce news reporter packages using video storytelling techniques. Student work will be included in a 30-minute telecast.

COM 202 Multimedia Formats & Trends
This course focuses on marketing and distribution, media placement, formats, and trends. Students will learn techniques for distributing original content using internet distribution channels. The use of cloud applications to distribute original content will be introduced.

COM 204 Multimedia Communications 2: Interviewing
In this course, students will learn the art of an interview as a conversation. Students will develop and perform interview styles for radio, television, and digital media. Students will prepare for interviews by crafting effective questions. Using historic examples, students will compare contemporary interview styles with legends in the field.

COM 206 Play By Play & Live Field Reporting
This course focuses on a study of play-by-play sports reporting. Students will apply advanced sports reporting skills, including research, writing, and on-air voice techniques in order to conduct radio play-by-play segments based on current sports events.

COM 208 Dynamic Aerial Imagery: Fundamentals of Drone Production
Students will be introduced to and gain hands-on experience with exciting capabilities presented by the emerging field of drone photography. Students will conduct aerial photography and cinematography exercises by flying various drones to create dynamic aerial footage. Topics include aerojournalism, aerial photography, the fundamentals of flight, safety rules and regulations.

COM 210 Multiplatform Content Live
Using video stories produced in COM 200, students will be able to produce a 30-minute production that will be televised and streamed. Each week, students will rotate positions so they learn the various on-camera and off-camera responsibilities needed to get a 30-minute program on the air.

COM 230 Motion Graphics for Digital Media 1
This digital media course focuses on the most popular graphics tools in digital production. Students will apply design principals and aesthetics for digital media and use an array of applications to create dynamic graphics for different media including broadcast video, the internet and mobile devices.

COM 246 VR Extreme Sports
Learn and practice techniques for VR sports content creation: safety, pre-production planning, camera placement, spatial audio, titling and effects. Exercises throughout the course will lead to the creation of a mid-term project and a final project that can be shown at trade shows, festivals or sports experience venues.

COM 247 Virtual Reality: 360 Journalism
Students will learn the fundamentals of planning, producing and finishing two 360° journalistic documentaries using the Theta S. Issues of funding, production, post-production, distribution and careers will be addressed.

COM 250 Podcast Production and Promotion
Students will conceive, develop and produce podcasts. Includes concept development, researching audiences, piloting material and selecting formats and styles. Students will write, host, record and edit an original feature-length podcast. Students will learn about publishing their shows on iTunes and promoting their shows using social media.

COM 301 Multiplatform Production
Students will move beyond broadcast and into multiplatform formats that include producing for and working with clients. Building on skills learned in other production classes, students will develop and produce a promotional program for a local startup. Students will perform roles in pre-production, production and post-production, including finding a client, executing their creative vision and producing a video story to meet client needs.

COM 302 Producing Live Media
In this course, students will learn about and execute regular live television broadcasts and webcasts. Stress is placed on mastering creative and technical aspects of a broadcast, in a studio and on location. Students will perform the duties of each crew member in the course of the semester.

COM 303 Express Yourself: Original Online Production
In this course, students master the art of short form production for online platforms. Through a blog and video series, they develop and promote their own content around personal passion and expertise, all monitored with modern tools for analytics.

COM 306 Play by Play 2
This course provides an in-depth study of complex, multi-variable play-by-play sports reporting. Students will apply advanced sports reporting skills, including research, writing, and field reporting techniques in order to conduct audio and visual play-by-play segments based on fall sporting events, such as football, World Series baseball, and NBA basketball.

COM 330 Motion Graphics for Digital Media 2
This advanced graphics for digital media course focuses on complex techniques used in digital graphics production. Students will become competitive and efficient skilled digital media artists and use complicated industry tools to create professional quality graphics for any type of digital media.

COM 340 Multiplatform Design for Communications
This course focuses on mobile media and interactivity. Students will design their own web apps for mobile devices, acquiring experience in augmented reality and content management systems. Students will be introduced to gesture-based interaction.

COM 351 Media Station Management
Students will learn how to manage all aspects of a radio/podcasting media station. As media station managers, students will investigate trends and audience data to inform programming, promotion, imaging, and marketing decisions. Students will schedule program sweepers, promos, radio segments, and feature-length podcasts for the weekly operation of AAU's radio station.

COM 400 In-Depth Project: The Game Show
Students will contribute video reports to a regularly scheduled 30-minute program appearing in a variety of media, including broadcast, web, and mobile. Focus may include entertainment, fashion, food, politics, and similar specialty reporting. Students will master the personalities, terminology, history, and current events in that field.

COM 410 In-Depth Project: Redefining Informational Media Production
Students will expand their skills in broadcast and online production by creating original programming that includes video creation, hosted segments, and remote and studio-based interviews using virtual sets. Students will engage in modular content creation and learn the power of social marketing. Students will learn managerial and leadership skills.

COM 420 In-Depth Project: Studio Entertainment Series
In this course, students learn to produce a weekly live studio entertainment series. Students will assume a variety of roles and responsibilities associated with hosts, on-camera talent, producers, videographers, and editors. Entertainment, fashion, food, politics, and similar specialty genres may be addressed.

COM 490 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.

COM 495 Your Media Portfolio: The Resume and Beyond
Students will market themselves by developing an entire branding strategy, including website, social media messages, resume, and collateral. Materials will incorporate graphics, such as logos and professional name. Students will be interviewed by professional hiring managers. Emphasis is placed on how to form and operate a business.

COM 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

COM 499 Multimedia Communications 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 Special Topics have an additional course fee and course prerequisites may vary by topic.

COM 500 Internship in Communications and Media Technologies
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

COM 602 Visual Storytelling: Editing for Short-Form Video Content

In this course, students will learn basic video and audio editing techniques and gain an understanding of the purpose and power of editing. Students will also learn techniques for managing and distributing media, and further their knowledge of creative multimedia storytelling.

COM 603 Visual Storytelling Production

This course allows graduate students to create a series of short pieces using high-definition technology. Students may choose from a variety of topics from entertainment, news, fashion, food, reality television, technology, sports or art and design.

COM 604 On-Camera Performance for Multiplatform Media

This course leverages new media platforms to take the student beyond the skills of broadcast performance. With an emphasis on live streaming, it exploits social networks and mobile communications to introduce new techniques for engaging an audience. Industry experts coach students in voice and in movement to draw out personality and instill professionalism in performing and in directing performers.

COM 608 Professional Drone Production

Students will record video and photographs with industry-standard UAVs (Unmanned Aerial Vehicles). Emphasis will be on professional production values, safety, piloting skills and regulatory requirements. Graduates of the course will be fully qualified for employment as aerial cinematographers and aerojournalists and be prepared for federal certification.

COM 610 Media Production: Working with the Client

In this course, students will have the opportunity to perform various roles within an industry standard environment. Students will work on a real-world production, including the concept, pitch, development, pre-production, and production. Post-production and distribution will continue in Multimedia Production 2.

COM 611 Evolution of Global Media

This course surveys the development of media technology and content, from 20th century broadcast models to today's digital platforms. Students will analyze various textural media , compare and contrast patterns of social media sharing and behavior, then predict the future and impact of disruptive technologies.

COM 620 Multiplatform Specialty Writing

In this course, students will learn to write short-form multimedia stories using professional script formats. Students will write for audio, video, and websites. Emphasis will be placed on gathering and synthesizing original interviews with information from personal contacts, email, social networks, and published material.

COM 625 Creating Original Content

This course provides real-world experience as a video journalist. Students will be expected to exhibit advanced skills in writing, editing, production, post-production, and reporting, while being put under industry deadlines and expectations. This course will conclude with an evaluative review of the student's progress and professional reel.

COM 630 Motion Graphics for Digital Media

This course will focus on the basic tools for animating graphics for digital media. Students will learn about design principles and aesthetics and create dynamic graphics for media storytelling in broadcast, web, and mobile platforms.

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

COM 635 Social Media Production & Branding

In this course, students develop a modern marketing campaign for their own product with an emphasis on social networking. Techniques include branding videos, influencers, product placement, event marketing and analytics. Public speaking skills are honed for a final presentation before an audience.

COM 645 Digital Tools for Multiplatform Interactive Design

Students in this course build their own web apps and epubs for mobile platforms. The apps emphasize a UX (User eXperience) with audio, video, animation and APIs for third-party databases. Advanced platforms such as Augmented Reality are introduced.

COM 650 Multiplatform Production: Original Series

This course covers production from the perspective of a television series producer, associate producer, segment producer, and talent producer. Students will develop and construct a multi-part television series.

COM 690 Final Thesis: Your Media Portfolio

This course will be focused on the professional reel, personal web presence, and social networks. Students will be taught professional practices, and will be prepared to enter the professional marketplace. Students will be encouraged to further develop their own creative and individual styles in their professional reels.

COM 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.

COM 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.

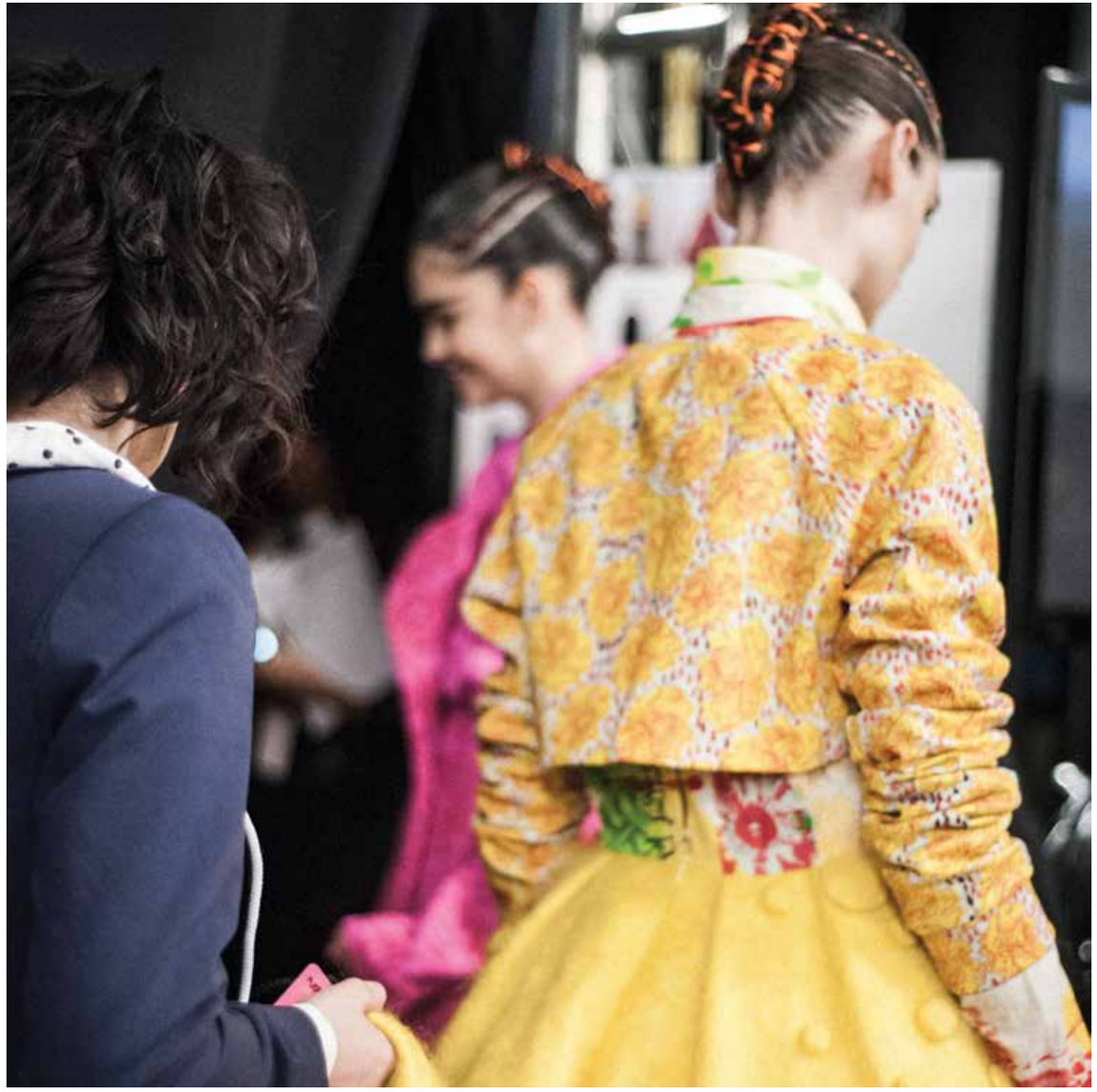
COM 805 Continued Group Directed Study

Graduate students continuing work on their individual Final Projects receive instruction and critiques of their work. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their Final Projects as peers.

COM 900 Internship in Communications and Media Technologies

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

FASHION



If it’s in you, we’ll bring it out of you.

Fashion moves fast. A transforming industry that resets itself every season requires an agile, adapting curriculum. Ours happens to be like no other fashion school in this country. International in scope, the program combines European technique, New York industry savvy and a streak of Californian cool.

You’ll be taught the basics and then guided to find your own fashion path culminating on the bright lights of the runway. Our school holds three fashion shows a year to launch the careers of our future design stars.

Throughout your journey, you will be mentored by professionals trained at houses such as Alexander McQueen, Calvin Klein, Oscar de la Renta and Vivienne Westwood.

Fashion is a calling. When you’re ready to devote yourself to it, call us.

WHAT WE OFFER

New York Fashion Week: Since 2005, Academy of Art University has been the first and only school to present both fall and spring graduate collections during New York Fashion Week.

Graduation Fashion Show and Awards Ceremony: The Graduation Fashion Show is an industry event attracting press from major fashion publications, recruiters, executives and top designers such as Azzedine Alaïa, Yigal Azrouël, Sarah Burton, Oscar de la Renta, Alexander McQueen, Zac Posen, Ralph Rucci, and Walter Van Beirendonck.

Real-World Projects: Academy of Art University collaborates with industry companies on projects, competitions and sponsorship. Companies include Abercrombie & Fitch, Banana Republic, Loro Piana, Mokuba, Nordstrom
and Swarovski.

Internships: The university works with international brands and recruitment agencies on internships and job placement.

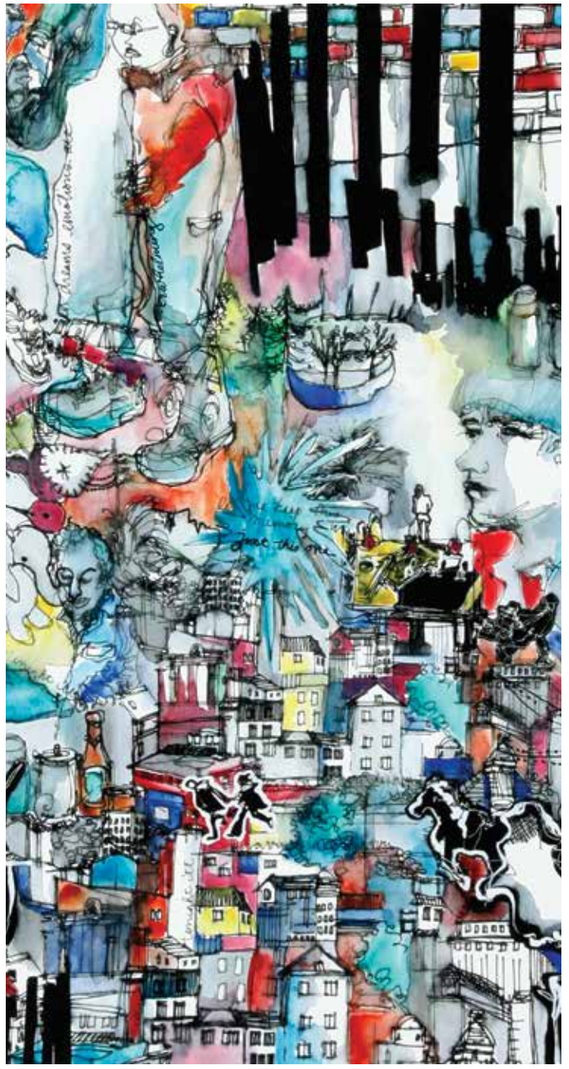
French Exchange Program: Since 1998, through the Sister City Scholarship Exchange Program, the university awards scholarships to fashion students to study at two of the best fashion schools in Paris: Studio Berçot and L'Ecole de la Chambre Syndicale de la Couture Parisienne.

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

Professional Faculty: School of Fashion's instructors are professionals working in the fashion industry.

180 Magazine: The School of Fashion publishes 180 Magazine as an outlet for Fashion Journalism and Fashion Styling students who produce shoots, interview designers and write articles on the intersection of fashion and culture.

SHOP657: From product development to merchandising and design of the space to sales, the store is entirely student-driven, giving Academy of Art University students the real-world experience of curating alumni and student-produced collections.



CAREER PATHS

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

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA FASHION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA FASHION CORE COURSES

FSH 100 Drawing for Fashion
FSH 105 Fashion and Merchandising
or FSH 111 Introduction to Fashion
FSH 109 Introduction to Product Development
or FSH 274 Applied Textiles 1
FSH 120 Color Concepts for Fashion
FSH 161 Digital Techniques for the Fashion Business
or FSH 266 Computers for Fashion 1
or FSH 276 Applied Textiles 2
FSH 164 Fashion Sewing Techniques
FSH 209 Product Development 2: Advanced Sketching and Line Development
or FSH 102 Fashion Drawing 1
FSH 210 Fashion Manufacturing
or FSH 112 Fashion Drawing 2
FSH 220 Construction/Draping/Flat Pattern 1
FSH 299 Portfolio for Technical Design
or FSH 101 Fashion Design 1
FSH 323 Fashion Trend Analysis
or FSH 187 Introduction to Knitwear

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Fashion Journalism

AA UNIT REQUIREMENTS

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

AA FASHION JOURNALISM DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA FASHION JOURNALISM REQUIRED CORE COURSES

FSH 100	Drawing for Fashion
FSH 108	Foundations of Fashion Journalism
FSH 111	Introduction to Fashion
FSH 118	Fashion Research & Reporting
FSH 120	Color Concepts for Fashion
FSH 145	Fashion Marketing 1
FSH 168	Digital Tools for Fashion Media
FSH 184	Styling
FSH 218	Blogging: Content Creation & Promotion
FSH 288	Fashion Features & Storytelling
WNM 249	Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Fashion Marketing

AA UNIT REQUIREMENTS

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

AA FASHION MARKETING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA FASHION MARKETING CORE COURSES

FSH 100	Drawing for Fashion
FSH 105	Fashion and Merchandising
FSH 120	Color Concepts for Fashion
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 213	Fashion Marketing 2
FSH 215	Retailing and Management
FSH 323	Fashion Trend Analysis
FSH 345	Brand Marketing
FSH 350	Private Label Product Development
FSH 385	Marketing Promotion Strategy

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Fashion Merchandising

AA UNIT REQUIREMENTS

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

AA FASHION MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course
1 Fundamental Math

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

AA FASHION MERCHANDISING REQUIRED CORE COURSES

FSH 100	Drawing for Fashion
FSH 105	Fashion and Merchandising
FSH 120	Color Concepts for Fashion
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 210	Fashion Manufacturing
FSH 215	Retailing and Management
FSH 250	Buying Fundamentals
FSH 252	Visual Merchandising 1
FSH 323	Fashion Trend Analysis
FSH 350	Private Label Product Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISORICAL AWARENESS

LA 120	Art History through the 15th Century

FUNDAMENTAL MATH

LA 255	College Math

Associate of Arts [AA] in Fashion Product Development

AA UNIT REQUIREMENTS

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

AA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA FASHION PRODUCT DEVELOPMENT CORE COURSES

FSH 100	Drawing for Fashion
FSH 105	Fashion and Merchandising
FSH 109	Introduction to Product Development
FSH 120	Color Concepts for Fashion
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 164	Fashion Sewing Techniques
FSH 209	Product Development 2: Advanced Sketching and Line Development
FSH 210	Fashion Manufacturing
FSH 259	Product Development 3: Pre-Production
FSH 323	Fashion Trend Analysis

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Fashion Styling

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

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

AA FASHION STYLING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA FASHION STYLING REQUIRED CORE COURSES

FSH 100	Drawing for Fashion
FSH 108	Foundations of Fashion Journalism
FSH 111	Introduction to Fashion
FSH 120	Color Concepts for Fashion
FSH 164	Fashion Sewing Techniques
FSH 168	Digital Tools for Fashion Media
FSH 184	Styling
FSH 188	Editorial Makeup & Hair Styling
FSH 280	Personal Styling
FSH 391	Fashion Product Styling
PH 103	Digital Photography for Artists
or PRO PH510	Digital Photography: Shooting

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Fashion Visual Merchandising

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

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

AA FASHION VISUAL MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA FASHION VISUAL MERCHANDISING CORE COURSES

FSH 100	Drawing for Fashion
FSH 105	Fashion and Merchandising
FSH 120	Color Concepts for Fashion
FSH 145	Fashion Marketing 1
FSH 161	Digital Techniques for the Fashion Business
FSH 184	Styling
FSH 252	Visual Merchandising 1
FSH 297	Visual Merchandising: Tools & Materials
FSH 323	Fashion Trend Analysis
FSH 377	Visual Merchandising 2
FSH 397	Visual Merchandising: Mannequins, Forms & Fixtures

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Knitwear Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA KNITWEAR DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA KNITWEAR DESIGN CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
FSH 102 Fashion Drawing 1
FSH 111 Introduction to Fashion
FSH 112 Fashion Drawing 2
FSH 120 Color Concepts for Fashion
FSH 164 Fashion Sewing Techniques
FSH 187 Introduction to Knitwear
FSH 220 Construction/Draping/Flat Pattern 1
FSH 266 Computers for Fashion 1
FSH 274 Applied Textiles 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Textile Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA TEXTILE DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA TEXTILE DESIGN CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
FSH 102 Fashion Drawing 1
FSH 111 Introduction to Fashion
FSH 112 Fashion Drawing 2
FSH 120 Color Concepts for Fashion
FSH 164 Fashion Sewing Techniques
FSH 187 Introduction to Knitwear
FSH 220 Construction/Draping/Flat Pattern 1
FSH 274 Applied Textiles 1
FSH 276 Applied Textiles 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Arts [BA] in Fashion Journalism

BA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BA FASHION JOURNALISM DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BA FASHION JOURNALISM CORE COURSES

FSH 100 Drawing for Fashion
FSH 108 Foundations of Fashion Journalism
FSH 111 Introduction to Fashion
FSH 118 Fashion Research & Reporting
FSH 120 Color Concepts for Fashion
FSH 145 Fashion Marketing 1
FSH 168 Digital Tools for Fashion Media
FSH 184 Styling
FSH 218 Blogging: Content Creation & Promotion
FSH 288 Fashion Features & Storytelling
FSH 488 Magazine & Digital Media Publishing
WNM 249 Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

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 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

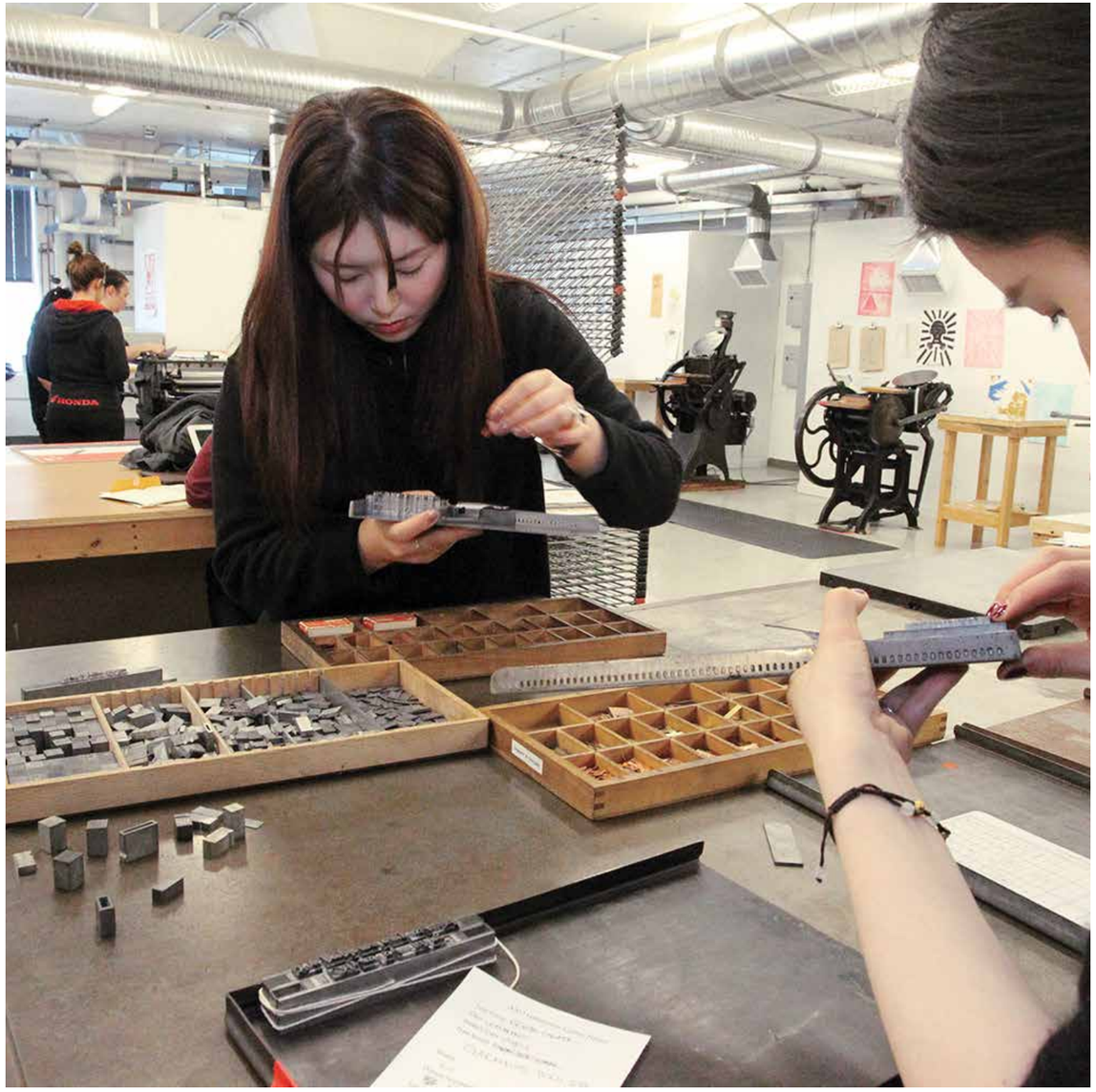
LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

CHOOSE TWO:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism



Bachelor of Fine Arts [BFA] in Costume Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA COSTUME DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA COSTUME DESIGN CORE COURSES

FSH 100 Drawing for Fashion
FSH 102 Fashion Drawing 1
FSH 112 Fashion Drawing 2
FSH 120 Color Concepts for Fashion
FSH 140 Introduction to Costume Design
FSH 161 Digital Techniques for the Fashion Business
FSH 164 Fashion Sewing Techniques
FSH 181 Costume Design for Film
FSH 182 Costume Design for the Stage
FSH 220 Construction/Draping/Flat Pattern 1
FSH 274 Applied Textiles 1
FSH 440 Portfolio for Costume Design

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

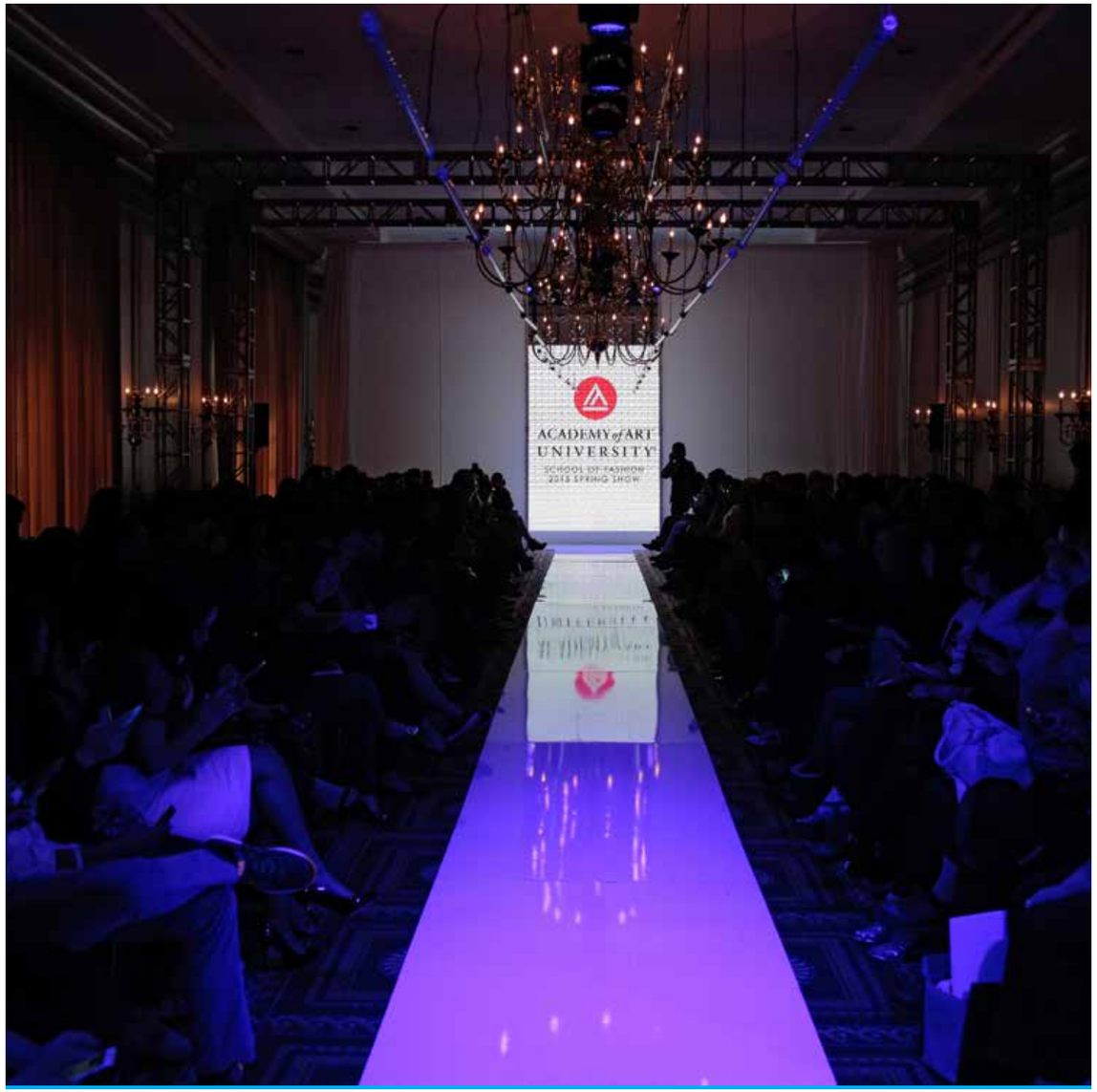
LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

CHOOSE TWO:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism



Bachelor of Fine Arts [BFA] in Fashion

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA FASHION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FASHION CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
or FSH 101M Fashion Design 1 for Menswear
or FSH 250 Buying Fundamentals
or FSH 377 Visual Merchandising 2
FSH 102 Fashion Drawing 1
or FSH 215 Retailing and Management
or FSH 297 Visual Merchandising: Tools & Materials
FSH 111 Introduction to Fashion
or FSH 105 Fashion and Merchandising
FSH 112 Fashion Drawing 2
or FSH 210 Fashion Manufacturing
or FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures
or FSH 307 Visual Merchandising: Creative Concepts
FSH 120 Color Concepts for Fashion
FSH 164 Fashion Sewing Techniques
or FSH 252 Visual Merchandising 1
FSH 187 Introduction to Knitwear
or FSH 323 Fashion Trend Analysis
FSH 220 Construction/Draping/Flat Pattern 1
or FSH 184 Styling
or FSH 220M Construction/ Draping/ Flat Pattern for Menswear
or FSH 350 Private Label Product Development
FSH 266 Computers for Fashion 1
or FSH 161 Digital Techniques for the Fashion Business
or FSH 276 Applied Textiles 2
FSH 274 Applied Textiles 1
or FSH 125 Textile Design
or FSH 145 Fashion Marketing 1
FSH 337 Construction/Draping/Flat Pattern 5
or FSH 390 Professional Practices and Portfolio for Fashion Business
or FSH 418 Menswear Construction 5
or FSH 456 Fashion Portfolio & Computer Aided Design
or FSH 473 Textile Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

CHOOSE ONE:
LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Fashion Marketing

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA FASHION MARKETING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FASHION MARKETING CORE COURSES

FSH 100 Drawing for Fashion
FSH 105 Fashion and Merchandising
FSH 120 Color Concepts for Fashion
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 213 Fashion Marketing 2
FSH 215 Retailing and Management
FSH 323 Fashion Trend Analysis
FSH 345 Brand Marketing
FSH 350 Private Label Product Development
FSH 385 Marketing Promotion Strategy
FSH 390 Professional Practices and Portfolio for Fashion Business

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Fashion Merchandising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA FASHION MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

4 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Context & Style course
1 Written Communication: Critical Thinking course
1 Historical Awareness course
1 Cultural Ideas & Influences
1 Employment Communication & Practices
1 Fundamental Math

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

BFA FASHION MERCHANDISING CORE COURSES

FSH 100 Drawing for Fashion
FSH 105 Fashion and Merchandising
FSH 120 Color Concepts for Fashion
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 210 Fashion Manufacturing
FSH 215 Retailing and Management
FSH 250 Buying Fundamentals
FSH 252 Visual Merchandising 1
FSH 323 Fashion Trend Analysis
FSH 350 Private Label Product Development
FSH 390 Professional Practices and Portfolio for Fashion Business

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 244 History of Fashion
LA 245 History of Jewelry and Metal Arts from Around the World

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 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

FUNDAMENTAL MATH

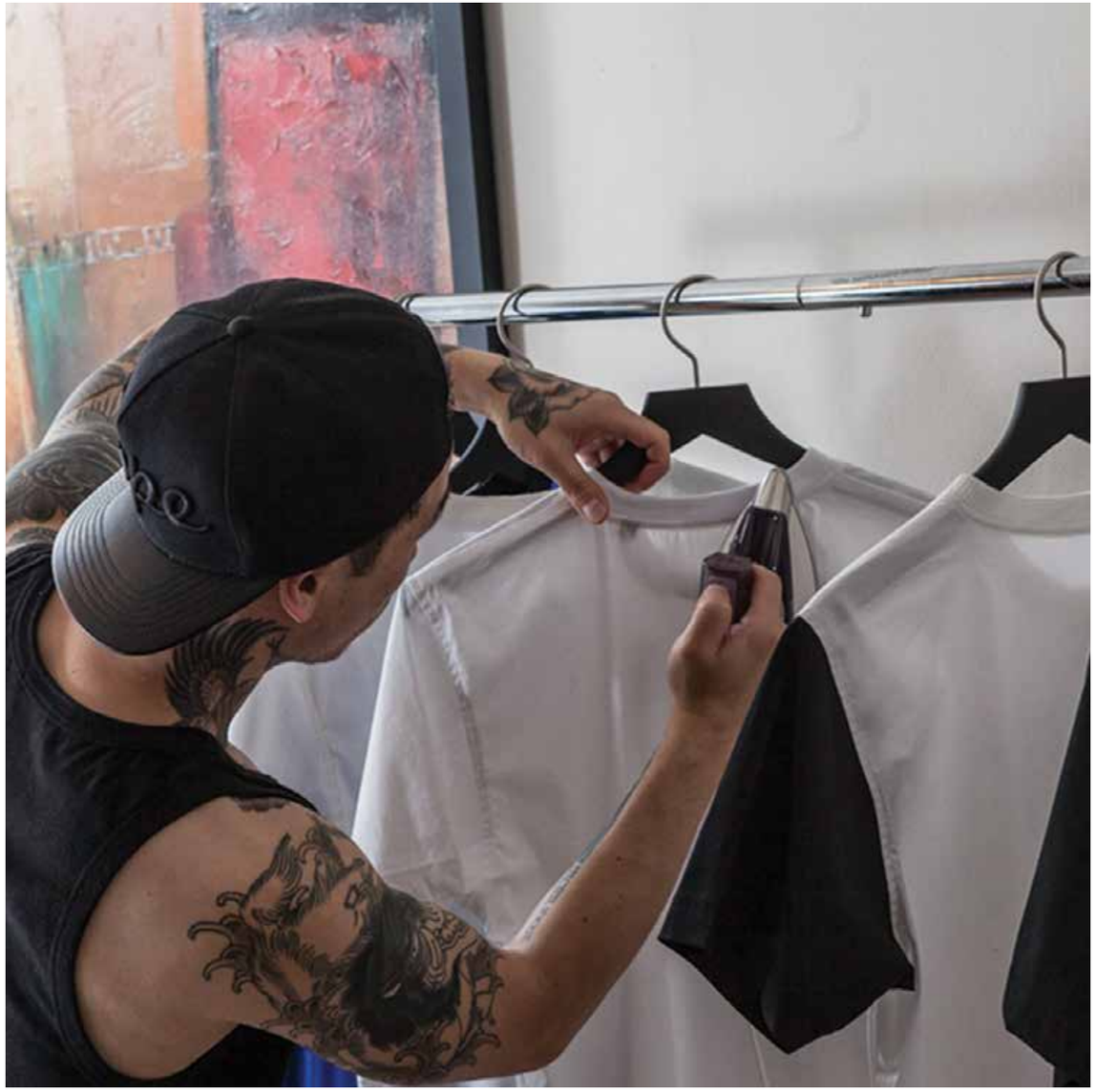
LA 255 College Math

ART HISTORICAL AWARENESS

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

CHOOSE TWO:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism



Bachelor of Fine Arts [BFA] in Fashion Product Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FASHION PRODUCT DEVELOPMENT CORE COURSES

FSH 100 Drawing for Fashion
FSH 109 Introduction to Product Development
FSH 120 Color Concepts for Fashion
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 164 Fashion Sewing Techniques
FSH 209 Product Development 2: Advanced Sketching and Line Development
FSH 210 Fashion Manufacturing
FSH 229 Computerized Product Design
FSH 259 Product Development 3: Pre-Production
FSH 323 Fashion Trend Analysis
FSH 390 Professional Practices and Portfolio for Fashion Business

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Fashion Styling

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA FASHION STYLING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FASHION STYLING CORE COURSES

FSH 100	Drawing for Fashion
FSH 108	Foundations of Fashion Journalism
FSH 111	Introduction to Fashion
FSH 120	Color Concepts for Fashion
FSH 164	Fashion Sewing Techniques
FSH 168	Digital Tools for Fashion Media
FSH 184	Styling
FSH 188	Editorial Makeup & Hair Styling
FSH 280	Personal Styling
FSH 391	Fashion Product Styling
FSH 478	Editorial Styling
PH 103	Digital Photography for Artists
or PRO PH510	Digital Photography: Shooting

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 200	Introduction to Computer Programming
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127	Topics in World Art
LA 221	California Art in Cultural Context
LA 238	World Literature
LA 292	Programming & Culture
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Fashion Visual Merchandising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA FASHION VISUAL MERCHANDISING DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FASHION VISUAL MERCHANDISING CORE COURSES

FSH 100 Drawing for Fashion
FSH 105 Fashion and Merchandising
FSH 120 Color Concepts for Fashion
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 184 Styling
FSH 252 Visual Merchandising 1
FSH 297 Visual Merchandising: Tools & Materials
FSH 307 Visual Merchandising: Creative Concepts
or FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures
FSH 323 Fashion Trend Analysis
FSH 377 Visual Merchandising 2
FSH 390 Professional Practices and Portfolio for Fashion Business

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Footwear & Accessory Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA FOOTWEAR & ACCESSORY DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FOOTWEAR & ACCESSORY DESIGN CORE COURSES

FSH 100 Drawing for Fashion
FSH 103 Drawing for Footwear & Accessories Design
FSH 104 Bag Construction 1
FSH 111 Introduction to Fashion
FSH 120 Fashion Color and Design
FSH 161 Digital Techniques for the Fashion Business
FSH 165 Sewing Techniques for Footwear & Accessories
FSH 306 Accessory Design: Senior 1
FSH 406 Accessory Design: Senior 2
FSH 456 Fashion Portfolio & Computer Aided Design
IND 111 Perspective for Industrial Design
IND 151 Design Drawing 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Knitwear Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA KNITWEAR DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA KNITWEAR DESIGN CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
FSH 102 Fashion Drawing 1
FSH 111 Introduction to Fashion
FSH 112 Fashion Drawing 2
FSH 120 Color Concepts for Fashion
FSH 164 Fashion Sewing Techniques
FSH 187 Introduction to Knitwear
FSH 220 Construction/Draping/Flat Pattern 1
FSH 266 Computers for Fashion 1
FSH 274 Applied Textiles 1
FSH 456 Fashion Portfolio & Computer Aided Design

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Textile Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA TEXTILE DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA TEXTILE DESIGN CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
FSH 102 Fashion Drawing 1
FSH 111 Introduction to Fashion
FSH 112 Fashion Drawing 2
FSH 120 Color Concepts for Fashion
FSH 164 Fashion Sewing Techniques
FSH 187 Introduction to Knitwear
FSH 220 Construction/Draping/Flat Pattern 1
FSH 274 Applied Textiles 1
FSH 276 Applied Textiles 2
FSH 473 Textile Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Certificate in Fashion

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Costume Design

MA UNIT REQUIREMENTS

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

MA COSTUME DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA COSTUME DESIGN REQUIRED MAJOR COURSES

FSH 601	3D Design 1
FSH 640	Fashion Drawing
FSH 643	Digital Techniques for Fashion
FSH 651	Fashion Construction
or JEM 610	Jewelry & Metal Arts: Design & Fabrication
FSH 661	Costume Design 1
FSH 662	Costume Design 2
FSH 663	Costume Design 3
FSH 664	Costume Design 4
FSH 671	Renaissance Costume Construction
FSH 676	Costume Crafts
FSH 700	Professional Practices & Portfolio for Fashion

MA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	History of 20th Century Fashion Arts

Master of Arts [MA] in Fashion

MA UNIT REQUIREMENTS

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

MA FASHION DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA FASHION REQUIRED MAJOR COURSES

FSH 600A	Fashion Design
FSH 601A	3D Design 1
FSH 602	Fashion Design 2
FSH 603	3D Design 2
FSH 610	Applied Textiles 1
FSH 620	Knitwear Design & Construction 1
or JEM 610	Jewelry & Metal Arts: Design & Fabrication
FSH 640	Fashion Drawing
FSH 643	Digital Techniques for Fashion
FSH 650	Introduction to Fashion Design
FSH 651	Fashion Construction
FSH 700	Professional Practices & Portfolio for Fashion

FASHION DESIGN EMPHASIS

FSH 600	Fashion Design 1
FSH 601	3D Design 1
FSH 602	Fashion Design 2
FSH 603	3D Design 2
FSH 604	Fashion Design 3
FSH 605	3D Design 3
FSH 606	Fashion Design 4
or FSH 610	Applied Textiles 1
FSH 607 3D	Design 4
or FSH 620	Knitwear Design & Construction 1
FSH 609	Digital Design for Fashion
FSH 640	Fashion Drawing
	or any course in major
FSH 700	Professional Practices & Portfolio for Fashion

MA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	History of 20th Century Fashion Arts

Master of Arts [MA] in Fashion Journalism

MA UNIT REQUIREMENTS

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

**Per director approval*

MA FASHION JOURNALISM DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 42 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA FASHION JOURNALISM REQUIRED MAJOR COURSES

COM 602 Visual Storytelling: Editing for Short-Form Video Content
FSH 617 Fundamentals of Fashion Journalism
FSH 619 Developments & Current Debates in Fashion Journalism
FSH 626 Digital & Print Magazine Publishing
FSH 627 Fashion Research & Reporting
FSH 628 Mobile & Social Media Journalism
FSH 629 Fashion Styling
FSH 630 Fashion Marketing Strategy
FSH 700 Professional Practices & Portfolio for Fashion

MA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 History of 20th Century Fashion Arts

Master of Arts [MA] in Fashion Merchandising

MA UNIT REQUIREMENTS

MAJOR	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

MA FASHION MERCHANDISING REQUIRED MAJOR COURSES

FSH 616 Dynamics of Fashion
FSH 630 Fashion Marketing Strategy
FSH 631 Merchandising Principles
FSH 633 Retail Management and Operations
FSH 634 Textiles & Other Raw Materials
FSH 635 Creating Competitive Strategy
or FSH 649 Entrepreneurship in Fashion: Strategic Brand Management
FSH 637 Product Sourcing and Assortment Planning
FSH 643 Digital Techniques for Fashion
FSH 657 Online Retailing & e-Commerce
FSH 675 Visual Merchandising: Image & Brand
FSH 700 Professional Practices & Portfolio for Fashion

MA FASHION MERCHANDISING GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 History of 20th Century Fashion Arts

Master of Fine Arts [MFA] in Costume Design

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA COSTUME DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA COSTUME DESIGN REQUIRED MAJOR COURSES

FSH 601	3D Design 1
FSH 629	Fashion Styling
FSH 640	Fashion Drawing
FSH 661	Costume Design 1
FSH 662	Costume Design 2
FSH 663	Costume Design 3
FSH 664	Costume Design 4
FSH 671	Renaissance Costume Construction
FSH 676	Costume Crafts
FSH 700	Professional Practices & Portfolio for Fashion

MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

GLA 619 Culture & Identity in Modern American Theater

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 714 Acting

Master of Fine Arts [MFA] in Fashion

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA FASHION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA FASHION REQUIRED MAJOR COURSES

FSH 600A	Fashion Design
FSH 601A	3D Design 1
FSH 602	Fashion Design 2
FSH 603	3D Design 2
FSH 604	Fashion Design 3
FSH 605	3D Design 3
FSH 606	Fashion Design 4
FSH 607	3D Design 4
FSH 609	Digital Design for Fashion
FSH 700	Professional Practices & Portfolio for Fashion

FASHION DESIGN EMPHASIS

FSH 600	Fashion Design 1
FSH 601	3D Design 1
FSH 602	Fashion Design 2
FSH 603	3D Design 2
FSH 604	Fashion Design 3
FSH 605	3D Design 3
FSH 606	Fashion Design 4
FSH 607	3D Design 4
FSH 609	Digital Design for Fashion
FSH 700	Professional Practices & Portfolio for Fashion

FASHION MERCHANDISING EMPHASIS

FSH 630	Fashion Marketing Strategy
FSH 631	Merchandising Principles
FSH 632	Trend Analysis & Product Development
or FSH 638	Product Line Development - A Collaborative Process
FSH 634	Textiles & Other Raw Materials
FSH 635	Creating Competitive Strategy
FSH 637	Product Sourcing and Assortment Planning
FSH 643	Digital Techniques for Fashion
FSH 649	Entrepreneurship in Fashion: Strategic Brand Management
or FSH 633	Retail Management and Operations
FSH 675	Visual Merchandising: Image & Brand
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Fashion Marketing and Brand Management

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA FASHION MARKETING AND BRAND MANAGEMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA FASHION MARKETING AND BRAND MANAGEMENT REQUIRED MAJOR COURSES

FSH 630	Fashion Marketing Strategy
FSH 635	Creating Competitive Strategy
FSH 643	Digital Techniques for Fashion
FSH 649	Entrepreneurship in Fashion: Strategic Brand Management
FSH 652	Global Consumer Trends in Fashion
FSH 653	Product Management & Supply Chain
FSH 654	Integrated Fashion Marketing Communications Strategy
or ADV 623	Brand Strategy
FSH 655	Digital Marketing and Social Media
FSH 658	Global Marketing & Emerging Markets
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION MARKETING AND BRAND MANAGEMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Fashion Merchandising and Management

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA FASHION MERCHANDISING AND MANAGEMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA FASHION MERCHANDISING AND MANAGEMENT REQUIRED MAJOR COURSES

FSH 630	Fashion Marketing Strategy
FSH 631	Merchandising Principles
FSH 632	Trend Analysis & Product Development
FSH 633	Retail Management and Operations
FSH 634	Textiles & Other Raw Materials
FSH 637	Product Sourcing and Assortment Planning
FSH 643	Digital Techniques for Fashion
FSH 649	Entrepreneurship in Fashion: Strategic Brand Management
or FSH 635	Creating Competitive Strategy
FSH 675	Visual Merchandising: Image & Brand
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION MERCHANDISING AND MANAGEMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Fashion Product Development

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA FASHION PRODUCT DEVELOPMENT REQUIRED MAJOR COURSES

FSH 616	Dynamics of Fashion
FSH 632	Trend Analysis & Product Development
FSH 634	Textiles & Other Raw Materials
FSH 638	Product Line Development - A Collaborative Process
FSH 643	Digital Techniques for Fashion
FSH 650	Introduction to Fashion Design
FSH 651	Fashion Construction
FSH 683	Computerized Product Development
FSH 685	Product Manufacturing & Sourcing
FSH 700	Professional Practices & Portfolio for Fashion

MFA FASHION PRODUCT DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Footwear & Accessory Design

MFA UNIT REQUIREMENTS

MAJOR	27 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**60 UNITS**

**Per director approval*

MFA KNITWEAR DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 60 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA FOOTWEAR & ACCESSORY DESIGN REQUIRED MAJOR COURSES

FSH 616	Dynamics of Fashion
FSH 632	Trend Analysis & Product Development
FSH 636	Introduction to Footwear & Accessory Construction
FSH 639	Introduction to Footwear and Accessory Design
FSH 643	Digital Techniques for Fashion
FSH 646	Advanced Bag Construction
FSH 686	Advanced Footwear Construction
FSH 700	Professional Practices & Portfolio for Fashion
FSH 736	Concept Development for Accessory Design

MFA FOOTWEAR & ACCESSORY DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Knitwear Design

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA KNITWEAR DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA KNITWEAR DESIGN REQUIRED MAJOR COURSES

FSH 600	Fashion Design 1
FSH 602	Fashion Design 2
FSH 604	Fashion Design 3
FSH 606	Fashion Design 4
FSH 609	Digital Design for Fashion
FSH 620	Knitwear Design & Construction 1
FSH 621	Knitwear Design & Construction 2
FSH 622	Knitwear Design & Construction 3
FSH 623	Knitwear Design & Construction 4
FSH 700	Professional Practices & Portfolio for Fashion

MFA KNITWEAR DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613 History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Textile Design

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA TEXTILE DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course

1 Cross Cultural Understanding course

MFA TEXTILE DESIGN REQUIRED MAJOR COURSES

FSH 600	Fashion Design 1
FSH 602	Fashion Design 2
FSH 604	Fashion Design 3
FSH 606	Fashion Design 4
FSH 609	Digital Design for Fashion
FSH 610	Applied Textiles 1
FSH 611	Applied Textiles 2
FSH 612	Applied Textiles 3
FSH 613	Applied Textiles 4
FSH 700	Professional Practices & Portfolio for Fashion

MFA TEXTILE DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613	History of 20th Century Fashion Arts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

UNDERGRADUATE COURSES

FSH 100 Drawing for Fashion
This course introduces students to fundamental drawing principles including use of materials, preparation and techniques. Students will draw a variety of subjects including objects, interiors, exteriors and the nude figure using contour line. Shape and silhouette, negative and positive space, and perspective will be covered. Proportional accuracy will be emphasized. The homework for the onsite version of this course requires mandatory attendance at a three-hour drawing workshop.

FSH 101 Fashion Design 1
This course provides a foundation in the process of fashion design from development to editing and balancing a collection. Students work through carefully selected projects aimed at developing visual research skills, identifying design elements and interpreting and developing ideas.

FSH 101M Fashion Design 1 for Menswear
This course provides a foundation in the process of menswear design from development to editing and balancing a collection. Students work through carefully selected projects aimed at developing visual research skills, identifying design elements and interpreting and developing ideas.

FSH 102 Fashion Drawing 1
This course further develops students' understanding of the nude figure and introduces the fundamentals in drawing clothed figures. Students will draw a variety of subjects and explore different materials, including pastel, color pencil, ink, and watercolor. Foreshortening, shape, rhythm structure, and proportional accuracy of the figure will also be emphasized. The homework for the onsite version of this course requires mandatory attendance at a three-hour drawing workshop.

FSH 103 Drawing for Footwear & Accessories Design
Students will learn to draw and render footwear and accessory designs, learning the unique techniques necessary to produce the various views and rapid ideation required for a solid design process and for use in the accessory design industry.

FSH 104 Bag Construction 1
Students will learn the complete process of making bags, from design concept, pattern drafting, construction techniques, material manipulation, prototype making to final product. Five different constructions will be covered in class, and students will present a design portfolio containing a multi-piece collection at the end of the semester.

FSH 105 Fashion and Merchandising
This course provides a fashion industry overview, introducing students to the concepts of fashion retail and wholesale merchandising, the materials of fashion, the producers of fashion, and the markets for fashion.

FSH 108 Foundations of Fashion Journalism
The life of a fashion journalist is as creative and colorful as the fashions they are writing about. In this course you will take on that role as you explore runway reporting, interview techniques, spotting stories, social media, and promotion in the ever-moving, ever-changing fashion landscape.

FSH 109 Introduction to Product Development
This course introduces students to product development. Students will research existing brands to develop ideas for new products, conduct trend research, create storyboards, sketch flats, and propose new products. Topics will include consumer markets, fabrication, roles and responsibilities within the supply chain, product development, and fashion product categories.

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

FSH 111 Introduction to Fashion
This course introduces students to various aspects of research and travel related to the fashion industry. Topics will include transportation, scheduling, budgeting, professional practices, tools, fabrics, presentation, critique and sketchbook development for fashion, textile and knitwear. Students will gain exposure to the fashion development cycle through a hands-on group project.

FSH 112 Fashion Drawing 2
This course further develops students' understanding of the clothed figure and composition. Students will learn about composition and design of clothed figure using a variety of conventional and unconventional materials. The use of light box, composition principles, and design will also be emphasized. The homework for the onsite version of this course requires mandatory attendance at a three-hour drawing workshop.

FSH 114 Fashion Figure & Rendering Techniques
This course teaches the development and use of a fashion figure to aid fashion design communication. Students will explore various drawing medium to enhance visual presentation. Strong emphasis will be placed on the visual language of fashion.

FSH 114M Fashion Figure and Rendering Techniques for Menswear
This course will specifically explore the rendering of fabric, drape, texture, color, mood and attitude for menswear, and will further refine drawing skills. The development of the croquis (quick sketch) and fashion proportion will be emphasized and students will be held to industry standards.

FSH 118 Fashion Research & Reporting
This course is a hands-on journalism studio that provides students with essential reporting and writing skills for effective fashion journalism. Students will learn and practice research strategies, fact-checking, drafting, and copy editing techniques for a range of story types. Students will work assignments to cultivate their journalistic voice.

FSH 119 Fabric and Fiber Technology
Students are introduced to the basic properties of textiles, and how they relate to performance and end use. The course includes hands-on analysis of fabric swatches.

FSH 120 Color Concepts for Fashion
This course focuses on color theory and its application in the fashion industry. Color schemes, proportion, and the physical and psychological effects of color are analyzed through observing collections, fabrics, and our everyday world.

FSH 124 Knitwear Design
Students acquire a basic understanding of what knitwear is and how a knitwear designer works in the fashion industry. Fundamental hand knitting techniques are taught. Students will create swatches of these techniques and sketch garment designs. Students will also research current knitwear trends.

FSH 125 Textile Design
An introduction to various methods of textile design and techniques used in the industry and at home. Students will learn how to construct designs and execute textile techniques.

FSH 135 Graphic Design in Fashion
This course helps students understand graphics and graphic design and how they are used in fashion, clothing and accessories. Students gain more control over their garments and flexibility in their designs and prepare themselves for more varied career options. Students will be introduced to different mediums such as photography and digital imaging.

FSH 140 Introduction to Costume Design
In this course, students will learn basic organizational systems, terminology, and the tools needed by the costume designer. Students will also learn how to research and design for a specific set of characters. Students will practice various tips and techniques for altering and manipulating garments for the stage.

FSH 145 Fashion Marketing 1
This course presents marketing theory and practice as they relate to the field of fashion. Topics will include current practices in ascertaining consumer wants, conceiving of, producing, promoting, and moving new fashion goods and services to consumers. Students will identify fashion marketing strategies and apply basic fashion marketing research techniques to industry specific assignments and projects.

FSH 161 Digital Techniques for the Fashion Business
This course introduces students to industry standard software used to visually communicate information. Assignments will be geared toward fashion line layout, concept boards, and detailed specification for reproduction. Working fluidly between programs will be emphasized.

FSH 164 Fashion Sewing Techniques
In this course, students gain a basic understanding of cutting and sewing techniques to prepare them for the apparel industry. Hand finishing techniques and machine sewing techniques in wovens will be learned, together with their application. Students will create a notebook documenting their new learned skills.

FSH 165 Sewing Techniques for Footwear & Accessories
Students will learn fundamental techniques necessary to produce footwear and accessories. Using industry-standard equipment, students will learn to identify and use various types of leather, materials and hardware and to pattern draft and sew leather goods. Students will produce construction and finishing samples and make various bag constructions.

FSH 168 Digital Tools for Fashion Media
In this course, students will learn how words and visuals work together to tell a fashion story. Discussions and assignments will be geared toward understanding the basic elements of good design and how to create successful designs for fashion spreads and look-books.

FSH 181 Costume Design for Film
In this course, students will learn how to break down a script and create character identity through costume by creating mood boards, color stories and illustrations. Students will also learn how to create a 'look book' for actors and gain essential skills in costume design.

FSH 182 Costume Design for the Stage
This course introduces students to the costume design process including research, script analysis, costume period and style, design problem solving, and rendering. Students will gain a greater understanding of costume design for theatre and produce projects for their portfolios.

FSH 184 Styling
Styling is creating fashion imagery that delivers the message of the designer or brand. This course provides the foundation of a styling portfolio as students gain hands-on experience developing concepts and assembling compelling outfits for photo shoots. Fashion culture, working with a model, photographer, and a make-up artist will be covered.

FSH 187 Introduction to Knitwear
Students will develop the processes of creating knit fabrics, learn knitwear terminology, and experiment with knitwear fabric designs. Students will compose different knit materials by a variety of techniques, including basic hand knit, crochet, and single-bed knitting machine techniques. Surface design methods, such as felting, embroidery, and basic macramé, will also be practiced.

FSH 188 Editorial Makeup & Hair Styling
In this course, students will learn the basics of makeup artistry and hair styling for editorial photo shoots. Through hands-on projects, students will be able to achieve several make-up and hair styling techniques, and bring it all together at the end of the semester by conceptualizing a beauty shoot.

FSH 190 Tambour Beading 1
This course introduces students to the history of beading as it applies to fashion design. Students will develop hands-on techniques in tambour beading. Students will complete samples and projects using various types of beads and sequins as well as techniques to finish and mount beaded motifs to garments.

FSH 192 Tambour Beading 2
Students will build upon the foundation of basic tambour beading with a new stitch that functions as both a satin surface stitch and one to secure beads. An additional stitch will aid in the applique of fabrics while finishing techniques will allow for creating three dimensional elements and add depth and texture to a motif.

FSH 194 Surface Embroidery 1
This foundation course builds on the historical perspective of the art of embroidery while teaching the basic tools and techniques used in contemporary fashion. Students are introduced to traditional hand embroidery stitches using cotton, rayon, chenille, and wool threads and applying them to a variety of fashion fabrics.

FSH 196 Surface Embroidery 2
In this course, students will advance their skills with surface embroidery techniques including dimensional ribbon and chenille work, Japanese flat and twisted silk stitching, raised gold metal embroidery, working with rose montes, chatons, and other sew on rhinestones.

FSH 201 The Reclaimed Object
This course covers marbleizing, gold & silver leafing, and the design, production, and application of stenciling. Students will focus on re-surface treatment on re-claimed objects such as doors, tables, chairs, boxes, frames, beads, or any other wooden surface. Student will create one-off re-painted, re-purposed, re-designed objects with an emphasis on creativity.

FSH 203 Footwear Construction 1
Students will learn to identify and design different footwear constructions through the development of 2D design and 3D construction. They will apply a design process incorporating concept research, sketching, range building and specification sheets. Students will learn the complete process of shoe making, producing three different footwear constructions in class.

FSH 204 Bag Construction 2
Students will build on the skills learned in FSH 104, making more complex constructions through pattern development and material manipulation. Five different constructions will be covered in class and students will present a design portfolio containing a multi-piece collection at the end of the semester.

FSH 209 Product Development 2: Advanced Sketching and Line Development
This course focuses on flat sketching for line development, line sheets, and specification sheets. Students will develop the skills required to create industry standard flats for apparel and accessories.

FSH 210 Fashion Manufacturing
Students explore the world of apparel manufacturing, including production, sourcing, control, planning, costing, resource allocation and feasibility. Projects include tracking a product all the way from design concept through delivery of the product to the retailer.

FSH 213 Fashion Marketing 2
This course presents the application of the fashion marketing process by utilizing real life case studies and projects that focus on what fashion consumer preferences are. The course will outline all of the components of an integrated marketing plan that bring fashion brands to life.

FSH 215 Retailing and Management
This course introduces students to the fundamental elements of business management. Topics include organization, control, planning, decision-making, leadership, training, communication and ethics. Students learn to apply these concepts to real business situations through actual case studies.

FSH 218 Blogging: Content Creation & Promotion
Blogs form part of the contemporary media and marketing landscape alongside social media tools such as Facebook and Twitter. This course aims to define the term, analyze various elements of successful blogging, and offer practical experience in conceptualizing, producing, and marketing your own blog online as art professionals.

FSH 220 Construction/Draping/Flat Pattern 1
This course is an overview of the design workroom. Basic principles of flat pattern drafting and draping on a form will be introduced. Students are given an introduction into how garments are pattern cut and made up to commercial standards in the fashion industry today.

FSH 220M Construction/ Draping/ Flat Pattern for Menswear
This is a beginning construction and patternmaking course focusing on menswear. It will enhance students' industry knowledge of patternmaking and construction techniques. Students will learn how to cut and construct mens' basic block patterns and create additional silhouettes from them using muslin fabric and professional sewing techniques.

FSH 221 Fashion Design 2
Students will continue to develop design skills. Strict emphasis is placed on their ability to represent creative design ideas as specification drawings (flats) as well as fully colored illustrations. Close attention is paid to the rendering of fabric and color and the analysis of current design trends.

FSH 224 Knitwear Design 1: Foundational Skills
Students will continue to develop their knitting skills using single-bed knitting machines, hand knit, and crochet while learning about knitwear's place in the fashion industry. Students will be assigned a knitwear design project to learn material selection, color, stitch and garment construction, along with the foundations and processes of creating knitwear collections.

FSH 229 Computerized Product Design
Students will develop computerized designs, and flat patterns using industry standard software. Students will use and incorporate the various functions in the software to create, modify, store, and communicate design working with images and color.

FSH 230 Construction/Draping/Flat Pattern 2
In this intermediate course, students will advance their pattern cutting techniques and further develop their construction skills. Students will construct a range of garments including dresses, pants, and shirts. Industry standards of pattern making and construction techniques appropriate for industrial sewing equipment will be emphasized.

FSH 240 The Classical Tutu: Introduction
In this course, students will receive an overview of the classical and romantic tutu for ballet. Students will learn the history of the tutu and will construct a classical tutu from start to finish, including waistbands, knickers, ruffles, wiring, basque, top skirt, and bodice.

FSH 241 Costume Production for Film
This course will design and produce a feature film in cooperation with the Motion Pictures (Film) and Fashion departments. Students will design costumes in collaboration with a director and bring them to life on film. Students will costume each character, fit the actors, and be on set during filming.

FSH 242 Costume Production 1
In this course, students will produce original costume designs for a script or theatre production. Students will develop designs on paper, realize these designs in 3D, and provide appropriate documentation. Students will also learn about the production process, exploring collaborations between costume designers and actors, directors, and other designers.

FSH 244 History of Fashion
This course traces the Western clothing tradition from antiquity to the 20th century as a source of fashion and design. Students begin with an exploration of the Western ideals of beauty and continue with a specific study of the major areas of fashion revivals: classic, exotic, country and romantic.

FSH 245 Marketing: Beauty Products
This course will prepare students to apply their fashion marketing education to produce strategy that is beauty marketing specialized. Students will be able to create a beauty marketing plan that includes product development, PR, and emotional branding. Students will develop a marketing plan in collaboration with the beauty merchandising course.

FSH 246 History of Textiles
This survey course investigates textiles from prehistory to the present, examining traditional textiles of Asia, Africa, and the Americas as well as western textile design and production, with an emphasis on late 19th and early 20th century design movements. Textile use in interiors, clothing, cars, and industry will be explored.

FSH 250 Buying Fundamentals
Students learn the fundamentals of the retail buying process in various types of merchandising organizations. The course exposes students to sales planning, open to buy, and components of profitability. Basic math skills are required.

FSH 252 Visual Merchandising 1
This course presents students with a survey of the many elements of visual merchandising and display currently used in retail organizations. Students are introduced to the many visual tools available, including fixtures, mannequins, signage, lighting and props.

FSH 257 Accessory Design: Jewelry
In this course, students will focus on accessories to adorn the body by looking at accessories and objects over time. Students will be provided with an awareness of the form and structure of accessories and will be taught how to collate ideas and inspiration.

FSH 258 Accessory Design: Handbags & Small Leather Goods
This course gives an overview of accessories throughout fashion history and introduces students to key players in the handbag and small leather goods industry. Dynamics and principles of accessory design are explored. Students learn how to develop collections of handbags and other related accessories through original visual research and working prototypes.

FSH 259 Product Development 3: Pre-Production
In this course, students will focus on the process of garment prototype development and approval prior to production. Advanced line development including cost and construction details will be addressed. The web-based PLM system will be introduced to track product specifications, production package, and bill of materials.

FSH 262 Fashion Design 3
This course focuses on design philosophy. Students will develop their drawing style, design, and presentation skills to reflect their individual points of view. Students will gain knowledge of the fashion industry, learn the principles of price points, and become aware of domestic and international marketplaces.

FSH 266 Computers for Fashion 1
This course explores fashion illustration techniques using computers for stylized drawings, flat sketches, croquis, mini bodies, specification drawings, presentations and storyboards.

FSH 267 Menswear Fashion Design 2
Students work through carefully selected projects aimed at developing research, ideas, and creative design Menswear market. Students will build a 2 dimensional Menswear collection on paper, while learning communication skills and building confidence in their work.

FSH 268 Menswear Construction 2
In this course, students will develop basic menswear blocks into various designed garments that will serve as a foundation for all future menswear classes. Principles of drafting and construction will be taught so that garments produced will meet industry standards.

FSH 269 Product Line Development
This course engages students in the product line development collaborative process. Students will participate in a semester long case study that provides hands-on experience with all the components that are a necessary part of developing a fashion collection.

FSH 274 Applied Textiles 1
This course is an overview of the textiles industry for both home furnishing and fashion. Students learn silkscreen and heat transfer printing. Students also learn about opportunities for a successful career in the textile industry.

FSH 276 Applied Textiles 2
In this course, students will further develop their understanding of fabric and printing techniques. They will be taught various advanced surface treatments on cloth, including burn-out and discharge printing.

FSH 280 Personal Styling
In this intermediary course, students will focus on the discipline of personal styling. Hands-on projects will help students to analyze and practice real life situations, and gain the creative and organizational skills involved in styling for personal clients and celebrities.

FSH 282 Knitwear Design 2: Intermediate Knitwear Skills & Basic Construction Techniques
Students will develop intermediate single-bed machine, hand knit and crochet techniques and will learn double-bed knitting machine techniques. Students will use visual research skills to interpret and develop ideas in knitwear textile and design projects. Students will learn how to interpret basic construction processes by constructing a T-shaped sweater.

FSH 284 Photo Shoot Production for Stylists
In this advanced course, students will learn the logistics and business aspects of being a freelance stylist. Topics will include producing photo shoots, managing a job, and self-promotion. Guest speakers, in-class simulation, and group projects will give insight into the various protocols on the job.

FSH 286 3D Design for Knitwear 1
Students will learn basic principles of transforming two-dimensional designs into three-dimensional garments, using a design from their previous design project. They will take a drafted flat pattern, drape it on a form, make new patterns and finish it into a knit garment. Students also will experiment with knit fabric manipulation using two-dimensional panels to create three dimensional garment designs.

FSH 287 Knitwear Design 3: Design Philosophy & Advanced Techniques
Students will develop their design philosophies as they learn skills to represent creative design ideas. They will also learn to interpret specific market brands and price points. Students will create knitwear design drawings (flats) and fully colored illustrations, and will learn advanced techniques on single-bed machine, hand knit, crochet, and Dubied machine.

FSH 288 Fashion Features & Storytelling
In this class, students will develop their expository writing skills, adapt straight news leads, and incorporate novelistic techniques to write feature-length articles. Students will be assigned their own beats and asked to pitch ideas in simulated editorial meetings.

FSH 289 Corsetry & Underpinnings
Students will study and apply corsetry for use as both outer garment and underpinning. Students will cut and construct various styles and shapes of corsets, which will be used as a base for experimentation with various draped design ideas. Chosen draped and molded designs will be taken to completion, producing finished pieces.

FSH 294 Textile Printing For Product
This course teaches hands on, creative and intelligent approach to textile printing. Students will have the opportunity to develop ideas from inspiration source to a final printed product of their desire, primarily employing the technique of screen-printing as well as hand painting, drawing and stencil printing.

FSH 295 Sustainable and Ethical Design
This course will explore environmental issues in fashion design. Students will be encouraged to find creative solutions and alternatives. Emphasis will be placed on designs that meet all the regular industry standards while simultaneously addressing ecological and social sustainability issues.

FSH 297 Visual Merchandising: Tools & Materials
This course introduces students to the various tools and materials commonly used for the construction and creation of displays for visual merchandising. Students will learn the correct and safe use of a variety of shop tools, and practice best methods by which to create visual merchandising assignments and class projects.

FSH 299 Portfolio for Technical Design
This course focuses on developing marketable portfolios to demonstrate technical drawing skills, proficiency in fashion design related digital skills, and a professional presentation of a product line. Students will conduct research for jobs in technical design, create self-promotional materials, and use industry standard software and web-based PLM.

FSH 300 Product Development: Shoe Collection
While designing a collection of footwear, students will build an understanding of the last, designing and sketching shoes, measuring and fitting and shoe materials and components. Students will research various aspects of the shoe industry, including handmade footwear, product development and testing, specification and technical sheets, and trade shows.

FSH 301 Denim Design
In this course, students will explore denim design and development with a focus on fashion, fabric, and fit. Topics covered include denim history, market and trend research, washes and finishes, patterns, sample manufacturing, production processes, brand identity, merchandising, and marketing. Students conclude the course by designing a denim collection.

FSH 303 Footwear Construction 2
Building on the skills learned in FSH 203, students learn to make more complex constructions through pattern development and material manipulation. Four different constructions will be covered in class and students will present a design portfolio containing a multi-piece collection at the end of the semester.

FSH 304 Accessory Design for Utility & Sports
Students focus on the design of accessories and footwear for sports and utility. The class overs the unique properties and function of products within this expanding market and the materials and hardware used.

FSH 305 Fashion Public Relations
In this course, students will learn the principles and practices applied to fashion public relations. Students will understand PR as a key fashion marketing tool. Students will explore the history of the public relations industry, the influences of its visionary leaders, and the changes driven by technology that impact fashion PR today.

FSH 306 Accessories Pre-Collection
Students prepare and research for their final collection researching and developing unique fabrications and techniques. In addition, students work on industry set projects.

FSH 307 Visual Merchandising: Creative Concepts
This course examines creative strategies for the development of dynamic window displays. Students will explore literature, music, current events, pop culture, art, fashion, and film history for inspiration. Designing for effective visual narratives will be emphasized.

FSH 309 Product Development 4: Fabrication, Sourcing, & Production
Students will advance their skills of line development utilizing web-based PLM software. This course will focus on refinement of technical packets and line sheets, the processes and procedures of fashion product sourcing, cost estimating techniques, methods for evaluating product constructions, and advanced knowledge of fashion manufacturing.

FSH 311 Millinery
Millinery is a highly specialized discipline that permits students to be wildly creative or strictly traditional. Emphasis is placed on construction techniques in a variety of materials for hat design and construction.

FSH 313 Style Icons & Fashion Objects
This course focuses on iconography of style, fashion avatars and media interpretation and reinvention of icons. Historical eras, youth movements, style capitals and the roots of iconic fashion imagery in editorial work will be discussed in depth. Students will examine legendary images and trace their influences on popular culture.

FSH 316 International Retailing/Global Marketing
Students learn the importance of the global economy through a study of retailers who operate internationally. This course provides a conceptual framework for students to understand how different legal, social, and economic environments affect the distribution of consumer products worldwide.

FSH 317 Menswear Fashion Design 3
In this class strict emphasis is placed on the ability to represent creative design concepts as specification drawings (flats) as well as fully colored figures. Close attention is paid to rendering of fabrics and color while students analyze current menswear design trends.

FSH 318 Menswear Construction 3
This is an intermediate construction and flat pattern making course. The course is designed to enhance the students' knowledge of industry procedures for pattern making and construction.

FSH 323 Fashion Trend Analysis
This course provides an overview of the fundamentals of fashion trend forecasting and analysis. This course teaches students to understand the evolutionary nature of product, interpret the cultural context affecting the product, and to collect, analyze, and synthesize data in order to predict and understand the meaning of fashion trends.

FSH 330 Construction/Draping/Flat Pattern 3
In this course, students work on more advanced pattern cutting and construction techniques. Students learn to cut and construct tailored garments using techniques used in the industry today. Students also work on draping projects and learn how to handle fashion fabrics correctly.

FSH 331 Construction/Draping/Flat Pattern 4
This course is designed to allow students to develop and build upon the pattern making and construction skills learned in previous courses. Students will evaluate and translate key elements from an existing designer runway look and from their own two-dimensional designs to create customized patterns and construct, fit and correct garments to industry standards. New construction and finishing techniques will also be introduced.

FSH 334 Virtual Garment Development
In this course students will become familiar with fashion-industry software CLO3D. Students will learn the tools and functions of the software and recognize how it is used in the industry, so they can adapt it to their own work. Projects and assignments will be geared toward using this unique program to develop individual looks and garments in a virtual space with the potential of creating them in real life.

FSH 335 Computerized Patternmaking
Using Gerber Accumark software, students will learn how to use advanced technology to digitally enter patterns into the computer, alter, and make patterns for a variety of silhouettes. Students will also grade patterns for a large range of sizes.

FSH 337 Construction/Draping/Flat Pattern 5
This course is designed to allow students to develop their design work into a pre-collection. Students are taught the principles of manual grading and working with a life fit model, and learn about work production patterns for industry. Students also review new construction and finishing techniques.

FSH 340 Fashion Design 4
Students are encouraged to analyze and develop individual design strengths and philosophy. Technical skills are polished to help enhance presentation and showcase the designers' point of view.

FSH 342 Costume Production 2
In this course, students will design and construct costumes for the live performance project. Students will engage in a dynamic range of construction and craft projects, creating finished costumes that will satisfy the needs of movement-based and design-driven performance pieces.

FSH 343 Marketing: Short Form Video
In this course, students will learn the value of utilizing and developing the short form video theory as a powerful marketing tool to motivate consumers. Students learn basic video techniques specialized for the fashion industry and will solve key marketing concerns through the use of storytelling and video communications.

FSH 344 Fabric and Form
This class will study how adjacent geometric, 2-dimensional planes create 3-dimensional forms in fabric. Students will also study experimental fabric manipulation and the relationship of these 3-dimensional forms to the body. Students will create 3-dimensional forms with fabric and apply them to the dress form for the purpose of creating garment design.

FSH 345 Brand Marketing
This course examines brand equity and all aspects of brand building, management, and marketing. Students will research emerging and existing brands and apply to develop a brand. Emphasis will be placed on developing a marketing plan for a brand that reflects the brand identity, the target consumer, and the product/service.

FSH 347 Inventory Management & Planning
This course will expand the concepts introduced in FSH 250 by analyzing inventory management and profitability and competitive advantage. Students will become familiar with inventory turnover, purchasing, and planning.

FSH 348 Interactive Marketing
In this course, students will learn the basics of digital marketing for fashion and its integration with traditional marketing. Course components include online promotion, user-generated content, corporate blogging and mobile marketing. Students will develop a marketing plan and analyze the results through various outlets of social networking.

FSH 350 Private Label Product Development
This course takes students through the concepts and techniques of product development. Projects include research to identify an appropriate product, development of that product, sourcing, costing, and sampling.

FSH 352 Visual Merchandising: Space Planning and Directives
This course focuses on best industry practices for both retail and wholesale floor spaces. Students will develop strategies and present their concepts in both written and visual formats. Emphasis will be placed on creative space utilization, and appropriate representation for multiple project categories, a full season's cycle, and adjacent products.

FSH 357 Retail Store Management
This course is an in-depth study of various retail store operations. Topics include location and target market, merchandise placement and assortment, customer service, selling techniques, staff planning, employee motivation, visual display, profit analysis, logistics and many more necessary areas.

FSH 363 Special Event and Promotion
In this course, students will learn the requirements and practices of developing and producing an accountable and effective special event and fashion show for a product launch or product presentation that supports a fashion marketing initiative. Students will plan, pitch, develop, and execute all aspects of special event and promotion.

FSH 364 Children's Wear Design
In this course, students will learn about designing children's wear and coordinating accessories. They will design with consideration for the unique characteristics of different ages and genders. Students will gain awareness of different children's apparel and accessory categories and complete design projects within different ages and genders.

FSH 368 Accessories Merchandising
Students are introduced to the many fascinating categories within accessories, including leather goods, jewelry, scarves, millinery, eyewear and many more. Students explore the important role of accessories in various retail environments. Major brands and designers are studied, as well as private label products.

FSH 369 Merchandising: Beauty Products
This course introduces students to the best practices in merchandising beauty products, providing students with insight into the different categories of the industry, including color cosmetics, fragrance, and skin care. Topics include the examination of major brands nationally and internationally, industry history, and the development of and selection of product assortments.

FSH 374 Applied Textiles 3
In this course, students will continue to broaden and expand their knowledge of printing techniques including screen printing with heat transfer paints. They design fabric samples and finished collections of fabric designs.

FSH 375 Fashion Merchandising Strategies
This course explores successful wholesale and retail strategies for fashion assortment building and product selection based on group projects, case studies, and field research. Emphasis is on developing a strategic point of view and taste level appropriate for the target market.

FSH 376 Applied Textiles 4
In this course, students will further their skills designing textile prints for both fashion and furnishings. Students will also continue to produce collections of fabric designs.

FSH 377 Visual Merchandising 2
This course applies the visual merchandising concepts hands-on projects. Topics include visual merchandising theory, standards for execution, store design and company image.

FSH 378 Menswear Fashion Design 4
Students further develop their skills as menswear fashion designers and are encouraged to develop a comprehensive awareness in the domestic and international marketplace. Emphasis is placed on illustration techniques and professional presentation.

FSH 379 Menswear Construction 4
The course is designed to teach students ready to wear tailoring techniques used in the menswear industry today. Students are shown how to construct tailored garments and the variations used in construction techniques. Students will learn the difference between ready to wear and bespoke techniques.

FSH 381 3D Design for Knitwear 2
Students will design garments on three-dimensional forms by draping. Students will create customized patterns for their own 2D designs and construct them. Students will learn traditional trimming and develop variations of trimming designs. Principle techniques will include constructions of neck, armholes, and sleeves. Hand knit and crochet construction techniques will be practiced.

FSH 382 Knitwear Design 4: Design Development of Individual Creative Style
Students will analyze and develop individual design strengths and philosophies. Their technical skills and comprehensive presentation skills will be refined. Students will be required to push the boundaries of creative knitwear design. Students will learn how to setup and program basic stitch construction on the Stoll industrial machine.

FSH 384 Menswear Styling
This course explores the discipline of styling for menswear. Students will learn through activities and photo shoots the techniques of creating successful tailored and casual looks for men.

FSH 385 Marketing Promotion Strategy
This course offers an in-depth study of specific promotional strategies for a fashion environment. Students learn to develop an integrated marketing plan. Core components include advertising, direct mail, publicity, public relations, personal selling, special events, and social networking.

FSH 386 3D Design for Knitwear 3
Students will focus on designing and producing complex garments. Students will develop their design work into a pre-collection. They will apply complex cutting methods and advanced hand sewing/finishing techniques. Students will learn the skills to fit contemporary design garments and correct garments to industry standards.

FSH 387 Knitwear Design 5: Pre-Collection
Students will improve their design strengths and philosophies to prepare for careers in the fashion industry. Students will begin to identify individual styles for specific markets and on-trends analysis. Students will continue learning Stoll industrial machine operation, knit programming, and swatch knitting. Students will begin to develop their senior collection.

FSH 390 Professional Practices and Portfolio for Fashion Business
This course provides students with realistic information about careers in the retailing and apparel merchandising industry. Students will explore their career options, develop resumes, prepare for job interviews, complete internships, and focus on the transition from student to professional.

FSH 391 Fashion Product Styling
In this course, students will get an introduction to styling a range of fashion products for a variety of mediums including magazine, catalog, newspaper, and web. Students will produce, art direct, and style photo shoots. Emphasis will be placed on product styling techniques and concepts.

FSH 392 Social Media Strategy for Fashion
In this course, students will be able to navigate through the ever cluttered world of social media in the fashion industry. Students will learn the skill set to plan out an effective and accountable social media strategy that has value to a fashion brands marketing efforts. Students will be able to decipher the various platforms that social media offers to a brand.

FSH 394 Fashion Advertising and Brand
In this course, students will learn the proper role of fashion advertising and the key factors that determine and identify a fashion product to the consumer such as name, term, design, or symbol. Students will understand the importance of a single brand message for effective fashion advertising.

FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures
Students will learn the procedures by which mannequins are styled for product presentations through hands-on experience in proper use and maintenance of mannequins, forms, and alternatives. Students will practice skill-building in styling methods: forming for men's and women's tailored clothing; coordination of separates, item apparel; fashion accessories and home furnishings.

FSH 398 Computers for Textiles
This course explores techniques for utilizing computers as a design tool. Students create textile designs, colorways, and repeats using Photoshop and Illustrator.

FSH 400 Construction/Draping/Flat Pattern 6: Senior Collection
Students research, design and construct a collection of designer clothing from sportswear to eveningwear. Designer workroom techniques will be emphasized.

FSH 404 Construction/Draping/Flat Pattern 4: 3D Design
In this course, students will learn how to create block patterns from their own draped forms. They will deconstruct and create the pattern for a jacket, in order to analyze all elements of interior and exterior construction. A Master Work will be analyzed and reproduced faithfully from a primary source.

FSH 406 Accessories Final Collection
Students research, design and construct a multi-piece footwear and accessory collection and portfolio.

FSH 409 Product Development 5: Advanced Line Development
Students will strategize on product development for a specific brand / company by developing two collections. This course focuses on demonstrating advanced digital and hand skills, presenting complete product package coherent to the brand image using industry standard software and web-based PLM. Professional presentation is emphasized.

FSH 410 E-Commerce
This course provides students with the fundamentals of selling fashion products online. New strategies in e-commerce technology, emerging web-based business models, marketing innovations, and the latest techniques for an enhanced customer interface will be explained.

FSH 411 Wearable Technology
This class provides an exploration of wearable devices as a fusion of contemporary fashion and advanced technology. Students will investigate existing products through case studies covering production, marketing and distribution and gain an insider's view on collaborations with tech companies by designing a new wearable device for their portfolios.

FSH 417 Menswear Fashion Design 5
Students continue to develop their awareness of specific menswear markets within the international fashion industry and to target their individual style to specific market segments. Emphasis is placed on Menswear trend analysis during the New York, London, Milan and Paris collections.

FSH 418 Menswear Construction 5
Students work on creating their own designs in muslin and finished garments. The emphasis is on active sportswear. The course reinforces all areas covered in 1, 2, and 3, strengthening the students' understanding of cutting and construction.

FSH 424 Construction/Draping/Flat Pattern 5: 3D Design
In this course, students will study three contrasting areas of garment cut and construction; complex tailored forms, fluid forms in woven and knit fabrics and structured gowns. Complex analysis and reproduction of form will be made through the use of flats, sketches, flat pattern, drape and sewn samples.

FSH 427 Visual Merchandising: Graphics for Presentation
This course provides in-depth study into the variety of graphic communication tools available and utilized within the visual merchandising industry. Students will learn various techniques for specifying and building signage programs for retail, wholesale, trade-show, in-store display, sales promotions, as well as considerations for dynamic graphic communication used in window display.

FSH 430 Fashion Design 5
In this course, students increase their ability to target their individual style to a specific market segment. Emphasis is placed on continuity of style within design, presentation and trend analysis. Students work on developing their strengths in design to ensure establishment of a defined and strong personal design philosophy. Students work on the development of their Senior Collection.

FSH 434 Construction/Draping/Flat Pattern 6: 3D Design
This technical design course focuses on reproducing complex garments. Students will analyze garments created by designers, make paper patterns, and create toiles, and detailed fabric samples. Creating accurate paper pattern utilizing complex cutting methods and applying advanced hand sewing techniques will be emphasized.

FSH 436 Pattern Making & 3D Design for Fashion Portfolio
In this course, students will develop their technical and 3D design fashion portfolios in both traditional and digital formats. Previous technical projects will be selected for refinement and portfolio inclusion. Students will create web portfolios, technical design specific resumes, and self-promotional materials. Professional level and industry standards will be emphasized.

FSH 438 Translating Fashion
In this course, students will examine the global fashion industry circuit of runway shows, trade expos, and other events through the lens and language of fashion criticism. Topics will include the influences of personalities, brands, institutions, and media that make fashion an economic and cultural phenomenon around the world.

FSH 440 Portfolio for Costume Design
In this course, students will edit and select the best costume pieces for their portfolios. Techniques for photographing work, portfolio layout, and presenting ideas to potential employers will be covered. Students will present their work each week for an in-depth critique and also write their own cover letters and resumes.

FSH 441 Costume Construction
In this course, students will learn the fundamentals of creating theatrical costumes through the creation of a corset, a boned bodice, and a petticoat. Additionally, students will learn how to create specific padding for foundation garments. Finally, students will learn how to adjust a period pattern for a modern body, as well as how to make a garment alterable for a range of figures.

FSH 442 Computer Aided Design for Textiles
Students will learn how to use this textile industry specific software to aid their design concept by using textile friendly environment media tools to create repeat patterns, sketches and marks. Students will learn to create a detailed presentation with color data, colorways, values and percent coverage in a design.

FSH 445 Contemporary Retail Strategy
This course focuses on innovative retail concepts for a fast changing retail environment. Students will conduct research on consumer trends, market changes, distribution channels, and use this information to create a fully developed retail plan that includes a merchandise plan, location analysis, and all aspects of retail operations.

FSH 450 Entrepreneurship in Fashion
This course focuses on the entrepreneurial approach of identifying market opportunities. Product differentiation and marketing new products and brands in the retail environment will be emphasized. Students will develop business plans including the process of how to develop, market, and sell their own product lines under independent labels or brands.

FSH 456 Fashion Portfolio & Computer Aided Design
This course is designed to prepare students to enter the fashion industry. Computer aided design skills are polished to help enhance presentation to a professional level. Students will establish a web portfolio and develop collateral materials. In addition, students will learn how to develop line sheets and tech packs for their collections.

FSH 460 Merchandising: Industry Collaboration
This course exposes students to the latest fashion industry best practices of retail and wholesale fashion brands. Students will collaborate with industry professionals on projects designed to provide them with the experience and leadership skills required for successful 21st century merchandising.

FSH 464 Fashion Retail Management & Operations
This course provides students with the real time opportunity to participate in and learn about all aspects of operating and managing a fashion retail business. Students will learn to operate a POS system, manage and control inventory and receipt flow, merchandise a selling floor, manage clients' needs, and develop, train, and schedule store staffing.

FSH 465 Fashion Design 6: Senior Collection
In this class, students produce a set of final projects that are aimed at completing their portfolio to a standard of excellence expected in the industry.

FSH 467 Menswear Fashion Design 6
In this class, students produce a set of final projects that are aimed at completing their portfolio to a standard of excellence expected in the industry.

FSH 468 Menswear Construction 6
Students will develop muslin production, undertake garment fitting and create patterns for designs in their senior collection. Students will construct no less than six menswear outfits in fashion fabric that may be included in the Graduation Fashion Show.

FSH 472 Visual Merchandising 3
This course provides a final hands-on project for seniors. Students will conceive and execute an environment or visual display for a commercial environment.

FSH 473 Textile Portfolio
This course is designed to prepare students to enter the textile industry. Students will establish goals, analyze skills and build a coherent body of 2D work on paper that will create the portfolio. Career opportunities will be explored as well as the logistics of freelance work.

FSH 474 Applied Textiles 5
In this course, students will further build on their technical skills and broaden their knowledge of printing and fabric manipulation. Students will continue to explore the qualities and performance of different types of fabrics. They will also continue to produce collections of textile designs.

FSH 476 Applied Textiles 6: Senior Collection
In this course, students will be expected to create a collection of printed fabrics for their senior portfolio. They will be given the opportunity to explore many of the printing methods they have learned.

FSH 477 Visual Merchandising: Project Studio
Students develop and execute a fully integrated visual merchandising concept for specific merchandise assortment presentation. Students will develop a visual program for a brand assortment, across a variety of merchandising applications: window design and installation, in-store feature presentations, wall merchandising, floor plan layout, fixture design, and graphic signage system.

FSH 478 Editorial Styling
In this advanced level course, students will familiarize themselves with the important editorial stylists, fashion photographers, magazines, and fashion stories of the past 50 years. Drawing on this wealth of resources, students will style and produce two photo shoots emphasizing innovative concepts.

FSH 479 Computers for Senior Collection: Knitwear
Students will develop a design into swatches and program the Stoll industrial knitting machine to knit garments for their senior collections. Students will produce industrial-standard quality swatches for their portfolio. Students will gain skills to program fully-fashioned and fancy stitch construction techniques on the Stoll machine.

FSH 482 Knitwear Design 6: Senior-Collection
Each student will design and execute a senior knitwear collection for the runway and/or a professional portfolio. Emphasis will be placed on finishing an industry ready portfolio tailored for their individual career goals.

FSH 484 Styling Portfolio & Promotional Strategies
The course is designed to prepare students to the styling industry. Students will work on styling portfolio layout, website, resume, branding, and promotional materials. Students will also explore social media strategies and career opportunities.

FSH 488 Magazine & Digital Media Publishing
In this workshop-style course, students will learn how to conceptualize, design, produce and publish their own digital magazines. This course is offered in partnership with Weebly, Inc.

FSH 490 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.

FSH 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

FSH 499 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 and course prerequisites may vary by topic.

FSH 500 Internship in Fashion
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

FSH 600 Fashion Design 1
This course involves students from all disciplines, and is designed to expose students to various approaches to design and illustration.

FSH 600A Fashion Design
This course involves students from all disciplines, and is designed to expose students to various approaches to design and illustration.

FSH 601 3D Design 1
This course engages students in three-dimensional design and garment development. Students will learn the core principles of pattern drafting and garment construction. They will also get an introduction to pattern shape manipulation. Proper use of industrial equipment, workroom practices, and garment development to commercial fashion standards will be covered.

FSH 601A 3D Design 1
This course engages students in three-dimensional design and garment development. Students will learn the core principles of pattern drafting and garment construction. They will also get an introduction to pattern shape manipulation. Proper use of industrial equipment, workroom practices, and garment development to commercial fashion standards will be covered.

FSH 602 Fashion Design 2
This course consists of design projects that will aid in the development of students’ creativity and build their knowledge of core design principles. An awareness of market place relevance is emphasized. Technical skills are further built upon.

FSH 603 3D Design 2
This course focuses on mastering the art of tailoring though professional instruction, advanced pattern making, construction and sewing techniques. Students will be challenged to draft and construct tailored garments to meet industry standards. The correct handling of fashion fabrics and proper utilization of industrial sewing equipment will be emphasized.

FSH 604 Fashion Design 3
In this course, students will gain hands-on experience in collaboration and professional teamwork protocol as they design and develop a group project for a target market. Students will also develop an individual collection to showcase their unique philosophy and design strengths. Technical proficiency and professional presentation will be emphasized.

FSH 605 3D Design 3
In this course, students will learn to create raglan-style garments and apply this knowledge to the design and construction of a customized raglan trench coat. In addition, students will work together to plan and create a group collection using looks from their design class.

FSH 606 Fashion Design 4
This course will consist of individually set projects determined by the students. Consultation will take place between students and tutors to select which project to undertake to extend their knowledge of their chosen area of study for the final project.

FSH 607 3D Design 4
This course will consist of projects motivated by students in consultation with their tutors. These projects will lead to preparing patterns for the Final Project.

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

FSH 609 Digital Design for Fashion
This course will explore techniques for utilizing computers as a design tool, including illustration, development of flat sketches, specification drawing, presentations and storyboards.

FSH 610 Applied Textiles 1
This course will introduce students to the various methods of fabric printing used in the textile industry. These will include silkscreen printing and heat transfer printing.

FSH 611 Applied Textiles 2
This course will continue to teach students to experiment on cloth and to further develop their knowledge of fabric composition and performance.

FSH 612 Applied Textiles 3
In this course, printed textile students will develop fabrics for specific projects.

FSH 613 Applied Textiles 4
This course will consist of projects motivated by students in consultation with their tutors. One or more of these projects will be an industry driven competition. There will be a strong emphasis on what area of the market designs are for and end use.

FSH 615 Textile Design
This graduate course will expose students to various methods of textile design and production techniques used in the industry. Students will be encouraged to create textile design collections in design projects. A brief overview of textile history will be provided.

FSH 616 Dynamics of Fashion
This course provides students with a comprehensive overview of the fashion industry, including product development, sourcing, buying, marketing, and retailing. All fashion categories are examined with emphasis on the interrelationships between the various components of the fashion business.

FSH 617 Fundamentals of Fashion Journalism
This course is an overview of story formats found in fashion publications and style sections. Students will build their own reading, writing, and researching skills by deconstructing fashion stories to examine their voice, structure, angles, and use of fashion terminology.

FSH 618 Knitwear Design
In this course, students will learn beginning and intermediate hand knitting techniques. They will knit swatches of each of these techniques and design two collections of knitwear. Additionally, students will gain a basic understanding of knitwear in the fashion industry and the work of a knitwear designer.

FSH 619 Developments & Current Debates in Fashion Journalism
This seminar explores the role of fashion journalism in culture and its responsibilities. Students will examine recent developments in media as well as investigate the fashion industry's social challenges, scandals, and controversies. Class will be held as a roundtable discussion led by student facilitators.

FSH 620 Knitwear Design & Construction 1
This course introduces the technical, diverse, and creative aspects of knitwear design for fashion. Students will develop design skills by investigating the use of yarns, color, pattern, texture, and shape through fabric development as well as illustration. Both domestic machines and hand knitting techniques will be introduced.

FSH 621 Knitwear Design & Construction 2
Students will design and create a finished garment based on their own original concept. Methods of working with flat pattern and 3D design will be introduced. Students will incorporate color and pattern while investigating diversity of basic silhouette. Students will also calculate fully fashioning and write patterns.

FSH 622 Knitwear Design & Construction 3
In this course, students will gain experience with industrial knitting machines. Students will design and produce two garments with emphasis on double-bed fabrics and 3D design. Students will first design within the constraints of the fitted silhouette, and then investigate function of double-bed fabrics to explore silhouette.

FSH 623 Knitwear Design & Construction 4
In this course, students work on self-motivated projects to further develop their own personal style, preparing work for their portfolios and perfecting skills in preparation for their final collections.

FSH 624 Language of Fashion
The course provides students with skill building terminology of the fashion industry. Course work includes the language of fashion merchandising and focused overview of the merchandising program. The course will emphasize core terms which are relevant to Fashion Marketing, Merchandising, Product Development, Sourcing, Textiles, and Visual Merchandising.

FSH 626 Digital & Print Magazine Publishing
In this workshop-style course, students will learn how pictures and words come together to tell an impactful story, with a chance to conceive, design, and edit their own magazines in print and digital platforms.

FSH 627 Fashion Research & Reporting
In this course, students will develop essential research and reporting skills for modern fashion multi-platform journalism. Students will gain insight into best practices for in-depth storytelling based on verified information, interviews, digital and social research techniques, as well as other tactics to support a well-researched story development.

FSH 628 Mobile & Social Media Journalism
From telegrams to apps, this course provides a comprehensive view of Social & Mobile Reporting through history. With an emphasis on modern day storytelling and the digital tools that empower journalists to produce interactive news stories, the course will culminate in a live reporting presentation where students share long form features produced via popular apps.

FSH 629 Fashion Styling
Students will learn to style a variety of shoots found in fashion magazines. Emphasis will be placed on visual storytelling and the practical components of producing a shoot from brainstorming, pulling clothes, conducting run-throughs, booking talent, and working on set.

FSH 630 Fashion Marketing Strategy
This course offers students an overview of marketing, focusing on the role of promotion and marketing communications. Key components of the course include market development, sales promotion, direct response, social networking, and word-of-mouth marketing.

FSH 631 Merchandising Principles
Students learn the functions of the merchandising departments within a retail company from the perspective of the buyer. Topics include seasonal financial planning, assortment planning, vendor negotiation and inventory management. Students will learn concepts and basic retail math calculations necessary to create a successful retail business. Note: Basic math skills are required in this course.

FSH 632 Trend Analysis & Product Development
Students will learn how and where to gather trend information and to apply these market trends to the concept of developing new and fashionable products for the marketplace. They will bring an original product from concept to completion including research, sourcing, costing, merchandising, and marketing.

FSH 633 Retail Management and Operations
Students will learn contemporary fashion business structure and global retailing topics. Students will research and analyze globalized retailing environment, consumer, competition, leadership and management issues in fashion industry today to develop a competitive retail business strategy.

FSH 634 Textiles & Other Raw Materials
Students study the fundamentals of textiles and other raw materials, with an emphasis on product quality appropriate for a specific target market. The course includes hands-on analysis of fabric swatches.

FSH 635 Creating Competitive Strategy
This course exposes students to the strategic thinking that is involved in developing a business plan. Topics include creating competitive advantage, developing business strategy, forming assumptions and components of profitability.

FSH 636 Introduction to Footwear & Accessory Construction
This course provides students with the fundamental skills needed to construct footwear and handbags. Students will learn the complete process of making bags and shoes, including pattern drafting, construction techniques, material manipulation, prototype making and production of final products. Three footwear and three bag constructions will be covered.

FSH 637 Product Sourcing and Assortment Planning
This course explores opportunities for product sourcing throughout the world for various categories of merchandise. Implications of import and export restrictions are considered as part of the cost comparisons.

FSH 638 Product Line Development - A Collaborative Process
In this course, students learn the fundamentals of line development. This course reviews the collaboration process among designers, suppliers, merchandisers, and business partners in the creation of a fashion collection. The course teaches this process from both an analytical and a creative approach.

FSH 639 Introduction to Footwear and Accessory Design
Students will learn to identify and design different footwear and bag constructions through a design process incorporating concept research, customer profiling, sketching, range building and specification sheets. They will learn the unique techniques necessary to produce the various views for rapid ideation, The course will culminate in producing and presenting a professional collections portfolio.

FSH 640 Fashion Drawing
This course focuses on drawing the clothed figure for fashion and general illustration. Importance is placed on understanding the body. The homework for the onsite version of this course requires mandatory attendance at a three-hour drawing workshop.

FSH 643 Digital Techniques for Fashion
This course focuses on utilizing industry standard graphic software to develop professional presentations and communicate information effectively. Students will develop and professionally present concept boards, branding, merchandising and production documents, and marketing collateral. Working fluidly between software programs will be emphasized.

FSH 645 Luxury Brands: Product Development & Marketing
The luxury brand sector has always been a fascinating subject; luxury brand product development and marketing is one of the most complicated yet interesting disciplines. This course brings together the elements and interplay between the principles that are employed in the luxury brand product development and marketing mix.

FSH 646 Advanced Bag Construction
Students will build on the skills learned in FSH 636, making more complex constructions through pattern development and material manipulations. Five different constructions will be covered in the course, with students presenting a design portfolio containing a multi-piece collection at the end of the semester.

FSH 648 Sustainability & Society
This course covers critical contemporary topics in sustainability. Students will gain a working knowledge of current sustainability challenges and policies affecting fashion and design industries, as well as media and communications, while exploring educational, lifestyle and technological strategies that could be employed to make an impact and foster sustainability in society.

FSH 649 Entrepreneurship in Fashion: Strategic Brand Management
This course focuses on building a contemporary fashion brand that transforms creative ideas into a business to meet consumer demands. Students will develop a brand strategy based on in-depth research, industry best practices, trends, market analysis, and the entrepreneurial mindset necessary to succeed in contemporary business environments.

FSH 650 Introduction to Fashion Design
This course provides a foundation in the process of fashion design. Through selected projects, students will develop visual research skills and ideas and identify design elements. Students will learn basic steps of design development, editing and balancing a RTW collection. Students will develop their technical, visual and verbal presentation skills.

FSH 651 Fashion Construction
In this course, students will learn basic principles of garment construction and flat pattern drafting with an overview of a design workroom. Students will learn how garments are pattern cut and made up to commercial standards as used in the fashion industry today.

FSH 652 Global Consumer Trends in Fashion
This course introduces the dynamics of the global fashion market, emerging trends, and consumers. Students will research and apply fashion theories, diverse market characteristics and consumer behaviors, and global issues within the fashion industry to identify market opportunities for defined target markets.

FSH 653 Product Management & Supply Chain
This course focuses on global fashion supply chain structure from product development to distribution. Students will evaluate product lifecycle, development process, management tools, and globalization issues in the fashion industry to develop a product management strategy appropriate to company goals, target market, types of products, regulations, and distribution channels.

FSH 654 Integrated Fashion Marketing Communications Strategy
This course focuses on traditional and non-traditional marketing communication channels and industry best practices. Students will develop an integrated marketing communication strategy for a specific fashion business that reflects current trends and new technology in the dynamic fashion marketing environment.

FSH 655 Digital Marketing and Social Media
This course focuses on evolving digital and social media platforms. Students will evaluate digital and social media platforms for fashion to develop a digital marketing strategy that is integrated with traditional marketing channels. Quantitative analysis and evaluation metrics are emphasized.

FSH 656 Fashion and Sustainability
This course focuses on fashion's role in addressing global ecological concerns and the movement towards a more sustainable future. Emphasis will be placed on inspiring and enabling fashion professionals to actively integrate eco-strategies into the planning and implementation of business, marketing, and product development goals.

FSH 657 Online Retailing & e-Commerce
This course provides a solid foundation for the understanding of what it takes to sell products online. Through examination of marketing, merchandising, and customer experience strategies as they are applied to online selling, students will gain in-dept knowledge of how consumers and products connect in the world of e-commerce.

FSH 658 Global Marketing & Emerging Markets
Students will apply a conceptual framework of the global economy and business environment to fashion organizations through case studies and best practices of global and regional retailers. Students will develop a marketing strategy for fashion organizations focused on global and/or emerging markets.

FSH 659 Fashion Public Relations
This course focuses on the principles, roles, and practices of fashion public relations. Students will develop a public relation strategy in accordance with the client's needs and PR goals, and pitch a proposal for a variety of stakeholders.

FSH 661 Costume Design 1
In this course, students will design costumes for classical texts, exploring the roots of contemporary story structure, character, and plot development through the lens of the costume designer. A foundation in classical narrative, theatre history, and design history will be investigated through the three chosen texts.

FSH 662 Costume Design 2
In this course, students will design costumes for Musical theatre, dance, and experimental theatre. By exploring these three distinct styles, the students will be able to connect design to movement and voice, and see how it is possible to deconstruct performance and the wall between audience and actor. Finally, the students will expand their portfolio to show a range of design capabilities that can be translated into a number of theatrical mediums.

FSH 663 Costume Design 3
In this course, students will design costumes for contemporary films, focusing on comedy, horror, and drama. Students will investigate how color and silhouette affect the audiences' perception of character and archetype. Each project will also serve to illuminate the specific needs of film design with an emphasis on continuity, planning for extras, and fabric choices.

FSH 664 Costume Design 4
In this course, students will design costumes for three specific film genres: Fantasy, period pieces, and Science Fiction. By exploring these three genres, students will learn how to manipulate traditional research, explore unconventional costume materials, and investigate specific details for increased accuracy. Finally, students will have the opportunity to create paper projects and develop specific details from those projects into 3D samples and realized designs.

FSH 665 Costume Design Production
In this course students produce original costume designs from a script for a real production at AAU or local performance arts companies. Students develop designs on paper, realize these ideas in 3D, and provide appropriate documentation. Also, students will explore collaborations between the costume design team ,director, actors, and other designers.

FSH 671 Renaissance Costume Construction
In this course, students will learn the fundamentals of costume construction, focusing on period garment construction, patterning and rigging techniques specific to theatre, and corset construction. Students will focus on interacting with real bodies by fitting garments to specific figures rather than a dress form.

FSH 675 Visual Merchandising: Image & Brand
This course explores the intricacies of visual display for a commercial environment. Topics will include advanced studies of visual image and fashion branding. Students will create and execute visual merchandising design and displays.

FSH 676 Costume Crafts
In this course, students will learn the fundamentals of creating theatrical crafts through the creation masks, armor, and fabric distressing. The techniques learned through these projects can then be applied to a variety of unconventional projects, creating a well-rounded and artisanal skill set.

FSH 683 Computerized Product Development
This course focuses on the process of digitalized product prototype development and preparation for production. Computerized line development including cost and construction will be addressed. The Web Based PLM system will be introduced to track product specifications, production package and bill of materials for a product line.

FSH 685 Product Manufacturing & Sourcing
This course focuses on global manufacturing and product sourcing structure to develop fashion products. Students will develop a product line, manufacturing process, and sourcing strategy by considering company goals, target market, types of products, material sourcing, import and export regulations, cost comparison, vendor evaluation, and distribution channels.

FSH 686 Advanced Footwear Construction
Building on the skills learned in FSH 636, students learn to make more complex constructions through pattern development and material manipulation. Four different constructions will be covered in the course, with students presenting a design portfolio containing a multi-piece collection at the end of the semester.

FSH 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.

FSH 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.

FSH 700 Professional Practices & Portfolio for Fashion
This course exposes students to the expectations of the professional environment in the fashion industry. Emphasis is placed on developing resumes, preparation for job interviews, and development of professional portfolios.

FSH 736 Concept Development for Accessory Design
In this course, students will develop a deeper understanding of the design process necessary for developing accessory collections at graduate level and the necessity for original and compelling design concepts. Original research and concept development are crucial to the design process and students will complete projects to expand and challenge their ability to defend their ideas and develop their skills in research, development, presentation and communication.

FSH 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.

FSH 811 Thesis/Portfolio: Design
In this self-directed course, students will evaluate goals and establish timelines to complete their thesis project and/or design portfolio. Focus will be on implementing skills obtained throughout the program and the continued development of work that reflects the student's unique design point of view and identity. This course may be repeated as necessary to complete the Final Portfolio and/or Thesis Project.

FSH 815 Thesis/Portfolio: 3D Design
In this self-directed course, students will evaluate goals and establish timelines to complete their thesis project and/or 3D design portfolio. Focus will be on implementing skills obtained throughout the program and the continued development of work that reflects the student's unique design point of view and identity. This course may be repeated as necessary to complete the Final Portfolio and/or Thesis Project.

FSH 821 Thesis/Portfolio: Textiles
In this self-directed course, students will evaluate goals and establish timelines to complete their thesis project and/or textile portfolio. Focus will be on implementing skills obtained throughout the program, broadening printing knowledge and further exploring fabric qualities and performance. This course may be repeated to complete the thesis or portfolio.

FSH 831 Thesis Portfolio: Knitwear
In this self-directed course, students will evaluate goals and establish timelines to complete their thesis project and/or knitwear portfolio. Focus will be on implementing skills obtained throughout the program - professional knitwear design techniques, finishes, and construction plus the continued development of work that reflects the student's unique design point of view and identity. This course may be repeated as necessary to complete the Final Portfolio and/or Thesis Project.

FSH 836 Accessory Design Pre-Collection
In preparation for the final collection, students research and develop unique fabrications and techniques for accessory design by producing a pre-collection. They will produce three finished products, a portfolio and a technical file. In addition, students work on an industry set project and a collaborative project with a selected graduate student in the School of Fashion.

FSH 846 Accessory Design Final Collection
Using the research and development made in Pre-Collection, students will develop a final eight piece footwear and accessories collection. In addition, students will build an extensive portfolio show casing the concept research and the development process of their collection.

FSH 850 GDS: Market Research
In this course, students will learn academic and professional research methods to develop informed research using various research methods. Students will conduct and analyze research to identify and refine industry, target market, and customer profiles for their final thesis projects. Course components include evaluating business environment, quantifying and analyzing research, academic and professional research writing and communication to present their research and develop the framework for a business plan.

FSH 851 GDS: Product Sourcing & Assortment
Graduate students will work on their individual Final Thesis projects with a focus on sourcing products and services. Students will find best suppliers based on their specific fashion business plan. Global location, quality, minimums, lead times, pricing, assortment variety, and assortment size will also be emphasized.

FSH 852 GDS: Product Development
Graduate students work on their individual final projects with focus on product development. Students will analyze target markets, research, and trends to create their product lines. Fabrication, silhouettes, color, sampling, sourcing, and costing will be emphasized.

FSH 853 GDS: Visual Merchandising: Brand and Image
Graduate students receive instruction and critique relating to all visual branding aspects of their individual final projects. Topics addressed include: merchandise display, layout and flow, materials, lighting, furnishing and fixture considerations, all brand collateral: logo, signage, packaging, and other detail brand atmospherics. Course includes critique of individual projects by instructor and discussion with peers, for the refinement of each student's thesis.

FSH 855 GDS: Marketing Strategy & Plan
In this course, students will use their market research to develop their marketing strategy, budget, and plan.

FSH 858 GDS: Financial Planning
This course focuses on the financial aspects of the final thesis project. All elements of a student's approved business plan will be reviewed and improved. Profitability and cash flow will be emphasized.

FSH 859 GDS: Thesis Wrapup
In this course, students will refine their thesis projects. Writing, editing, and preparation for the final presentation will be emphasized.

FSH 860 Trends & Market Research
This group directed study focuses on the specifics of fashion trend analysis and fashion market research. Students will collect, analyze, and synthesize research on the evolutionary nature of products, the cultural context affecting fashion, market trend forecasting to apply to their product line and present the research and concept professionally.

FSH 863 Costing & Logistics
This group directed study focuses on research and identifying vendors and suppliers to develop samples and prototypes appropriate to the student's target market, product types, and distribution channels. Students will develop a complete costing for their product line and identify logistics plans and requirements to go from manufacturing to store.

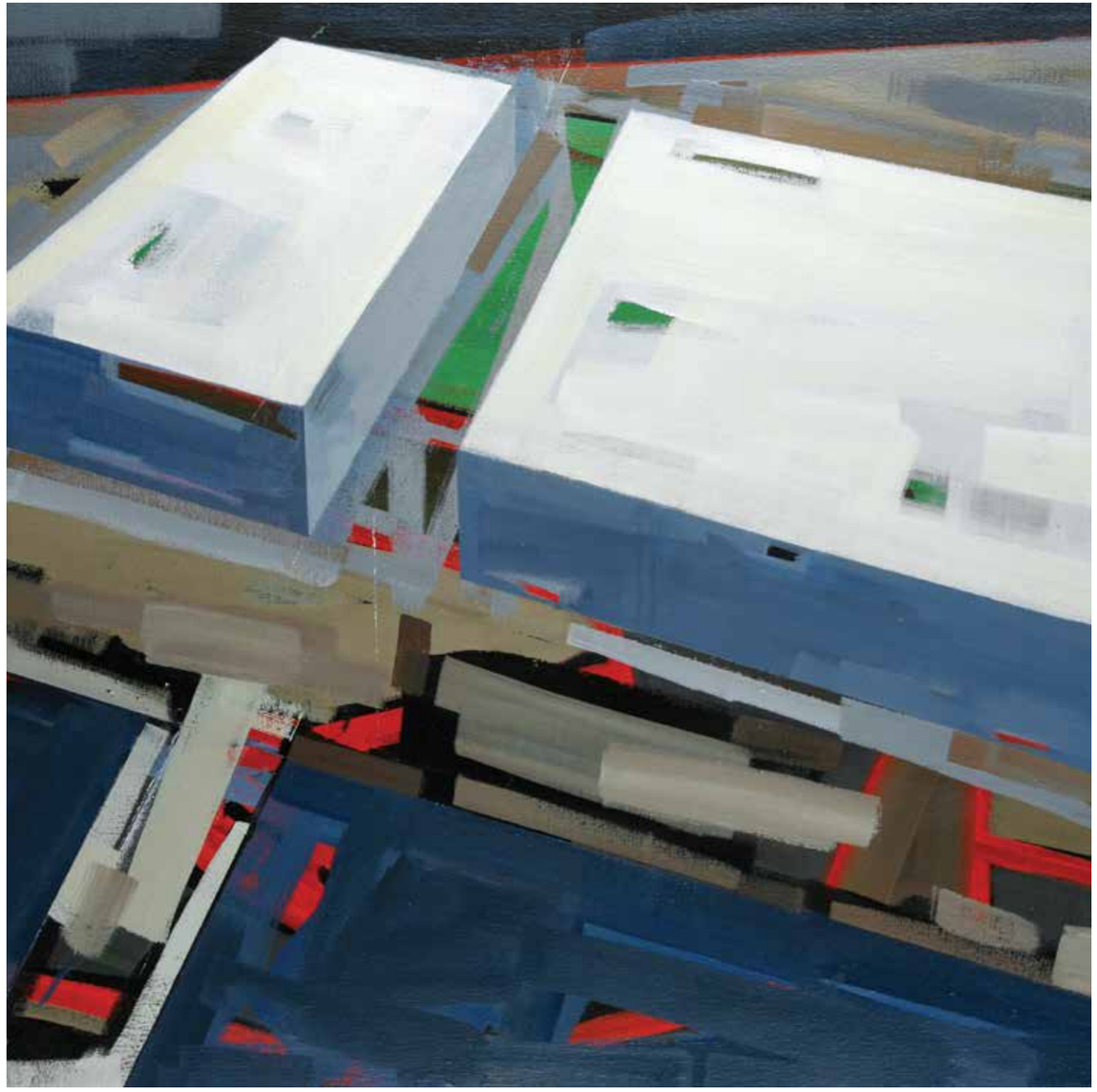
FSH 864 Advanced Computerized Product Line Development
Students will complete a pre-production package and technical specification sheet for their product line demonstrating advanced digital and hand design skill. Students will present a coherent package including all thesis project elements using industry standard software and web based product data management for their thesis/portfolio.

FSH 871 Costume Design Thesis
In this self-directed course, students will evaluate goals and establish timelines to complete their thesis project and portfolio. Focus will be on implementing skills obtained throughout the program to develop and realize costume design for a performance art production and develop existing projects into a portfolio.

FSH 881 GDS: Journalism
Students will use their previous print and online journalistic experience to apply to the areas that have been chosen as their directed study.

FSH 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

FINE ART



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Too often, art schools are thought of as places of dreamers. And often, they are. But not here.

At Academy of Art University, flights of fancy are grounded in classical tradition. Your formal training will include a discipline that will distinguish you for a lifetime. Then, with the skills that have made the masters the masters, you'll be encouraged to let your unique vision soar.

There's more: you'll learn not only art, but the business of art: how to find an apprenticeship, market your work, exhibit in a gallery.

Imagine that. Fine art training that teaches you how to be wonderful, and make a living at it!

WHAT WE OFFER

About Painting

The Painting curriculum is grounded in time-tested fundamentals and technical skills. This includes accuracy and sensitivity in drawing, design, value control, color concepts which, in turn leads to the development of ideas and personal direction.

PAINTING FACILITIES:

- Our facilities include 25,000 square feet of classrooms, two classrooms of which are full-time anatomy studios, and one which is a full-time multimedia room with theatre seating.
- All classroom/studios are equipped with easels, tabarets, model stands, spotlights, cleaning stations and painting storage racks.
- There is a student art store within our facilities for all students to purchase any needed supplies at a discount.
- A prop room is well stocked with over 100 various fabrics and over 3,500 different props for class and student usage. A large variety of models are employed for all figurative classes.

About Sculpture

The Academy offers both traditional and modern sculpture curriculum. We teach aesthetic and concept development as well as a variety of media-specific skills such as ceramics, bronze casting, welding and forging.

SCULPTURE FACILITIES

The Academy's Sculpture Center is a 50,000 square foot state-of-the-art facility located in the heart of San Francisco's museum and gallery district.

- The ceramic facility contains front-loading computer programmed electric and gas kilns, a slab roller, extruder and a pug mill.
- The Academy has its own foundry, where there is a 150lb metal crucible (silicon bronze and aluminum), burnout kiln, cut-off station, burr-king sander and sand-blaster for artwork.
- In our welding area, we have state-of-the-art TIG-welders, power tools, a new sand blaster and patina stations used to finish bronze casting. Our equipment includes a jet-milling machine for cutting metal, a McEnglevan MIFCO forge machine, a plasma cutter, as well as MIG and TIG welders.
- Our Mold making studio allows students to make one, two and three-piece molds and casts with materials such as plaster and rubber.
- We offer a fully equipped, state-of-the-art wood shop.
- Resources also include pneumatic carving equipment, and vacuum casting for small metals. The department has the only complete art/sculpture neon studio in California.

About Printmaking

The Academy's program provides students both the ability to master the important technical skills needed in Printmaking, as well as to evolve conceptually as artists. We pride ourselves in creating an atmosphere that fosters a balance of technical proficiency as well as a strong aesthetic sensibility.

- Our main Printmaking facility includes a general work area with a computer system and digital output station and 2 separate studios for advanced and beginner students with a total of 6 presses to accommodate intaglio, relief and monotype printing.
- The Intaglio studio embraces both traditional as well as sustainable approaches with support for both zinc and copper etching.
- The Silkscreen studio concentrates on the photo emulsion process and includes an expansive darkroom.
- The Lithography studio is well equipped with 4 presses and 100 stones in a wide range of sizes. This studio encourages students to master the old-world techniques of stone-based drawing and printing.
- The Book Arts/Letterpress facility is a combined studio with a variety of equipment including drill presses and paper cutters, laminating machines and book presses. Letterpress students learn to print broadsides on Vandercook presses, business cards on a Platen press, and have use of an exposure unit for the creation of Polymer Plates from film positives.
- Graduate students have exclusive access to an 800 sq. ft. shared studio, which includes a tabletop press. This shared studio is situated directly next to the main Printmaking studio for ease of access.

CAREER PATHS

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

Printmaking

Museum Exhibition

High End Gallery

Commission, High End Print Houses

Emerging Art Galleries Instructors

Art Fairs, Printing Companies,
Community Instructor, Community Exhibition

Sculpture Exhibition

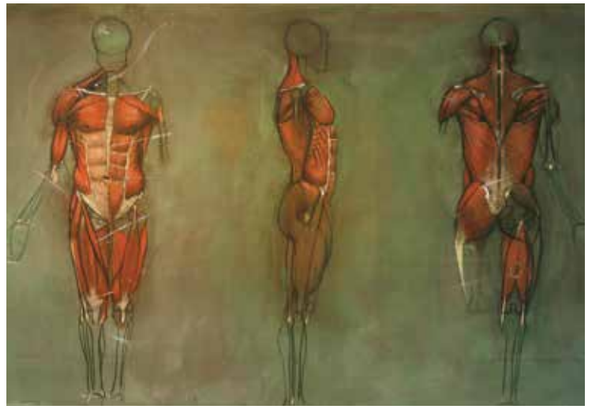
National / International Museum Exhibition

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	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA FINE ART DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA FINE ART CORE COURSES

FA 110	Still Life Painting 1
or FASCU 130	Sculpture 1
FA 143	Silkscreen 1
or FA 144	Etching 1/Intaglio
or FASCU 233	The Art of Moldmaking & Casting
FA 145	Printmaking
or FASCU 234	Head & Figure Sculpture
FA 211	Introduction to Painting: Figure
or FASCU 270	Ecorche
FA 213	Introduction to Anatomy
or FASCU 231	Ceramic Sculpture 1
FA 224	Composition & Painting
or FASCU 330	Sculpture 3
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 125	Color and Design
FND 131	Figure Modeling
or FASCU 230	Sculpture 2
ILL 133	Digital Media 1: Photography & Imaging

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Fine Art

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA FINE ART DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FINE ART CORE COURSES

FA 110	Still Life Painting 1
or FASCU 130	Sculpture 1
FA 143	Silkscreen 1
or FA 144	Etching 1/Intaglio
or FASCU 233	The Art of Moldmaking & Casting
FA 145	Printmaking
or FASCU 234	Head & Figure Sculpture
FA 211	Introduction to Painting: Figure
or FASCU 270	Ecorche
FA 213	Introduction to Anatomy
or FASCU 231	Ceramic Sculpture 1
FA 224	Composition & Painting
or FASCU 330	Sculpture 3
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
or FASCU 230	Sculpture 2
ILL 133	Digital Media 1: Photography & Imaging

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 200	Introduction to Computer Programming
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127	Topics in World Art
LA 221	California Art in Cultural Context
LA 238	World Literature
LA 292	Programming & Culture
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Certificate in Fine Art

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Fine Art

MA UNIT REQUIREMENTS

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

MA FINE ART DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA FINE ART REQUIRED MAJOR COURSES

FA 600 Figure Studio
FA 601 Drawing
FA 602 Head Drawing
or FA 608 Abstraction & Interpretation 1
FA 604 Figurative Painting
or FA 607 Cityscape Painting
or FA 644 Quick Studies
FA 605 Landscape Painting
or FA 607 Cityscape Painting
FA 606 Still Life Painting
FA 609 Painting
FA 616 Portrait Painting
or FA 618 Composition for Abstract Art
or FA 644 Quick Studies
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis: Preparation/MA Portfolio Review

DRAWING & PAINTING EMPHASIS

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
or FA 608 Abstraction & Interpretation 1
FA 604 Figurative Painting
or FA 607 Cityscape Painting
or FA 644 Quick Studies
FA 605 Landscape Painting
or FA 607 Cityscape Painting
FA 606 Still Life Painting
FA 609 Painting
FA 616 Portrait Painting
or FA 618 Composition for Abstract Art
or FA 644 Quick Studies
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review

PRINTMAKING EMPHASIS

FA 601 Drawing
FA 603 Mixed Media/Printmaking
FA 609 Painting
FA 610 Etching
FA 611 Lithography
FA 612 Silkscreen
FA 613 Monotype and Relief Printing
FA 626 Chiaroscuro
FA 630 Color Theory
FA 631 Book Arts
or FA 624 Mixed Media/Printmaking – Advanced Techniques
or FA 629 Letterpress Printing
FA 655 MFA Thesis Preparation/MA Portfolio Review

SCULPTURE EMPHASIS

FA 600 Figure Studio
or FA 601 Drawing
FASCU 620 Figure Modeling
FASCU 622 Moldmaking & Casting
FASCU 623 Metal Forging & Welding
FASCU 624 Expressions in Clay
FASCU 637 Bronze & Metals Casting
FASCU 638 Advanced Firing & Glazing Techniques
or any course in major
FASCU 644 Portfolio Development Seminar
FASCU 630 Advanced Figure Modeling
or any course in major
FASCU 632 Ecorche: Sculpting the Figure from the Inside Out
or any course in major
JEM 660 Introduction to 3D Printing and Modeling

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	27 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	12 UNITS
TOTAL	**63 UNITS**

**Per director approval*

MFA FINE ART DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA FINE ART REQUIRED MAJOR COURSES – DRAWING & PAINTING

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
or FA 618 Composition for Abstract Art
FA 604 Figurative Painting
or FA 608 Abstract & Interpretation
FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review

MFA FINE ART REQUIRED MAJOR COURSES – PRINTMAKING

FA 601 Drawing
or FA 626 Chiaroscuro
FA 609 Painting
or FA 630 Color Theory
FA 610 Etching
FA 611 Lithography
FA 612 Silkscreen
FA 613 Monotype and Relief Printing
FA 631 Book Arts
FA 655 MFA Thesis Preparation/MA Portfolio Review
+ 1 Major course

MFA FINE ART REQUIRED MAJOR COURSES SCULPTURE

FA 601 Drawing
FASCU 620 Figure Modeling
FASCU 622 Moldmaking & Casting
FASCU 623 Metal Forging & Welding
or any course in major
FASCU 624 Expressions in Clay
FASCU 630 Advanced Figure Modeling
FASCU 640 Figurative Sculpture: Life-Size
or any course in major
FASCU 644 Portfolio Development Seminar
FASCU 645 Bas Relief: Expression & Interpretation
or any course in major

MFA FINE ART GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601 Classical Aesthetics and the Renaissance
GLA 602 The Art & Ideology of the 20th Century
GLA 605 Motion Picture Theory & Style
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 607 Art & Ideas of the Enlightenment
GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
GLA 613 History of 20th Century Fashion Arts
GLA 615 History of Graphic Design
GLA 615E 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 638 Theory & Movements in Contemporary Interior Architecture
GLA 640 The History of Urban Landscapes
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603 Anthropology: Experiencing Culture
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674 Professional Practices for Fine Artists

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 612 Writing & Research for the Master's Student
(Required for FA Sculpture Students)

UNDERGRADUATE COURSES

FA 110 Still Life Painting 1
This is a focused introduction to still life painting. Students learn to indicate simple form with a single light source and then learn to paint form lights, various forms, and cast shadows. Students also gain an understanding of warm and cool colors. Emphasis is on composition, cropping, overlapping and placement in the picture plane.

FA 121 Intermediate Figure Drawing
This course builds on the study of the nude model starting with basic figure drawing. Emphasis is on gesture, structure, form and proportion. Light and shadow are examined, particularly as they apply to defining form and anatomy.

FA 142 Lithography 1
This course covers the creative elements and technical aspect of drawing and printing from stones and plates, exploring the complete lithographic process as well as the discussion of aesthetic concerns in printmaking. Draftsmanship, expressive drawing, and painterly mark making are all well suited to the lithographic process.

FA 143 Silkscreen 1
This course offers an exploratory introduction to the art of prints using the direct photo emulsion stencil method of printing with water-based inks. Students develop specialized knowledge for using a variety of papers and inks to create works of fine art and contemporary communications.

FA 144 Etching 1/Intaglio
In this course, students explore the art of the etching/intaglio printing process. In a step-by-step journey of exploration, students develop the time-tested techniques for creating works of art from copper and zinc printing plates. A complete menu of methods and materials are presented for the development of unique skills and styles.

FA 145 Printmaking
This course will introduce etching, silkscreen, monotype, book arts, lithography and relief printing. At the conclusion of the course, the student will have a good basic knowledge of all print mediums. Students will produce a portfolio and a book of prints. Traditional printmaking processes will be taught.

FA 153 Calligraphy & Letterform
This class will explore the time-honored skill of hand lettering with both brush and various types of writing instruments. Students learn how these skills are applied to all areas of design, including print, identity and typography. Diverse styles from classic to contemporary letterforms will be taught.

FA 156 Laser Cutting, Mechanics, and Electronics
Students will be introduced to modern prototyping techniques and tools to add motion, light and interactivity to fine art projects. Using laser cutters, basic electronics and mechanical paper structures, students will bring modern technology into the art studio. These techniques will benefit: printmakers, book artists, fine artists, sculptors, package designers and illustrators.

FA 210 Still Life Painting 2
This course deals with various directions and forms of still life painting. A variety of styles, techniques, and compositional contents are used to further explore still life. Individual technical approaches will be encouraged. More ambitious and larger paintings are stressed.

FA 211 Introduction to Painting: Figure
This course is an introduction to oil painting, with emphasis on the figure. Approaches range from traditional to contemporary. Value, color, form, shape, structure and composition are discussed.

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

FA 213 Introduction to Anatomy
This course offers an introductory study of the bones and muscles of the human body. Emphasis is placed on the dynamics of anatomical form and how it relates to figurative art.

FA 214 Intermediate Anatomy
This course provides instruction in deep and superficial muscles not covered at the introductory level. This course gives a comprehensive anatomical study, with concentration on the head, hands and feet. A broader geometric point of view is stressed.

FA 220 Watercolor Painting 1
This course is a technical, historical, and practical survey of watercolor and provides students with the background necessary to make informed painting choices based on techniques and materials introduced. The emphasis is on transparent application, valued underpainting techniques, flat wash, dry brush, and wet-on-wet technique.

FA 222 Expressive Heads & Hands
This course is a focused examination of the basic form and structure of the head as a whole, with additional study of individual parts of the head. Study of the hands begins with topics ranging from simple structure to more detailed form.

FA 224 Composition & Painting
This course is a comprehensive, in-depth study of the principles of composition, value, pattern, tone, staging, mood, and color theories. Emphasis is placed on the creative process from concept to finished art. Imaginative compositional responses of the student are increased through the experience of painting.

FA 225 Water Media: Acrylics & Gouache
This class stresses the individual development of each student's watercolor skill. Students explore in greater depth the various properties and techniques of the medium. Topics include specific painters' and illustrators' methods, working from photos and painting specific subject matter.

FA 226 Advanced Figure Drawing/Fine Art
This course focuses on the strength of drawing through the principles of accurate value and form. Students express properties of form and feeling using charcoal and conte in a tonal and linear manner. Emphasis is placed on combining color with drawing. Large-scale finished drawings are a valuable part of this course.

FA 227 Fine Arts Heads & Hands
This course is designed to refine the abilities of high proficiency students. The structure of the human head and hands are analyzed, with attention to their individual components. Dramatic tonal drawing is stressed, and combinations of conte, pastel, and charcoal are explored. Painting is introduced at the end of the course.

FA 228 Landscape Painting 1
This class is an exploration of traditional and contemporary approaches to landscape painting. Emphasis is placed on evoking an emotional response through effects of natural light and composition. The plein air approach is emphasized throughout the course.

FA 231 Narrative Watercolor (formerly ILL 237 Illustration 2: Principles, Practice, & Media)
With every module, students will progressively learn a variety of methods and techniques using watercolor media as well as exploring compatible drawing tools to create engaging narrative artworks that could apply towards fine art or illustrative careers.

FA 241 Book Arts 1
This class offers students a comprehensive introduction to all the artistic disciplines of hand bookbinding and box making. Students are instructed in the proper use of tools and equipment as well as various creative low-tech replicative techniques suited for the inclusion of text and image in bookworks.

FA 242 Lithography 2: Color
This course covers the creative elements and technical aspects of drawing and printing from stones and plates. Students will engage in an advanced study of color printing, and further exploration of black and white image making in lithography.

FA 243 Silkscreen 2
This course provides the expansion of silkscreen skills and refinement of technique. Students design a large scale project or portfolio series. Emphasis is placed on experimentation in individual directions and personal development. Onsite students are expected to spend 6 hours per module on projects outside of class in the AAU screen print lab.

FA 244 Etching 2
This course provides instruction in advanced intaglio printmaking. Students learn complex techniques to fully make use of the expressive possibilities of intaglio and related media. Experimentation is encouraged.

FA 247 History & Techniques of Printmaking
This course surveys the art of printmaking, from its ancient origins to the stylistic and technological innovations of the present day. Emphasis is placed on the distinctive characteristics of relief, intaglio, lithographic, and silkscreen techniques, as students explore the expressive power and changing cultural role of the printed image throughout history.

FA 249 Inspired Drawing for Project Development
In this course, students will turn their creative ideas into drawings suitable for generation and planning projects. Students will learn about balance, form, rhythm and spatial relationships and apply these concepts to their compositions. Students will draw from their imaginations, locations and studio situations to develop a portfolio of drawings.

FA 253 Advanced Calligraphy
This course teaches the art of calligraphy and how it can be used as a powerful tool in graphic design. The course will examine experimental and nontraditional letterforms. Students will work on entire alphabets, letterform as patterns, and cutting-edge style.

FA 255 Letterpress
This class is an introduction to letterpress and its applications in artists' books, broadsides and typography. Topics include how to handset type, mix ink, ink the press, and printing procedures. Demonstrations include printing from lead type, designing and printing from polymer plates, pressure printing, relief printing methods, and edition printing.

FA 310 Surrealism, Stylization & Expression 1
Using strong painting skills to explore a chosen specific direction in painting surrealism, this class deals with concepts including dreams, the unexpected, and fantasy. Students are taught to transform reality through graphic styles, cubist forms, distortion, simplification, powerful brushwork and bold color.

FA 311 Clothed Figure Painting 1
This course helps students learn to conceptualize the body under clothing. Students relate proportion, gesture, light, shadow, value, and color relationships to structure, mass and form. Emphasis is placed on paint handling, brush usage, understanding various properties of clothing and drapery, and the relation of the figure to its environment.

FA 313 Wildlife Painting 1
In this course students will visit zoos and wildlife sanctuaries to observe, sketch, develop color studies, photograph, and paint animals in the student's choice of acrylics, oils, gouache, pastels, or watercolor. Utilizing solid drawing skills and perspective, students will create strong compositional paintings based on animal forms, textures, and characteristics.

FA 320 Watercolor Painting 2
This course covers an advanced exploration of several watercolor media and techniques. Students are given individual freedom to complete more ambitious projects.

FA 321 Head Painting 1
In this course, an analysis of head structure and traditional techniques are combined to provide students with the skills necessary to accurately paint the human head. Development of head forms are explored through mass, value, shape, texture, and color.

FA 322 Quick Studies 1
In this course, students master the art of high-energy, quick studies. Paintings stress color, composition, paint handling, and indication of subject. Students learn the importance of editing through color study and the excitement of direct painting. Students are encouraged to develop intuitive feelings for the essence of their subjects.

FA 325 Mixed Media Drawing & Painting 1
In this course, the student discovers new possibilities by mixing media and using varied drawing surfaces. The descriptive and expressive qualities of line, either alone or combined with tone and color, will give dimension, texture and vitality to the student's drawing.

FA 326 Head Painting 2: Portraiture
In this course, students will paint in portraits, developing structure and style through mass, value, shape, texture and color. Students learn how portraiture relates to the physical likeness of the specific individual, as well as the essence of the subject. Posing techniques are explored.

FA 327 Advanced Figure Painting 1
Students gain a mastery of realistic painting skills to develop a classical approach to painting the figure. Large finished works will be encouraged, allowing students to capture gesture, composition, body expressions and personality.

FA 330 Still Life Painting 3
This course is a further exploration into the still life genre, expanding on the concepts from FA 210. Through the mastery of tonal values and the depiction of textured surfaces, students will be able to create the illusion of three-dimensional form and depth.

FA 340 Screen Printing & Poster Design
In this studio course, students will study iconic screen printed posters of the 20th century and create inspired original works of art. Students will use the direct photo emulsion stencil method of screen printing and experiment with a variety of papers and inks. Style, design, and technique will be emphasized.

FA 341 Book Arts 2
A continuation of Book Arts 1, this class will take students deeper into the technical and conceptual aspects of the book form. In addition to advanced bindings, students will explore editioning, Artist's Books, and complex box making with an emphasis on more fully developed individual projects.

FA 343 Silkscreen 3
In this portfolio building course, students will develop a cohesive series of silkscreen prints suitable for exhibition. Mastery of technique, conceptualization, and execution will be emphasized.

FA 344 Monotype 1
This course offers an introduction to the basic techniques, technical processes and concepts of monotype printing. Emphasis is on technical instruction for production and aesthetic evolution of student's original prints.

FA 345 Advanced Projects in Printmaking 1
In this course, students will begin to hone their style and craft through independently defined projects. Students will research contemporary artists and learn to work thematically in a consistent manner. Emphasis will be placed on combining print techniques and working across traditional media boundaries.

FA 347 Relief Printing 1
This course covers an in-depth exploration into the inherent qualities of the relief print including woodcut, linocut, monoprint and collograph. The course stresses both technique and creativity to expand students' imagery. Emphasis is placed on students' individual points of view and their visual realizations.

FA 348 Paper Sculpture
Students in this course will create three-dimensional, bas-relief paper sculpture, using a variety of imagery. Basic techniques of sketching, designing, cutting, bending, and mounting paper to create the illusion of three-dimensional images will be taught. Each course will consist of technique activities and assignments that enable students to produce finished quality work.

FA 350 Mural Painting 1
This course will explore the many aspects of murals and mural production for the contemporary artist in terms of residential, commercial and public applications. The course will consider mural concepts, clients, proposals, design, sites, formats, surfaces, mediums, materials, methods, process/applications, production and product.

FA 355 Letterpress 2
In this course, students will take their skills to the next level and create an edition of prints and an artist book on the letterpress. Students will hand set type, design and print from photopolymer plates, print on the platen press and print on the cylinder press.

FA 368 Urban Landscape
This course will solidify the concept of painting images of the urban landscape. Utilizing various light effects, from flat (grey-day) lighting to the strong sunlight characteristics of light and shadow, provides a well-rounded understanding of the possibilities of painting the city. Location and studio painting will be required.

FA 373 Painting Concepts
This course places a strong emphasis on the boundaries of traditional painting techniques to inspire new approaches. Students will experiment with a variety of approaches at an advanced level, working with traditional subject matter like portraiture, plein air, and still life painting. Approaching them in a different, more contemporary context will be emphasized.

FA 385 Advanced Projects in Printmaking 2
In this course, printmaking students will take their artistic expressions to the next level and develop a mature body of work and artist's statement. Students will further their ability to work thematically and develop a portfolio based on a proposed central concept. Articulating intentions and self-assessment will be emphasized.

FA 410 Surrealism, Stylization & Expression 2
This course will continue the development of the student's personal direction. An understanding of concept and motivation will be discussed and exemplified through larger scale works. An exploration of possibilities will be portrayed in study form before embarking upon finished works.

FA 411 Clothed Figure Painting 2
This course continues the study of clothed figure with more ambitious assignments. Students increase their ability to effectively portray the human figure in clothed form, and to compose figures in their environments.

FA 413 Wildlife Painting 2
Work in this course requires a focused proposal of a personal direction for a series of large-scale pieces. Students will visit zoos and wildlife sanctuaries to observe, sketch and further develop their concepts and style. Students will create a cohesive body of work suitable for exhibition based on their small studies.

FA 420 Senior Portfolio Workshop/Professional Practices
This course surveys various business matters of the fine artist. Emphasis is placed on resume and biography preparation, and assembly of portfolios. Examination of gallery and museum introductions, grant applications, public relations, and reviews and articles is included. Business matters relevant to the artist, including income tax, contracts and insurance, are discussed.

FA 421 Landscape Painting 2
This course teaches more in-depth traditional and contemporary approaches to landscape painting. Students will further develop their plein air abilities and will work on larger studio paintings. A personal direction is encouraged.

FA 422 Quick Studies 2
A further development of powerful brushwork is stressed in this course. Larger-scale studies will unleash conviction and diminish intimidation about meaningful paint application. Homework subjects may be the artist's choice. Intuitive paint handling is encouraged, based upon a solid painting foundation.

FA 423 Abstract Painting 1
In this course, abstraction is created from objective and non-objective sources. A strong emphasis is placed on composition, alignment, color, texture, shape relationships and paint application. The course stresses the importance of abstract painting as it relates to all forms of painting, and abstract painting as its own art form.

FA 424 Techniques of the Masters 1
This course explores the various techniques of the masters. Students will receive hands-on instruction combined with a historical survey of painters who were influential in the modification of painting methods. The course is designed to allow students to work in the various painting processes of the masters.

FA 425 Mixed Media Drawing & Painting 2
The primary goal of this course is to further explore various mediums and surfaces. Experimentation is encouraged early in the course. A personal direction will be required. Students may choose objective or non-objective motifs. Design, use of mediums and quality control will be the primary criteria for critiques.

FA 426 Head Painting 3: Advanced Portraiture
Students will develop their own unique vision of portraiture. Large-scale and three-quarter to full body works will be required. Involvement in staging, backgrounds, personality development, meaningful compositions and light effects will be stressed. By the end of the course, students will have produced four to five portraits in their personal style.

FA 427 Advanced Figure Painting 2
In this course, each student will be asked to find a unique quality in their approach to figure painting. Large-scale works will be expected. Design, composition, lighting and strong content will be stressed.

FA 433 Abstract Painting 2
Building upon previous coursework in abstract painting, students will develop a concept for a body of large-scale abstract works. Mixing mediums will be encouraged. The relevance of scale will be considered based on several studies. Final critiques and commentary will develop each student's artistic vocabulary and approach.

FA 438 Studio Landscape 1
Students will create ambitious landscape paintings from studies and photographs. The course stresses complete development of large finished landscape paintings through various stages. Developing strong composition, design, light effects, and personal style will be encouraged.

FA 439 Studio Landscape 2
Each student will formalize their direction, concept, subject and theme for a body of work to be produced. Scale and scale variation will be encouraged. Keeping focus will be stressed, as well as the primary goals of conviction, follow through and consistency.

FA 441 Book Arts 3
This advanced course focuses on developing a professional level portfolio piece. Emphasis will be placed on applying a variety of complex bookbinding methods and box structures. Student will develop a project proposal and execute their concepts using the most appropriate binding and content.

FA 444 Monotype 2
This advanced course provides further study of process, materials, monotype philosophies, and contemporary artists. Advanced research in technique will be emphasized and the use of digital media will be explored. Students will refine their drawing and painting skills in relation to monotype processes and create a cohesive portfolio of prints.

FA 445 Advanced Projects in Printmaking 3
In this cumulating portfolio project course, students will develop a concept, write a project proposal and based on these objectives, create a print medium portfolio and an artist statement. Students will incorporate various print techniques to reflect the diversity of their skills and self-assess their work at a professional level.

FA 447 Relief Printing 2
Students will have a thorough and enhanced knowledge of relief processes by refining their carvings and analyzing the work of contemporary artists. The development of creative concepts will be stressed in creating a cohesive portfolio reflecting knowledge of a variety of techniques including digital media.

FA 450 Senior Painting Studio
This highly advanced painting studio course will help senior students create and develop a personal direction for their graduation portfolio. Students will focus attention on a cohesive body of work through individual presentation of existing pieces, in conjunction with their personal goals. Final presentations may be reviewed by local gallery representatives at semester's end.

FA 453 Painting Concepts 2
In this course students will create photorealistic paintings with the aid of a digital studies, projection, grids, photography and technology. Students will convert their ideas into coherent visual statements and develop a portfolio of quality composite image paintings. Balancing logic and intuition to create cohesive concepts will be emphasized.

FA 471 Clothed Figure Painting 3
Students will create a focused series of paintings intended for professional exhibition in the clothed figure genre that demonstrates individual concept and style. Emphasis will be placed on effectively incorporating the clothed human figure with environments.

FA 473 Abstract Painting 3
In this portfolio building course, students will develop and refine a unique, cohesive body of work suitable for exhibition. Emphasis will be placed on concept, skill and craftsmanship. Contemporary art history and relevant styles will be examined and students will articulate ideas in the context of contemporary art markets.

FA 475 Mixed Media Drawing & Painting 3
This course focuses on using various mediums and surfaces to convey a personal expression. Students will develop a concept and create a cohesive body of work that supports their intention. Design, balance, weight, texture, appropriate use of mediums, quality control and creating work that is suitable for exhibition will be emphasized.

FA 480 Watercolor Painting 3
In this course, students will build a cohesive series of watercolor paintings suitable for exhibition. Demonstrations will include a wide variety of mixed media to complement the watercolor media. Students will practice advanced methods and techniques to achieve professional level work. Technical skills and presentation standards will be emphasized.

FA 484 Techniques of the Masters 2
Students will utilize the painting processes of the masters to create a cohesive body of work suitable for exhibition. Students will select a technique, create a project proposal and based on their objectives, create a series of paintings. Emphasis will be placed on concept, personal style, and professional presentation of work.

FA 490 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.

FA 493 Study Abroad
In this course, students will travel to an inspirational destination to practice art on location. Emphasis will be placed on expression and reflection of the place. Course fees and prerequisites may vary by topic.

FA 493A Location Painting in Italy
This Plein Air painting course offers a unique opportunity to paint in the beautiful Renaissance city of Florence, Italy. The basics of location painting for beginner, intermediate and advanced students will be covered from composition to technical approach.

FA 493B Location Painting in Italy
This Plein Air painting course offers a unique opportunity to paint in the beautiful Renaissance city of Florence, Italy. The basics of location painting for beginner, intermediate and advanced students will be covered from composition to technical approach.

FA 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

FA 499 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 and course prerequisites may vary by topic.

FA 500 Internship in Fine Arts
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

FA 600 Figure Studio
This course develops the artist's ability to represent the human figure in pictorial space. Drawings are based on observation from life and the study of old master drawings. Emphasis is placed on proportional accuracy, foreshortening and the use of form and cast shadows to achieve convincing three dimensional form.

FA 601 Drawing
This drawing course deals with the understanding and application of perspective, proportion, gesture, and foreshortening. Through the use of line, tone, and modeling, students will learn to depict objects as wells as figures.

FA 602 Head Drawing
An in-depth investigation into basic drawing principles which face both fine artists and illustrators. Composition, perspective, proportion, focal point, value pattern and the use of light and shadow are developed using the human head as subject.

FA 603 Mixed Media / Printmaking
A studio course for students interested in developing mixed media approaches while experimenting with varied surface techniques. Students explore practical, technical, and conceptual applications for printmaking, painting and drawing. The course covers water and oil-based mediums, as well as contemporary transfer techniques.

FA 604 Figurative Painting
In this course, students will address composition, color theory, form and structure as they pertain to fine art figure painting. Students will hone their skills through critiques and personal exploration.

FA 605 Landscape Painting
A studio course for students in the landscape genre. Students may paint from locations and photographic references. Focus is on refining a personal approach and response to the subject of natural and man-made environments using the paint medium.

FA 606 Still Life Painting
A studio course exploring the variety of organizational and compositional approaches. Skill in paint handling will be developed using still lifes, figure and landscape as subject.

FA 607 Cityscape Painting
Students will address problems unique to the cityscape, including objects of transportation and structures. Students will learn the painting of people as objects or shapes within the painting, rather than as subjects. The principles of dramatic light and shadow, atmospheric perspective, focal point and perspective will be developed.

FA 608 Abstraction & Interpretation 1
This course is an overview of the distortion of form and color for emotive effects. Assignments will explore major movements within modern art from its inception to the present.

FA 609 Painting
This painting course will introduce the painting process, beginning with the importance of value and value relationships. Monochromatic and limited pallet color schemes will also be explored and the use of various brushes, painting mediums and surfaces will be demonstrated. Simple compositions will lead to various painting approaches including realism and impressionism.

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

FA 610 Etching
In this course, students will explore the etching medium as a possible format for developing a series of self-initiated prints.

FA 611 Lithography
In this course, students will execute a series of self-initiated lithographic prints for further critique and discussion. Stones and plates will be used.

FA 612 Silkscreen
This course offers an exploratory introduction to the art of prints using the direct photo emulsion stencil method of printing with water-based inks. Students develop specialized knowledge for using a variety of papers and inks to create works of fine art and contemporary communications.

FA 613 Monotype and Relief Printing
This course offers an introduction to the basic techniques, technical processes, and concepts of monotype and relief printing including exploration into monotype, woodcut, linocut, monoprint, and collograph. Students will choose their direction for this course in a single medium or combination of media. The focus is to develop and refine a personal direction.

FA 614 Contemporary Painting
In this unique contemporary painting course students will focus on the relationships between style and subject matter. Students will be challenged to step out of their comfort zones and experiment with a variety of approaches at an advanced level. The work and techniques of contemporary realists will be studied in depth.

FA 616 Portrait Painting
This course is a classical approach to formal portraiture based on naturalism. Two approaches will be explored: e'bauche and demi-teinte (the wet into wet approach exemplified by Rembrandt, and the reverse approach of light to dark exemplified by Sargent).

FA 618 Composition for Abstract Art
In this course, students will employ the visual language of form, color, and line to create abstract painting compositions. Emphasis will be placed on effective use of design principles, a focused palette, expression, and articulating concepts. Contemporary art and student compositions will be discussed in the terms of successful visual communication.

FA 620 Expressive Painting
This painting course explores perceptual and conceptual approaches to painting both the representative figure and the abstract figure. Students will increase their competence in dynamic composition, color and expressive painting techniques.

FA 622 Anatomy for Artists
This course will provide students with a comprehensive study of the skeletal and muscular systems of the human body. Students will have the opportunity to investigate the complexities of the human form, which in turn will enhance their figurative drawing ability and skills.

FA 623 Monotype Relief/ Advanced Techniques
In this course, students are introduced to new advances in contemporary techniques and materials used in the field of monotype and relief printing. The focus of the course is the use of these techniques and materials, combined with those previously learned, to develop projects and series which express individual style and concept.

FA 624 Mixed Media / Printmaking - Advanced Techniques
This course focuses on the diversity of contemporary materials available to today's printmakers. Innovation, the development of individualized projects, and the expression of advanced content are encouraged.

FA 626 Chiaroscuro
This course offers an in-depth study of classical drawing principles through the rendering of a 3D form. Concepts including the 5-value system of tonal rendering, composition, value pattern, variation of form and cast shadow edges are intensively explored. Emphasis is placed on careful analysis of light and shadow relationships.

FA 627 Figure Studio 2
This course is taught in a studio environment, developing the artist's ability to represent the human figure in pictorial space. Drawings are based on observation from life through 2-3 week poses. Emphasis is placed on proportional accuracy, foreshortening, and the use of form and cast shadows to achieve convincing three-dimensional form.

FA 629 Letterpress Printing
In this course, students will study the basics of letterpress printing including how to handset lead type, use a pica ruler, mix ink, ink the press, and print on the letterpress. Demonstrations will include printing from lead type, polymer plates, pressure printing, relief printing methods, and page layout.

FA 630 Color Theory
This hands-on class will provide students with a visual, theoretical and practical education in color. Scientific information will be presented in conjunction with a series of projects designed to personalize the course and its content, with the ultimate goal of enhancing the student's capacity to make informed color choices in their artwork.

FA 631 Book Arts
In this course, students will explore the art of bookmaking and how it relates to their own work and direction. The concept of bookmaking is examined critically and a variety of binding forms are explored. Students will be encouraged to develop their own concepts and interpretations.

FA 632 Abstraction & Interpretation 2
In this specialized course, students will perform an in-depth study of abstraction. This begins with an investigation of painting techniques specific to abstraction, including nontraditional and contemporary media. Concept as an important foundation of intent will be introduced in the second half of the course. Students will produce studies as preliminary explorations for larger paintings, including multi-paneled paintings. Students will end the course having created a body of work with a solid conceptual base.

FA 633 Litho/Advanced Techniques
In this course, students will pursue color-printing techniques to develop concept and image making. Stones and plates may be used.

FA 634 Etching/Advanced Techniques
The techniques in advanced intaglio printmaking are covered in this course, including color printing. The emphasis will be on experimentation and personal expression.

FA 635 Book Arts/Advanced Techniques
This is a continued explanation of advanced book binding techniques. Complex bindings, non-traditional materials, and alternative processes are covered.

FA 636 Silkscreen/Advanced Techniques
Screen process and darkroom techniques on the advanced level are covered. Emphasis is on extension and refinement of individual expression within a wide variety of specialized applications.

FA 639 Expressive Drawing
In this course, students will learn to expand their responses to the human form in both representation and abstraction. The student will focus on value, proportion, composition, space, form, balance and movement. Quick gestural drawing and long sustained poses will be covered.

FA 642 Abstraction & Interpretation 3
In this course, students will conceive of a basis or concept for a new direction or movement. A body of work will be created which supports or makes visual the concept.

FA 644 Quick Studies
This is a high-energy class in which students produce quick painted studies. Paintings in acrylic or oils will stress color, composition, paint handling and indication of subject. Students are encouraged to develop intuitive feelings for paint handling. A variety of subjects will be painted.

FA 655 MFA Thesis Preparation/MA Portfolio Review
This course will prepare MFA students for their midpoint review and MA students for their final portfolio presentation in their final semester. MFA students will identify and refine their thesis concept and prepare works to explore the concept with regard to approach, content, and style. Upon finalizing a thesis concept, students will write content and paint or prepare a print in class for individualized instruction and critiques. MA Students will complete 3 works focused on a specific concept in a single genre of painting. Students will compose a written Artist statement to support these works, a letter to a gallery to introduce their body of work, and a professional cover letter for presentation in job applications.

FA 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.

FA 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.

FA 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.

FA 810 Printmaking 1
This course will enable students to pursue their approved print-based thesis while interacting with the instructor and other students. Input and direction from the instructor will serve as a guidance for each student's personal direction.

FA 811 Process & Thesis Development
This GDS will equip students with pertinent information with regard to various process possibilities necessary to complete a successful thesis project. This group will address project cohesiveness, work quality, concept and process through critique and feedback. This group is recommended for students taking their first directed study class. Each GDS requires at minimum 3 paintings for the class. These paintings are graded only for this class.

FA 820 Figurative Painting 1
This GDS course allows the student to pursue their approved figurative thesis while interacting with the instructor and other students. Input and direction from the instructor will serve as a guidance for each student's personal direction.

FA 822 Figurative Painting 2
This GDS will encourage the concept of a cohesive body of figurative art, based upon the students' individual thesis proposal and committee suggestions. Paintings will be produced according to an agreed upon time line. Students will be encouraged to produce and continually improve their concept, composition, and technical abilities. Each GDS requires at minimum 3 paintings for the class. These paintings are graded only for this class.

FA 830 Printmaking 2
This course will encourage the concept of a cohesive body of work based upon the student's individual thesis proposal and committee suggestions. Prints will be produced according to an agreed upon timeline. Students will be encouraged to produce and continually improve their concept, composition, and technical abilities.

FA 831 Non-Figurative Painting 1
This course pushes students to create a cohesive body of work based upon their thesis proposal and suggestions. Artwork may be completely non-objective abstracts or abstraction based on subject matter. Quality control will be important in this course. Each GDS requires at minimum 3 paintings for the class. These paintings are graded only for this class.

FA 832 Non-Figurative Painting 2
In this course, students will focus on the abstract concept. Students may apply abstract concepts to objective subject matter or non-objective or more conceptual subjects. The cohesive aspect of the body of work will be stressed along with the development of professional quality work.

FA 840 Landscape/Cityscape/Still Life Painting 1
This GDS course encourages students to pursue their thesis concept with regards to their personal goals. Work that is produced will be evaluated and critiqued in a constructive manner to enable each student to progress in concept, technique and composition. Each GDS requires at minimum 3 paintings for the class. These paintings are graded only for this class.

FA 842 Landscape/Cityscape/Still Life Painting 2
This GDS course deals with the production of advanced thesis work based upon the student's approved thesis proposal including suggestions from the committee. A personal style is encouraged that respects what the desired goals are. Each GDS requires at minimum 3 paintings for the class. These paintings are graded only for this class.

FA 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

FA 903 Study Abroad
In this graduate course, students will travel to an inspirational destination to practice art on location. Emphasis will be placed on expression and reflection of the place. Course fees and prerequisites may vary by topic.

FA 903A Location Painting in Italy
In this course you will paint outdoors in several locations throughout Florence, Italy. Everything from composition to drawing, value, colors and technique will be covered while painting in the cultural center of Italy.

FA 903B Location Painting in Italy
In this course you will paint outdoors in several locations throughout Florence, Italy. Everything from composition to drawing, value, colors and technique will be covered while painting in the cultural center of Italy.

UNDERGRADUATE COURSES

FASCU 130 Sculpture 1
This course is an exploration of the nature of three-dimensional form, as well as an introduction to sculptural materials and technical skills. Students will gain hands-on experience creating their own sculpture.

FASCU 150 Animal Sculpture
This course will focus on sculptures of quadrupeds, mammals, and other animals. Students will have the opportunity to explore animal sculptural compositions from sketches, drawings, small 3-D models and finished scaled-up sculptures in clay and plaster. Both anatomical realism and abstracted gestural movement will be explored. Professional aspects of design, finish, and personal style for portfolio solutions will be examined.

FASCU 230 Sculpture 2
This portfolio development and skills building course offers continued investigations into 3D form and expression. In depth projects will include body casting, clay modeling and moldmaking, wood fabrication, bronze and resin casting. Additionally, this course contains weekly demonstrations, critiques and discussions.

FASCU 231 Ceramic Sculpture 1
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 233 The Art of Moldmaking & Casting
This course offers an introduction to the techniques and essential skills used in moldmaking and casting. Single-piece face molds, simple two-piece to complex three-or-more-piece rigid molds, as well as slip cast methods and rubber moldmaking techniques are explored, along with hollow and solid casting techniques.

FASCU 234 Head & Figure Sculpture
This is a life modeling class for beginning and intermediate students. Students learn to express themselves with clay modeling techniques and develop skills in gesture, figures, and proportions. In learning to sculpt the head, torso, and figure, students explore how the figure can be used to express personal creative ideas.

FASCU 235 Metal Fabrication & Welding
This course offers an introduction to the basic procedures of oxyacetylene, arc welding and MIG welding. The techniques of cutting, bending, forging and finishing of ferrous metals are included. Students transform creative ideas into simple three-dimensional models and transpose these models into finished welded sculptures.

FASCU 236 Wood Structures and Construction
This course is designed to acquaint students with the art of wood carving and construction, opening the way to mastering this art form. Hands-on studio projects include relief carving and free-standing sculpture of the student's own design. History, philosophy, principles, and practical information are discussed.

FASCU 240 Gesture Figure Sculpture
This life modeling class explores visual narratives and expressive body language through gesture and examines the essential nature of dynamic movement with respect to anatomy, pose, compositional flow, and expressiveness. It will include lectures and in-class demonstrations on the art of quick study and the use of drapery to clarify movement and dramatic action.

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

FASCU 248 History & Theory of Fine Art Sculpture
This course surveys the history of sculpture from Michelangelo's groundbreaking approach and its classical influences, to the artistic innovators of the 20th Century. Topics include how sculpture has become a central part of the urban landscape, the influences of sculpture on architecture, and the complex relationship between sculpture, politics, and society.

FASCU 250 Animal Sculpture 2
In this course students will practice expressive techniques to personalize their animal sculptures. Focus will be on building more advanced and complex armatures, hollow form sculpture, plaster mold for press-mold casting and multiple designs. Sketches, scaled-up sculptures in clay, observational anatomy, individual expression, and surface finishing will be covered.

FASCU 270 Ecorche
Students will learn to sculpt an anatomical representation of all or part of the human body with the skin removed, thereby focusing on and displaying skeletal construction and musculature. This course is beneficial for students from all disciplines interested in expanding their knowledge of the human figure.

FASCU 330 Sculpture 3
This course focuses on professional portfolio-level sculpture, exploring concept and craft while investigating expressive sculptural language. Issues of context are introduced and employed, including site, scale, surface, form, function, material, intention and the viewer.

FASCU 331 Ceramic Sculpture 2
This course further explores clay as an expressive sculptural medium. Emphasis is placed on refining skill levels in hand-building as well as glazing and finishing methods. Individual project development is encouraged.

FASCU 334 Advanced Head & Figure Sculpture
This is a life-modeling course in which students work representationally and expressively, developing art pieces that represent unique and personal interpretations of the human form. Further development of formal techniques and discussion of the history of sculpture are covered.

FASCU 335 Advanced Metal Fabrication & Welding
This course explores advanced and in-depth metal working skills and techniques, including gas, arc, and tig welding, as well as fabrication, forging and metal finishing. Students will apply these developed skills to several finished portfolio-quality pieces.

FASCU 337 Casting Bronze
This course explores the basic techniques involved in lost wax casting, teaching students to make wax patterns both directly and from molds. Students will develop skills including gating, ceramic shell investment, metal pouring, welding, metal finishing, patina, and presentation of finished bronze sculptures.

FASCU 338 Wheel Formed Sculpture
This is primarily a skills building class in which students will learn to form simple shapes on a potter's wheel such as cylinders, bowls, and discs. Students will then use these shapes as a basis for sculptural compositions. Surface applications include raku, and multiple low temperature firings.

FASCU 339 Stone Carving
This course focuses on the art and skill of carving forms in stone, alabaster, or marble. Students will gain hands-on experience in relief carving and freestanding traditional sculpture.

FASCU 345 Portrait Sculpture
In this course students will learn how to sculpt portraits in clay and finish portrait as if it were bronze. They will understand differences in personal portraiture and commissioned portraits and how to present both as a means of expression and the difference between a likeness and a psychological portrait.

FASCU 355 Sculpture 4
This is an in-dept portfolio-building course involving sculptural work in varied media. High-level craft-based and content-based projects lead to the creation of gallery quality work. Historical and contemporary contextual issues will be discussed.

FASCU 356 Midsize Figure Modeling 4'
This course demonstrates how to sculpt a 4' realistic and expressive figure in clay. It teaches students how to build a large armature to support 300 lbs., scale the figure with correct proportions, model the figure with understanding of basic anatomy, learn how to finish details and to create expressive surfaces.

FASCU 360 Life-Size Figure Modeling
This course will guide the experienced life-modeling student toward creating a life-size figure in water-based clay. The value of classical realism in figurative sculpture is emphasized, as well as subtlety as a means of personal expression.

FASCU 361 Glaze Technology
Throughout history, glazes have been used to protect and aesthetically enhance objects made in clay. Students will work with a variety of basic glaze recipes from all temperatures, with an emphasis on low fire, students will also learn how to mix, test and manipulate glazes to create exciting new effects.

FASCU 431 Ceramic Sculpture 3
In this course, students will focus on portfolio level work . Emphasis will be placed on exceptional technical quality, thematic exploration, and conceptual clarity. Students will accurately self-evaluate and accomplish their established goals within a set time frame.

FASCU 437 Advanced Bronze & Metal Casting
Students will explore advanced techniques in metal casting including but not limited to: hollow forms, complex gating, bonded sand-mold process, multiples, advanced finishing, and patination. Students enrolling in this course should be familiar with gating and ceramic shell techniques.

FASCU 461 Ceramic Sculpture 4
This course is designed to offer students a real work professional experience. Students must present a proposal around the body of work they wish to work on which must then be approved for enrollment in this course. This proposal establishes suitable level of skills in the following: ability to set and achieve goals, ability to articulate and understand conceptual framework, and a high level of skill and understanding of the ceramic medium. Students will create a body of work suitable in an exhibition.

FASCU 490 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.

FASCU 493 Study Abroad: Location Sculpture: Italy
This course covers sculpting techniques of the human form and head. Introduction to armature building, clay modeling for sculpture, observational and ecorche anatomy. It will focus on sketches for sculpture designs. It includes individual expression, and surface finishing and explores two types of clay: water based and oil based.

FASCU 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

FASCU 499 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 and course prerequisites may vary by topic.

FASCU 500 Internship in Sculpture
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

FASCU 620 Figure Modeling
This studio life-modeling environment allows students to develop personal interpretations of the human form.

FASCU 622 Moldmaking & Casting
In this course, students will develop and experiment with a variety of moldmaking techniques. There will also be an exploration in three-dimensional form and aesthetics.

FASCU 623 Metal Forging & Welding
This course offers students an environment to address and experiment with the problems and solutions in fabrication and construction. Students will work on independent projects and conduct critiques and discussions.

FASCU 624 Expressions in Clay
This class is an introduction to clay as an expressive sculpture medium. Students will learn various sculptural techniques, and more importantly, a rich variety of painterly and contemporary low fire surface techniques.

FASCU 625 Public Art
Students will work with issues involving site-specific/public sculptures. This course will cover the phases and procedures artists encounter before installation. Students will make proposals for site-specific works.

FASCU 627 Wood Carving Studio
In this course, students develop their individual expression through the media of wood. Students develop skills by exploring the various properties and techniques of traditional and contemporary wood sculptures. History, philosophy, principals, and practical information will be discussed.

FASCU 630 Advanced Figure Modeling
Students focus on an in-depth study of the human figure and on the portrait bust, an art form that is both ancient and contemporary. Realistic studies of standing figures, portraits and reclining figures will be performed.

FASCU 632 Ecorche: Sculpting the Figure from the Inside Out
In this course, students will learn to sculpt an anatomical representation of all or part of the human body with the skin removed, thereby focusing on and displaying skeletal construction and musculature. Using plasteline figures, the class will explore morphology, structural concepts, and rhythmic proportion.

FASCU 637 Bronze & Metals Casting
Casting a variety of metals using shell molds is the focus of this course. Students learn the correct preparation of waxes for casting, finishing and patination of the completed casting. A personal direction is encouraged.

FASCU 638 Advanced Firing & Glazing Techniques
Raku and Pit firing, advanced glazing and surface techniques will be explored in this course. Developing personal concept in combination with technical advancement is emphasized.

FASCU 640 Figurative Sculpture: Life-Size
This course is a continued examination of the form and structure of the human figure for intermediate and advanced students. Students will create a life-size figure in water clay over one semester. Accurate rendering and personal expression are developed and emphasized.

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

FASCU 642 Figurative Sculpture: The Portrait
This class will focus on the portrait bust. Along with developing an understanding of the formal qualities of the skull and the muscles of the face, neck and shoulders, this class will concentrate efforts on developing expressive modeling techniques.

FASCU 644 Portfolio Development Seminar
In this course, students will identify an area of interest and initiate working toward developing a successful final portfolio or thesis project. Students will examine, refine, and defend their project direction through projects and assignments, which will help them prepare for Midpoint and Final Review or MA final portfolio.

FASCU 645 Bas Relief: Expression & Interpretation
This class covers a wide spectrum of techniques and styles relating to sculpting in relief. The final project combines high and low relief as well as preparatory drawings and maquettes. Sculpting the figure and drapery in relief will also be covered in detail.

FASCU 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.

FASCU 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.

FASCU 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.

FASCU 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

FASCU 903 Study Abroad: Location Sculpture: Italy
This course covers sculpting techniques of the human form and head. Introduction to armature building, clay modeling for sculpture, observational and ecorche anatomy. It will focus on sketches for sculpture designs. It includes individual expression, and surface finishing and explores two types of clay: water based and oil based.

FASCU 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.

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.

Master Game Design and Production Principles: Students learn and drill in design fundamentals for both 2D and 3D gameplay such as risk and reward, level layout and flow, balancing compelling 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.

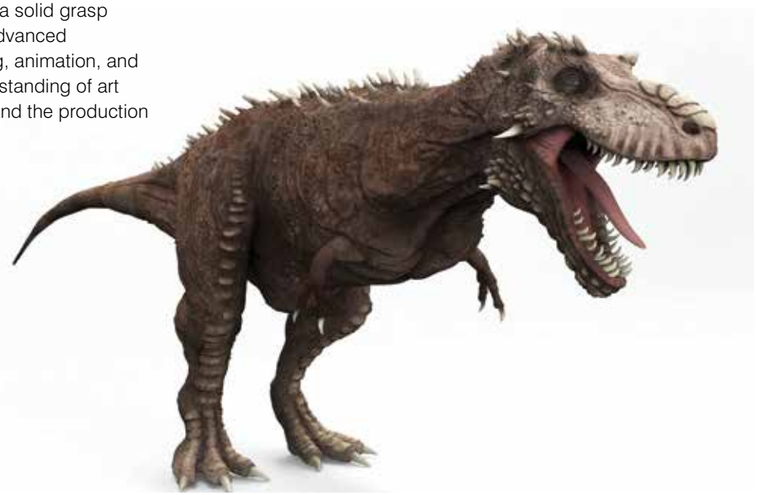
Master 2D & 3D Art Principles: This program builds on the foundations of traditional drawing, painting, and visual storytelling to develop conceptual skills. Students will have a solid grasp of fundamental game art principles, including advanced concepting, 3D modeling and texturing, shading, animation, and rigging techniques, as well as a thorough understanding of art production software, game engine technology and the production environment.

Hands-On Experience: Communication and organizational skills play key roles as students 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.

State-of-the-art Facilities: We offer industry-standard resources and equipment, including: a Game Lab, hundreds of classroom PC's and Cintiqs equipped with the latest technology and featuring all of the industry's latest development applications.

Professional Faculty: Our faculty are all working professionals at the top of the industry. Every semester, industry 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 Inter

DEGREE REQUIREMENTS

Associate of Arts [AA] in Game Development

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA GAME DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA GAME DEVELOPMENT CORE COURSES

FND 110	Analysis of Form
FND 122	Color Fundamentals
GAM 105	Game 3D Production
GAM 107	Game Engines
GAM 110	Introduction to Game Development
GAM 150	Game Design, Theory & Analysis
GAM 201	3D Modeling for Games 1
GAM 202	Animation for Games
GAM 233	Elements of Digital Painting
GAM 310	Prototype Game Production Studio
GAM 401	Hard Surface Modeling: High Resolution Game Assets

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Game Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA GAME DEVELOPMENT CORE COURSES

FND 113	Sketching for Communication
or FND 110	Analysis of Form
FND 122	Color Fundamentals
GAM 105	Game 3D Production
GAM 107	Game Engines
GAM 110	Introduction to Game Development
GAM 115	Elements of Scripting
GAM 150	Game Design, Theory & Analysis
GAM 170	Level Design for Video Games 1
GAM 201	3D Modeling for Games 1
GAM 202	3D Animation for Games
GAM 310	Prototype Game Production Studio
GAM 405	Games Portfolio Preparation

BFA GAME DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 200	Introduction to Computer Programming
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127	Topics in World Art
LA 221	California Art in Cultural Context
LA 238	World Literature
LA 292	Programming & Culture
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 302	Film Theory & Critcism
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Science [BS] in Game Programming

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ELECTIVES	9 UNITS
+LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BS GAME PROGRAMMING CORE COURSES

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 107 Writing for the Multilingual Artist
  - or LA 108 Composition for the Artist
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA 286 Discrete Mathematics
  - LA 288 Vector, Matrices, & Transformations
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness course
1 Written Communication: Composition course
1 Written Communication: Context & Style course
1 Written Communication: Critical Thinking course
1 3D Math course
1 Fundamental Math course
1 Applied Math course
1 Discrete Mathematics course
1 Historical Awareness course
1 Cultural Ideas & Influences course
1 Employment Communications and Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

3D MATH

LA 288 Vector, Matrices, & Transformations

DISCRETE MATHEMATICS

LA 286 Discrete Mathematics

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

ART HISTORICAL AWARENESS

CHOOSE ONE:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
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LA 278	Seminar in France
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LA 284	Evolution of the Horror Film
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LA 333	Art of the Middle Ages
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LA 388	Survey of Asian Cinema
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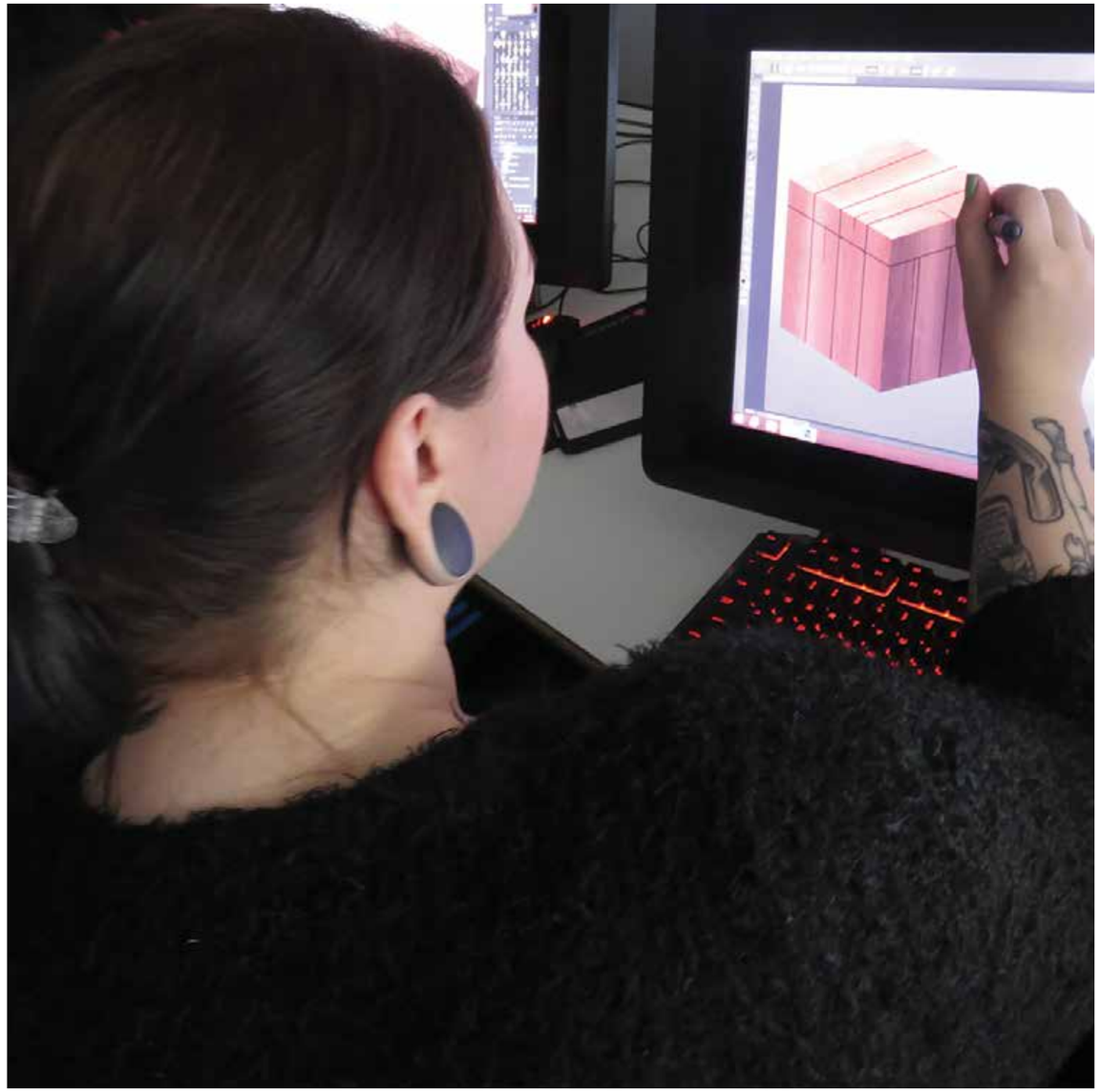
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism



Master of Arts [MA] in Game Development

MA UNIT REQUIREMENTS

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

MA GAME DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

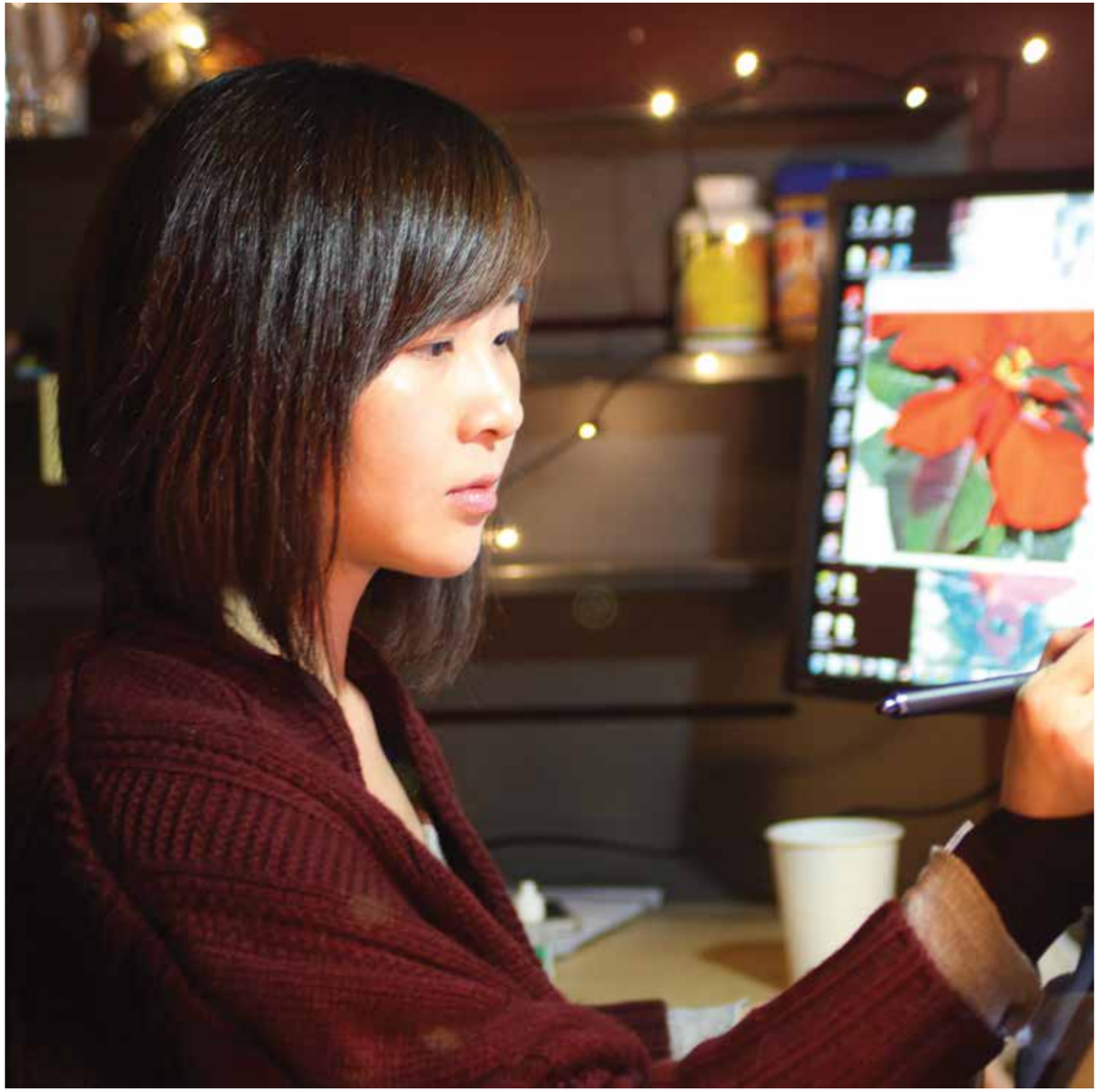
MA GAME DEVELOPMENT REQUIRED MAJOR COURSES

ANM 623	3D Modeling & Animation 1 (Maya)
GAM 601	Elements of Video Games
GAM 602	Game Theory & Level Design
GAM 605	Scripting for Video Games 1
GAM 606	Rapid Game Development
GAM 607	Action Adventure & RPG Level Design
GAM 608	Drawing Bootcamp for Games: The Human Figure
GAM 651	Prototype Game Development
GAM 655	Scripting for Games 2
GAM 778	Professional Practices & Portfolio for Game Developers
WNM 606	Principles of UX

MA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 623 History and Techniques of Games



Master of Fine Arts [MFA] in Game Development

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA GAME DEVELOPMENT DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA GAME DEVELOPMENT REQUIRED MAJOR COURSES

GAM 601 Elements of Video Games
GAM 602 Game Theory & Level Design
GAM 605 Scripting for Video Games 1
GAM 606 Rapid Game Development
GAM 607 Action Adventure & RPG Level Design
GAM 608 Drawing Bootcamp for Games: The Human Figure
GAM 631 Portfolio and Thesis Preparation
GAM 651 Prototype Game Development
GAM 655 Scripting for Games 2
GAM 778 Professional Practices & Portfolio for Game Developers

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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

UNDERGRADUATE COURSES

GAM 105 Game 3D Production
This course introduces students to the fundamentals of creating 3D assets for games. Students will manage asset files, create textures in Photoshop, UV unwrap map, rig, animate, and render a model. The pipeline of concept and design process will be discussed.

GAM 107 Game Engines
This course is designed to give students a comprehensive understanding of how different game engines function and what commonalities and differences they have. They will produce simple games with 3 different popular engines.

GAM 110 Introduction to Game Development
Students will be introduced to the fundamentals of game design and development with an emphasis on the various roles that facilitate professional video game production. Students will get basic experience with development tools like Maya, Photoshop, and Unity while learning about the concepts and best practices that drive successful studios.

GAM 115 Elements of Scripting
Students learn the fundamental elements of scripting for 2D video game development. Students will learn to identify and understand the tools available in a scripting system, analyze a game mechanic into pseudocode, and apply that pseudocode to write visual and code scripts.

GAM 119 Elements of User Interface Design
This course will focus on the aesthetic design of user interface elements. Students will learn how to apply graphic design principles to user interface elements. Students will design multiple variations of common UI elements each week, leading to developing a comprehensive UI style guide.

GAM 130 2D Game Graphics
This course introduces students to vector graphic interactivity used in game production for today's emerging technologies and mobile device games. Assets suitable for side scrolling, block breaking or social networking games will be covered. Creating an interactive game that is intuitive to learn and presents increasing difficulty will be emphasized.

GAM 131 History of Gaming
Covering games from ancient board games to modern consoles, this course gives relevance and meaning to the human experience of interaction through games. Game design and theory, non-linear storytelling theory, an overview of video game industry companies, technology and terminology are introduced.

GAM 136 2D Mobile Gaming Art
This class focuses on level game art for the mobile platforms. Students will utilize digital imaging software to create unique illustrated art, environments, and assets based on style guides and real world constraints. File structures and layer organization suitable for editing and changing on demand will be emphasized.

GAM 150 Game Design, Theory & Analysis
This course examines the components of a video game including game engine technologies, 3D tools, world and terrain editing, and asset production pipelines. Students reverse engineer a game to understand the components. Industry terminology is explained and career paths are explored.

GAM 170 Level Design for Video Games 1
This course will give students a solid understanding of level design for first and third person video game levels. Students will be required to create levels and game experiences from initial concept phase through 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
This class focuses on level UI (user interface) and UX (user experience) for mobile platforms. Digital imaging, file structures, and layer organization for changing on demand will be covered. Students will work within size limitations to create UI, UX, and assets. Adhering to style guides and production timelines will be emphasized.

GAM 195 Scripting for User Interfaces
In this course, user interface artists and user experience designers who want hands-on experience will implement their work onto functional games in engine. Students will create user interfaces for popular game engines.

GAM 201 3D Modeling for Games 1
In this course, students have their first in-depth experience with 3D modeling software. Concepts introduced include real-time rendering specs, polygons, vertices, UV mapping, simple texture techniques, digital photography and paint, and unwrapping.

GAM 202 3D Animation for Games
This course will introduce 3D Animation basics. Traditional concepts such as timing, weight, building a simple skeleton and rig, inverse and forward kinematics, motion blocking, interpolation, and basic animation scripting are examined. Students employ models provided to create specific animations based on several exercises.

GAM 209 Rigging for Games 1
In this course, students will learn and apply the fundamental principles of rigging. Students will rig biped characters in Maya keeping the animation process in mind. Students will troubleshoot rigging challenges and fix any bugs that occur in their projects.

GAM 215 Scripting for 3D Games 1
Learn to make 3D games while improving the quality of your scripts. Students learn to apply standards and practices, automation, intermediate scripting features, and design patterns commonly found in scripting. They also learn to plan a team project, incorporate a third-party plugin, and preview advanced topics.

GAM 225 Visual Effects for Games 1
In this course, students will produce basic 2D visual effects sets for games, television, and streaming media. Topics will include sprite state groupings and hierarchies, asset library organization, and exporting assets for client use other than games. Industry standards for preparing effects assets for games engines will be emphasized.

GAM 230 Vector Graphic Games 2
This course covers the concepts of Flash animation for games. Students will learn the fundamentals of using Flash software, and techniques for creating vector graphic images and interactive animation that are particular to the game industry. Students will learn to incorporate Maya 3D into Flash animation to enhance the art quality.

GAM 233 Elements of Digital Painting
Elements of Digital Painting focuses on the importance of become adept at painting all of the various common elements within digital painting. In this course, students will focus on learning to paint individual elements such as skin, hair, facial features, wood, metal, stone, and environmental elements.

GAM 238 The Power of Composition
This course examines compositional principles used in the creation of concept art. By analyzing artwork from Old Masters, famous illustrators, and contemporary concept artists, students will learn how to utilize these principles to create powerful compositions and strong designs.

GAM 241 Digital Sculpting
This course provides a foundation in digital sculpting for creating high-res 3D game assets. Students will be taught an overview of the UI, tools, basic sculpting technique, and re-topology. Students will create high-res sculpts and game-res versions, demonstrating the 3D production pipeline.

GAM 244 Digital Environment Sketching
This course focuses on the anatomy of landscapes and architectural structures, elements, and functionality. Students will research both classical and contemporary styles and emulate the architectural language and style of various cultures and time periods. Draftsmanship, mood, story, symbolism, proportion, spatial relationships, and application of design principles will be emphasized.

GAM 245 Scripting for Mobile Games
In this course, students will program and deploy games for mobile devices such as Android or iOS touch-screen devices using cutting edge game development software. Students will build interfaces for multiple screen sizes, debug, profile, and optimize a mobile application.

GAM 255 Rapid Ideation Creation Sketching for Concept Art
This course is an intense 15 week drawing boot camp. The volume of sketches and the nature of the assignments will help students greatly improve their ability to create thumbnails, ideations, and concept drawings in a fast and efficient manner. Any prospective concept artist needs to have the skills taught in this course.

GAM 260 Prop & Weapon Design for Games
Students taking this course will learn about the aesthetics and function of weapons and props from different genres and time periods. They will apply this knowledge to creating believable prop and weapon assets for video games characters and creatures.

GAM 265 Vehicle & Robot/Mech Design for the Entertainment Industry
This course focuses on vehicle concept art suitable for motion pictures, television, and gaming. Students will draw and design a variety of vehicles across several categories ranging from personal vehicles and watercraft to flying machines. Accuracy, believability, and developing a variety of ideas will be emphasized.

GAM 266 Digital Figure Painting
Students will further their digital painting skills, refine gesture, and realistically render shapes and shadows. Students will first work in grayscale and then utilize color theory to create mood and color harmony. This course sets the foundation for future character coursework that will require accurately painted flesh, hair, and anatomy.

GAM 269 Color and Light for Concept Art
This course is an in-depth look into the fundamentals of color and light. This course will cover various light sources and how they interact with objects and environments. Students will learn to apply these color and light principles in the creation of images that would be suitable for concept art and design.

GAM 270 Level Design for Video Games 2
Two portfolio quality interactive levels will be created over the course of the semester in the first person shooter and action RPG genre. Students will learn the essential skills of taking a basic mission and turning it into an engrossing experience.

GAM 288 Concept Art for Games 1: Designing Characters
This course delves deeply into the ideation process focusing on approach, design principles, speed, color, and story in the context of art for video games. Students will apply the digital painting skills gained in GAM 266 to sketch characters and to paint details including fabric, hair, skin, and facial features.

GAM 303 Creature Rigging & Animation
Students will rig and animate unusual creatures and characters with unique traits. This may include creatures with four legs, tentacles, and wings. Object rigs such as lightning and cars will also be discussed. Emphasis will be placed on effectively solving rigging challenges quickly and creating rigs that others can easily use.

GAM 309 Tools Programming In Python
Students will learn to program in Python and create applications that can be used in a game character pipeline. Emphasis will be placed on creating tools that are used in professional video game pipelines, such as rigging tools and automated animation exporters.

GAM 310 Prototype Game Production Studio
Building upon skills learned, students will design and create a game prototype for deeper understanding of production procedures. Students will deploy organization, time management, and communication skills within a team environment. A playable prototype will be created using a step-by-step process.

GAM 315 Scripting for 3D Games 2
This course builds on the previous course by introducing script structures, complex Vector3 manipulation, and attribute calculations using C# and Unity. Students will work on building an action-adventure game while developing programming skills and data structures.

GAM 318 Virtual Reality & New Technology
This course will focus on using emerging technologies used to create new immersive experiences with a variety of cutting edge interactive mediums. Students will learn from the past, experience the present, and discuss the future of interactive technologies.

GAM 320 Game Animation 1
Following their foundation work, students use a more advanced set of models to create complex and varied motion. Concepts of timing and weight are emphasized and skills are enhanced through practice. Techniques in advanced skeleton construction, smooth binding, and rigging are practiced.

GAM 322 Stylized Character Design & Drawing for Games
This course teaches the skill of creating stylized, simplified character designs for video games. This class will teach the difference from traditional drawing and techniques to simplify their designs in a way that follows good design principles. Characters created in this course will be appropriate for use in social games.

GAM 325 Visual Effects for Games 2
This course teaches students to create particles and special effects for games in a production environment. Students will create fire, smoke, explosions, and other game effects. Students will script and customize other challenges that may come up, and a basic overview of Maya particles for familiarity with non-game engine effects will be covered.

GAM 328 Creature Design for Games
This course focuses on designing creatures commonly found in games including mutants, predators, aliens, and menacing monsters. Students will engage in the full design process from preliminary sketches, digitally shading tight line drawings, and presenting finished designs. Analyzing anatomical elements needed for believable movement in game environments will be emphasized.

GAM 332 Games Texture and Light
This course combines core skills with advanced practice and new techniques. Hardware budgets, file formats, and cross-application techniques are used in creating industry standard game models. Students will compose projects utilizing optimized UV maps, high and low resolution textures, vertex lighting and real lights.

GAM 335 Story in Video Games
Games are what we play, story is why we play them. This class teaches how to write great story with class topics that include overview of storytelling in games vs other media, defining memorable heroes and villains and empowering player agency by establishing strong lore.

GAM 340 3D Character Modeling 1
Students will learn about skeletal setup, rigging and skinning and apply that knowledge to 3D character models for animation. Models will be created in multiple resolutions and optimized for polygon budgets and segmentation. Advanced techniques will be used to create facial and special moves animation.

GAM 342 Environment Modeling for Games 1
This is an introductory course for basic environment modeling for artists and game designers. This course will guide the student through all the essential skills needed to create a real-time environment for games. The students will be guided through the creation of an exterior environment and an interior environment.

GAM 344 Digital Environment Painting
This course focuses on creating production-ready concept art for game environments. Students will gather 3D and photo reference material, generate value speed studies, develop style guides, utilize digital brushes to create compositional elements including rocks and trees, and create finished paintings. Perspective, composition, lighting, mood, storytelling and narrative will be emphasized.

GAM 350 Rapid Game Development 1
This course is focused on teaching students how to become effective game designers and producers. Good producers are ultimately responsible for shipping good games and are experienced with the game production and release cycle. In this intensive course, students will create games over a one and two week period.

GAM 353 Game Freemium & Monetization
This course teaches the principles behind freemium game design and how to monetize to generate revenue. It covers key areas of metrics and performance indicators used in evaluating the profitability of social and mobile free-to-play games.

GAM 360 Environmental Modeling for Games 2
Students learn theories and techniques for creating video game environments. Real world, movie sets, and game level environments are examined to identify what makes them successful. Using a designer brief, students will plan and generate in-game assets using reference images, block-out geometry and texture modification.

GAM 380 Character Animation 2
Advanced students will bring their foundational skills to the next level by developing their technique using human and object interaction, facial animation and expressive body language. Polished portfolio pieces will demonstrate cinematic linear storytelling. Technical knowledge is reinforced by review and strict adherence to industry standards.

GAM 401 Hard Surface Modeling: High Resolution Game Assets
Students will bring their game modeling skills to the next level by creating film quality assets using polygons. Using core shapes, students will learn to quickly create objects that have repetition. Maintaining surface transitions between two planar surfaces and simultaneously dealing with multiple hard surface forms will be introduced.

GAM 403 Organic Modeling: High Resolution Game Assets
This course focuses on creating organic film resolution models using polygons. Students will create objects such as characters, creatures, and plants using subdivision based geometry. They will learn how to fine-tune proportions for both edge flow and silhouette. Maintaining plane changes throughout the forms and controlling topology will be emphasized.

GAM 405 Games Portfolio Preparation
In this course, seniors will review their accumulated work, organizing and enhancing their portfolio. Several assignments are given on a case-by-case basis to design a presentation that promotes each student's best accomplishments.

GAM 409 Advanced Rigging
This course offers an in-depth study of technical animation. Students will utilize tools to control the movement of complex 3D characters and objects. Included is an overview of constraint tools and controllers. Students use advanced techniques to build custom animation interfaces.

GAM 410 Rapid Game Development 2
Rapid iteration is key to quickly gauging which games are fun, compelling and best suited for producing. In this course, students will create a schedule to manage the rapid production process, create games on two week and four week time frames and organize a game development team.

GAM 412 Systems Design
This course examines formal systems structures of games. Students will model complex game systems based on high-level game concepts, and balance variables of systems using spreadsheets and mathematical application. Systems theory, the MDA model, core and compulsion loops, combat systems, narrative architecture, social systems, and game economies will be explored.

GAM 416 Combat - Dancing with the Enemy
This course teaches the fundamental aspects of designing combat in games from designing rules and systems to planning out enemy encounters step by step. Students will study and emulate combat in games such as Street Fighter, Mario and Unreal Tournament as well as construct a level with multiple combat encounter in a popular game engine.

GAM 418 Immersive Experiences in Game Design
This class focuses on creating full interactive games for Virtual Reality, with an emphasis placed on multiplayer features and interactivity. Students will research games that are out and currently in production, and make a plan to look ahead to see where the industry is going. Students will also have opportunities to try emerging technology not yet on the market, such as haptic gloves and full body motion tracking suits. Students can form teams or work individually to produce a functioning prototype by the end of the class.

GAM 424 Introduction to Shader Creation
Students will learn the principles of shader development as they create and script their own shaders and apply them to different models. Shader creation for both film and games will be covered.

GAM 425 Advanced Visual Effects for Games
In this course, students will create Photoreal effects for Unity and Unreal using a variety of tools and programs. Students will also script their own tools, per-particle effects, and effectors. Additionally, students will be expected to refine the aesthetics of their projects to a professional level of appearance.

GAM 432 Advanced Texture & Materials
Students analyze industry examples to understand how light, texture and rendering affects gameplay and story. Students will integrate specular, layered, normal and other advanced textures with real lights and vertex lighting in a real-time environment.

GAM 440 3D Character Modeling 2
In this advanced course students are required to show competency in use of core modeling and texture techniques applied to advanced characters. Using advanced methods demonstrated in the course, students will prep models for export to game engines and practice problem solving within realistic time and budget requirements.

GAM 442 Digital Matte Painting
In this course, 3D modelers will use matte painting to integrate expansive 2D landscapes to extend 3D environments. Students will rough out concept sketches and create finished matte paintings incorporating textured 3D elements which blend seamlessly through value and lighting. Digital painting, photo reference, lighting, and perspective will be emphasized.

GAM 450 Rapid Game Development 3
This course focuses on teaching students how to build upon previous game production courses. Game producers are ultimately responsible for shipping polished games on time and are experienced with the game production and release cycle. Students learn to be effective producers by shipping games with longer release cycles.

GAM 464 High Resolution Asset Studio
This course focuses on creating fully realized game assets including textures, shaders, and materials. Based on concept art and research, students will create models. Students will develop, produce, and deliver assets that meet industry standards and timelines.

GAM 483 Interactive Media Production & Entrepreneurship
This course delves into the roles of project managers and studio bosses in the game and interactive entertainment industries. Students will study the skills necessary to organize teams and build successful studios. Topics will include managing resources and keeping schedules and budgets. Indie studio business issues including business formation and studio operations will also be covered.

GAM 487 Business of Video Games
Explore the business of video games from building a studio to maintaining a live product. Students will develop skills to create and maintain a successful team, learn strategies on how to acquire funding and generate revenue using analytics, and simulate a small studio environment.

GAM 490 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.

GAM 494 Corporate Sponsored Project
In this course, students will work on an interdisciplinary collaborative project with industry professionals. Topics will include concept development, documentation, professional practices, industry relations, and agile development. Emphasis will be placed on problem solving, compromising, and collaborating with industry professionals, taking on leadership roles, and effectively communicating with peers.

GAM 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

GAM 499 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 and course prerequisites may vary by topic.

GAM 500 Internship in Game Design
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

UNDERGRADUATE COURSES

GAP 120 Principles of Computer Science
This course teaches students how to think like a programmer. Topics include Boolean algebra, numbering systems, data representations within a computer, microprocessors, memory architecture, etc. Students will also gain an understanding and appreciation of how computer programming evolved.

GAP 125 Programming for Games 1
This course introduces students to object-oriented programming with a focus on developing proficiency in the core C++ language. Topics will include program structure, functions, console input, variables, branching, looping, and programming statements. Students will diagram program flows, break down technical tasks, solve problems, and practice finding and removing bugs.

GAP 201 Programming Languages
This course builds on previous programming/scripting courses to broaden students’ skills with hands-on assignments writing simple programs in several popular programming languages. Topics will include Lua, C#, Python, development tools, writing automation scripts, and the value of being versatile with knowledge of multiple programming languages.

GAP 225 Programming for Games 2
This course continues the study of C++ with templates, operator overloading, functions as data, and building libraries. It also introduces Windows programming and basic graphics programming. By the end of the class, students will be familiar with event-driven programming and the most common C++ language features.

GAP 235 Data Structures & Algorithms
In this course, students will learn the basics of data structures and algorithms. Topics will include asymptotic analysis, arrays, linked lists, queues, stacks, strings, hash tables, trees, sorting algorithms, search algorithms, and how to choose appropriate structures and algorithms to solve specific problems.

GAP 255 Object-Oriented Programming & Design
This course introduces students to software architecture using object-oriented programming techniques. Students will gain hands-on experience building object factories, using subclass delegation, decoupling systems, writing event systems, and using other generic patterns.

GAP 275 Programming for Games 3
In this course, students will learn about the challenges specific to game programming. They will learn about 2D graphics, capturing player input, basic audio programming, simple physics & collision, and so on. Students will make simple games using SDL.

GAP 285 AAA Game Engine Architecture
In this course, students will learn about AAA game architecture by dissecting the Unreal Engine. They will learn how Unreal works under the covers and the motivations behind those decisions. Students will make simple games using this engine to get a feel for working in a AAA engine.

GAP 288 Vector, Matrices, & Transformations
This course introduces matrices by solving linear systems with various applications. The mathematics of 3D vectors is presented, including dot and cross product operations and applications. Matrix operations are then presented and used to perform transformations such as translations, rotations, and scale. Advanced topics such as quaternions will be introduced.

GAP 295 Low-Level Programming & Optimization
In this course, students will learn the internals of the CPU by learning x86 assembly language, which they will use to build small projects. Students will then learn about optimization theory and how to solve performance issues. Finally, students will gain hands-on experience with concurrency and multi-threaded programming.

GAP 301 Programming Game Engines
In this course, students will take everything they have learned in the program and use it to design and implement their own game engine. Students will be taken step-by-step through architecting a stable, scalable, reusable engine that will form the basis for future classes.

GAP 305 Programming for Production
In this course, students will build two games using the one or more of the game engines built in GAP 301 while learning about working as an engineer in game production. They will work in teams using production tools and methodology used in the games industry.

GAP 311 Programming for Game Graphics
In this course, students will use advanced linear algebra to build an efficient 3D renderer. Topics will include shader technology, advanced cameras, 3D graphics, and the graphics pipeline. Emphasis will be placed on applied math skills, writing code to render 3D textured objects, and implementing advanced camera features.

GAP 321 Artificial Intelligence
AI is used to generate non-player character behavior to bring life to a simulated world. In this course, students will build AI for a variety game types. Students will be challenged to create a simulation game incorporating AI layering, behavior trees, planning, and communication that allows multiple AI agents to communicate with each other and conspire against the player.

GAP 331 Network Programming
This course focuses on networking used in multi payer games. Students will build a simple two player game that can be played over a network. Topics will include network protocols, server client architecture, and peer-to-peer interaction. Emphasis will be placed on programming for optimization between networks.

GAP 341 Programming for Mobile Platforms
In this course, students will create games for mobile platforms. Emphasis will be placed on programming for optimization. Various mobile platforms will be compared and the pros and cons of platform specific programming will be analyzed. Mobile device architecture and the challenges of mobile development will be discussed in depth.

GAP 351 Indie Game Programming
This course teaches how to program for small independent games using Unity and other small engines. It covers the difficulties of working on a small team, the concessions that need to be made, and the technical obstacles that need to be overcome. The course will mostly focus on Unity development.

GAP 361 Programming for Game UI and Tools
In this course, students will create user interfaces for both behind the scenes game designers, and front facing game players. Students will create functional widgets including buttons, list boxes, and text fields. Emphasis will be placed on effective programming using C# language.

GAP 371 Console Programming
In this course, students will choose a console and build a game for a specific platform. Students will be challenged to push a game through a game console. Emphasis will be placed on effective use of development tools specific to the platform.

GAP 391 Sound Programming for Games
In this course, students will create an efficient streaming sound engine for a game that they have previously created. Topics will include programming sound systems, streaming audio, efficient sound effects storage, compression formats, and processing sound effects.

GAP 490 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.

GAP 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project. This project will mirror real life projects and allow for a varied and sophisticated approach to problem solving.

GAP 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.

GAP 500 Internship in Game Programming
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

GAM 601 Elements of Video Games
This course will provide an overview of professional practices and techniques of video games utilizing lecture and demonstration. Industry development practices are discussed and contrasts made between large and small companies, genres and types of games. Students will create their own game design document based on lectures and assignments.

GAM 602 Game Theory & Level Design
This course will cover key areas of design, including game tempo, player path, game mechanics, level editing, non-linear story, and genres. Students will participate in intense levels of study and will produce papers and projects that combine to show their skill and understanding of game principles.

GAM 603 3D Character Modeling 1
Creating 3D character models, students will hone their skills with an understanding of real-time rendering parameters. Models will be created in high and low resolution, optimized and refined. Advanced techniques such as normal mapping will be taught. Essential skeletal setups, rigs and different texture mapping methods will be reviewed.

GAM 604 Environment Modeling for Games: Principles
In this course, students have their first overview of art production methods for 3D games. Concepts introduced include real-time rendering specs, polygons, vertices, UV mapping, and texture creation techniques. Assignments will give students experience in designing and modeling environments and characters to game specifications.

GAM 605 Scripting for Video Games 1
This course is intended for students who wish to focus on level design or game design. This course introduces player interaction and events in video games using C# and game engines. Students will learn to break down problems and systematically build solutions individually and in teams.

GAM 606 Rapid Game Development
In this intensive class for game designers, students learn to be effective producers by shipping games. It starts with simple titles with one week production schedules and scales up to titles with two week production schedules. Students are graded on game pacing, high concept, consistent art direction, and timeliness.

GAM 607 Action Adventure & RPG Level Design
This course will give students a solid understanding of level design for 1st and 3rd person video game levels. Students will be required to create levels and game experiences from initial concept phase through block mesh and multiple passes of scripting using the Unreal game engine.

GAM 608 Drawing Bootcamp for Games: The Human Figure
This course is an intense figure drawing course designed to familiarize concept artist and game design students with human anatomy. The heavy workload is designed to expedite the students' understanding and grasp of the figure.

GAM 610 Drawing Bootcamp: Dynamic Sketching
In this course, students will use basic 3D shapes and assorted materials to sketch various types of hard surface and organic subjects. Students will learn how to research reference materials and create their own library of reference images including animals, vehicles, buildings, and people.

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

GAM 611 Visual Communication for Game Designers
This course is a basic drawing course that focuses on the fundamentals of good draftsmanship and design as it applies to video game artwork. The course is designed to help students improve their drawing skills rapidly and better prepare them for subsequent game art courses.

GAM 612 Concept Art for Games
Students will develop and demonstrate their understanding of visual language, drawing and digital painting skills to create designs and asset model packs which are ready for 3D modeling production. This class builds on core drawing and color skills, providing a venue to apply key skills to game-specific subjects.

GAM 614 Prop & Weapon Ideation for Games
This advanced course will challenge students with industry paced iterative art model production. Students will draw, design, mock-up in 3D and paint-over props, vehicles and other assets based on given specifications. Identifying production issues, problem solving, iterative design process, concepts, silhouettes, 3D block-outs and digital paint will be emphasized.

GAM 615 Vector Graphic Games 1
This course introduces students to vector graphic interactivity used in game production for today's emerging technologies and mobile device games. Assets suitable for side scrolling, block breaking or social networking games will be covered. Creating an interactive game that is intuitive to learn and presents increasing difficulty will be emphasized.

GAM 621 Texture & Light
Students will apply advanced practice and new techniques in a fast paced environment. UV coordinates and texture maps, projections, decals, billboards, unwrapping and digital photography and paint will be used to enhance student portfolios. Students will apply rigorous industry standards to their assignments.

GAM 623 Digital Sculpting for Games 1
This course is an introduction to the basic features of ZBrush. Students will focus on sculpting multiple objects throughout the semester.

GAM 624 Character & Hero Props Modeling
In this course, students will learn the basics of solid character and hero prop creation, including modeling, UVing, and texturing using colored ambient occlusion. For the midterm and final, students will develop concepts and create a bipedal pilot and vehicle basic low/midpoly box modeling for creating these assets.

GAM 626 Environment Modeling for Games: Techniques
This course will introduce students to the various techniques and processes needed to create real time environments for games. The class will discuss the language, tools, and aesthetic guidelines needed to create industry ready assets and environments. Supporting a narrative through the environment will be a focus of this course.

GAM 631 Portfolio and Thesis Preparation
Students will focus on portfolio preparation and thesis project proposal development for committee review at the midpoint review. Making use of their accumulated skills and work over the first year of their degree program, students will work to develop an independent thesis plan to be presented at midpoint review.

GAM 632 Advanced Texture Techniques
This course will cover advanced textures as they are rendered and lit in a real-time environment. Combining techniques such as vertex lighting, normal mapping and specular mapping, students will create realistic and design-specific scenes, staying true to the inspirational look and feel of the game.

GAM 633 Dynamic Figure Sculpting for Games
This course will give students a foundation in human anatomy using digital sculpting tools such as ZBrush. Students will learn methods for simplifying anatomy, proper posing techniques for strong silhouettes, and ultimately, how to sculpt an expressive form to bring characters to life.

GAM 637 3D Modeling & Animation
This course covers the basic concepts of 3D modeling and animation. Students will build a solid foundation and understanding of the basic tools of 3D software. Modeling, animation, lighting, texture mapping, and rendering are introduced in a production setting toward the goal of developing a portfolio project.

GAM 638 Character Rigging
In this course, students will prepare students to rig characters in a professional setting and at a professional pace. Students will focus on rigging a character in a way that is geared towards animators, script features for the character, and bringing the character and animations into the game engine.

GAM 643 Environment Modeling for Games: Production
In this course, advanced 3D modeling techniques will be introduced. Students will practice and develop core 3D modeling skills. Polygon budgets, levels of detail, and lighting scenes and structures will also be covered. Students will model integrated level designs and architectural environments that support and enhance story and game mechanics.

GAM 644 Advanced Rigging
This course provides an in-depth look at technical animation techniques. Students will gain knowledge of tools that control complex 3D characters and objects. Included are overviews of animation constraint tools, motion capture controllers, and animation controllers.

GAM 651 Prototype Game Development
Student teams will work in a model production environment to build a working first playable. Students will have hands-on experience with a game engine to create their prototype game. Time management, organization, export and import pipeline, bug tracking and fixing will be refined.

GAM 655 Scripting for Games 2
This course introduces complex, efficient, and specialized practices. Students will develop 3-dimensional video games and systems of moderate complexity from scratch using a game engine.

GAM 660 Digital Painting Principles
This course is designed to help students become comfortable with digital painting techniques. The course will focus on basic color theory, painting various types of materials, and painting the human figure. The skills gained in this course will make creating believable concept art much easier.

GAM 665 Color & Composition for Game Art
This course tackles the three most important elements of creating concept art. With a thorough knowledge of color, cinematic lighting, and composition the foundation will be set to create spectacular images. The class will equip students with all of the tools necessary to create mood, emotion, and dramatic concept art.

GAM 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.

GAM 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.

GAM 778 Professional Practices & Portfolio for Game Developers
This course exposes Graduate students to the expectations of the professional game industry. Students will also become familiar with the various professional settings and differences in development practices between game genres in order to best prepare students for their intended careers.

GAM 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.

GAM 810 Pipeline Process for Thesis
In this course, graduate students will refine their thesis, developing effective methodologies for completing their project. Students of all disciplines will meet with their instructor and participate in weekly peer reviews and discussions. They will clearly express their intent and set personal goals for work. Advancing work based on feedback will be emphasized.

GAM 840 Modeling
Students with modeling focused thesis projects will receive focused 3D instruction as well as critique in a group setting. In addition, students will learn the techniques for laying a solid foundation in which to build their thesis production.

GAM 844 Character Modeling
This course offers students focusing on Character Modeling the opportunity to receive instruction and critique on their thesis projects in a small group environment. Students will receive a library of resources for character modeling with emphasis on advanced techniques to develop and produce industry quality characters for their individual projects.

GAM 845 Environment Modeling
In this course, intermediate and advanced modeling techniques will be taught with an emphasis in environment modeling. Students will receive focused instruction as well as critique in a group setting.

GAM 850 Game Design
This course is for graduate students who wish to create their Final Thesis project inside the Unreal Game Engine. Lessons of industry standard pipeline work will be taught, as well as a deeper understanding of the unreal engine as it applies to game production and development.

GAM 860 Concept Art for Games
This course is designed to help students at a variety of levels prepare for work as a visual development artist or concept artist in game design. The techniques learned through this course will be used in a variety of different fields after mastery of the subject.

GAM 870 Animation & Rigging
This course is for students focused on animation and rigging for video games to further develop their final thesis project. Emphasis will be placed on improving work based on instructor-based critique and peer feedback. Topics will include production strategies, portfolio development, setting professional standards, and preparation for the final review.

GAM 890 Final Thesis Preparation
In this course, students will use various software tools and development methods, such as pipelines, to develop individual thesis projects in game design and/or art production. Students will receive instruction and critiques from their instructor and will be expected to discuss each other's work to further develop critical analysis skills

GAM 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRAPHIC DESIGN

If You Want a Portfolio that Lands you the Job, Apply Here

Graphic design is art for the people. It's the mark that symbolizes your trusted brands, the homepage of your well-loved website and the label on your favorite products.

Here, our graphic design department is second to none. From day one, you'll be treated like a working designer– taught by professionals at the top of their field. Apply yourself and you'll leave with a portfolio that has something very important that goes with it: a job.

WHAT WE OFFER

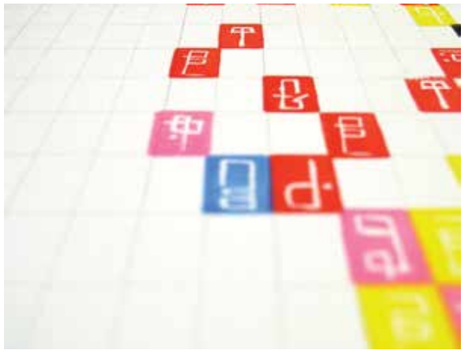
Winter Show: In addition to participating in The Academy's Spring Show, the School of Graphic Design hosts its own Winter Show, which features the graduating seniors and MFA candidates, as well as packaging and dimensional projects that are on display. Industry is invited to judge for the most outstanding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

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

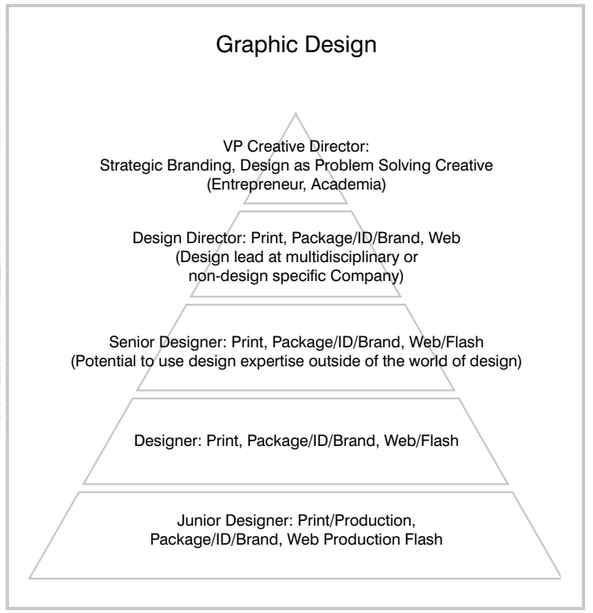
Professional Faculty: Graphic Design instructors are award-winning designers working at the top of the industry. Our faculty members bring years of industry experience into the classroom. Learn from industry greats such as Michael Osborne, famous San Francisco designer of the Post Office "Love Stamp,"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

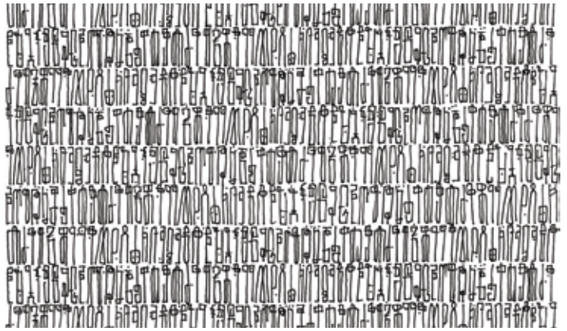
World-Class Curriculum: The program provides a robust curriculum of conceptual problem solving, innovation, critical thinking, and formal design as well as branding and marketing strategies. A real-world approach to design assures aesthetics, functionality, value, and meaning to all student projects.

Green Design: Green strategies are very much a part of the program. Issues of sustainability are strongly considered throughout our curriculum.



CAREER PATHS





DEGREE REQUIREMENTS

Associate of Arts [AA] in Graphic Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA GRAPHIC DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA GRAPHIC DESIGN CORE COURSES

ADV 236	Digital Photography
FND 122	Color Fundamentals
GR 102	Design Technology: Digital Publishing Tools
GR 122	Typography 1: Hierarchy and Form
GR 150	Introduction to Visual Communication
GR 221	Graphic Design 1: Visual Communication
GR 310	Typography 2: Formalizing Structure
GR 321	Package Design 1: 3D Thinking/Making
GR 327	Graphic Design 2: Integrating Principles
WNM 105	Design Technology: Visual Design Tools
WNM 249	Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Graphic Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA GRAPHIC DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA GRAPHIC DESIGN CORE COURSES

ADV 236 Digital Photography
FND 122 Color Fundamentals
GR 102 Design Technology: Digital Publishing Tools
GR 150 Introduction to Visual Communication
GR 122 Typography 1: Hierarchy and Form
GR 221 Graphic Design 1: Visual Communication
GR 310 Typography 2: Formalizing Structure
GR 321 Package Design 1: 3D Thinking/Making
GR 327 Graphic Design 2: Integrating Principles
GR 460 Senior Portfolio
WNM 105 Design Technology: Visual Design Tools
WNM 249 Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

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 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Certificate in Graphic Design

CERTIFICATE REQUIREMENTS

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

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

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

MA UNIT REQUIREMENTS

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

MA GRAPHIC DESIGN AND DIGITAL MEDIA DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA GRAPHIC DESIGN AND DIGITAL MEDIA REQUIRED MAJOR COURSES

GR 601 Type Systems
GR 604 The Nature of Identity
GR 605 Digital Design Studio 1
GR 613 Type Experiments
GR 616 Making Ideas Visible
GR 617 Type Forms
GR 618 Visual Literacy
GR 619 Type Composition
GR 620 Visual Thinking
GR 700 MA Portfolio Seminar
WNM 606 Principles of UX
or WNM 613 Topics in Motion Graphics

MA GRAPHIC DESIGN AND DIGITAL MEDIA REQUIRED MAJOR COURSES

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design
or GLA 615E History of Graphic Design

Master of Fine Arts [MFA] in Graphic Design

MFA UNIT REQUIREMENTS

MAJOR	27 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	12 UNITS
TOTAL	**63 UNITS**

**Per director approval*

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

MFA GRAPHIC DESIGN REQUIRED MAJOR COURSES

GR 600 Visual Communications Lab
GR 601 Type Systems
GR 605 Digital Design Studio 1
GR 613 Type Experiments
GR 616 Making Ideas Visible
GR 617 Type Forms
GR 618 Visual Literacy
GR 619 Type Composition
GR 620 Visual Thinking

MFA GRAPHIC DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615 History of Graphic Design
or GLA 615E 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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 676 Professional Practices for Designers & Advertisers

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 612 Writing and Research for the Master's Student

UNDERGRADUATE COURSES

GR 102 Design Technology: Digital Publishing Tools
This is a technical course exploring the digital tools used in visual communications. Students are exposed to the theory, function, and use of industry-standard computer hardware, software (Photoshop and InDesign), and basic digital design principles utilized in the production of visual communications.

GR 107 Introduction to Interaction Design
This course introduces students to user experience principles such as human-computer interaction, user personas, user interfaces, and information architecture. Students will implement design strategies that enhance clarity, density, and dimensionality of information display in user experiences. Professional best practices of the interactive design process will be emphasized.

GR 122 Typography 1: Hierarchy and Form
This introductory studio course covers the fundamentals of typography: its theory, practice, technology and history. Topics will include letterforms, proportion, hierarchy, legibility, structure, composition, aesthetics and the syntactical, semantic and pragmatic aspects of typography. Students will utilize basic typographic principles to solve typographic design problems, employing appropriate production methods.

GR 150 Introduction to Visual Communication
This course introduces students to the visual communication design process and culture common in Advertising, Graphic Design, and Web Design and New Media firms and agencies. Students will gain hands-on interdisciplinary practice with creative projects that emphasize ideation and creative problem solving. The role of collaboration and creating solutions that engage the audience will be emphasized.

GR 221 Graphic Design 1: Visual Communication
Through a review of graphic design as a discipline, this course will help foster an understanding of various tips and techniques. This course uses research and investigation to solve problems from multiple perspectives through experimenting and conceiving solutions. Results will be single topics that produce multiple output media and forms.

GR 242 History of Graphic Design
This course offers a comprehensive survey of the historical and cultural events, technical innovations, art and design movements and important designers and typographers that have formed the origins of the art form that we now call graphic design.

GR 310 Typography 2: Formalizing Structure
Building on principles learned in Typography 1, students will focus on integrating systems, page and paragraph aesthetics and contexts. Topics will include grids, legibility across various media, typographic expression and integration of visual imagery. Students will be challenged to transform text into visually engaging communications that highlight and amplify meaning.

GR 321 Package Design 1: 3D Thinking/Making
Students will sharpen their design approach by applying their skills to three-dimensional packages. The course provides a firm foundation of process and materials used in packaging form and students will use this information to design and make packages and prototype templates. Developing appropriate treatments based on parameters will be emphasized.

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

GR 322 Package Design 2: Executing 3D Design
This course introduces branding concepts as applied to three-dimensional design. Students will use the marketing brief and their own research to develop designs that visually reinforcement the brand. Emphasis will be placed on effective use of typography, hierarchy, aesthetics, and images. Students will be challenged to consider sustainable materials.

GR 324 Branding Principles
The goal of this course is to enable students to visually and conceptually understand the principles of identity design and branding. Students will investigate what defines a brand at a fundamental level, and will craft refined brand expressions that extend this core message to new products, services, and environments.

GR 327 Graphic Design 2: Integrating Principles
In this course, studio work will reflect conceptual expertise, strong sensitivity to typography, demonstrated knowledge of visual language, and solid craftsmanship skills that will produce a well-crafted and professional body of work. Students will recognize the ability of design to make an impact on a diverse audience and background.

GR 330 Typography 3: Complex Hierarchy
Building on principles learned in Typography 2, classic and cutting-edge typographic communications will be developed and refined in a variety of challenging projects for both print and screen.

GR 350 Visual Systems 1
This course investigates various media platforms crossing interactive and print formats. Students will further develop their visual and conceptual fluency and create integrated communication design solutions. Emphasis will be placed on using typography, aesthetics, and composition to construct meaningful imagery and effectively solve communication problems.

GR 360 Graphic Design 3: Nature of Interaction
This course investigates how research and audience understanding create successful interactive projects that can enhance a user's experience with a brand. In this class, research and design strategies align a brand with a series of design communication solutions. Students develop design multimedia deliverables that engage an audience.

GR 365 Strategies for Branding
In this course, students create identity systems and applications across a variety and traditional and digital media for a specified company or organization. Students explore the similarities, differences, challenges and opportunities between branding various types of companies — from product-driven or service-driven companies to non-profit or civic organizations.

GR 370 Package Design 3: Advanced 3D Branding
This advanced course examines the marketing and branding of a product line through packaging. Topics include market research, product analysis, brand development, photography and illustration usage. Students will evaluate existing packaging systems as they relate to the target audience and marketplace. Assignments are geared toward inclusion in the final portfolio.

GR 425 Visual Systems 2
This portfolio-building course further investigates interactive and print media platforms. Students will refine and apply their knowledge of type, composition and meaningful image construction to integrated communication projects. Emphasis will be placed on developing concepts, designing compositions and creating meaningful and engaging design solutions for complex communication problems.

GR 426 Package Design 4
In this advanced packaging and branding class, students develop unique brands and brand systems as well as possible line extensions of existing brands. The work from this class will be included in the student's final graduation portfolio.

GR 429 Information Design
Students will develop design strategies for the visual presentation of complex information. Students will investigate the design, editing and analysis of graphic representations of data. The course will explore ways to enhance the clarity, density, and dimensionality of information display. The work is geared toward inclusion in the final portfolio.

GR 430 Visual Systems 3
This advanced class will encompass all areas of concept development, utilizing all the skills acquired thus far. A wide range of communication materials will be explored including print, brochures, corporate campaigns, posters, environmental media, information design, and branding. The work is geared toward inclusion in the final portfolio

GR 434 Typography 4: Refinement of Form
This course investigates the discipline of motion design. Motion design employs many theories, principles and practices of graphic design. Students will learn to respect motion design as a powerful medium available to designers. Unlike print or web design, it utilizes both visuals and audio to create an orchestrated presentation.

GR 435 Typography in Motion
This class will explore the world of possibilities of typography in the fluid setting of digital motion, rather than in a static field. Students from Computer Arts/New Media, Animation and Graphic Design majors will be in the class to bring insights from their particular disciplines to the subject matter. The class will be taught by outstanding practitioners in this field. (Department Director Approval Required)

GR 460 Senior Portfolio
In this culminating course, students will develop a comprehensive branding system of print and digital work to represent their advanced skills in conceptualization, innovation, and design theory. Emphasis will be placed on developing a cohesive portfolio with impact, individuality, and memorability to clearly demonstrate potential and value to an employer.

GR 490 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.

GR 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project. (Department Director Approval Required)

GR 499 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 and course prerequisites may vary by topic.

GR 500 Internship in Graphic Design
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

GR 600 Visual Communications Lab
Students in this class are encouraged to develop their own unique voice as designers. Through guidance and research, students will identify suitable topics for thesis exploration and produce the midpoint proposals necessary to secure access into the latter half of the program and the opportunity to develop their ideas further.

GR 601 Type Systems
This course initially expounds and expands on the basic principles of typography. Subsequently, students are encouraged to challenge their approach to these basic principles and explore new innovative ways to communicate with text and image.

GR 604 The Nature of Identity
The goal of this course is to visually and verbally understand identity and branding as it relates to a variety of businesses and their organizational structures. Students will investigate what defines the personality, identity and substance of these businesses through the creation and execution of brand and identity programs.

GR 605 Digital Design Studio 1
Graphic design has always worked in close concert with technical innovation. The digital revolution has accelerated that dynamic – today’s designers use any means at their disposal to get their ideas across. This course explores the limitations and possibilities of numerous user experiences — web, tablet, mobile devices and more.

GR 612 Integrated Communications - Message Synthesis
Interdisciplinary challenges increasingly define designers’ day-to-day lives. This advanced course will explore the process, purpose and necessity for developing fully integrated messaging across any medium. Students will draw upon their creative abilities to identify, manage and deliver a complex, multifaceted portfolio project.

GR 613 Type Experiments
This course will explore existing modern typographical ideas and techniques and attempt to expand on students’ typographical range. Students will investigate the communication of content and the emotional qualities of text.

GR 616 Making Ideas Visible
This course introduces students to the conceptual requirements of the design profession. Attention will be placed on developing the thinking skills necessary to conceive unique design solutions. Visual communications will also be explored from a variety of historical, social and cultural contexts.

GR 617 Type Forms
This course introduces typographic history and theory as context for development, refinement, and understanding of typography. The relationship between word as message and its transformation into visible form will be explored.

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

GR 618 Visual Literacy
This course teaches students fluency in their use of visual language. Conceptual abilities are expanded to include command of universal design principles, communication theory and critical skills. Using these skills, students will be taught how to create meaning and understanding from the complex world of information that surrounds us.

GR 619 Type Composition
This course expands on previously learned principles and incorporates more advanced issues such as organization, hierarchy, layout and grid systems. Students will begin to investigate ways to communicate content and meaning of text.

GR 620 Visual Thinking
This course leads students through specific steps in the design process to create engaging and relevant solutions. Students will propose a topic, identify its relevant audience and stakeholders, then find, create, and implement compelling visual elements in a variety of media that work together as a cohesive system.

GR 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.

GR 700 MA Portfolio Seminar
In this course, which culminates the Graphic Design MA program, students will develop a comprehensive print and digital visual system that best represents their design skills. Emphasis will be placed on developing a cohesive portfolio and a robust social media presence that effectively promotes the strengths of each student.

GR 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.

GR 802 DS Mentorship Forum
In this course, students will meet independently with their Directed Study Mentor and participate in weekly online peer reviews and discussions. Students will refine their thesis concepts, clearly express intent and set personal goals for work. Instructor critique, peer review, and advancing work based on feedback will be emphasized. Students must submit a DS Mentorship request to their Department Director and the Graduate School for approval.

GR 810 Thesis 1 - Concept
Concept is the first of three group directed studies providing a framework to execute graphic design thesis projects. Students define the thesis problem, conduct research through a variety of methods including questionnaires, interviews and observation in order to envision the desired end state and how it may be achieved.

GR 830 Thesis 2 - Exploration
Exploration is the second of three group directed studies providing a framework to execute graphic design thesis projects. Students will finalize a visual system by exploring design solutions and making prototypes. Students will conduct research and complete half of the designated thesis materials.

GR 850 Thesis 3 - Refinement
Refinement is the last of three classes providing a framework to execute graphic design thesis projects. Students conduct user testing to refine, focus and validate solutions, then fabricate and deploy remaining thesis materials. Information and guidance to create a Final Review Presentation will be provided.

GR 875 Design Seminar/Portfolio
In this course which culminates the Graphic Design MFA program, students develop a series of print and digital deliverables using a comprehensive branding system. These deliverables will represent the student's academic achievements, including their thesis development and results, highlighting and differentiating the student formally and conceptually within the professional field.

GR 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

ILLUSTRATION

Your Very Own Spot in the Creative Marketplace

Illustration spans a broad range from fine art to graphic novels and from motion books to advertising. We offer you the best of all possible worlds—a balanced education of classical skills and the newest media, plus the ability to specialize in the illustration field of your choice: from children's books to comics and creature design.

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

WHAT WE OFFER

Industry Events: The School of Illustration holds events year-round geared toward the industry. These include: Career Nights, Network Night events, 24 Hour Comics, Costume Carnival, and Comics Summit.

Industry Guest Speakers: Every semester, the School of Illustration continues its speaker series with legendary artists such as Brom, Iain McCaig, James Gurney, Frank Cho, and many others.

Real-World Projects: Numerous inter-departmental projects take place yearly between illustration, advertising, animation, and others. Each collaborative project focuses on real-world goals and real-world expectations.

Professional Faculty: The School of Illustration boasts a prestigious faculty that currently includes Roman Muradov, award winning editorial illustrator; Dan Cooney, award winning comics artist and author; Julie Downing, award winning children's book illustrator and author; Tony Christov, Art Director at Pixar; and many other top illustrators.

State-of-the-Art Facilities: Our facilities are more expansive than any other illustration school, complete with Maclabs, Cintiq labs, all of the software needed for drawing and digital arts, and the latest lighting and full costume/prop collection in studio classrooms.

CAREER PATHS

Illustration

Freelance Illustrator, Concept Artist/Art Director, Author/Illustrator for Books, Graphic Novels/Comics, Visual Development/Story Artist for Film & Games, Surface Design and Licensed Art

Advertising, Bookcover, Children's Book & Royalties, Fantasy, Editorial Art, Comic: Penciller, Inker, Colorist

Technical Illustrator: Scientific, Architectural, Medical; Motion Books and Animated Stills

Web Design/Icons & Motion/New Media, Design Illustration, Avatar Designer

Storyboards Comp Artist, Icon Illustrator, Webgraphics, Greeting Cards

DEGREE REQUIREMENTS

Associate of Arts [AA] in Illustration

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA ILLUSTRATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA ILLUSTRATION CORE COURSES

FA 110	Still Life Painting 1
or ILL 292	Comics: Layout 2
FA 213	Introduction to Anatomy
FA 222	Expressive Heads & Hands
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 116	Perspective
FND 122	Color Fundamentals
or FND 125	Color and Design
ILL 120	Clothed Figure Drawing 1
ILL 133	Digital Media 1: Photography & Imaging
ILL 232	Studio 1
ILL 233	Digital Media 2: Illustrative Imaging

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Illustration

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA ILLUSTRATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA ILLUSTRATION CORE COURSES

FA 110 Still Life Painting 1
or ILL 292 Comics: Layout 2
FA 213 Introduction to Anatomy
FA 222 Expressive Heads & Hands
FND 110 Analysis of Form
FND 112 Figure Drawing
FND 116 Perspective
FND 125 Color and Design
or FND 122 Color Fundamentals
ILL 120 Clothed Figure Drawing 1
ILL 133 Digital Media 1: Photography & Imaging
ILL 232 Studio 1
ILL 233 Digital Media 2: Illustrative Imaging
ILL 491 Portfolio Preparation and Self Promotion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Certificate in Illustration

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Illustration

MA UNIT REQUIREMENTS

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

MA ILLUSTRATION DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA ILLUSTRATION REQUIRED MAJOR COURSES

ANM 614	Color and Design Application for Animation
or FA 606	Still Life Painting
or FA 630	Color Theory
FA 626	Chiaroscuro
ILL 610	Clothed Figure Drawing
ILL 615	Head Drawing for Illustrators
ILL 620	The Graphic Novel 1
or ILL 602	Concept, Technique and Illustration
ILL 625	Perspective for Characters & Environment
ILL 645	Character Design for Children's Books
or ILL 640	Character Design for Graphic Novels
or ILL 612	The Rendered Figure
ILL 660	Digital Painting
ILL 704	Narrative Illustration Portfolio
or ILL 730	Graphic Novel 2 Portfolio
or ILL 735	Children's Book Illustration Portfolio
	+2 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	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

**Per director approval*

MFA ILLUSTRATION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA ILLUSTRATION REQUIRED MAJOR COURSES

ANM 614 Color and Design Application for Animation
or FA 606 Still Life Painting
FA 630 Color Theory
FA 626 Chiaroscuro
ILL 602 Concept, Technique and Illustration
or ILL 620 The Graphic Novel 1
ILL 610 Clothed Figure Drawing
ILL 612 The Rendered Figure
or ILL 640 Character Design for Graphic Novels
or ILL 645 Character Design for Children's Books
ILL 615 Head Drawing for Illustrators
ILL 625 Perspective for Characters & Environment
ILL 660 Digital Painting
ILL 704 Narrative Illustration Portfolio
or ILL 730 Graphic Novel 2 Portfolio
or ILL 735 Children's Book Illustration Portfolio
+1 Major course

COMICS EMPHASIS

ANM 614 Color and Design Application for Animation
or FA 630 Color Theory
ILL 610 Clothed Figure Drawing
ILL 615 Head Drawing for Illustrators
ILL 620 The Graphic Novel 1
ILL 625 Perspective for Characters & Environment
ILL 632 Refining Layouts in Ink
ILL 640 Character Design for Graphic Novels
ILL 650 Preliminary Act
ILL 660 Digital Painting
ILL 730 Graphic Novel 2 Portfolio

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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 675 Professional Practices for Illustrators

UNDERGRADUATE COURSES

ILL 101 First Year Seminar for Illustrators
This seminar guides students to explore their identities as Illustrators, to connect with Academy of Art University and San Francisco communities and to consider their potential impact in the world. Through contextualized projects, excursions, discussions and activities, students share, develop and implement skills that lead them to be successful.

ILL 120 Clothed Figure Drawing 1
Students learn skills and tools that enable them to draw the clothed figure in any action or stances. Topics of study include physical flexibility in drawing, essential relationships of the body, ways to achieve three-dimensional form, proportion, foreshortening, and the construction and use of folds.

ILL 133 Digital Media 1: Photography & Imaging
The successful use of a camera to record reference and inspiration is an essential tool for artists, as is an understanding of Photoshop for manipulation of images. This course merges these two essential skills in a fun yet challenging environment, allowing artists to gain skills and create narrative content to further skills in respective majors. A digital camera and access to a computer are required for this class.

ILL 177 Drawing for Tattoo and Skin Art
Tattoo Art is contemporary and timeless as decoration of the human body. In this course, students will learn the basics of designing tattoo art, tattoo art history, and business practices for the art of tattooing. Topics will include tattoo line and color techniques, and communicating custom work ideas to clients.

ILL 192 Comics: Layout 1
This course will introduce students to the broad world of sequential images. Students will produce a series of short assignments in different areas of focus within the world of comics. In the process, students will be exposed to character development, story arc, pencils, and techniques.

ILL 195 History of Comics: American Comics
Comics are often described as a uniquely American art form. This course is a comprehensive survey of the work of significant American comic strips, comic books, and graphic novels. Students will analyze the styles, trends, and subject matter of cartoonists, illustrators, and authors and explore relationships between social conditions and styles.

ILL 197 History of Comics: International and Alternative Comics
Go beyond the realm of superheroes and explore comics and graphic novels from around the world. This course delves deep into the history of comics from the UK, Spain, France, Russian, and more, including manga, manhwa, and bande dessinée. Underground and alternative comics will be analyzed for style and content.

ILL 217 Writing for Comics & Graphic Novels
This course teaches effective strategies for professional comic book scriptwriting. Students will read graphic novels and critical writing about comics which emphasize the physical space words occupy. Students will produce a completed comic book script by the end of the semester.

ILL 220 Clothed Figure Drawing 2
This course is a continuation of clothed figure study with greater emphasis on value. Students learn to see shapes and to use them in value to create patterns and develop a sense of staging. Students will also focus on drapery and the ways light affects the indication of form.

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

ILL 232 Studio 1
This core course explores the basic principles of developing illustrations, with emphasis on clarity of concept and professional procedures. Current industry techniques will be practiced including black & white, water based, and mixed media in color. Control of media and tools involved is stressed.

ILL 233 Digital Media 2: Illustrative Imaging
This class gives students knowledge and experience in the application of traditional illustration to digital media. Concept development and personal style will be the main emphasis. Critiques will consider composition, lighting, content, meaning and other criteria.

ILL 238 Drawing the Fantastic Figure
This studio drawing course focuses on advanced techniques of figure drawing guided by classical and modern artistic approaches to iconic heroic and villainous characters. Anatomy, exaggeration, designing the human form and characters will be emphasized. Students will use a combination of live models and photo reference to create a set of portfolio quality pieces.

ILL 243 Advanced Perspective for Illustration, Film & Games
This course focuses students on drawing convincing backgrounds and treatments from reference and from their imagination. Students will create real, fantastic and unusual artwork from unique camera angles. Students learn to draw credible perspective relationships in any medium and from any point of view.

ILL 253 Visualizing Science
Scientific visualization is the art of visually communicating scientific ideas. In this course, students will learn how scientific concepts are brought to life through imaginative illustrations based on research. Students will study examples of science art from numerous scientific disciplines and execute illustrations in both digital and traditional media.

ILL 267 Animal Anatomy 1: Intro to Animal Drawing and Anatomy
This introductory course provides an in-depth study of animal anatomy, including skeletons, muscles, and basic structure of animals. Topics will include movement and rhythm of animals, fur and skin textures, and comparisons between the human and animal forms. Students will work both with digital media and traditional drawing techniques. Note: the completion of homework assignments requires digital skills.

ILL 270 Digital Clothed Figure
In this course, students will practice drawing the clothed figure using digital media. Students will continue learning the principles of clothed figure drawing with greater emphasis on value and the design of shapes. Simple drapery and editing will also be covered.

ILL 277 Tattoo Design and Skin Art
This course introduces students to the history of body art from around the world and techniques to work in multiple styles of tattoo and body art. Topics include skills, tools, regulations, business practices, and the necessary techniques to create a flash portfolio.

ILL 292 Comics: Layout 2
This class helps students advance their storytelling skills as comic book artists, enabling them to work with major or independent publications, or toward self-publication. Emphasis is on creation of style, story arc, page layout, sense of camera and various techniques for expressing mood and time.

ILL 310 History of American Illustration (20th Century)
This is a comprehensive survey of the work of significant American illustrators of the twentieth century. Compositions are analyzed for their styles, trends and subject matter. The relationships between social conditions and styles are explored. Modern illustration is discussed in the context of historical awareness.

ILL 315 Location Drawing & Painting
This course focuses on the creation of interesting, on-the-spot illustrative drawings or paintings at varied locations. Dramatically composed compositions and effective combinations of media are explored. This course is recommended for animation students interested in background and layout.

ILL 318 Writing for Picture Books
In this course students will analyze outstanding picture books that convey and validate the momentous moments in a child's life. Universal themes including family, friendship, sibling rivalry and independence will be explored. Through writing exercises students will develop picture book characters and texts that speaks to children's interests and validate their emotions.

ILL 320 Clothed Figure Drawing 3
This is an advanced course which focuses on controlling drawings to convey character, attitude, action, mood and spirit. Other topics stressed are awareness of design, selectivity of emphasis, staging, cropping, patterning and the refinement of drawing tools.

ILL 332 Interactive & Vector Art
Animation and interactivity are breaking the borders of illustration. This course prepares students to compete in the rapidly growing area of illustration on the web using vector-based tools. Students will create illustrations for both print and the web utilizing the latest digital tools and integrate those images into interactive environments.

ILL 333 Digital Media 3: Digital Paint
Digital painting skills have become the international standard for preproduction art, print illustration, and web imagery. In this course students will learn how to create the illusion of three-dimensional form and depth in digital environments. Students will create finished figurative, still life, and landscape digital paintings using industry standard bitmap/ raster painting software.

ILL 338 Studio 2
This course explores concept and composition problem solving and experimentation to produce a unique portfolio of work building on skills from ILL 232. Investigation into mixed media, research, and process to develop professional habit and individual style for the illustration market are stressed.

ILL 341 Situation Drawing & Painting
In this course, students will paint from models, sets, and research to create convincing illustrations with mood and atmosphere. Effective use of color, values, design, story, perspective, depth, spatial illusion, and integrating research will be emphasized. A wide variety of media will be used as students draw and paint both in studio and on location.

ILL 345 Logo, Font, and Lettering for Illustrators
Students will learn to use, design and integrate letterforms and type in the creation of illustrated logos, illustrations and art requiring unique letterforms to sell stories and product. Students will gain an understanding of hand and digital skills and the history and usage of type and lettering.

ILL 367 Animal Anatomy 2: Wildlife Illustration
This course continues the study of animal anatomy, behavior, and locomotion. Students will be given a structural approach to drawing and constructing believable animals.

ILL 379 Eccentric Illustration
This course emphasizes personal style, narrative, and conceptual development. Students will study history, psychology perception, and propaganda as it relates to the arts and use this information to further develop their own concepts and expressive skills. Students will produce a unique portfolio working in their choice of media.

ILL 380F Fantasy Illustration
This course focuses on effective use of imagination for the fantasy illustration genre. Emphasis will be placed on designing and depicting believable characters, creatures, environments, and apparatus from imagination. Students combine reference and invented elements, while producing five portfolio-quality images. Creativity and individual style will be strongly stressed.

ILL 380X Illustration: Concept & Narrative
In this course, a strong understanding of composition, design and perspective is combined with solid drawing and painting skills enabling students to get the most narrative impact out of their images. The step-by-step process includes using research, photography, sketches and comps.

ILL 385 Children's Book Illustration 1
This course is geared toward developing a portfolio as a children's book illustrator and improving illustration skills. Students will learn children's book illustration and develop an individual style. Students will improve their picture-making skills, while learning to creatively work within the framework of the book.

ILL 388 Illustration for Consumer Products & Licensing
This course focuses on contemporary illustration and its applications for consumer products including greeting cards, paper products, home furnishings, wall decor, giftware, and other lifestyle products. The art licensing industry will be covered in depth. Students will create art for their banded art collections and develop business and marketing plans.

ILL 391 Comics: Coloring & Lettering
From color effects that give action its effective impact to digital and traditional tools, this course covers the entire coloring and lettering process. Storytelling, focal point, mood, rendering styles, color palettes, and lettering will be emphasized. Students will also learn about the rich history of coloring, web trends, and marketing their work.

ILL 392 Comic Book Inking
This course is devoted to developing the inking skills required to give depth, mood, and definition to penciled sequential images. Working in only black and white, students will use line thickness, weight and texture to render hair, clothing, backgrounds, and dramatic lighting.

ILL 417 Advanced Writing for Comics
This course teaches advanced comic book script writing techniques. Students will read graphic novels, outline an original, multi-issue story arc, and produce a completed single issue comic book script.

ILL 420 Clothed Figure Drawing 4: Color & Value
This is an advanced drawing course that emphasizes drawing in color and the use of value to add opinion, staging, drama, mood and storytelling to clothed figure drawings. Students will work mainly in pastels, although some mixed media will be introduced. Integration of personal style and non-traditional approaches to drawing are explored.

ILL 445 Interactive Illustration
This advanced course focuses on creating a portfolio quality interactive storybook, comic book, storyboard or series of editorial illustrations. Projects will incorporate animation, interactivity, sound and effective timing.

ILL 446 Tablet Publication: Motion Comics & eBooks
In this course, students will learn how to create motion comics and children's books. Students will make sequential, storytelling illustrations and create digital publications, which will have 2D motion and interactive features. The skills gained will enable students to digitally publish independently and collaborate with other creators.

ILL 455 Editorial Illustration for Apps and Publication
Illustrations and photographs will be created specifically for tablet native and mobile device digital publications. Students will leave with a portfolio of animated, enhanced, and interactive work designed specifically for mobile devices. Digital publishing software and formats will be covered.

ILL 460 Digital Painting & Portfolio Development
This course is designed to assist students in creating portfolio pieces using digital painting. Students will create advanced, professional level illustrative images for their portfolios.

ILL 475A Comics: Senior Project A: World Building
Students will develop and demonstrate their understanding of sequential art through the creation of a unified comic world, where characters and settings complement one another for maximum effect. This class builds upon comic illustration and coloring skills, providing a venue to craft original portfolio-worthy material.

ILL 475B Comics: Senior Project B: The Comic Book Proposal
This advanced course leads students through the process of crafting their own original comic book proposal, an essential tool for submitting to most comic publishers. Students must come to the class with a finished original comic script and an idea for a comic miniseries they wish to pitch to publishers.

ILL 485 Children's Book Illustration 2
This course covers the process of developing a picture book submission package including book layout, character sketches and final art. Students will create a detailed thumbnail layout of their book, followed by dynamic character and environment pencil studies. Final art will include a series of full color illustrations.

ILL 488 Studio 3
Students will create an undergraduate thesis project under the guidance of faculty and industry professionals. Outside commissions may be brought in for portfolio building. Art directors, illustrators, and recent graduates will share expertise and students will explore at a deeper, personal level why and what it means to be an illustrator.

ILL 490 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.

ILL 491 Portfolio Preparation and Self Promotion
This is a senior study of the business aspects of illustration. Subjects include selling of artwork, preparing artwork for successful reproduction, reviewing ideas for interviewing techniques, self-marketing skills and portfolio presentation. Discussions of business matters relevant to the illustrator emphasize accounting, taxes, legal matters, artist representatives and self-promotion.

ILL 493 Semester Abroad: Artist as Visual Reporter
In this course, students will record the world as a visual journalist integrating places, people, things, and events into one narrative package. Through sketchbook-based drawings, students will emphasize story and explore perspective, color, mediums, and text as a basis for uniting reportage-based content. Personal expression will be encouraged.

ILL 493A Semester Abroad: Artist as Visual Journalist
Students will record the world as a visual journalist integrating places, people, things, and events into one narrative package. Through sketchbook-based drawings, students will emphasize story and explore perspective, color, mediums, and text as a basis for uniting reportage-based content. Personal expression will be encouraged.

ILL 493B Semester Abroad: Artist as Visual Journalist
Students will record the world as a visual journalist integrating places, people, things, and events into one narrative package. Through sketchbook-based drawings, students will emphasize story and explore perspective, color, mediums, and text as a basis for uniting reportage-based content. Personal expression will be encouraged.

ILL 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

ILL 499 Special Topics
Special Topics class offerings change each semester and are 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 and course prerequisites may vary by topic.

ILL 500 Internship in Illustration
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

ILL 602 Concept, Technique and Illustration
Students will explore, observe and experiment with different media to facilitate development of personal style. The course will take students through the illustration process, from concept sketches to finished artwork.

ILL 607 Situation & Environment
Students will draw and paint the clothed figure in emotional relation to varied environments. The effects of light, color, design and environment on the make-up of a situation will be explored. Emotional content of the artwork will be stressed.

ILL 609 Illustration in Watercolor
This course addresses advanced techniques in watercolor applied to classical watercolor illustration. Diverse opportunities for learning to paint in watercolor and its commercial applications are covered. Students are encouraged to develop their own personal styles.

ILL 610 Clothed Figure Drawing
Students practice and learn a variety of drawing tools, enabling them to create a three-dimensional illusion on a flat surface of paper. Topics of study include the development of physical flexibility, understanding the figure's movement, and the various types of folds and their constructions.

ILL 612 The Rendered Figure
This course is designed to instruct the student on the proportions and structure of the human figure, beginning specifically with drawing the head. Students will learn chiaroscuro, or the correct application of light and shadow in order to describe form or volume, as it is applied to the head, the entire figure and to fabric with the clothed figure. Emphasis will be placed on muscular and skeletal structure, proportions, rhythm, stretch and compression, foreshortening, and expression.

ILL 615 Head Drawing for Illustrators
This course is designed to instruct the student on the proportions and structure of the human head, with emphasis on use in the field of illustration where expression or attitude is typically required. Along with the head, the students will also see the expressive behavior of hands.

ILL 620 The Graphic Novel 1
This course allows students to investigate the mechanics, structures and possibilities of visual narratives. Students examine comics, storyboards, illustrated books, and film for their formal language, and create their own graphic short stories.

ILL 625 Perspective for Characters & Environment
This course is designed for students who intend to work without reference after graduation. Topics include: thinking in three dimensions; lighting from imagination; designing plausible, attractive and realistic characters; giving characters life, motivation and personality and placing them in a naturalistic environment.

ILL 632 Refining Layouts in Ink
This course is devoted to developing inking skills required to take penciled sequential images to a higher level of finish. Working primarily in black and white, students will use line variation in creating mood and definition while helping to establish a sense of dimension.

ILL 639 Animal Rendering: Realistic and the Fantastic
This class provides students with information necessary to depict animals realistically. By focusing on the anatomy of various types of animals, including their movement, hair, fur, feathers or scales, students will produce existing and imaginary animals in various styles or techniques.

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

ILL 640 Character Design for Graphic Novels
In this character drawing class, students will focus on developing dynamic drawing and storytelling styles suitable for the demands of the comic book and graphic novel art forms. Students will explore page design, character design and create impact with various stylizations, inking approaches, and coloring techniques. A character development sketchbook will be maintained.

ILL 645 Character Design for Children's Books
This is a character drawing class with an emphasis on creating dynamic, memorable characters suitable for the children's book market. Students will complete homework assignments and work from sample manuscripts to develop characters for their portfolio.

ILL 650 Preliminary Art
This course addresses a very vibrant market, providing strong entry possibilities to an Illustration career. Preliminary Art, created for the transfer of ideas through storyboarding and sketches, can command excellent budgets, requiring illustrators talented in drawing and imagination. Students will acquire techniques, terminology, market tactics, and client relationship skills.

ILL 660 Digital Painting
This course is designed to develop the graduate student's working knowledge of the computer as a tool for creating advanced, professional level Illustrations using digital painting.

ILL 663 Digital Illustration
Students in this course will create digital illustrations and develop a vocabulary using bitmap software. Students will continue utilizing the skills they learned in ILL 660 and add to their skill set: photo-composition, manipulation, special effects, and digital brushes. Emphasis will be made on composition and lighting for creating portfolio-quality images in Adobe Photoshop and Corel Painter.

ILL 665 Interactive Illustration
Technology is opening new markets for today's illustrators. In this course, students will use vector-based tools for creating works that will be used on the web. Students will create illustrations that integrate digital images into interactive practice.

ILL 670 Designing for Consumer Products and Licensing
This course focuses on the application of illustration for consumer products to be used in home décor, giftware and the greeting card industry plus other lifestyle goods. Adobe Illustrator is explained, and with traditional art mediums, is used for creating artwork. The art licensing industry will be covered in depth.

ILL 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.

ILL 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.

ILL 704 Narrative Illustration Portfolio
This course will cover the narrative tradition in art and the methods for effective and stimulating storytelling. Students develop skills in concepts, visual research, studies and sketches, using photographic sources, comps and producing a completed work. This class will act as a portfolio review class for MA students and will assist MFA students prepare for their work for their midpoint review.

ILL 706 Editorial Illustration Portfolio
Students will develop a personal communication approach to viewpoints on a specific subject or situation in this course, which includes an exploration of visual design used to illustrate words as well as creating portfolio pieces for the magazine market. This class will act as a portfolio review class for MA students and will assist MFA students prepare for their work for their midpoint review.

ILL 730 Graphic Novel 2 Portfolio
This course will investigate advanced issues in the mechanics, structures and possibilities of visual narratives. We will examine comics, storyboards, illustrated books and film for their formal language. Students will create their own graphic short stories and other types of sequential narratives. This class will act as a portfolio review class for MA students and will assist MFA students prepare for their work for their midpoint review.

ILL 735 Children's Book Illustration Portfolio
Students will develop an individual style in illustration of children's books. The mediums and techniques of pen and ink, watercolor and acrylic paint will be discussed. Students will be taking a look at different types of children's books and stories and the different age groups of children's illustration. This class will act as a portfolio review class for MA students and will assist MFA students prepare for their work for their midpoint review.

ILL 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.

ILL 805E Skill Enhancement: Editorial Illustration for Apps & Publication
Illustrations and photographs will be created specifically for tablet native and mobile device digital publications. Students will leave with a portfolio of animated, enhanced, and interactive work designed specifically for mobile devices. Digital publishing software and formats will be covered.

ILL 805I Skill Enhancement: Interactive Illustration
This advanced course focuses on creating a portfolio quality interactive storybook, comic book, storyboard or series of editorial illustrations. Projects will incorporate animation, interactivity, sound and effective timing.

ILL 805P Skill Enhancement: Advanced Digital Painting
Digital painting skills have become the international standard for preproduction art, print illustration, and web imagery. In this course students will learn how to create the illusion of three-dimensional form and depth in digital environments. Students will create finished figurative, still life, and landscape digital paintings using industry standard bitmap/ raster painting software.

ILL 805V Skill Enhancement: Interactive & Vector Art
Animation and interactivity are breaking the borders of illustration. This course prepares students to compete in the rapidly growing area of illustration on the web using vector-based tools. Students will create illustrations for both print and the web utilizing the latest digital tools and integrate those images into interactive environments.

ILL 805W Skill Enhancement: Writing for Comics & Graphic Novels
This course teaches effective strategies for professional comic book scriptwriting. Students will read graphic novels and critical writing about comics which emphasize the physical space words occupy. Students will produce a completed comic book script by the end of the semester.

ILL 810 Thesis Procedure
This class is designed to assist students with understanding the comments from the review committee at the midpoint review. Each student will receive individual direction to address personal skill issues and establish a procedure necessary for completing the project successfully.

ILL 820 Advertising and Editorial Illustration
In this course, students will refine their thesis concepts. An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 821 Children's Book Illustration
In this course, students will build professional skills needed to successfully work in the exciting world of children's book market. Students will develop a 32 page picture book through research, sketches, and a book dummy. The history of children's literature, self-promotion, and marketing will be emphasized.

ILL 822 Graphic Novel/Comic Book Illustration
In this course, students will refine their thesis concepts in comics (graphic novel). An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 823 Concept Art Illustration
In this course, students will refine their thesis concepts in pre-production art (concept art). An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 830 Digital Painting
In this course, students will refine their thesis concepts in digital painting. An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 831 Watercolor
In this course, students will refine their thesis concepts in watercolor painting. An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 850 Final Review Preparation
This course is designed to provide students with a comprehensive critique of their final thesis project prior to their review. Each student is evaluated individually focusing on specific areas they may wish to address to enhance the caliber of their entire presentation.

ILL 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

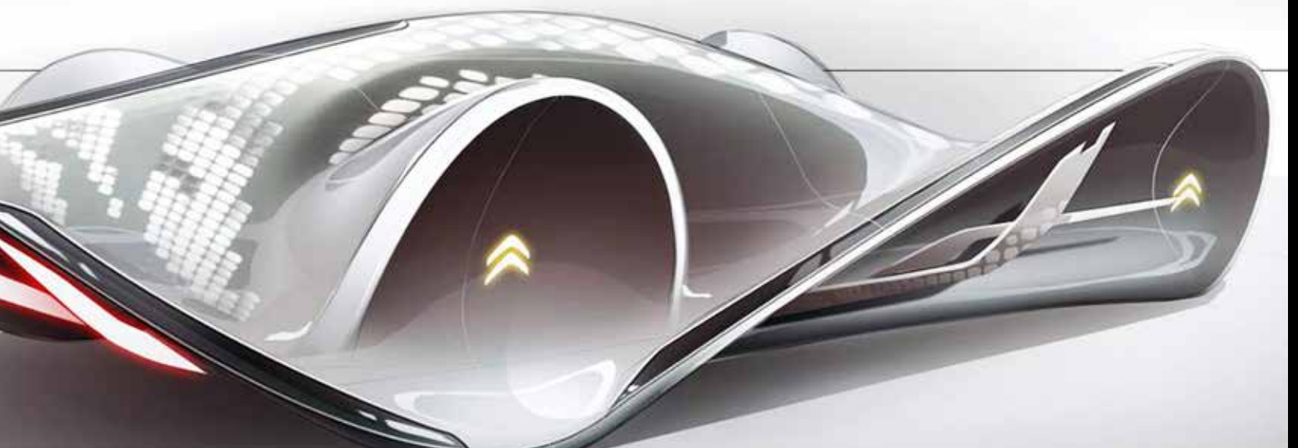
ILL 903 Study Abroad
In this graduate course, students will travel to an inspirational destination to practice art on location. Emphasis will be placed on expression and reflection of the place. Course fees and prerequisites may vary by topic.

ILL 903A Study Abroad

In this graduate course, students will travel to an inspirational destination to practice art on location. Emphasis will be placed on expression and reflection of the place. Course fees and prerequisites may vary by topic.

ILL 903B Study Abroad

In this graduate course, students will travel to an inspirational destination to practice art on location. Emphasis will be placed on expression and reflection of the place. Course fees and prerequisites may vary by topic.



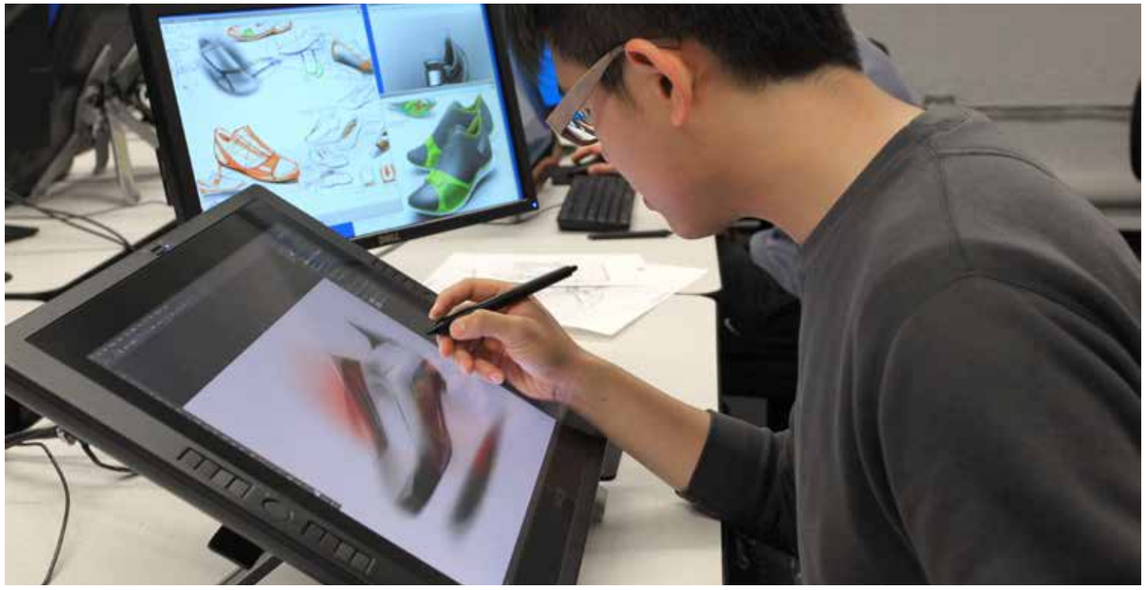
INDUSTRIAL DESIGN

In 2017, the World Will Be Your Design

Ask your grandfather to describe his double-edged safety razor and compare it to the sleek, pivoting shaving tools of today. The function remains the same, but the form has evolved.

Now think of things that never existed 20 years ago. Think of new ways to design a cell phone, an electric car and a flatscreen. Think beyond the present to the gizmos and gadgets of tomorrow.

Because what's going to happen tomorrow, you'll be doing today.



WHAT WE OFFER

Holistic Curriculum: In Industrial Design, students spend a lot of time learning to build the things that they design, and this helps them to better understand the processes that shape a mass-produced object. It also gives them an opportunity to develop their own skills and allows their confidence in their design capabilities to take firm root.

Skills Training: In addition to studio drawing, perspective and computer drawing, and rendering classes, students will take four-3D (model-making) studio classes in which they first learn and later develop their model-making skills.

State-of-the-Art Facilities: Academy of Art University's Industrial Design state-of-the-art workshops are where these skills are taught, and where students in Product, Transportation, and Toy and Furniture Design classes will come to build samples and prototypes of the products they design.

Real-World Projects: The School of Industrial Design gives students the opportunity to work on real projects for clients such as Nike and Nissan.

Professional Faculty: Industrial Design has an impressive faculty of industry greats and working professionals. Learn from mentors such as Ray Ng (Designer, Kia); Elliott Schneider (Senior Designer, Black and Decker; John Mun (Design Manager, Speedo); and Jim Shook, (Owner, Shook Designs).

Our Industrial Design Studio Workshops: The IND 3D workshops are divided into five physically separate areas, each corresponding to a different discipline: Wood Shop, Plastics Shop, Metal Shop, Painting Shop, and the 3D Computer Lab.

The Wood Shop

The IND Wood Shop is the largest and most often used of the four shops. It is used to fabricate items and jigs in both natural and artificial wood products. In this Workshop Area, you will find five band saws, four drill presses, jointer, planer, two miter saws, a panel saw, and four wood shapers and table routers. There are two wood lathes and two isolated sanding rooms containing spindle and disc sanders and one more lathe for working foam plastics. The Wood Shop features four state-of-the-art SawStop table saws. These saws were recently acquired as part of The Academy's cutting-edge effort in shop safety.

The Paint Shop

The Academy IND Paint Shop is one of the best-equipped and best-managed design school painting facilities in the country, featuring a custom-built negative pressure spray booth large enough to hold a full-sized automobile. The department recently expanded to two additional booths, which comprise 18 student workstations. There are twin high-output air compressors to handle the air requirements of the booths and the other IND shops, and two state-of-the-art automatic spray gun washing stations were added recently. The Paint Shop uses the best-quality automotive paints, with 150,000 colors stored in a computer database, and a color bank allowing any of these colors to be mixed from stock on an "as needed" basis. Students refer to a color chip book, fill out an order form, and the color is mixed for their project. All students in the Industrial Design program at Academy of Art University learn to use a spray gun to apply paint in their first semester; these skills are continually used and refined throughout a student's tenure at The Academy.

The Metal Shop

The IND Metal Shop features every tool necessary in order to make precision metal parts for a student's model project. Most of the work here is done in aluminum, and these tools are used to make things from plastic. We have four precision machine lathes (three with digital readouts), four vertical milling machines (two with digital readouts), a bead-blasting cabinet, two grinders, and large sheet metal shear and bending brakes.

The Plastics Shop

The Academy Plastics Shop provides a setting in which students learn basics of sheet plastic fabrication (cutting, gluing, heat forming) and also learn to make molds and mold their own parts out of a variety of plastic materials. We also teach composite lay-up, sculpting in foam plastic and clay, and vacuum forming using the department's own custom-built vacuum-forming machine.

The 3D Computer Lab

The 3D Computer Lab space is a custom-tailored, specially wired, and dust-free area to house our inventory of computerized model-making machines. These include a laser-sheet material cutter, a 3D duplicating machine, which works by plastic filament deposition, a small CNC 3-axis milling machine, and two 3D digitizing probes. In the works is a standard-sized 3-axis milling machine, a room-sized 5-axis milling machine, and additional laser cutting machines.

CAREER PATHS

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	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA INDUSTRIAL DESIGN CORE COURSES

FND 122	Color Fundamentals
IND 111	Perspective for Industrial Design
IND 123	Computer Drafting
IND 132	Sketch Modeling
or IND 138	Model Making 1
IND 147	Design Problem Solving
IND 151	Design Drawing 1
IND 163	Digital Imaging 1
IND 180	Development of Form
or IND 182	Digital Development of Form
IND 211	Design Drawing 2
IND 223	Digital 3D Modeling 1
IND 271	Product Modeling
or IND 279	Traditional Transportation Modeling 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Automotive Restoration

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	24 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**60 UNITS**

AA AUTOMOTIVE RESTORATION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Automotive Design History course
1 Quantitative Mechanics course
1 Employment Communications and Practices course

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

AA AUTOMOTIVE RESTORATION CORE COURSES

AUT 120 Vintage Vehicle Woodworking Restoration
AUT 140 Machining Technology & Visual Documentation
AUT 159 Vintage Vehicle Disassembly Processes
AUT 160 Vintage Vehicle Electrical Systems
AUT 170 Automotive Sheet Metal Restoration
AUT 177 Vintage Vehicle Body Restoration
AUT 207 Vintage Vehicle Paint Restoration
AUT 280 Vintage Vehicle Restoration Assembly

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

AUTOMOTIVE DESIGN HISTORY

LA 129 History of Automotive Design

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

QUANTITATIVE MECHANICS

LA 146 Anatomy of Automobiles

Bachelor of Fine Arts [BFA] in Industrial Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA INDUSTRIAL DESIGN CORE COURSES

FND 122 Color Fundamentals
IND 111 Perspective for Industrial Design
IND 123 Computer Drafting
IND 132 Sketch Modeling
or IND 138 Model Making 1
IND 147 Design Problem Solving
IND 151 Design Drawing 1
IND 163 Digital Imaging 1
IND 180 Development of Form
or IND 182 Digital Development of Form
IND 211 Design Drawing 2
IND 223 Digital 3D Modeling 1
IND 251 Design Drawing 3
IND 381 Graphics & Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

CERTIFICATE IN INDUSTRIAL DESIGN CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Industrial Design

MA UNIT REQUIREMENTS

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

MA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 621 Model Making
IND 630 Design Project 1
IND 651 Materials and Processes
IND 662 Industrial Design Drawing 2
IND 680 Design Project 2
IND 712 Industrial Design Drawing 3
IND 725 Introduction to Digital 3D Modeling
IND 730 Design Project 3
IND 773 Digital Solid Modeling
or any course in major

MA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

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

Master of Fine Arts [MFA] in Industrial Design

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA 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 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 630 Design Project 1
IND 651 Materials and Processes
IND 662 Industrial Design Drawing 2
IND 680 Design Project 2
IND 712 Industrial Design Drawing 3
IND 762 Industrial Design Drawing 4
IND 773 Digital Solid Modeling
or IND 775 Intermediate Digital 3D Modeling
IND 780 Thesis Preparation

MFA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

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

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 672 Professional Practices & Communication for Industrial Designers

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 632 The Science of Design: Ethnographic Methods

UNDERGRADUATE COURSES

AUT 120 Vintage Vehicle Woodworking Restoration
In this course, students learn concepts and practices of basic woodworking and safety. Topics include planning, fabrication, laser cutting, and finishing. Assignments include making basic wooden frames with various joint types, and replication of vintage vehicle interior wooden parts.

AUT 140 Machining Technology & Visual Documentation
This course introduces students to precision measurement, visual documentation, and the operation of machine tools such as metal lathes and milling machines. Students use these skills to reproduce a component for a car. Topics include characteristics and uses of common industrial metals used in the machining process, and machine tool maintenance.

AUT 159 Vintage Vehicle Disassembly Processes
This course introduces the students to practical historical research, disassembly, visual inspection, written and photographic documentation, and planning related to restoring vintage automobiles. Students research relevant information required to outline a restoration plan and document vehicle conditions, supported by the photographic record, as the vehicle gets disassembled.

AUT 160 Vintage Vehicle Electrical Systems
This course covers the basic characteristics and operations of electrical systems used in classic automobiles. Topics will include Ohm's law, electrical circuits, battery power, electrical circuit components restoration and preservation. Students diagnose electrical systems, outline the appropriate repair procedure, repair and replace electrical components.

AUT 170 Automotive Sheet Metal Restoration
This course introduces students to the basic concepts, techniques, and practices used to cut, bend, form, and weld auto body panels. Students form sheet metal, create new sheet metal components, and assemble components using rivets and thread fasteners.

AUT 177 Vintage Vehicle Body Restoration
This course covers basic practices of metal body repairs and panel finishing. Students learn how to evaluate conditions of body components and outline appropriate repair procedures. Students strip existing finishes and repair body components.

AUT 207 Vintage Vehicle Paint Restoration
This course focuses on the basic practices of vintage vehicle paint restoration. Topics include panel preparation, paint systems, operation and maintenance of the equipment, paint application, documentation, and evaluation of auto body painted surface faults. Outlining procedures for correcting painted surface faults is covered. Achieving a perfect paint job is emphasized.

AUT 217 Vintage Vehicle Metal Casting & Bright Work Restoration
This course introduces students to the practices of restoring cast components, restoring and polishing hard trim moldings and hard trim components.

AUT 230 Vintage Vehicle Upholstery Restoration
This course introduces students to vintage automotive interior repair and upholstery restoration. Students learn to disassemble and assemble seats, interior components, and instrument panels. Topics include operation and maintenance of sewing machines, stitching patterns, pattern making, beading, padding, material specifications, and sewing.

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

AUT 250 Vintage Vehicle Component Restoration
This course focuses on disassembly, repairing, rebuilding, refinishing and assembly of vintage automotive components. Students diagram and create technical drawings, diagnose conditions of components, disassemble, rebuild or repair, and reassemble automotive components. Preparation for outsourcing the restoration of components is also covered.

AUT 280 Vintage Vehicle Restoration Assembly
This course focuses on assembling and testing components. Students propose a component to restore on an assigned car, analyze the work needed, perform the necessary historical research, and diagram the work to be done and the process to follow. Emphasis is placed on the quality of the restoration and assembly.

AUT 290 Vintage Vehicle Detailing
This course focuses on detailing of automobiles as one of the final stages of the automotive restoration process. Topics include detailing products and equipment, techniques and procedures for final conditioning of interior and exterior components and surfaces, for presentation and car shows. Emphasis is placed on achieving visually correct and perfect finishes.

AUT 299 Apprenticeship
Apprenticeship is only open to qualified second-year students, offering an opportunity to work in a field related to Automotive Restoration.

AUT 490 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.

UNDERGRADUATE COURSES

IND 111 Perspective for Industrial Design
This course is an introduction to creating accurate representations of objects in perspective, based on plans and elevations. Students will learn principles of one-point, two-point, and three-point perspective. Plotting light, shadow and reflection will be discussed and practiced.

IND 118 History of Industrial Design
This course begins with early mechanization and the industrial revolution, then follows the social ramifications of historic periods and their influences on contemporary design. Special emphasis is placed on the glory years of the 30's and 40's as the era associated with the birth of industrial design.

IND 123 Computer Drafting
In this course, students learn drafting and mechanical drawing techniques for representing three-dimensional items. The curriculum is oriented toward product and mechanical drawing, while providing drafting principles and dimensioning conventions.

IND 129 History of Automotive Design
This course introduces students to the evolution of automotive and coachwork design in historical and cultural context. Students study the connections between technological advancement and changes in safety requirements, and their influences in automotive design. Emphasis is placed on the eras associated with the advancement of assembly line and the glory years of the 1930's and 40's.

IND 132 Sketch Modeling
In this course, students will learn to make sketch models for industrial design purposes through several quick design and modeling projects. Emphasis will be on speed and accurate communication of design intent in terms of form. Safety and portfolio organization will be covered.

IND 138 Model Making 1
Students will gain shop experience working with wood, acrylic, rigid foam, sheet styrene, and casting resin. Students will make models accurate to drafted plans and achieve high quality surfaces using spray gun techniques. Topics will include use of power tools, heat bending, vacuum forming, casting, and achieving high quality finishes

IND 147 Design Problem Solving
Students learn how to engage and optimize the creative design process to do voluminous idea generation and employ critical thinking. Product and conceptual problems are assigned. How the designer can use research, problem definition, parameter challenging, analysis, brainstorming, evaluating matrices and note-taking to successfully complete a project is explored.

IND 151 Design Drawing 1
Students will develop basic industrial design drawing skills using colored pencil, chalk pastel and ballpoint pens. Focusing on rendering, craftsmanship, accurate perspective, contrast, and composition, this concentrated course is intended for building up sketching quality and to enhance perspective knowledge.

IND 163 Digital Imaging 1
This course introduces basic digital tools commonly used in the field of industrial design. Drawing and communication skills will be reinforced while leveraging 2D vector and raster software. Students will gain skills in image retouching, rapid digital sketching, vector art techniques and 2D digital presentation.

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

IND 180 Development of Form
This course covers the language of form as a means of conceptualization and developing ideas through drawings and sketch models, one of which to be executed as professional quality physical model. Topics will include laser cutting and etching, clay modeling, mold making, surface preparation, applying automotive paint, and surface evaluation.

IND 182 Digital Development of Form
This course covers the language of form as a means of conceptualization and developing ideas through drawings and digital sketch models.

IND 211 Design Drawing 2
This is a practical course in product design freehand sketching skills. The drawing principles of line, light, shade, shadow, value and contrast are applied to shapes popularly used in manufactured products. The course concludes with an introduction to the use of color.

IND 223 Digital 3D Modeling 1
This course is an introduction to digital 3D modeling using NURBS solid 3D modeling software. Students will explore basic modelmaking tools and techniques including those of translating 2D design sketches into 3D digital models.

IND 239 Materials and Processes
This course covers the various product manufacturing processes and parameters involved in designing parts primarily out of plastics and metals. The major types of plastics and metal categories and their respective characteristics, actual design problems addressing proper detailing for the process, and product parts examination are all discussed.

IND 240 Product Design 1
This course focuses on handheld products. Ergonomics will be discussed in-depth and students will apply research, ideation and problem solving to develop their concepts. Sketching and presentation rendering will be emphasized. Students will apply all skills learned to their final presentations including developmental sketches, orthographic drawings, sketch models and sketch renderings.

IND 249 Transportation Design 1
This course covers the history of automotive styling trends and evolution, design philosophy and influence. Students continue to develop sketch and rendering skills. Emphasis is placed on accurate proportion, based on packaging of occupants and components.

IND 251 Design Drawing 3
This is an industrial design rapid freehand sketching course that addresses techniques to quickly sketch free and geometric forms. There is a strong emphasis on volume production sketching, textures and material delineation.

IND 263 Digital 3D Modeling 2
Students will explore the 3D design and modeling world using advanced-level NURBS surface modeling software with rendering capabilities. Basic rendering techniques will also be covered for creating presentation renderings. For the final project, students will develop digital models of their own designs.

IND 271 Product Modeling
In this course, students will fabricate a professional quality model for a product designed in IND 210 Product Design 2. Students will gain hands-on experience with the machine lathe and vertical mill, make RTV molds, and cast duplicate parts. Dimensional accuracy and visual quality of models will be emphasized.

IND 279 Traditional Transportation Modeling 1
This course works in conjunction with IND 218, building a clay model for the vehicle designed in IND 218. Specific instructions are given for making tools used in clay modeling, preparation, and construction of a 1/5 scale automotive clay model, as well as making tires and wheels.

IND 280 Product Design 2
This course focuses on project management, collaboration, industry business practices and design based on manufacturing and assembly processes. Students will conduct intensive market research and develop their concepts. Students will apply all skills learned to their final presentations including developmental sketches, orthographic drawings, sketch models, sketch renderings and hard models.

IND 282 Digital Transportation Design 2
In this course students will study automotive history, evolution and influences of styling trends and incorporate this information into the design process utilizing both traditional drawing tools and digital media. Students will develop a 4-door sedan based on packaging of occupants and components. Emphasis will be on accurate proportion.

IND 289 Transportation Design 2
This course covers the history of automotive styling trends and evolution, design philosophy and influence. Students continue to develop sketch and rendering skills. Emphasis is placed on accurate proportion, based on packaging of occupants and components. Design will be developed into three-view tape drawing and accurate rendition in a 1/5 scale clay model.

IND 311 Product Drawing
In this advanced level drawing course, students will refine their skills in rapid visualization, perspective, and rendering, and learn to apply these skills to digital rendering in a highly professional process.

IND 319 Transportation Drawing
This class concentrates on drawing techniques used in the transportation design industry: in particular, automotive interior and exterior rendering. Real life examples will be used to demonstrate how light and reflections appear on car surfaces of differing color and form. The course will explore different interior textures and materials and how to render them using pen, pencil, marker and chalk.

IND 323 Digital Solid Modeling
In this course, students will learn the fundamentals of solid modeling, advanced part assemblies, and exporting data for CNC output purposes. Orthographic drawings will also be generated from 3-D data created in class.

IND 325 Digital 3D Modeling 3
This course continues the techniques developed in Digital 3D Modeling 2, teaching students the advanced modeling techniques necessary for the development of complex 3D models such as products, cars, aircraft and boats.

IND 330 Model Making 3
In this course, students will work further on current projects to create a high quality finished model.

IND 339 Traditional Transportation Modeling 2
This class is to be taken together with Transportation Design 3. Students will work in parallel on this class in order to complete high-quality finished model. Twelve hours of homework will be assigned for each class session. Emphasis will be on clay modeling, finishing, and painting techniques.

IND 340 Product Design 3
This course focuses on invention, innovation, sustainability and intensive research. Students will be challenged to design a product that does not currently exist. Students will apply all skills learned to their final presentations including developmental sketches, orthographic drawings, sketch models, sketch renderings and either digital 3D models or hard models.

IND 342 Digital Transportation Design 3
This is a small vehicle design class. Students will apply packaging concepts to their designs. Instruction will include sketching, rendering, and loft drawing to delineate 3D surfaces in a 2D domain. Final outcomes include sketches, renderings, package drawings, and scale model (foam).

IND 349 Transportation Design 3
In this course, students will design a small vehicle using the identity of a non-automotive brand. Students will develop their concepts within the constraints of the given specifications including the mechanical and occupant layout. Students will make a presentation including a complete painted clay model and a portfolio style project book.

IND 363 Digital Imaging 2
This course will explore the requirements involved and the variety of possible formats for work assembled in the students' portfolio. Past and current work will be reviewed to determine how and which projects should be prepared for inclusion.

IND 369 Digital Transportation Modeling 1
In this course, students will learn basic to intermediate methods for creating automotive exterior surfaces. All work will be done digitally, from concept sketches to model making. Advanced rendering will be explored once a wire frame is completed.

IND 380 Product Design 4
The focus of this course is on non-consumer product such as medical or industrial equipment. Intensive research on business and sketch models and/or study models will be required. Students will apply all skills learned to deliver a portfolio quality presentation complete with hard models (full-scale or scaled) and/or digital models.

IND 381 Graphics & Portfolio
This course introduces students to graphic design principles and the basic elements of a professional-level portfolio. Discussion and analysis of interviewing techniques will be included.

IND 382 Digital Transportation Design 4
This course covers automotive interior design development based on research and analysis of a target market group and brand. Students will develop packaging skills for human factors and package layouts. Designs will be developed into orthographic drawings and digital 3D models for a final portfolio-ready presentation.

IND 383 Furniture Design
Students will develop seating concepts and analyze the use and means required to create several original furniture design concepts. Students will evaluate ergonomic criteria, code/safety requirements and construction techniques (including upholstery) and the appropriate use of materials and details.

IND 384 Portfolio Development
In this course, students will work on projects that must be proposed and pre-approved prior to the start of the semester. Projects may be proposed as individual or group projects depending on the registered students' preferences, and the course will cater to students' needs and interests.

IND 386 Toy Design
This course focuses on the research and development of an innovative preschool toy, resulting in concept development and the creation of a three-dimensional prototype. Students may employ the use of 2D and 3D design tools to depict their designs in the final presentation.

IND 389 Transportation Design 4
This course covers automotive interior design. Students will develop package skills for human factors and package layouts. Design will be developed into 1/5 scale or full-scale tape drawing and a 1/5 scale or full-scale schematic drawing or space buck for a final portfolio-ready presentation.

IND 423 Digital 3D Advanced Project
Students will apply their knowledge of advanced-level NURBS surface modeling software to a major project. Rendering and animation techniques will be explored. Emphasis will be placed on using the software's lighting, shading, and animation features for industrial design presentations.

IND 440 Product Design 5
In this portfolio building courses, students will be challenged to design a product with consideration of the specified manufacturing constraints. Students will 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 443 Intermediate Furniture Design
This course offers a practical study and application of various finishing techniques, including stains, glazes and acid washes. Students will learn how these techniques enhance the overall look or design of a piece. Included are specialized techniques for detailing furniture for today's market.

IND 446 Intermediate Toy Design
Expanding on the fundamental concepts of Toy Design, this course requires development of an innovative toy design, resulting in finished, working models of the design. Sketch models, molding and model making are employed to demonstrate the process associated with the production of a realistic final model.

IND 449 Transportation Design 5
In this course, students will continue to work on all aspects of the automotive design process with an emphasis on branding, positioning and theme development. Students will develop a professional quality presentation with 2-D artwork and a 3-D model. The class project may be sponsored by a company.

IND 480 Product Design 6
In this portfolio building course, students may propose their own project based on their field of interest. Students will employ all aspects of product design process from branding, positioning and theme development. Students will deliver a portfolio quality presentation with the complete design story. Corporate sponsorship may apply.

IND 483 Advanced Furniture Design
This course embodies all the skills required for a successful furniture designer. Research, analysis, problem definition and implementation will be required as the student selects a specific area of concentration. A full-size prototype with appropriate production details, documentation, material specification and costing will be required.

IND 485 Transportation Design 6
In this advanced course, students will engage all aspects of the automotive design process and propose a marketing strategy based on branding, positioning and theme development. Emphasis will be placed on producing a studio-quality presentation with professional level sketch renderings, package layouts and digital 3D models. Corporate sponsorship may apply.

IND 486 Advanced Toy Design
This course involves the development of a toy concept for a selected age demographic. Extensive research of the selected market is followed by submission of proposals for the new concept and further exploration of brand extensions, culminating into a final creation of the exploded view for manufacturability.

IND 489 Transportation Design 7
This course provides students with specific fields of interest the opportunity to prepare additional portfolio pieces and explore subject matter not previously covered. Students will evaluate their work-to-date and propose projects which enhance their portfolios. Emphasis will be placed on creating package layouts and designs that reflect the user story.

IND 490 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.

IND 494 Corporate Sponsored Project
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project

IND 499 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 and course prerequisites may vary by topic.

IND 500 Internship in Industrial Design
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

IND 610 Industrial Design Processes
This highly interactive course explores the industrial design process and how it applies to various creative disciplines. Through videos, demos, lectures, group activities, individual assignments, presentations, readings, and case studies, students will learn the processes and exercises needed to pursue opportunities and solve problems creatively.

IND 612 Industrial Design Drawing 1: Perspective
This course is an introduction to creating accurate representations of objects in perspective. Students will learn principles of one-point, two-point, and three-point perspective. Plotting light, shadow, and reflection will be discussed and practiced. Rapid visualization will be introduced, so students can create accurate drawings of basic forms, using freehand drawing techniques.

IND 615 Digital Design Tools 1
This course introduces the basic design tools for industrial design presentations. Students reinforce visual communication skills while leveraging 2D vector and raster software. Computer-aided drafting, image retouching, rapid digital sketching, and vector art technique will be covered.

IND 621 Model Making
In this course, students will learn to communicate and refine their designs and to make product models. Students will be instructed in techniques and materials for turning concepts and two-dimensional sketches and drawings into quick three-dimensional model representations. Emphasis will be on speed, accuracy and ability to communicate. Safety and workshop etiquette will be covered.

IND 625 Polygon Modeling & Form Exploration
This course introduces a polygon/subdivision modeling software and form development and exploration. Basic Modo modeling commands, features, and workflow will be covered through assignments, exercises, and projects. Students are expected to apply creativity for development/exploration of forms. Generation of photorealistic rendering and file export for 3-D printing will be covered.

IND 630 Design Project 1
In this project based class students will explore their personal and professional interests under an assigned general topic. Students will go through a typical design process that includes preparation, design research, design and implementation phases.

IND 651 Materials and Processes
This course covers the various product manufacturing processes and parameters involved in designing parts primarily out of plastics and metals. Emphasis is placed on critical thinking involving how selection of materials affects decision-making and the design of the artifact.

IND 662 Industrial Design Drawing 2
This course presents an in-depth study of light and shadow (black and white), color, and the introduction of rapid visualization. An increased level of awareness in both group and individual critiques will be emphasized.

IND 680 Design Project 2
In this project based class students will explore their personal and professional interests under a chosen individual topic. Students will go through a comprehensive design process that includes preparation, design research, design and implementation phases. Secondary designs will be supported by an industry expert or mentor.

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

IND 694 Corporate Sponsored Project
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor's project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 695 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project as a part of their thesis or studio requirements.

IND 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.

IND 712 Industrial Design Drawing 3
This is a practical course in industrial design drawing. Students will implement their acquired tools and skills necessary to increase their rapid visualization skills, in order to communicate visually with speed and accuracy.

IND 725 Introduction to Digital 3D Modeling
This course is an introduction to digital 3D modeling using NURBS solid 3D modeling software. Students will explore basic model making tools and techniques including those of translating 2D design sketches into 3D digital models.

IND 730 Design Project 3
In this project based class students will explore their personal/professional interests under a chosen individual topic. Students will go through a comprehensive design process that includes preparation, design research, design and implementation phases. Professional practices, including portfolio design, will be covered. MA final reviews will also be addressed.

IND 762 Industrial Design Drawing 4
In this advanced-level drawing course, students will refine their skills in rapid visualization, perspective, and rendering, and learn to apply these skills to digital rendering in a highly professional process.

IND 773 Digital Solid Modeling
This advanced level course covers solid modeling, advanced part assemblies, and exporting data for advanced CNC output purposes. Orthographic drawings will also be generated from 3-D data created in class.

IND 775 Intermediate Digital 3D Modeling
This course is an introduction to advanced-level NURBS surface modeling software. Students will explore Alias Studio Tools and learn how to translate their own designs into 3D digital models. Rendering techniques will also be covered.

IND 780 Thesis Preparation
Through real-life observation and research students will support their midpoint proposals. Design tools from ethnographic research methods, time management, communication skills, and Midpoint Review guidelines for presentations will be taught. The results of their efforts will be presented at their midpoint review and must be approved by the review committee before proceeding to Directed Study.

IND 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.

IND 802 DS Mentorship Forum

In this course, students will meet independently with their Directed Study Mentor and participate in weekly online peer reviews and discussions. Students will refine their thesis concepts, clearly express intent and set personal goals for work. Instructor critique, peer review, and advancing work based on feedback will be emphasized. Students must submit a DS Mentorship request to their Department Director and the Graduate School for approval.

IND 807 Industry Expert Focus

In this course, students further their thesis project under the direction of an industry expert. Students will receive targeted recommendations, set goals, work to achieve those goals, and give feedback to their peers. Emphasis will be placed on refining research, design and/or implementation phases.

IND 810 Research

Design research is the initial phase of any industrial design project. In collaboration with classmates and faculty, students will exercise both traditional and creative research methodologies including prototyping and testing. Based on the results from testing their ideas, students will prepare a thorough product requirement document.

IND 820 Thesis Development: User Experience

In this small group independent studies course students are encouraged to collaborate with a director approved mentor. They will be expected to refine their thesis projects by improving their design research, design and/or implementation phases. This class must be taken with a required GDS unless approved by the director. Focus will be to develop skills in improving on the complete user experience of thesis product designs and its use and impact on people.

IND 822 Thesis Development: User Interface

In this small group independent studies course students are encouraged to collaborate with a director approved mentor. They will be expected to refine their thesis projects by improving their design research, design and/or implementation phases. This class must be taken with a required GDS unless approved by the director. Focus will be to develop skills in improving on the interaction between human and machine of new product designs and its use and impact on people. Based on test feedback, students will refine thesis design to improve the intuitive control and adjustment of new industrial design.

IND 830 Design

In this course, students begin the most critical design phase for their thesis project. Based on faculty and classmate feedback, students will develop their creative design solutions using various tools and methodologies including sketch models, sketching, rendering, and 3D modeling. Students will create formal slide presentations of their design solutions.

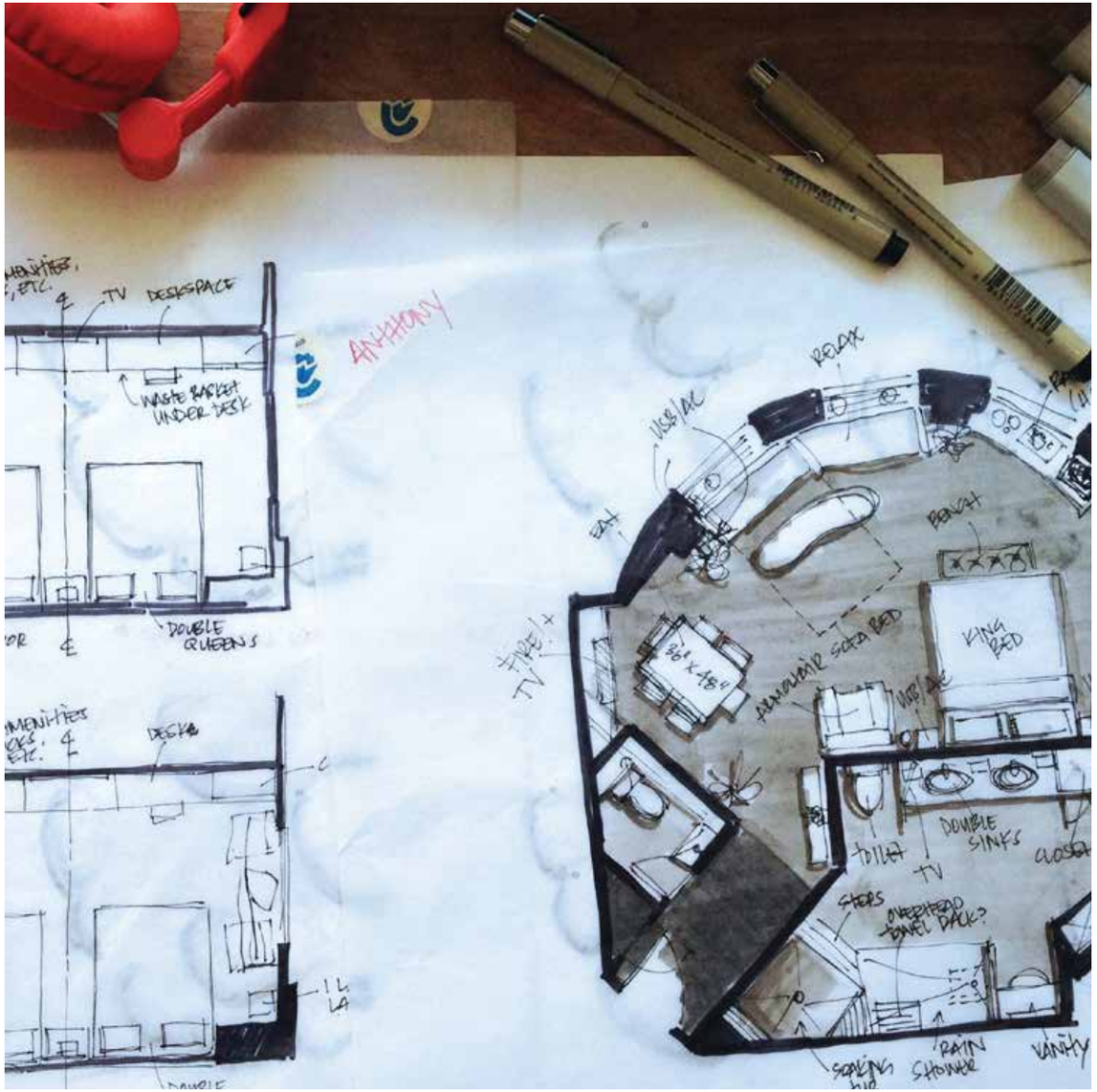
IND 850 Implementation

In this course, students begin the refinement and implementation phase of their thesis projects. Based on feedback from their design phase, students will modify, improve, and finalize their solutions. Students will design and fabricate an exhibit style presentation that includes flat work, final model, resume, business cards, and documentation.

IND 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

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.

State-of-the-Art Equipment: We offer cutting edge computer labs with full support staff. We teach computer disciplines from REVIT and 3D Max to the Adobe Creative Suite both online and on campus.

Located in an Industry Capital: Located in San Francisco, the School of Interior Architecture and Design has exposure to many of the best firms and designers in the industry. The School's San Francisco location provides students with nearby access to the San Francisco Design Center (SFDC) which houses many of the finest and most accessible design showrooms in the US.

Interdisciplinary Approach: Our curriculum allows students to learn and benefit from graphic arts and other allied art and design courses.

CAREER PATHS

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". AAU is featured along with Cornell, Harvard and Georgetown to name a few.

DEGREE REQUIREMENTS

Associate of Arts [AA] in Interior Architecture & Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA INTERIOR ARCHITECTURE & DESIGN CORE COURSES

FND 113	Sketching for Communication
FND 122	Color Fundamentals
IAD 100	Design Principles & Elements
IAD 140	Introduction to Construction Documents
IAD 200	Studio 1: Introduction to Interior Architecture & Design
IAD 240	Building Codes & Systems
IAD 241	Perspective Drawing Techniques
IAD 245	Materials
IAD 280	BIM & Design Graphics
IAD 330	Introduction to Lighting Design
LAN 375	Sketching for Idea Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Interior Architecture & Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 or LA 108, LA 226/IAD 230, & LA 229/IAD 231.
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
2 Interior Architecture History courses
2 Employment Communications and Practices course
1 Written Communication: Composition course
1 Written Communication: Context & Style course
1 Written Communication: Critical Thinking course
1 Historical Awareness course
1 Quantitative & Human Factors course
1 Cultural Ideas & Influences course

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

BFA INTERIOR ARCHITECTURE & DESIGN CORE COURSES

FND 113 Sketching for Communication
FND 122 Color Fundamentals
IAD 100 Design Principles & Elements
IAD 140 Introduction to Construction Documents
IAD 200 Studio 1: Introduction to Interior Architecture & Design
IAD 240 Building Codes & Systems
IAD 241 Perspective Drawing Techniques
IAD 245 Materials
IAD 280 BIM & Design Graphics
IAD 330 Introduction to Lighting Design
IAD 450 IAD Portfolio Preparation
LAN 375 Sketching for Idea Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

CHOOSE ONE:
LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

ART HISTORICAL AWARENESS

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

INTERIOR ARCHITECTURE HISTORY

LA 226/IAD 230 Survey of Traditional Interior Architecture
LA 229/IAD 231 Survey of Contemporary Interior Architecture

QUANTITATIVE & HUMAN FACTORS

LA 254 Human-Centered Design

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

IAD 430 Professional Practice for Interior Design
LA 291 Designing Careers

Certificate in Interior Architecture & Design

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Interior Architecture and Design

MA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
TOTAL	**36 UNITS**

MA INTERIOR ARCHITECTURE AND DESIGN REQUIRED MAJOR COURSES

IAD 600	Studio 1
IAD 601	Fundamentals of Design Documentation
IAD 602	Building Systems and Codes
IAD 603	Sketching & Perspective for Interior Environments
IAD 604	Lighting Design
IAD 608	Digital Imaging
IAD 610	Studio 2
IAD 611	BIM - Building Information Modeling
IAD 612	Material Use
IAD 613	Studio 3

MA INTERIOR ARCHITECTURE AND DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA INTERIOR ARCHITECTURE AND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 602 The Art and Ideology of the 20th Century

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 634 Professional Practices for Interior Designers

Master of Fine Arts [MFA] in Interior Architecture & Design

MFA UNIT REQUIREMENTS

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

MFA INTERIOR ARCHITECTURE & DESIGN REQUIRED MAJOR COURSES

IAD 600	Studio 1
IAD 601	Fundamentals of Design Documentation
IAD 602	Building Systems and Codes
IAD 604	Lighting Design
IAD 610	Studio 2
IAD 611	BIM - Building Information Modeling
IAD 612	Material Use
IAD 613	Studio 3
IAD 625	Survey of Sustainable Design
IAD 640	Light & Color Perception

MFA INTERIOR ARCHITECTURE & DESIGN REQUIRED MAJOR ELECTIVES

IAD 603	Sketching & Perspective for Interior Environments
IAD 608	Digital Imaging

MFA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course

1 Cross Cultural Understanding course

- A minimum of thirty semester credits of college-level liberal arts and sciences (general education) must be completed

(NOTE: this will include credits earned from the student's bachelor degree)

MFA INTERIOR ARCHITECTURE & DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 634 Professional Practice for Interior Designers

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 100 Design Principles & Elements
This course introduces design basics with a focus on 2D and 3D space and composition problem solving. Students will create a variety of solutions for a problem and present concepts to scale using sketches and models. Utilizing the elements of design to communicating abstract conceptual ideas will be emphasized.

IAD 125 Kitchen & Bath Design
This course focuses on the unique functional, ergonomic, and spatial requirements in kitchen and bathroom design. Topics will include code compliance, basic plumbing, electrical and lighting solutions, fixtures, furniture, appliances, equipment, materials and finishes. Students will create code compliant designs, elevations, sections and perspective views to communicate their design intent.

IAD 140 Introduction to Construction Documents
In this course, students gain the practical technical skills needed to create construction documents. Students will hand-draft architectural construction documents including floor, lighting, electrical, furniture and finish plans, sections, elevations, details and schedules. Applying lettering, line weight, dimensions, and graphic symbols will also be covered.

IAD 161 The Golden Section and Sacred Geometry
The study of unique geometric constructions and proportions that form the structure of the universe. Artistic, mathematical, philosophical and aesthetic aspects will be explored. Students examine the symbolic and practical theories and applications of these divine principles from both classical and contemporary sources. Open to all majors.

IAD 200 Studio 1: Introduction to Interior Architecture & Design
In this course, students will have their first experience employing the design process and applying the principles and elements of design to develop an interior built environment. At a basic level, students will identify requirements, generate multiple options based on programmatic requirements, make refinements, and create graphic presentations.

IAD 210 Digital Imaging
This course introduces students to digital imaging software. Students will learn techniques to enhance color presentations, create graphic layouts, and integrate various types of media into cohesive images.

IAD 215 Model Making in the Design Process
Students will study the process of 3D visualization for interior environments; students will develop models for all stages of the design process. Conceptual models, sketch/working models, structural models and detailed final presentation models will be explored.

IAD 230 Survey of Traditional Interior Architecture
This course will focus on major movements, innovations and advancements in architecture, design, furniture, and materials from pre-history to the early 19th century. Students apply design language and further examine societal, political, historical, and economical influences in a series of assignments and discussions.

IAD 231 Survey of Contemporary Interior Architecture
Students will study the evolution of modern concepts of architecture and interior design from the Industrial Revolution to the present. Social philosophy is explored with special attention to the historical, political, and geographic influences.

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

IAD 232 Survey of Bay Area Architecture
Students study San Francisco architecture and interiors within the context of Bay Area history. Students learn general structural terms and how to place materials and furnishings in historical context. Orders of architecture, roof types, windows, porches, towers and interior detailing are explored.

IAD 240 Building Codes & Systems
This course provides a technical background in building systems. Students acquire vital knowledge for coordinating holistically with a design team. Subjects include structural, mechanical, electrical, plumbing, and acoustical systems, detailing, building codes, fire ratings, acoustics, and zoning. Students will exercise their knowledge and skills through a series of design vignettes focused on a commercial building renovation and two exams.

IAD 241 Perspective Drawing Techniques
Students will learn one and two point perspective drawing to communicate design intent. Line drawings will be further developed with shade and shadow, integration of the human figure and landscape elements. Mechanical perspective drawing will be studied to enhance the development of free-hand perspective drawing.

IAD 245 Materials
Properties and performance criteria of materials for interiors will be evaluated for ergonomics, environmental attributes, life cycle cost, indoor air quality, flame spread ratings, regulations, and color interaction and purposes. Material fabrication, installation, and maintenance will be discussed. A final project of material boards and specifications will be developed.

IAD 260 Computer Aided Drafting
Students will learn the technical skill-sets of CAD while applying their existing drafting and design skills to a design project culminating in a small document set.

IAD 270 3D Digital Modeling
Students will gain an understanding of the steps required to produce spatial visualizations using the computer. Students create and render their own designs and develop techniques to enhance their virtual environments using geometry, materials, light and shadow. Simple animations will be explored.

IAD 280 BIM & Design Graphics
This course introduces building information modeling (BIM) technology. Students will create virtual 3D models and a document set including plans, elevations, sections, and details.

IAD 310 Studio 2: Residential Design (formerly IAD 350 Design 4: Design Development)
Students will practice the design process from programming to design documentation at an intermediate level. Projects will be evaluated based on the student's ability to execute and communicate their design process including analysis, programming, conceptual design, space planning, design development, and design documentation. Specifications and architectural detailing will be emphasized.

IAD 330 Introduction to Lighting Design
In this course, students will develop basic lighting designs, drawings and specifications for residential and commercial environments. Designs will be evaluated in terms of the design process, luminous composition, light and color, and inclusion of technical information on codes, calculations, lamping, and controls. Energy codes and daylighting will be emphasized.

IAD 340 Studio 3: Commercial Design (formerly IAD 300 Design 3: Design Process)
Students will apply all skills and theory learned to develop a comprehensive response to program and context for a commercial design project. Students will demonstrate a detailed understanding of the design process including research, concept and design development, design documentation and presentation. Designing for real-world application will be emphasized.

IAD 345 Color Rendering Techniques
This course focuses on professional rendering techniques that compliment other graphic communication methods. Students will employ a variety of mediums to create authentic versions of their designs. Work will be evaluated on application of color theory and ability to depict effects of color, light, material, texture in the built environment.

IAD 363 Furniture & Case Goods Design
In this introduction to furniture design, students will study the history of furniture as well as the materials and techniques used to create custom-made furniture. This course is designed to provide an opportunity for students to make what they design.

IAD 380 Sustainable Design
In this course, students gain a practical understanding of the field of environmentally conscious design. Students learn about the impact of design on the environment, and of ways to conserve and protect it. Focus is placed on principles of natural harmony, non-toxic materials and earth-friendly initiatives within the design industry.

IAD 410 Studio 4: Social Design
This course focuses on the concepts, principles, and theories of sustainability as they pertain to building methods, materials, systems, and occupants. Students will be challenged to create design solutions that enhance health, safety, welfare, and performance of building occupants. Emphasis will be placed on incorporating the principles of thermal design, acoustics, indoor air quality, and industry specific regulations

IAD 430 Professional Practice for Interior Design
The emphasis in this course is on the business skills necessary to open and operate an interior design practice. Professional ethics, liability, specification, purchasing documents and procedures will be stressed. Students will be taught to establish fee structures, negotiate services, and manage and expedite projects.

IAD 440 Studio 5: Senior Studio Comprehensive Design
This course focuses on a complex commercial project in which students will apply their entire skillset. Students will identify the design problems unique to the project, research case studies for innovative solutions used to satisfy similar challenges, and based on analysis of the precedents, incorporate successful design components with their own creative ideas to formulate the best solution. Emphasis will be placed on a comprehensive approach, solutions that promote positive sustainability, and a complete presentation including drawings across a range of appropriate media.

IAD 450 IAD Portfolio Preparation
The portfolio is a graphic representation of the designer's range and overall approach to projects. In this course, students will develop identity package and portfolio as presentation of their ability and personal style, under the guidance of the instructor. Emphasis will be placed on conveying strengths and professional readiness.

IAD 490 Portfolio Enhancement
Independent study is advanced level instruction between a teacher and one to three students. It covers processes, projects, techniques, concepts and styles specific to the students involved. Outcomes will be unique to the individual. Department Director approval is required. Course fees and prerequisites may vary by topic.

IAD 498 Collaborative Project
This course is offered to students meeting set criteria, who are chosen by the department to work on an interdisciplinary collaborative project with students from other programs.

IAD 499 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 and course prerequisites may vary by topic.

IAD 500 Internship in Interior Design
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

IAD 600 Studio 1
This course will explore the design process through problem solving. Sketching alternatives, applied research and appropriate media for design communication will be stressed.

IAD 601 Fundamentals of Design Documentation
This course teaches the fundamentals of construction documents for interior architecture and design. Design documentation will include plans, elevations, and sections.

IAD 602 Building Systems and Codes
This course provides a technical background in building systems. Students acquire vital knowledge for coordinating holistically with a design team. Subjects include structural, mechanical, electrical, plumbing, and acoustical systems, detailing, building codes, and zoning. Students demonstrate their understanding by developing construction plans. Prior experience or coursework with CD's is required.

IAD 603 Sketching & Perspective for Interior Environments
This course addresses the ability to create quick sketches and use perspective and composition to communicate design.

IAD 604 Lighting Design
Students explore lighting design in a series of projects. Technical and aesthetic principles will be emphasized.

IAD 605 Residential Design
A residential renovation will be used to direct students in the design process from conceptual design to design development and on through construction documents. Students will produce a comprehensive presentation suitable for their portfolio.

IAD 606 Commercial Design
A commercial project is assigned to direct students in the design process from conceptual design to design development and on through construction documents. Students will produce a comprehensive presentation suitable for their portfolio.

IAD 607 Hospitality Design
A hospitality project is assigned to direct students in the design process from conceptual design to design development and on through construction documents. Students will produce a comprehensive presentation suitable for their portfolio.

IAD 608 Digital Imaging
Students will further develop their ability to use imaging software, learn to improve their digital techniques for color presentation and better integrate various media. Graphic design principles will be emphasized.

IAD 609 Color Rendering Fundamentals
Quick sketch and color rendering techniques for design visualization will be developed in this studio-based class.

IAD 610 Studio 2
This project-based course will emphasize development in spatial design, specifically as it relates to form, function, and developing spatial design concepts, Hand sketching, perspective drawing, and rendering will also be emphasized.

IAD 611 BIM - Building Information Modeling
This project-based course introduces Building Information Modeling (BIM) as a means to convey geometry, spatial relationships, geographic information, as well as quantities and properties of building components. Students will learn to maintain project data within a single file, capable of seamlessly generating plans, sections, and elevations.

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

IAD 612 Material Use
This project-based course will emphasize the appropriate selection, specification and installation of both construction and finish materials used in the profession.

IAD 613 Studio 3
Students will develop a medium scale mixed use project from site analysis through to design documentation. Design process, research and the principles of sustainable design are emphasized as they apply to the interior environment, including finish materials, daylighting, and indoor air quality.

IAD 620 Retail Design
A commercial project is assigned to direct students through field study and direct observation of consumer behavior. Professional presentation techniques, codes, symbols, energy conservation, and problem solving skills are presented with emphasis placed on design creativity. The project will involve a new construction in an existing building. Students will produce a comprehensive presentation suitable for their portfolio.

IAD 621 3D Modeling
Students will further develop their understanding of the steps required to produce architectural visualizations using the computer. Students will render their own designs using AutoDesk Viz.

IAD 625 Survey of Sustainable Design
This course will focus on sustainable design concepts and environmental issues influencing design in the 21st century. Students will examine facts and establish opinions regarding sustainability leading to a personal philosophy.

IAD 636 Modern Design Studio
This course will examine how modernity is closely tied to both modern and traditional construction methods. Students will complete three MFA level design projects focusing on quality of space, abstract composition, and material selections. Pioneering concepts, ideas, and inventions of the 20th century will be examined.

IAD 640 Light & Color Perception
In this course, students will learn the principals of color and light and how they affect perception and the interior environment. Students will utilize various color theories and contemporary research to explain and predict integrated solutions considering human emotional responses, way finding, and behavioral modification through design. Students will perform spatial analysis using color composition to emphasize, complement and create foci.

IAD 650 Portfolio Preparation
For a designer, it is essential that one be able to express their ideas and design decisions in a graphic representation, the portfolio. This course will assist students with developing their identities in regards to design ability and personal style in order to create an identity package and portfolio showcasing their strengths and professional readiness.

IAD 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.

IAD 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.

IAD 810 Concept
In this course, students will continue to develop written concepts and abstract design interpretations for their Final Thesis Project. Students will document their process in weekly Directed Study Journal entries, oral reports, and a final presentation.

IAD 812 Programming & Space Planning
The directed study focuses on space planning and programming through historical, observational, and interactive research. Students will evaluate building and site, examine human factors, accessibility and building codes. Based on client and user needs analysis, students will create adjacency matrices, flow charts, and bubble diagrams.

IAD 830 Design Development
Students will develop and finalize design decisions in this course. Students will finalize FF&E, floor plans, furniture plans, working drawings, and identify presentation graphics for their Final Thesis Project. The process will be documented in weekly Directed Study Journal entries, weekly reports, and a final presentation.

IAD 834 Materials
Students will focus on material use for interiors in this course. Maintenance, durability, environmental impact, and aesthetics factors are recalled and applied. Students will produce specifications for their Final Thesis Project and document the process in weekly Directed Study Journal entries.

IAD 838 3D Modeling
In this course, students will focus on digitally rendering five main interior areas. Students will develop and apply 3-D modeling techniques. Students will develop and refine authentic representations of interiors for their Final Thesis Project and document the process in weekly Directed Study Journal entries and a final presentation.

IAD 850 Thesis Implementation
In this course, students will receive instruction and critiques for their individual Final Thesis Project. In addition, students will discuss approaches to the written and graphic portions of their Final Thesis Project.

IAD 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

IAD 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.

JEWELRY & METAL ARTS

“One should either be a work of art, or wear a work of art.”

–Oscar Wilde

Enter a Jewelry & Metal Arts school like no other, where the next generation designs and crafts unique objects, jewelry and prototypes for mass production. Through these creative jewelry and metal arts courses, students will find and cultivate their artistic voices as they create one-of-a-kind pieces utilizing techniques ranging from traditional jewelry design skills to the latest in digital 3D printing and laser cutting.

The School of Jewelry & Metal Arts degree program provides a hands-on environment in which students can develop their jewelry and metal design skills and concepts, plus collaborate with students from many different programs including the School of Fashion, School of Photography and School of Fine Art Sculpture, among others.

WHAT WE OFFER

Academy of Art University offers an innovative curriculum that is built for artists who have a love of shape, textures, color, wearable form, and enjoy working three dimensionally. Rooted on a rigorous commitment to personal vision, the Jewelry & Metal Arts degree program encourages self-inquiry and critical thinking in pursuing ideas, and the skill and self-discipline to bring them to life. The program is enriched by interdisciplinary collaboration which emphasizes investigation and dialogue at this state-of-the-art Jewelry & Metal Arts school.

CAREER PATHS

As students earn their Jewelry and Metal Arts degree, they will develop a portfolio and well-rounded set of skills that will prepare them for professional opportunities such as:

- Artist Assistant
- Business Owner
- Casting-Shop Manager
- Commission Artist
- Designer of 'One-of-A Kind' High–End Functional & Non Functional Objects
- Fashion Accessory Designer
- Gallery Assistant
- Gallery Curator
- Gallery Owner
- Jewelry Design Assistant
- Jewelry Designer of One-of-A Kind, High-End Fashion Accessories
- Jewelry Mold-Making Shop Manager
- Jewelry Production Assistant
- Jewelry Repair Specialist
- Limited Edition Caster
- Limited Edition Jewelry Designer
- Mass Production Shop Manager
- Metal Fabricator
- Mold-Maker
- Product Developer
- Product Development
- Product Manager
- Production Specialist
- Small Object Mold-Maker
- Styling Assistant
- Toy Modeler/Assistant
- Unique Metal Prototype Designer
- And More!

DEGREE REQUIREMENTS

Associate of Arts [AA] in Jewelry & Metal Arts

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA JEWELRY & METAL ARTS CORE COURSES

FASCU 130	Sculpture 1
or IND 138	Model Making 1
FSH 120	Color Concepts for Fashion
FSH 161	Digital Techniques for the Fashion Business
FND 113	Sketching for Communication
JEM 110	Jewelry & Metal Arts 1
JEM 155	Jewelry & Fashion
JEM 165	Centrifugal & Vacuum Casting 1
JEM 210	Jewelry & Metal Arts 2
JEM 233	Digital Design, Laser Cutting, Milling for Jewelry & Metal Arts
JEM 240	Enameling 1
JEM 344	Moving Metal 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Jewelry & Metal Arts

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA JEWELRY & METAL ARTS CORE COURSES

FA 420 Senior Portfolio Workshop/Professional Practices
FASCU 130 Sculpture 1
or IND 138 Model Making 1
FND 113 Sketching for Communication
FSH 120 Color Concepts for Fashion
FSH 161 Digital Techniques for the Fashion Business
JEM 110 Jewelry & Metal Arts 1
JEM 155 Jewelry & Fashion
JEM 165 Centrifugal & Vacuum Casting 1
JEM 210 Jewelry & Metal Arts 2
JEM 233 Digital Design, Laser Cutting, Milling for Jewelry & Metal Arts
JEM 240 Enameling 1
JEM 344 Moving Metal 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Master of Arts [MA] in Jewelry & Metal Arts

MA UNIT REQUIREMENTS

MAJOR	30 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
TOTAL	**36 UNITS**

MA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA JEWELRY & METAL ARTS REQUIRED MAJOR COURSES

FA 601 Drawing
JEM 605 Forging & Forming
JEM 608 Wax Model Making and Introduction to Casting
JEM 610 Jewelry & Metal Arts: Design & Fabrication
JEM 620 Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 630 Innovations in Materials and Processes
JEM 643 Explorations in Papermaking
or any course in major
JEM 644 Project Development
JEM 649 Modular Casting for Sculpture and Jewelry
JEM 668 Digital Design: Laser Cutting and Milling

MA JEWELRY & METAL ARTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601 Classical Aesthetics and the Renaissance
GLA 602 The Art & Ideology of the 20th Century
GLA 605 Motion Picture Theory & Style
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 607 Art & Ideas of the Enlightenment
GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
GLA 613 History of 20th Century Fashion Arts
GLA 615 History of Graphic Design
GLA 615E 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 638 Theory & Movements in Contemporary Interior Architecture
GLA 640 The History of Urban Landscapes
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674 Professional Practices for Fine Artists

Master of Fine Arts [MFA] in Jewelry & Metal Arts

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA JEWELRY & METAL ARTS REQUIRED MAJOR COURSES

FA 601	Drawing
JEM 605	Forging & Forming
JEM 610	Jewelry & Metal Arts: Design & Fabrication
JEM 620	Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 630	Innovations in Materials and Processes
JEM 643	Explorations in Papermaking
JEM 644	Project Development
JEM 649	Modular Casting for Sculpture and Jewelry
JEM 668	Digital Design: Laser Cutting and Milling

MFA JEWELRY & METAL ARTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 609	Renovating Tradition: Art & Ideas of the 19th Century
GLA 613	History of 20th Century Fashion Arts
GLA 615	History of Graphic Design
GLA 615E	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 629	150 Years of American Illustration
GLA 638	Theory & Movements in Contemporary Interior Architecture
GLA 640	The History of Urban Landscapes
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674	Professional Practices for Fine Artists

UNDERGRADUATE COURSES

JEM 108 Wax Carving and Introduction to Casting
Students will learn additive and subtractive methods of wax working including forming, texture, machining, sawing, and melting wax. Students will also execute proportions through layout carving, transferring, and build-up. Projects include casting wax into metal and casting stones in place.

JEM 110 Jewelry & Metal Arts 1
In this course, students will create fine metal arts objects and jewelry using non-ferrous and precious metals. This course teaches technical and basic fabrication. Stone setting, metal forging, chasing, simple sinking and die forming are also covered.

JEM 143 3D Modeling and Printing 1
This course provides an introduction to 3D modeling, scanning, preparing files for 3D printing, and operating a 3D printer. Additionally, students will learn about materials available for printing, various printing processes, and post processing techniques. Students will gain knowledge of rapid prototyping techniques beneficial to jewelry designers, sculptors, and industrial designers.

JEM 155 Jewelry & Fashion
This course covers intermediate fabrication, casting, and stone setting techniques. Emphasis will be placed on chain-making, etching, chasing and repousse, and creation of multiples. Students will use these techniques to make jewelry and accessories. Students will maintain inspiration notebooks of their research and ideas.

JEM 165 Centrifugal & Vacuum Casting 1
This course introduces students to basic centrifugal and vacuum casting techniques. Working with bronze, silver, and gold, students will develop skills in injection mold making, gating, investing, metal pouring, casting and finishing. Students will also use ancient and modern techniques to make patterns directly from wax.

JEM 208 Advanced Wax Carving and Modeling
Students will learn advanced additive and subtractive methods of hot and cold wax working through carving, machining, sawing, and melting wax. Through layout, carving, transferring, and build-up, students will learn to execute projects from designs. Students will learn and execute advanced stone-setting techniques in combination with wax working.

JEM 210 Jewelry & Metal Arts 2
This course covers advanced fabrication, stone setting techniques, took making, hydraulic press die forming, and electroforming. Students will develop jewelry, functional and non-functional forms, and small-scale sculptures that incorporate non-ferrous and precious metals, plastics and other mixed media.

JEM 224 Textile Techniques
In this course, jewelers, textile artists, and sculptors learn to adapt textile techniques to metals. Fine wire and strips of metal are applied to weaving, knitting, and crocheting, as well as braiding and basketry techniques to create unique wearable and sculptural forms.

JEM 233 Digital Design, Laser Cutting, Milling for Jewelry & Metal Arts
Students will design using industry standard software and adapt industrial techniques for jewelry design and sculpture. Students will create vectors and rasters and then use a laser cutter to cut precise, intricate designs in a variety of materials. The CNC mill and additional vector design techniques will be covered.

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

JEM 235 Kinetics and Mechanics
This course introduces students to simple and complex mechanisms, like gears, cams pulleys and linkages, which can be used to create, convert, and control movement through the building of mechanical sculptures and automata. This course is recommended for anyone who wants to add movement and interactivity to their projects.

JEM 238 Papermaking/Mixed Media
This course explores the creation of handmade paper for book arts, sculpture, printmaking, drawing, painting and experimental photography. Paper is used both alone and within the context of other media. Students learn how synthetic, natural and raw plant materials are pulped and used to make paper.

JEM 239 Jewelry: Design and Rendering
This course focuses on rendering techniques to develop original and innovative jewelry designs. Topics include rendering gemstones and metals using watercolor, colored pencils, digital media and illustrative historical references. The final project will be a unique jewelry collection professionally presented, designed and rendered, using hand rendered or digital techniques (student choice).

JEM 240 Enameling 1
In this course, students will learn enameling, the art of fusing glass to metals to create colorful designs and surface enhancement. Students will first learn the basic fundamentals, and then move on to applying these fundamentals to a diversity of techniques.

JEM 245 History of Jewelry and Metal Arts from Around the World
This course provides a comprehensive study of the progression of design and craftsmanship of jewelry and metal arts starting with primitive materials from the ancient world and ending with 21st century digital innovations. Emphasis will be placed on materials, symbolism, techniques, and key artisans and their signature styles and contributions.

JEM 255 Electronics and the Wearable Form
This course introduces the basics of analog and digital inputs/outputs, electronic components, and basic coding for microprocessors, for use in wearable objects, jewelry, and sculpture. This course is recommended for sculptors, fine artists, fashion designers, jewelry designers, and anyone interested in incorporating light, motion, and interactivity into their projects.

JEM 265 Centrifugal & Vacuum Casting 2
In this course, students will advance their centrifugal and vacuum casting techniques with complex molds and mechanical finishing. Injection mold making, casting techniques and production finishing techniques will be covered. Students will use these techniques to make a multiple piece sculpture or jewelry project.

JEM 275 Welding and Smithing
In this course, students will learn the techniques of smithing and welding: gas, arc, mig, and tig. Working from maquettes, these techniques will be applied to a final project which can be one of the following: wearable form, free standing sculpture, or a wall piece (modular or single unit).

JEM 310 Jewelry & Metal Arts 3
This course focuses on innovations in material and techniques. Student will have the opportunity for in-depth exploration of a variety of materials including plastic, wood, ceramic, stone, textiles, paint, rubber, cement, resin, and found objects. Emphasis will be placed on developing a thematically related artistic series.

JEM 320 The Jeweler's Lathe: Technique and Application
This advanced course focuses on metal lathe fabrication and machining applications that require high precision tolerances. Students will learn to turn a perfect cylinder, operate a live center, and combine a variety of materials using cold connections. Emphasis will be placed on safety and projects utilizing complex techniques.

JEM 333 3D Modeling and Printing 2
Advanced techniques in 3D modeling will be examined and tested using state of the art printers. Students will continue to develop individual concepts while exploring more complicated forms in depth. Special attention will be paid to jewelry design applications, stone setting, interlocking designs, and professional-level rendering of final models.

JEM 340 Enameling 2
This course offers students the opportunity to build on and experiment with the techniques learned in Enameling 1. Students will learn innovative techniques and finishes, and how to expertly combine enameling with metalworking skills.

JEM 344 Moving Metal 1
In this course, students will learn the basic principles of using hammers and stakes to move and shape metal. Fundamental metal forming techniques covered will include: raising, planishing, forging, sinking, seaming, and fold forming. These techniques will be applied to jewelry, as well as functional and non-functional hollowware forms of all sizes.

JEM 420 Advanced Techniques: Metalworking
New and exciting metalworking techniques including reticulation, chasing and repoussé, ball clasp, hinges, and an introduction to working with gold bimetal and gold keum-boo are covered. Projects are individually tailored.

JEM 422 Advanced Techniques: Stone Setting
Students will further their stone-setting skills creating prong, channel, bead, and pave settings. Proper preparation of gravers and stone-setting tools will also be covered. Individualized projects will include the incorporation of advanced stone-setting techniques.

JEM 444 Moving Metal 2
This course builds on techniques learned in Moving Metals 1. Students will develop advanced projects using raising, fold forming, forging, die forming, surface embellishments and patina. Instruction on making tools and reshaping hammers is also included.

JEM 450 Jewelry & Metal Arts Portfolio
In this portfolio project course, students will develop and refine a unique body of work suitable for exhibition. Emphasis will be placed on concept, skill, craftsmanship and presentation.

JEM 490 Portfolio Enhancement
Work in this course requires a focused project proposal to develop a specific portfolio of work. Concept and timelines will be developed by the student, under instructor guidance. Professional standards for process, technique, and execution will be emphasized. Outcomes will be unique to the individual's project. Course fees and prerequisites may vary by topic.

JEM 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

JEM 499 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 and course prerequisites may vary by topic.

JEM 500 Internship in Jewelry & Metal Arts
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

JEM 605 Forging & Forming
This class addresses problems and the solutions for shaping non-ferrous metals through forging and fold forming. Students will learn to make tools specific to project needs; these projects include jewelry and functional and non-functional objects. This class gives students a greater understanding of the malleability of metals.

JEM 608 Wax Model Making and Introduction to Casting
This course covers information essential for achieving creative and successful metal castings for jewelry and sculptural forms. Students learn to select and use waxes, tools, and finishes to create the wax model for the casting process. Final metal casts take on the exact image of wax models created in class.

JEM 610 Jewelry & Metal Arts: Design & Fabrication
This course gives students the opportunity to develop individual expression while learning basic metal fabrication and casting techniques. The techniques covered include soldering, fabrication, stone setting, texturing, patination, and lost wax casting. Students are encouraged to develop a thematically related series with jewelry alone or in combination with functional or non-functional objects. Students keep detailed sketchbooks/notebooks for this course.

JEM 620 Jewelry & Metal Arts: Advanced Design & Fabrication
In this course students will continue to explore and refine individually tailored projects in jewelry and object-making. Continued development of conceptual and technical advancement is emphasized along with developing awareness of trends, styles, and movements. Chain-making, etching, intermediate stone setting, and advanced clasps are taught as a continuation of the techniques learned in JEM 610. Students keep detailed sketchbooks/notebooks for this course.

JEM 624 Jewelry Fabrication: Knit, Crochet, Weave with Metal
Using metal to apply the textile techniques of knitting, crocheting, weaving and basketry, students will create jewelry and sculptural forms.

JEM 630 Innovations in Materials and Processes
Building upon previous coursework in Metal Arts/Jewelry, students will explore innovative concepts, materials, and techniques to complete a sophisticated and significant body of work. Student will use materials such as rubber, wood, fiber, cement and plastic, along with research, dialogue and critique to research professional outcome.

JEM 635 Modern & Contemporary Design & Techniques
Students will integrate historical techniques and styles to create unique pieces of jewelry and metal art. Through research, analysis, writing, and fabrication of jewelry and related objects, students will gain an understanding of the concepts underpinning the various period styles.

JEM 643 Explorations in Papermaking
This course includes an extensive exploration of surface techniques and media to be used in creating sheet paper as well as cast forms. Both Asian and European techniques are covered.

JEM 644 Project Development
In this course, students will develop a portfolio and also create new pieces of work for inclusion in the portfolio. Students will examine their work to date, explore areas for growth, propose a project, and develop pieces and a final presentation. Rigorous conceptual and technical development will be emphasized.

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

JEM 649 Modular Casting for Sculpture and Jewelry
Students will first explore and use historical casting techniques beginning with primitive cuttlefish and clay/sand casting. They will then use lost wax procedures in centrifugal and vacuum assisted casting. Students will apply these skills/techniques to produce a multiple part final project. Emphasis is placed on producing jewelry as well as sculptural objects.

JEM 659 Advanced Modular Casting for Sculpture and Jewelry
Advanced centrifugal and vacuum casting techniques, from complex molds to mechanical finishing will be examined. Students will add skills in injection mold making and casting techniques including multiple part molds and metal alloying. Students will learn production finishing techniques to bring a multiple piece sculpture or jewelry project to completion.

JEM 660 Introduction to 3D Printing and Modeling
Conceptual thinking and design is stressed in this introductory course to 3D modeling, scanning, preparing files for 3D printing, and operating a 3D printer. Additionally, students will learn about materials available for printing, various printing processes, and post-processing techniques. Students gain knowledge of rapid prototyping techniques beneficial to jewelry designers, sculptors, and industrial designers.

JEM 668 Digital Design: Laser Cutting and Milling
Through individualized projects with a strong emphasis on concept, students will design using industry standard software and adapt industrial techniques for jewelry design and sculpture. Students will create vectors and rasters and then use a laser cutter to cut and etch precise, intricate designs in a variety of materials. The CNC mill and additional vector design techniques will be covered.

JEM 670 Advanced 3D Modeling and Printing
In this course, students will apply advanced 3D modeling and rapid prototyping techniques to more challenging forms and gain additional hands-on experience with a variety of production and finishing methods. Emphasis is placed on precision and accuracy while developing individual concepts. The course culminates with the development of a cohesive collection and a professional-level presentation for inclusion in the student's portfolio.

JEM 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.

JEM 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.

JEM 810 Group Directed Study
Graduate students working on final projects in jewelry and metal arts will receive instruction and critiques of their work. In addition to regular instructor critiques and technical instructions, students will discuss approaches to their final projects as peers.

JEM 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

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	30 UNITS
MAJOR	18 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA LANDSCAPE ARCHITECTURE CORE COURSES

ARH 110 Studio 1: Conceptual Design Studio
FND 113 Sketching for Communication
IAD 210 Digital Imaging
LAN 135 The Natural World 2: Climate & Plant Communities
LAN 180 Plants in the Landscape 1
LAN 193 Landscape Drawing & Drafting
LAN 213 Digital Rendering
LAN 235 The Natural World 3: Site Planning
LAN 250 Landscape Design Studio
LAN 260 The Technical World 1: Grading & Drainage

AA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following courses:
  - LA 107 Writing for the Multilingual Artist
  - or LA 108 Composition for the Artist
  - LA/LAN 177 Pre-Industrial Urban Open Spaces
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA/LAN 277 Post Industrial Urban Open Spaces
- Minimum 2.0 GPA and the following general education requirements:

2 History of Landscape Architecture courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Fundamental Math course
1 Applied Math course
1 Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

HISTORY OF LANDSCAPE ARCHITECTURE

LA/LAN 177 Pre-Industrial Urban Open Spaces
LA/LAN 277 Post Industrial Urban Open Spaces

Bachelor of Fine Arts [BFA] in Landscape Architecture

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA LANDSCAPE ARCHITECTURE CORE COURSES

ARH 110 Studio 1: Conceptual Design Studio
FND 113 Sketching for Communication
IAD 210 Digital Imaging
LAN 135 The Natural World 2: Climate & Plant Communities
LAN 180 Plants in the Landscape 1
LAN 193 Landscape Drawing & Drafting
LAN 213 Digital Rendering
LAN 235 The Natural World 3: Site Planning
LAN 240 Planting Design
LAN 250 Landscape Design Studio
LAN 260 The Technical World 1: Grading & Drainage
LAN 450 Advanced Design Studio

BFA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following courses:
  - LA 107 Writing for the Multilingual Artist
  - or LA 108 Composition for the Artist
  - LA/LAN 115 The Natural World 1
  - LA/LAN 117 Survey of Landscape Architecture
  - LA/LAN 177 Pre-Industrial Urban Open Spaces
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA/LAN 277 Post Industrial Urban Open Spaces
  - LA/LAN 297 Landscape Social Factors
- Minimum 2.0 GPA and the following general education requirements:

2 History of Landscape Architecture courses
1 Written Communication: Composition course
1 Written Communication: Context & Style course
1 Written Communication: Critical Thinking course
1 Fundamental Math course
1 Applied Math course
1 Landscape Social Factors course
1 Historical Awareness course
1 Cultural Ideas & Influences course
1 Employment Communications & Practices course

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

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 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

HISTORY OF LANDSCAPE ARCHITECTURE

LA/LAN 177 Pre-Industrial Urban Open Spaces
LA/LAN 277 Post Industrial Urban Open Spaces

LANDSCAPE SOCIAL FACTORS

LA/LAN 297 Landscape Social Factors

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

Master of Arts [MA] in Landscape Architecture

MA UNIT REQUIREMENTS

MAJOR	36 UNITS
TOTAL	**36 UNITS**

MA LANDSCAPE ARCHITECTURE REQUIRED MAJOR COURSES

ANM 623	3D Modeling & Animation 1 (Maya)
or COM 608	Professional Drone Production
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 620	Site Design Studio
LAN 658	Landscape Architecture Design Theory
LAN 665	Digital Graphics for Landscape Architecture
LAN 678	People & the Environment
LAN 679	Advanced Digital Graphics for Landscape Architecture

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

Master of Fine Arts [MFA] in Landscape Architecture

MFA UNIT REQUIREMENTS - TRACK I

MAJOR	33 UNITS
+ DIRECTED STUDY	12 UNITS
+ ELECTIVES*	9 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

**Per director approval*

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 and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA LANDSCAPE ARCHITECTURE REQUIRED MAJOR COURSES

LAN 658 Landscape Architecture Design Theory
LAN 660 Designing Public Spaces Studio
LAN 665 Digital Graphics for Landscape Architecture
LAN 670 Regional Planning & Analysis Studio
LAN 673 Landscape Architectural Methods & Materials
LAN 678 People & the Environment
LAN 679 Advanced Digital Graphics for Landscape Architecture
LAN 680 Site Planning & Sustainable Design Studio
LAN 688 Emerging Topics & Research Methods
LAN 690 Advanced Professional Design Studio
LAN 700 Professional Practice for Landscape Architecture

MFA LANDSCAPE ARCHITECTURE GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601 Classical Aesthetics and the Renaissance
GLA 602 The Art & Ideology of the 20th Century
GLA 605 Motion Picture Theory & Style
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 607 Art & Ideas of the Enlightenment
GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
GLA 613 History of 20th Century Fashion Arts
GLA 615 History of Graphic Design
GLA 615E 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 629 150 Years of American Illustration
GLA 638 Theory & Movements in Contemporary Interior Architecture
GLA 640 The History of Urban Landscapes
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603 Anthropology: Experiencing Culture
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 640 The History of Urban Landscapes

Master of Fine Arts [MFA] in Landscape Architecture

MFA UNIT REQUIREMENTS - TRACK II

MAJOR	57 UNITS
+ DIRECTED STUDY	12 UNITS
+ ELECTIVES*	9 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**87 UNITS**

**Per director approval*

MFA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 87 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA LANDSCAPE ARCHITECTURE REQUIRED MAJOR COURSES

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 617	Site Engineering
LAN 619	Ecological Foundations of Design 2
LAN 620	Site Design Studio
LAN 658	Landscape Architecture Design Theory
LAN 660	Designing Public Spaces Studio
LAN 665	Digital Graphics for Landscape Architecture
LAN 670	Regional Planning & Analysis Studio
LAN 673	Landscape Architectural Methods & Materials
LAN 678	People & the Environment
LAN 679	Advanced Digital Graphics for Landscape Architecture
LAN 680	Site Planning & Sustainable Design Studio
LAN 688	Emerging Topics & Research Methods
LAN 690	Advanced Professional Design Studio
LAN 700	Professional Practice for Landscape Architecture

MFA LANDSCAPE ARCHITECTURE GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 609	Renovating Tradition: Art & Ideas of the 19th Century
GLA 613	History of 20th Century Fashion Arts
GLA 615	History of Graphic Design
GLA 615E	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 629	150 Years of American Illustration
GLA 638	Theory & Movements in Contemporary Interior Architecture
GLA 640	The History of Urban Landscapes
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 640	The History of Urban Landscapes

UNDERGRADUATE COURSES

LAN 115 The Natural World 1: The Base Layer
This course provides the opportunity to gain a deeper understanding of the natural landscape. By exploring local sites, students will learn to identify and analyze soil types, geological forms, watersheds, and other topographical feature and how they affect design decisions. Strategies for mapping and recording this information will be introduced.

LAN 117 Survey of Landscape Architecture
This course provides an overview of the profession and highlights the responsibilities and challenges of the 21st century landscape architect. Students will study the history of landscape architecture and the role landscape architects have in the shaping of human spaces. Influences for positive changes in the environment will be discussed.

LAN 135 The Natural World 2: Climate & Plant Communities
This course looks at the living landscape though the lens of careful observation and analysis. Students will study soil, elevation and climate conditions to understand the direct relationships between plant communities, species and seasonal growth. These natural systems provide the foundation of the landscape architect's palette and inspiration for design.

LAN 177 Pre-Industrial Urban Open Spaces
This course offers a comprehensive survey of the history of human impacts on environments from Stonehenge to the urban spaces, gardens and parks of the Renaissance. By systematically studying classic examples, students will learn to assess the qualities and relevance of each in their historical context.

LAN 180 Plants in the Landscape 1
The use of plants in creating outdoor spaces is unique to landscape architecture. Students will identify, draw and describe the aesthetic qualities of a variety of trees, shrubs, ground covers, vines, and grasses. Students will use their knowledge of horticultural requirements to make responsible and effective design decisions.

LAN 193 Landscape Drawing & Drafting
Communicating ideas by drafting plans, sections, and elevations to scale is a fundamental skill for any designer. Effective use of line weight, texture, shade and shadow and one point perspective will be taught. Students will create pen and pencil line drawings that express design ideas clearly and effectively.

LAN 213 Digital Rendering
In this course, students will learn to effectively communicate spatial design ideas by applying the basics of SketchUp to create wireframes ready to be rendered by both traditional hand drawing and digital illustration techniques. Basic color theory and presentation strategies will be discussed.

LAN 223 Computer Aided Drafting for Landscape Architecture
Digital documents facilitate the communication between design professionals. In this course students will apply the hand drafting techniques and skills previously learned to digitally draft plans, sections and elevations. Commands and methods that will enable them to produce drawings that are legible, accurate and well organized will be emphasized.

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

LAN 235 The Natural World 3: Site Planning
Processes, forms and interrelationships in nature provide a rich palette of information and inspiration for the designer. In this course, students will build upon previous knowledge to identify the natural opportunities and constraints of a site. Students will learn to evaluate the appropriateness of design decisions based on existing conditions.

LAN 240 Planting Design
In this course students will continue to build their knowledge of plants, plant communities and environments. Students will be challenged with selecting the most appropriate plants for that will provide year round seasonal interest for their site designs. Rendering techniques will be used to create detailed illustrations.

LAN 250 Landscape Design Studio
This design studio will give students their first opportunity to explore the relationship between a thorough site observation, site analysis and the development of design concepts for projects of various scales. Emphasis will focus on producing and presenting conceptual ideas in diagrams, scaled drawings, and study models.

LAN 260 The Technical World 1: Grading & Drainage
This course focuses on strategies and calculations for controlling stormwater movement. 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, bioswales, and rain gardens.

LAN 277 Post Industrial Urban Open Spaces
Designed spaces are the product of a specific era, culture and location. This course continues the exploration of urban open spaces. Students will compare and contrast designed outdoor spaces from the Renaissance to the present day and discuss their significance in historical context.

LAN 280 Plants as Design Elements in the Landscape 3
This course focuses on creating sustainable creative designs with an emphasis on drought tolerant plants and ornamental grasses. Students create detailed illustrations of plants, site designs and planting plans. Case studies of practical application of irrigation and xeriscaping will be discussed.

LAN 297 Landscape Social Factors
An underlying mandate of landscape architecture is to build positive relationships between people, each other, and the outdoor environment. Applying theories and methods of prevalent social and psychological research, students will learn the research techniques and observation skills necessary to determine how people use, interact with and perceive the landscape.

LAN 300 Design of Urban Places Studio
Building upon the information gained in previous courses, students will combine graphic skills, technical knowledge, and design principles in order to approach more complex projects. Emphasis will be placed on effectively applying each step of the design process to the creation of innovative, sustainable and beautiful urban outdoor spaces.

LAN 323 Technical Digital Drawing 1
Building upon skills learned in previous digital graphics classes this course will focus on creating effective photorealistic simulations, animations, and fly-throughs. Using PhotoShop, Illustrator, SketchUP, EonVue, Lumion and other programs, you will learn to how to edit, add sound, and integrate this more interactive imagery into your design presentations.

LAN 330 The Technical World 2: Materials & Details
The details of a project can make or break a design. This course focuses on creatively integrating innovative and sustainable materials and details into outdoor designs. Students will learn about the details of construction materials. Based on research, students will create detailed drawings indicating materials and installation methods.

LAN 350 Sustainable Designs & Practices Studio
Continued exposure to real-world design projects will be a primary focus of this course. Special emphasis will be placed on developing the students' ability to make defensible design decisions, expand their design vocabulary and enhance graphic and verbal presentation skills. Strategies for sustainable design solutions will also be explored.

LAN 360 The Technical World 3: Construction Documents
This course focuses on drafting construction documents for the purpose of communicating complex concepts, ideas and construction details. Detailed instructions for contractors and sustainable construction & installation details will be emphasized. Students will develop design details that solve complex structural, aesthetic and environmental issues.

LAN 375 Sketching for Idea Development
Quick sketching is an essential tool for thinking and spatial problem-solving in the field. Designers use this tool to confidently communicate ideas quickly and efficiently to untrained viewers. In this course, students will sketch multi-view drawing to solve space issues, test ideas quickly, and evaluate their work and make decisions.

LAN 391 Portfolio Preparation
The portfolio is a graphic representation of the landscape architect's range and overall approach to projects, In this course, students will develop an identity package and portfolio as a presentation of their ability and individual style. Emphasis will be placed on conveying strengths and professional readiness.

LAN 392 Professional Practices
The successful practice of landscape architecture is the result of philosophical, management, and administrative practices that allow an individual or a large firm to be profitable and effective. In this course, students will define and identify relevant contractual and legal issues, pertinent building codes, and laws by analyzing case studies.

LAN 398 Community Design Studio
In this studio course, students will work as a team to design and implement a solution for a client. Working collaboratively, students will analyze the site, identify the unique challenges and devise a plan for completing the multistage project. Incorporating project manager and client feedback to improve work will be emphasized.

LAN 400 Regional Planning & Design Studio
In this course, students will learn the methods and strategies required to solve the larger scale and increasingly complex issues of regional planning and design. Students will apply the results of environmental inventory and analyses to produce planning and design solutions for more livable cities, towns, and communities.

LAN 450 Advanced Design Studio
Students will refine and apply all skills learned in previous courses to their independent design project. Research strategies, timelines, and the challenges common to the successful production of a professional quality project and portfolio will be emphasized.

LAN 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

LAN 499 LAN Special Topics
Special Topics class offerings change each semester and are conducted by special guest artists. 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.

LAN 500 Internship in Landscape Architecture
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

LAN 605 Drawing as Process
Students will develop strong foundations in mechanical and freehand drawing. Orthographic projection skills will be learned and applied to a variety of projects. The connections between observation and spatial problem solving through freehand drawing will be developed. Students will apply professional graphic conventions to communicate existing designs.

LAN 607 Historical Precedents of Landscape Architecture
This course explores the complex forces and multi-disciplinary origins of the profession of landscape architecture. Designed landscapes through the centuries will be examined in the historical context of prevailing cultural, geographical, technological, climatic and horticultural factors. The nature and scope of current landscape architectural practice will be discussed.

LAN 609 Ecological Foundations of Design 1
Soil and water are essential elements of the landscape. This course will focus on their chemical, biological, and physical characteristics, their various ecological relationships to one another and their relative tolerances for human development. Case studies and field work will be used to develop mapping, observation, and recording skills.

LAN 610 Landscape Architecture Design Studio
This course focuses on the application of design principles and elements. Studio projects will focus on methods of spatial composition and organization to provide spaces with meaning and purpose. Application of the design process will be discussed with an emphasis on ideation and the selection among conceptual alternatives.

LAN 617 Site Engineering
This course will focus on understanding the implications of manipulating both natural topography as well as constructed ground surfaces. Topics will include such items as the production of accurate and ecologically sensitive grading and drainage plans and construction details, road alignments and the management of water.

LAN 619 Ecological Foundations of Design 2
This course will focus on recognizing plant communities; their distribution, habitat associations, classification, taxonomy, as well as horticultural and arboricultural issues. Plant morphology as a source of design inspiration and interpretation will also be discussed. Projects will include an introduction to the principles of planting design.

LAN 620 Site Design Studio
Several small scale projects will provide a framework for students to develop analytical skills, communication techniques, and spatial ideas that appropriately reflect the context of urban sites, giving students the opportunity to develop a design process and express conceptual ideas that are generated from site criteria, rather than subjective opinion.

LAN 658 Landscape Architecture Design Theory
This intensive research and writing course focuses on ideas, theories, and historical precedents central to the profession of landscape architecture. Emphasis will be placed how the general public perceives and values the landscape though film, advertising, branding, and social media. Historical, contemporary, and emerging topics will be discussed in depth.

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

LAN 660 Designing Public Spaces Studio
This studio focuses on the challenges and opportunities of creating healthier, viable and more livable urban centers by integrating key aspects of the natural world with the daily necessities of urban life. Emphasis will be placed on how to solve complex urban environmental issue with innovative and sustainable solutions.

LAN 665 Digital Graphics for Landscape Architecture
Digital documents facilitate the communication between design professionals. Building on hand drawing techniques, students will acquire industry standard software applications, commands and methods that will enable them to communicate spatial manipulation and construction accurately and legibly. The interrelationships of AutoCAD and Sketch Up will be explored.

LAN 670 Regional Planning & Analysis Studio
This course focuses on the planning and site design of large scale outdoor environments specific to landscape systems throughout a region. A region varies in size and configuration, and is overlain with jurisdictional and/or natural boundaries. The design process is applied to generate design solutions for regional open space.

LAN 673 Landscape Architectural Methods & Materials
In this course, students will investigate traditional and innovative materials while examining the process of developing conceptual ideas into built landscapes. Cost estimating, specifications, and evaluating the environmental impact of material selection and detailing will be discussed.

LAN 678 People & the Environment
This course focuses on the relationship of individuals, communities, and societies to the landscape and the importance of promoting a user-oriented approach to design. Specific needs of under-represented populations will be discussed. Students will learn methods to observe, record, and analyze human interaction with their surroundings.

LAN 679 Advanced Digital Graphics for Landscape Architecture
Digital documents and illustrations facilitate communication between the design professionals and their clients. Building on the skills acquired in previous courses, students will apply state-of-the-art interactive modeling and animation software to explore and communicate ideas at any scale.

LAN 680 Site Planning & Sustainable Design Studio
This studio course focuses on the implementation of recognized sustainable site engineering and construction practices. Discussions will focus on innovative details, strategies and systems of landscape construction. In a series of projects students will incorporate all phases of the design process including concept development and design details.

LAN 688 Emerging Topics & Research Methods
Students will research and debate a wide range of relevant topics including new developments and current challenges faced by the profession. Students will learn various research strategies and will use this seminar to begin to formulate a focus for their thesis project.

LAN 690 Advanced Professional Design Studio
Students will begin the process of refining the various components of their thesis project as defined in the Midpoint Review. Research strategies, timelines, and the challenges common to the successful production of a professional quality graduate thesis and portfolio will be discussed.

LAN 695 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

LAN 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.

LAN 700 Professional Practice for Landscape Architecture

The focus of this course is on the professional business skills and knowledge necessary to be an effective and responsible landscape architect. Students will learn about the various legalities and contractual arrangements involved in the design and construction process. Topics such as professional ethnics, insurance will also be discussed.

LAN 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.

LAN 900 Internship in Landscape Architecture

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

MOTION PICTURES & TELEVISION

Write
Produce
Direct
Shoot
Edit

What's all here for the taking

Lights. Camera. Action! Here you'll learn the ins and outs of all three. And, you'll learn them in a real-world studio setting where there's a momentum to turn the theoretical into the actual.

You'll be able to experiment, but it will be under the guidance of people who are currently working in the industry: people who know that flights of fancy are the foundation of the future, but budgets are now.

What's more, you'll be working with the same equipment used by major film studios and video production companies. You'll have access to the latest in computer-assisted effects and animation. You'll learn acting from some of the most respected talent in the industry. You'll be part of the most complex, best-equipped film school in America. You'll be treated like a professional from the start and expected to be professional because amateur doesn't cut it here.

WHAT WE OFFER

World-Class Curriculum: The School of Motion Pictures & Television fosters creativity and independence in filmmaking as an art. We also provide instruction in the commercial aspects of filmmaking as a business.

Hands-On Approach: Our approach is dedicated to practical, hands-on training in a collaborative framework. Students are immersed in a broad range of filmmaking skills, including producing, directing, cinematography, lighting, sound, editing, screenwriting, production design and acting.

Specialist Training: After gaining experience in a broad range of disciplines, students will specialize in one area for the purpose of portfolio development. We train students ultimately to become specialists, since specialists are what the industry requires.

State-of-the-Art facilities: We have the best resources of any film school out there, offering cutting-edge equipment for cinematography, video, sound, and lighting, in addition to a green screen studio, screenwriting lab, sound studio, editing rooms, black-box theater, prop vault, and so much more.

Professional Faculty: Be the best by learning from the best. We have a prestigious faculty of professionals working in the field. In addition, industry greats are invited as guest speakers every semester.

CAREER PATHS

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	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA MOTION PICTURES & TELEVISION CORE COURSES

MPT 105	Cinematic Storytelling
MPT 106	Edit 1: The Art of Editing
MPT 159	Cinematography 1
MPT 166	The Power of Story
MPT 205	Introduction to Producing
MPT 225	Sound Design for Film 1: Basic Concepts
MPT 233	Writing Shorts for Production
MPT 234	Scene Production Laboratory
MPT 236	Edit 2: Avid Fundamentals
MPT 285	Production Design Foundations
MPT 330	Directing Actors for Film & TV

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Motion Pictures & Television

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA MOTION PICTURES & TELEVISION CORE COURSES

MPT 105	Cinematic Storytelling
MPT 106	Edit 1: The Art of Editing
MPT 140	Lighting 1: The Art of Seeing Light
or MPT 236	Edit 2: Avid Fundamentals
MPT 159	Cinematography 1
MPT 166	The Power of Story
MPT 205	Introduction to Producing
MPT 225	Sound Design for Film 1: Basic Concepts
MPT 233	Writing Shorts for Production
MPT 234	Scene Production Laboratory
MPT 285	Production Design Foundations
MPT 330	Directing Actors for Film & TV
MPT 495	Filmmaker Portfolio: Breaking Into the Entertainment Industry

BFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 200	Introduction to Computer Programming
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127	Topics in World Art
LA 221	California Art in Cultural Context
LA 238	World Literature
LA 292	Programming & Culture
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Certificate in Motion Pictures & Television

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Writing & Directing for Film

MA UNIT REQUIREMENTS

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

MA WRITING & DIRECTING FOR FILM DEGREE REQUIREMENTS

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

MA WRITING & DIRECTING FOR FILM REQUIRED MAJOR COURSES

MPT 605 Film Language Studio
MPT 616 Directing Actors for Motion Pictures
MPT 618 Writer-Director Intensive 1
MPT 625 Editing Concepts
MPT 641 Visual Storytelling
MPT 644 Directors Rehearsing Actors
MPT 664 Organic Blocking for Camera
MPT 695 Collaborative Project: Shot in a Day
MPT 705 Breaking through the Noise of Social Media
MPT 750 Production Central*

**Year-long course taken over two consecutive semesters*

MA WRITING & DIRECTING FOR FILM GRADUATE LIBERAL ARTS REQUIREMENTS

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 716 Fast & Furious: The World of Shorts

Master of Fine Arts [MFA] in Motion Pictures & Television

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA MOTION PICTURES & TELEVISION REQUIRED MAJOR COURSES

MPT 605 Film Language Studio
MPT 616 Directing Actors for Motion Pictures
MPT 618 Writer-Director Intensive 1
MPT 625 Editing Concepts
MPT 641 Visual Storytelling
MPT 644 Directors Rehearsing Actors
MPT 651 A Director Prepares
MPT 664 Organic Blocking for Camera
MPT 688 Development: Finding Material and Influencing Writers
MPT 773 Entertainment Professional Practices

MFA MOTION PICTURES & TELEVISION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 605 Motion Picture Theory & Style
or GLA 716 Fast & Furious: The World of Shorts

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603 Anthropology: Experiencing Culture
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 714 Acting

UNDERGRADUATE COURSES

MPT 105 Cinematic Storytelling
This class is a hands-on overview of the entire filmmaking process. Emphasis will be place on collaboration between the various disciplines required to make a professional piece of digital content. Students will interact as teams, functioning in a range of creative and technical roles to produce content.

MPT 106 Edit 1: The Art of Editing
This course introduces students to visual storytelling through the creative use of video editing. Using Adobe Premiere Pro, students will learn the concepts of montage, screen direction, continuity and the elements of style while editing a narrative scene. This class prepares students for the Adobe Premiere ACA exam.

MPT 135 Virtual Reality/360 Production: The New Frontier
This course provides hands-on experience with cutting-edge Virtual Reality and 360-degree video production equipment and post-production software. Students will explore the emerging visual grammar of all types of VR and 360 video, develop and create 360-degree immersive experiences in narrative or non-narrative formats, and use industry-leading VR/360 post-production software.

MPT 138 Immersive Storytelling
Focused on the emerging art of storytelling for VR, this course will teach practical skills from the worlds of immersive narrative, gaming and interactive video. Contemporary work in VR will be analyzed, and students will participate in a creative writing workshop with weekly assignments and critiques.

MPT 140 Lighting 1: The Art of Seeing Light
This course will introduce students to the basic concepts of lighting. Students will gain hands on experience shooting with black and white film. Topics will include diffusion, contrast, key-to-fill ratios and light placement. Industry safety procedures including proper handling of electricity and high heat lights will be emphasized.

MPT 159 Cinematography 1
This course is designed to give the student an introduction to the technical and conceptual aspects cinematography through short format filmmaking. This class will explore the tools, techniques and visual language of cinematography. Students will receive hands-on experience with cinematography while completing group and individual projects.

MPT 166 The Power of Story
The root of all great storytelling is imagination channeled through character development, dialogue, conflict and structure. In this interactive class you will develop these skills with an eye to creating digital content for a screen of any size.

MPT 204 Power of Social Media
This course offers an overview of how to harness the power of social media. Using case studies and other tools, students will analyze the roads to success and failure in the world of social media. Students will gain an appreciation of how to apply social media to an entrepreneurial career.

MPT 205 Introduction to Producing
Students will participate in exercises that lead to identifying and refining the skills to perform as a creative producer. Skills included are: identifying and acquiring the rights to material, raising financing, securing distribution, creating a marketing plan, and functioning as a creative producer in all stages of production.

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

MPT 206 Adobe Premiere Certification Preparation
This course prepares students to take the ACE: Adobe Premiere CC certification exam. Topics will include effects, transitions, titles, metadata, markers, captioning data, and media management.

MPT 225 Sound Design for Film 1: Basic Concepts
This course introduces the basic elements of sound recording and production for film and television. Students will learn microphone selection and placement, as well as mixing and equalization. Students will use Pro-Tools software for recording Foley and automatic dialog.

MPT 231 Edit 2: Editing the Story
This course will expand a student's understanding of non-linear editing. In an advanced setting, the students will explore editorial issues including file management, importing media and outputting final projects. Students will apply sound design, color correction, and special effects to their projects.

MPT 233 Writing Shorts for Production
In this course, students will write two 8 to 12-minute scripts. Emphasis will be placed on great hooks and twists, solid structure, and compelling characters. Students will also learn how to pitch stories concisely and professionally.

MPT 234 Scene Production Laboratory
In this course, students will work together in teams to write, produce and direct short scenes. Projects will emphasize developing the skills necessary to function in and run a film crew. Students will write, prepare, shoot and edit their scenes within a fixed schedule on within a set budget.

MPT 235 Virtual Reality/360 Production & Post-Production
This course provides training in advanced techniques for Virtual Reality production and post-production. Students will learn immersive storytelling techniques, shoot with a variety of high quality VR/360 camera rigs, manually stitch and stabilize video using professional stitching software, practice advanced VR editing techniques with Adobe Premiere, and explore additional VR technology.

MPT 236 Edit 2: Avid Fundamentals
This course will expand students' understanding of video editing and introduce them to Avid Media Composer. Students will explore editorial issues including file management, importing media and outputting final projects. Students will apply sound design, color correction, and special effects to their projects.

MPT 246 Film Scheduling and Budgeting
Assistant Directors organize set daily operations. Their duties are supervisory, organizational, and administrative. This course covers the industry structure that is governed by budgets, unions, guilds, and contracts. Students will make schedules, practice problem solving, and write detailed reports. Topics will include attending to the cast, directing extras, and overseeing the crew as each shot is prepared.

MPT 250 Set Management
This course will prepare producers to deal with the unexpected. Students will gain practical experience in how to build a budget for a location shoot, find and manage locations, and operate as a member of an AD team.

MPT 255 Film History 1: Pre-1940
This course explores the major film movements from 1895 to 1940, from the silent era to the advent of color film. Students will learn the fundamental forms of cinema as developed by Eisenstein and Griffith, while being introduced to the concepts of 'mise-en scene', montage editing, expressionism, and film noir.

MPT 256 Film History 2: 1940-1974
This course explores the major movements in the Golden Age of Cinema from 1940 to 1974 including Neo-Realism, the French New Wave, Cinema Verite, and A New Golden Age of Hollywood. The work of Vittorio DeSica, Billy Wilder, Francois Truffaut, Akira Kurosawa, Mike Nichols, Francis Ford Coppola, and other great directors will be examined. Lectures and screenings are accompanied by assigned readings.

MPT 259 Cinematography 2
This course analyzes how high quality cinematography contributes to visual storytelling. The work of great Directors of Photography will be studied while students complete their own film projects. Camera techniques and visual thinking will be the primary emphases.

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 Lighting 2: Digital
Students will learn the three fundamental pillars of lighting, the Zone system, how to light and shoot green / blue screens and how to manipulate color. They will expand their skills to read existing lighting and modify it using grip and electrical tools. Assignments will be shot on digital video format.

MPT 285 Production Design Foundations
Production designers are key to creating the visual style of a film. This course covers the components of the art department and the role of the production designer. Students will gain hands-on experience with the design process including breakdowns, research, basic set design and concept presentations for selected script scenes.

MPT 286 Art Department Organization
In this class, you will work as the head of an art department. You will coordinate communications between executive producers, production office, director, art department and vendors. You will supervise acquisition of set decoration and props, and learn how to allocate crew as needed.

MPT 288 Development: From Ideas to Execution
In this course, students will acquire the skills to find and option material to develop as television series and feature films. Students will learn to write and deliver effective script notes that writers can implement. Students will also learn how to evaluate the appropriate marketplace for the material they are developing.

MPT 299 Directing: Breakdown & Blocking
This course is designed to give a solid foundation in the basic principles of narrative filmmaking through the effective breakdown of the screenplay. Students will fill the roles of Director, Editor, Actor, and Script Supervisor on various projects.

MPT 301 Makeup: Street & Special Effects
This course examines all aspects of creating realistic, contemporary street makeup, as well as dealing with the special needs of creating character, special effects and medical makeup.

MPT 303 Makeup: Character & FX
This course takes students into the realms of character-specific makeup, fashion makeup and advanced special effects. Students will take a script and create a character's makeup design from printed words.

MPT 304 Crowdfunding & Social Media Marketing
This course will examine the increasingly important role of social media in project creation. Students will enhance, promote, and facilitate projects by integrating such concepts as crowdfunding, crowdsourcing, and transmedia development into their work. Through practical strategies, students will build a brand for their projects that can be used from development through production and distribution.

MPT 315 Experimental Filmmaking 1
This course focuses on expression ideas and emotions within the constraints of moving images. Students will reassign meaning to found footage and creatively combine sound and image for a visual experience. The evolution of experimental film will be studied in a sociological context.

MPT 325 Sound Design for Film 2: Advanced Concepts
This course focuses on production techniques including sync-sound recording, advanced Foley recording and automatic dialog replacement.

MPT 330 Directing Actors for Film & TV
In this course, students will concentrate on the analysis, rehearsal, and direction of scripted material. Practical elements of working with actors in the audition, casting, callback, and rehearsal process are also discussed.

MPT 341 Documentary 1
This course will expose students to the documentary form of motion pictures. Students view various examples of documentary film. Students will also create their own documentary projects.

MPT 343 Documentary Editing
Students in this course will acquire the skills to edit all forms of documentary content including narrative, non-fiction, long & short form, behind the scenes and corporate.

MPT 346 Edit 3: Avid Media Composer Certification
This course continues Avid Media Composer training, with emphasis on professional techniques. Upon completing the course, students may take the exam for Avid Certification as a Certified Avid Editor. This credential has international standing, proving you took this training and are considered a professional-level Editor for Motion Pictures & Television.

MPT 350 Non-Linear Editing 3
In this course, students will work to bring their editing to the next level in preparation to transitioning into the commercial marketplace. Professional-level aesthetics and finishing techniques will be practiced. Edit projects to exacting professional standards and creating polished projects for their demo reels will be emphasized.

MPT 351 Lighting 3: Film
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.

MPT 355 Non-Linear Computer Editing 4: Editing the Professional Portfolio
This course continues editing training with Adobe Premiere Pro. Emphasis will move beyond the mechanics and aesthetics of editing and focus on craft. Students will learn to properly ingest media, find the story, finesse the pace, collaborate with others, and output a mastered project.

MPT 359 Cinematography 3
In this course, students will expand their knowledge of cinematic techniques and high end camera equipment. Working from original concepts, students will develop a simple script with a shot list. Based on their scripts, students will shoot a short narrative film utilizing advanced cinematographic techniques.

MPT 360 Producing for Motion Pictures
In this course, students will examine the producer's role as the driving force in the selection and delivery of a visual product. Students will execute the role of producer on a student production and develop business plans and marketing strategy.

MPT 362 Cinematography: Shooting with Style
In this course, students will compare, contrast, and select the cinematic aesthetic that best supports their story. Students will analyze successful principals and techniques from classical composition and framing to today's reality-driven frenzied approach. Aesthetics of light, color, framing, coverage and movement will be practiced in studio and location work.

MPT 363 Traditional & Social Media Marketing of Feature Films
This course examines film acquisitions, distribution, marketing and exhibition. Students will be given knowledge of the business of film, what sells and how to bring films into the marketplace. The course will link filmmaking and distribution/marketing so that each student will appreciate the interconnected qualities of the two disciplines.

MPT 367 Securing Rights & Agreements for Film
In this course, students will write option/purchase agreements, submission agreements, producer agreements, deal memos and employment agreements and non-disclosure agreements and also research right-to-work laws. Topics will include production company organization structure, project financing, intellectual property protection, fees, profit participation, compensation and insurance and negotiating agreements.

MPT 371 After Effects for Professional Editors
In this course, students learn the unique capabilities of Industry Standard Editing software in order to create state-of-the-art effects, layering and titles. This is an advanced editorial course designed to teach students the skills that are becoming the industry standard worldwide.

MPT 372 Advanced After Effects
In this course, students will explore the more advanced techniques that Adobe After Effects has to offer including motion tracking, chroma keying, expression scripting, and 3D motion graphics.

MPT 377 Principles of Directing
This course examines the role of the director in relation to critical, creative areas of motion picture production. Students work in digital video format to practice their skills. The course teaches students to recognize and execute the industry standards.

MPT 378 Directing 2
In this course Directors make two short films on the sound stage, working for the first time with an assigned cinematographer.

MPT 380 Film Postproduction: Digital Transfer & Color Correction
This technical course covers digital film transfer and digital intermediate color correction. Students will use their own media on telecine machine and in digital intermediate software to create desired effects through appropriate use of color grading, filters and masks.

MPT 384 Shooting the One-Hour Drama
Students will learn how to run a set, how to solve on-the-set problems, and how to communicate their vision to key personnel, such as the Production Designer, the Director of Photography, and the Editor. Emphasis will be placed on effective storytelling through camera direction, coverage, and shot selection for the One-Hour T.V. format.

MPT 386 Advanced Editing Theory
This course has been designed to provide an in-depth study of how editing rewrites the film based on image selection, juxtaposition and pace in addition to story principles. Students will deconstruct a wide variety of editing styles in order to understand the purpose of each one.

MPT 387 Scenic Production (formerly Theatrical Construction & Design)
This course focuses on the realization of scenic design. Students will learn to assess, design, and fabricate architectural elements, wall treatments, and set decorations. Selected joinery skills will be taught. Students will learn to work with schematics and scale drawings for building and budgetary purposes. Visual research will be emphasized.

MPT 389 Production Design: Short Form Entertainment
This course focuses on creating the "look" or visual style for commercials, music videos and short films. Lectures, demos and assignments will include researching and specifying choices for set decorations, props, location modifications, materials and scenic finishes for the sets in your selected projects.

MPT 390 The Work of the Great Directors
This course examines the films of the great directors with an emphasis on critical studies. In analyzing the work of such filmmakers as Woody Allen, Ingmar Bergman, Wong Kar Wai, Stanley Kubrick, Akira Kurosawa and Roman Polanski, students will develop an understanding of the creation of personal style.

MPT 391 Production Design: Fundamentals
In this course, students will develop sketching and drafting skills required to design sets for the television industry. Students will learn about set sketches, plans and drafting notations, model making, graphics and signs, storyboards, locations, sourcing, to networking and careers.

MPT 392 Production Design: Features
In this course students will analyze successful production design for feature films as research for their projects. Students will select a script and break it down into a scene list to establish the visual structure for the "look" of a film and design introduction, middle and climatic scenes.

MPT 415 Experimental Filmmaking 2
This course allows students further experience with filmmaking as a non-narrative art form. Students will be challenged to make multiple films unrestrained by the 3-act structure. Topics will include advanced hand processing, optical printing, and front and rear screen techniques. Visual poetry, aesthetics, utilizing public resources and found footage will be emphasized.

MPT 431 Editing for Performance
This class will consist of using dailies from acting classes and discussing a variety of editing decisions. The students will cut the scenes weekly and will be critiqued. There will be lectures on the numerous concerns regarding how the editing enhances, refines and accentuates the performance.

MPT 440 Overview: Film & Video Post-Production
In this class, emphasis is placed on the state-of-the-art post-production process. Students learn about motion picture laboratories and video post-production houses including the Bosch film to tape transfer houses including the Bosch film to tape transfer.

MPT 441 Documentary 2
In this class, students will take their projects to the next level. This course will be an in-depth workshop on researching, developing, and fine-tuning documentary projects. Issues of funding, production, post-production, and distribution will also be addressed.

MPT 450 Making the Music Video
In this course, each of the students will explore the entire creative process of producing work targeted toward music television (MTV) including conception, storyboarding, shooting, editing, and completing a music video of their own. Students will learn how to break down and time out a song and how to present initial conceptual ideas.

MPT 455 Editing: Advanced Color Correction
This course is designed to teach digital video color correction tips and techniques as performed in a variety of color correction software applications. Learn to adjust poorly exposed shots, create shots with color casts, create looks, match shots, and master secondary color correction techniques. Students will use color correction to advance a story.

MPT 456 Emerging Technologies in Editing
This is a cutting edge course designed to inform advanced students regarding the most recent developments in post-production practices. This course is an in-depth investigation of emerging tools and applications and will prepare students for the industry on a timely basis.

MPT 459 Cinematography 4
In this course, students will learn how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Different types of specialty cinematography are discussed, including underwater, car mounts, rigs, and aerials.

MPT 461 Entrepreneurial Producing 1
In this course, students will develop a screenplay for production in the following semester. Team work will be employed to perform producing roles and students will work individually to prepare a script and a marketing plan. Topics will include pre-production plans, shooting schedule, marketing plans, financing plans, and social media.

MPT 463 Entrepreneurial Producing 2
Students will produce a film using the script developed in MPT 461. Students will also develop marketing collateral leveraging video games, comic books, and posters. Topics will include organizing test screenings, shooting schedules, transferring a film's narrative to other media, Electronic Press Kit, music, and planning the film festival strategy.

MPT 464 Directing the Commercial
In this course, students will gain hands-on experience making original commercials. Lighting, set design, location scouting, casting, and directing talent will be covered. Effective editing will be emphasized to deliver a tight and understandable story. Projects will be critiqued based on current industry standards, concept, execution, performance, and image quality.

MPT 467 T.V. Commercial Production
In this collaborative course, ADV and MPT students will work in production teams to produce finished television commercials. Active collaboration with other majors will be encouraged in all stages of the production. Topics will include casting, the bidding process, music and sound design, graphics, special effects, and alternative broadcast media.

MPT 471 Senior Narrative A
In this course, students will work collaboratively to produce senior narrative films. Emphasis will be placed on prepping and shooting high quality films. Students will prepare a professional production book, finalize a production team, and build social media campaigns. Films will go through post-production in MPT 472.

MPT 472 Senior Narrative B
Students in Senior Narrative-Post will complete a previously started project. Emphasis will be placed on completing a 10 -12 minute film ready for film festival submission. Topics will include editing for a target audience, EPK (electronic press kit), and promoting projects with alternative media and mobile entertainment.

MPT 480 Producing for Television
This course is designed as an overview of the professional television studio environment. The course will focus on specific applications for writing, producing and directing for cable and network television.

MPT 490 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. Course fees and prerequisites may vary by topic.

MPT 495 Filmmaker Portfolio: Breaking Into the Entertainment Industry
This culminating course focuses on developing the professional elements needed for entry into the entertainment industry. Students will create a comprehensive presentation, including a polished demo reel of their best work, industry-specific resume, and business card. Students will actively seek out networking opportunities, and develop and effective social media presence.

MPT 498 Collaborative Project
This course is offered to students meeting set criteria, who are chosen by the department to work on an interdisciplinary collaborative project with students from other programs.

MPT 498BD The Business of Drone: Designing a Career Around Drones
This course will provide the student with the skills required to complete the Part 107 FAA Drone Pilots License. Emphasis will be placed on designing a business model that the student can utilize for income generation. Various industries will be explored including motion pictures, newsgathering, regulatory and architecture.

MPT 498CB Characters & Backstory
In this course, students will learn to implement advanced screenwriting techniques through character development and backstory.

MPT 498SP Set Procedure & Protocol
This course examines the relationships during production between four crew positions and departments; Camera Operator, Camera Assistant, Gaffer, and Grip. Students work in digital video format with professional cameras, lighting, and grip gear to practice their production skills. The course teaches students to recognize and execute industry standards as a unified crew.

MPT 498WSD Writing for Production: Shot in a Day
In this course, students will work with directors to develop material for production on sound stages each week. Original scenes from class will be cast and shot each week. Focus is on developing story and character arc within a scene.

MPT 498WWS Writing for Production: Web Series
In this course, students will collaborate with producers and other writers to create a web series. Focus will be on engaging characters and dialogue within the framework of tight, character-driven plot. Students are expected to engage in robust rewrite process.

MPT 499 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 and course prerequisites may vary by topic.

MPT 500 Internship in Motion Pictures & Television
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

MPT 600 Fast & Furious: The World of Shorts
This course will expose students to the history and nature of short films. Students will learn to develop short film story concepts, ranging from ten seconds to twelve minutes in length, work on originating workable concepts using skills necessary to develop them from scripts and storyboards to audience-pleasing motion media.

MPT 605 Film Language Studio
This course gives students an understanding of the basic elements of visual storytelling using still photography and digital video. Students perform exercises in bracketing, depth of field, shot size, framing, composition and camera movement, while learning to use the camera as an optical tool.

MPT 615 Lighting
This course is designed to give students an overall competency in motion picture lighting, combining the art of seeing with the science of exposure control. Students learn how to light actors on the set for the master shot, the close-up, reverse angle and cross key-light setups, as well as lighting for movement and for blue screen effects.

MPT 616 Directing Actors for Motion Pictures
In this course, students will gain a basic knowledge of the building blocks of directing actors for motion pictures. Topics include: understanding of a script and analyzing it, finding a vision of the story, and working with actors to realize that vision.

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 Practical Set Management
In this course, students will learn practical set management techniques needed for working as Assistant Directors. Working within an industry structure governed by budgets, union and guild contracts, students will learn a variety of skills including scheduling, supervising crew, directing extras, creating reports, and problem solving on the set.

MPT 625 Editing Concepts
This course introduces students to the rules of editing through the use of non-linear Avid Media Composer editing systems. Students will learn the concepts of invisible rhythms, screen direction, continuity, and the elements of style.

MPT 629 Rewriting the Short Film
Students will do two rewrites and a polish on both scripts written in MPT 619 Writing the Short Film. By the end of the course, students will have completed two 8-12 minute short film scripts with the goal of having both scripts ready for production.

MPT 630 Film Cinematography 1
In this course, students experiment with camera concepts. Emphasis is placed on further developing each student's personal direction. Students produce 16mm black-and-white films that tell stories cinematically without the use of dialogue.

MPT 632 Sound Design
This is a studio course that covers the concepts of sound recording and production for the final thesis project. Independent exercises with sound production will provide hands-on learning and opportunities for critique.

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.

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.

MPT 640 Producing for Motion Pictures
In this course, students study production from the perspective of the associate producer/unit production manager. Students break down a script into its prime components, and examine scheduling and budgeting issues. Sales, marketing and packaging motion pictures for investors are also explored.

MPT 641 Visual Storytelling
Students will study visual storytelling techniques in film masterpieces and make short digital films demonstrating these same techniques. Students will draw inspiration from well-known examples of film history. Students will work on shot choices, composition skills, camera movement, and editing decisions.

MPT 642 Studio Directing
In this course Directors guide a professional crew through a typical studio shoot day, preparing and executing a 5–7 page scene within a set time frame, and delivering multiple cuts.

MPT 643 Experimental Sound Design for Visual Media
In this course, students learn the language and storytelling power of sound design in audiovisual media. Topics include ear training, psychoacoustics, physical and psychological impact of sound, creative use of plug-ins, developing soundtracks based on script and character analysis, how to collaborate intelligently with directors, editors, and composers. Audio editing skills are required.

MPT 644 Directors Rehearsing Actors
This course teaches students to successfully direct actors on camera. Students gain a firm grounding in matching their actors' performance and vocal energy to shot size. The course also covers creative blocking options, preparation for rehearsals, scene analysis, the creation rhythm and timing in scenes, and effective casting strategies.

MPT 645 Overview of Production Design
This course explores the importance of production design on the overall impact of a motion picture. Discussion topics will include interaction with the director, the importance of color, set design, period design, the budgetary process and other production issues.

MPT 646 Film Cinematography 3
In this course, students will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman.

MPT 649 Editing with Motion Graphics & Visual Effects
Students will learn the unique capabilities of AfterEffects in order to create state-of-the-art effects, layering, titles, motion graphics, compositing, and color enhancement. This course is designed to teach students skills that are a worldwide industry standard.

MPT 651 A Director Prepares
Creatively and financially, film productions need a director who shows up prepared. This course teaches directors to break down screenplays and communicate creative intentions and production needs. Students will practice pre-planning an entire film and each day of shooting, while maintaining flexibility when confronted with real world obstacles.

MPT 654 Unit Production Management
This course will cover the challenges and solutions that actual unit production managers have experienced during prep, shoot, and wrap on feature-length motion picture. It will demonstrate the most effective ways to approach the budget, schedule, and management for both independent low budget features and big budget studio features.

MPT 663 Aesthetics of Editing
Based on image selection, character development, pace, and story principles, students will learn how editing rewrites a film. Students will study various editors and editing styles to study each style's purpose. A variety of film and editing theories and how they relate to film production and editing will be covered.

MPT 664 Organic Blocking for Camera
Directors will assess different ways to cover rehearsed scenes – exploring the grammar of static masters, moving masters, developing masters, and the array of coverage options. Students will learn to evaluate the camera work and shot selection that best tells the story, and optimize performances through shot selection and adjustments between takes.

MPT 685 Social Media Marketing for Entertainment
Whether you are creating an app, fashion line, game, product, film, or other endeavor, this course delivers the most current information about the increasingly important world of crowdfunding and social media marketing. Learn how to secure funds, build your brand, attract supporters, and bring your dream project to life.

MPT 688 Development: Finding Material and Influencing Writers
In this course, students will find and option material which can be developed for film and television. Students will evaluate appropriate marketplaces to sell the optioned material. Students will also practice writing effective script notes and delivering their notes to writers.

MPT 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.

MPT 695BD The Business of Drone: Designing a Career Around Drones
This course will provide the student with the skills required to complete the Part 107 FAA Drone Pilots License. Emphasis will be placed on designing a business model that the student can utilize for income generation. Various industries will be explored including motion pictures, newsgathering, regulatory and architecture.

MPT 695CB Characters & Backstory
In this course, students will learn to implement advanced screenwriting techniques through character development and backstory.

MPT 695SP Set Procedure & Protocol
This course examines the relationships during production between four crew positions and departments; Camera Operator, Camera Assistant, Gaffer, and Grip. Students work in digital video format with professional cameras, lighting, and grip gear to practice their production skills. The course teaches students to recognize and execute industry standards as a unified crew.

MPT 695WSD Writing for Production: Shot in a Day
In this course, students will work with directors to develop material for production on sound stages each week. Original scenes from class will be cast and shot each week. Focus is on developing story and character arc within a scene.

MPT 695WWS Writing for Production: Web Series
In this course, students will collaborate with producers and other writers to create a web series. Focus will be on engaging characters and dialogue within the framework of tight, character-driven plot. Students are expected to engage in robust rewrite process.

MPT 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.

MPT 705 Breaking through the Noise of Social Media
Using case studies and hands-on applications, students will learn how to manipulate a social media campaign in terms of strategy and techniques. Through the creation of a campaign, students will learn to employ tactics to reach a target audience, work within legal boundaries and measure their success.

MPT 715 Advanced Interior Lighting
Students will build on the skills acquired in MPT 615 focusing on advanced lighting and photographing actors on sound stages with discussions of real world situations. In-class student assignments will be shot on 16mm color film. Homework assignments will be shot on digital still cameras that students must provide.

MPT 718 Writer-Director Intensive 2
Writer-directors will take their outline from Writer-Director Intensive 1 to script. Students will complete a first draft, rewrite and polish of their thesis film. Emphasis will be placed on the central question, enhancing character through dialogue, and scene descriptions. Drafts will be refined based on audience reaction and instructor critiques.

MPT 735 VR/360 Production
In this course, students will learn how to communicate in VR/360 using an emerging visual language and apply it to their own projects in Virtual Reality/360 video. Students will utilize the workflow unique to VR/360 productions and learn basic stitching and editing techniques unique to this new medium.

MPT 736 Cinematography Styles: Classic & Contemporary
In this course, students will learn to compare, contrast, and explain how cinematic aesthetics support a story. Students will analyze successful principals and techniques from classical composition and framing to today's reality-driven frenzied approach. Aesthetics of light, color, framing, continuity, coverage, and movement will be emphasized.

MPT 750 Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and post projects. Students will troubleshoot and solve development and production problems working in assigned roles. Students will become adept at implementing notes to improve projects, as in a studio model.

MPT 766 Certification Preparation for Avid Media Composer
This course continues Avid Media Composer training, with emphasis on professional techniques. Upon completing the course, students may take the exam for Avid Certification as a Certified Avid Editor. This credential has international standing, proving you were trained for professional-level work with Avid Media Composer.

MPT 773 Entertainment Professional Practices
This course exposes students to the business and legal affairs of the motion picture industry. Emphasis is placed on understanding how professional film projects and production companies are organized and administered, project financing, protection of intellectual property, drafting and negotiation of agreements, fees, profit participation and other compensation, insurance, and relationships with cast and crew.

MPT 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.

MPT 803C Content Creation: Film Postproduction: Digital Transfer & Color Correction
This technical course covers digital film transfer and digital intermediate color correction. Students will use their own media on telecine machine and in digital intermediate software to create desired effects through appropriate use of color grading, filters and masks.

MPT 803F Content Creation: Overview: Film & Video Post-Production
In this class, emphasis is placed on the state-of-the-art post-production process. Students learn about motion picture laboratories and video post-production houses including the Bosch film to tape transfer houses including the Bosch film to tape transfer.

MPT 803M Content Creation: Traditional & Social Media Marketing of Feature Films
This course examines film acquisitions, distribution, marketing and exhibition. Students will be given knowledge of the business of film, what sells and how to bring films into the marketplace. The course will link filmmaking and distribution/marketing so that each student will appreciate the interconnected qualities of the two disciplines.

MPT 804A Content Creation: Production Design: Fundamentals
In this course, students will develop sketching and drafting skills required to design sets for the television industry. Students will learn about set sketches, plans and drafting notations, model making, graphics and signs, storyboards, locations, sourcing, to networking and careers.

MPT 804D Content Creation: Art Department Organization
In this class, you will work as the head of an art department. You will coordinate communications between executive producers, production office, director, art department and vendors. You will supervise acquisition of set decoration and props, and learn how to allocate crew as needed.

MPT 804E Content Creation: Production Design: Short Form Entertainment
This course focuses on creating the "look" or visual style for commercials, music videos and short films. Lectures, demos and assignments will include researching and specifying choices for set decorations, props, location modifications, materials and scenic finishes for the sets in your selected projects.

MPT 804F Content Creation: Production Design: Features
In this course students will analyze successful production design for feature films as research for their projects. Students will select a script and break it down into a scene list to establish the visual structure for the "look" of a film and design introduction, middle and climatic scenes.

MPT 804S Content Creation: Scenic Production
This course focuses on the realization of scenic design. Students will learn to assess, design, and fabricate architectural elements, wall treatments, and set decorations. Selected joinery skills will be taught. Students will learn to work with schematics and scale drawings for building and budgetary purposes. Visual research will be emphasized.

MPT 805C Content Creation: T.V. Commercial Production
In this collaborative course, ADV and MPT students will work in production teams to produce finished television commercials. Active collaboration with other majors will be encouraged in all stages of the production. Topics will include casting, the bidding process, music and sound design, graphics, special effects, and alternative broadcast media.

MPT 805D Content Creation: Documentary 2
In this class, students will take their projects to the next level. This course will be an in-depth workshop on researching, developing, and fine-tuning documentary projects. Issues of funding, production, post-production, and distribution will also be addressed.

MPT 805E Content Creation: Experimental Filmmaking 1
This course focuses on expression ideas and emotions within the constraints of moving images. Students will reassign meaning to found footage and creatively combine sound and image for a visual experience. The evolution of experimental film will be studied in a sociological context.

MPT 805M Content Creation: Making the Music Video
In this course, each of the students will explore the entire creative process of producing work targeted toward music television (MTV) including conception, storyboarding, shooting, editing, and completing a music video of their own. Students will learn how to break down and time out a song and how to present initial conceptual ideas.

MPT 805T Content Creation: Directing the T.V. Commercial
In this course, students will gain hands-on experience making original commercials. Lighting, set design, location scouting, casting, and directing talent will be covered. Effective editing will be emphasized to deliver a tight and understandable story. Projects will be critiqued based on current industry standards, concept, execution, performance, and image quality.

MPT 806C Content Creation: Editing: Advanced Color Correction
This course is designed to teach digital video color correction tips and techniques as performed in a variety of color correction software applications. Learn to adjust poorly exposed shots, create shots with color casts, create looks, match shots, and master secondary color correction techniques. Students will use color correction to advance a story.

MPT 806D Content Creation: Documentary Editing
Students in this course will acquire the skills to edit all forms of documentary content including narrative, non-fiction, long & short form, behind the scenes and corporate.

MPT 806E Content Creation: Emerging Technologies in Editing
This is a cutting edge course designed to inform advanced students regarding the most recent developments in post-production practices. This course is an in-depth investigation of emerging tools and applications and will prepare students for the industry on a timely basis.

MPT 806N Content Creation: Cutting the Narrative
In this intensive editing course, students will focus on narrative cutting. Students will edit short scenes and web series content. Professional level aesthetics and finishing will be emphasized.

MPT 806P Content Creation: Editing for Performance
This class will consist of using dailies from acting classes and discussing a variety of editing decisions. The students will cut the scenes weekly and will be critiqued. There will be lectures on the numerous concerns regarding how the editing enhances, refines and accentuates the performance.

MPT 810 Content Creation: Into the Industry
This culminating course focuses on developing the professional elements needed for entry into the entertainment industry. Students will create a professional website, resume, demo reel, and a personal pitch. They will also create and package a project to market to the industry upon graduation.

MPT 815 Exterior Lighting
This course is designed for students to learn advanced lighting techniques when faced with lighting on location for both day and night. Students will learn the technical and creative process as well as master working on a set in various crew positions. Digital and film formats will be used.

MPT 824 Producing the Thesis 1
This course will prepare graduates to shoot their thesis film. Students will make final adjustments to their pre-visualization, production schedules, budgets, location scouting, and auditions.

MPT 825 Producing the Thesis 2
Graduate students will produce their thesis film. Students will manage their production budget, execute their production plan, and make any necessary adjustments during production. They will deliver a first cut of their film in this class.

MPT 830 Cinematography:The True Visual
In this course, students will focus on their final thesis project and specifically, concentrate on the visual aspects of their film. Students will receive guidance on the successful completion of their thesis film.

MPT 845 Production Design for Feature Film
In this class, you will work as the head of an art department. You will coordinate communications between executive producers, production office, director, art department and vendors. You will supervise acquisition of set decoration and props, and learn how to allocate crew as needed.

MPT 850 Content Creation: Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and post projects. Students will troubleshoot and solve development and production problems working in assigned roles. Students will become adept at implementing notes to improve projects, as in a studio model.

MPT 851 Directing the Thesis: Pre-Production
This course takes students through the pre-production process step-by-step, empowering them to problem-solve and use resources economically to achieve their creative goals. Students will consider budgets, locations, shooting schedules, working with department heads and other key aspects of pre-production.

MPT 853 Making the Documentary
This is an advanced videography course focusing on the documentary from both a production and a theoretical standpoint. Students will develop and produce their own documentary throughout the semester.

MPT 856 Film Cinematography 4
In this course, students will perform an in depth study of advanced techniques that are commonly applied in current motion picture production. Students will learn various shooting styles and disciplines. Students will study film through postproduction and applying advanced techniques.

MPT 860 Advanced Editing & Post-Production
In this course, students will focus on the post-production demands of completing a professional film/video for broadcast airing or film festivals submission. Using various software applications available in the Final Cut Studio Suite students will learn how to enhance sound and image for increased dramatic impact in their final product.

MPT 870 Screenwriting Thesis 1: The Feature Outline
In this course, students will write an outline for a feature-length screenplay. Students will focus on development of ideas, structure, and character development. Students will also write an effective logline and premise and identify the theme of their story.

MPT 872 Screenwriting Thesis 2: The Feature Screenplay
In this course, students will write a draft of a feature-length screenplay. In addition to story development, character development, and theme, students will also focus on dialogue, subtext, and proper script formatting.

MPT 874 Screenwriting Thesis 3: The Feature Rewrite
In this course, students will rewrite and polish a feature screenplay. Students will focus on tightening story structure, scene structure, dialogue and pacing, as well as improving character development. Attention will also be given to the look of the final script on the page.

MPT 894 Content Creation: Overview of Production Design
This course explores the importance of production design on the overall impact of a motion picture. Discussion topics will include interaction with the director, the importance of color, set design, period design, the budgetary process and other production issues.

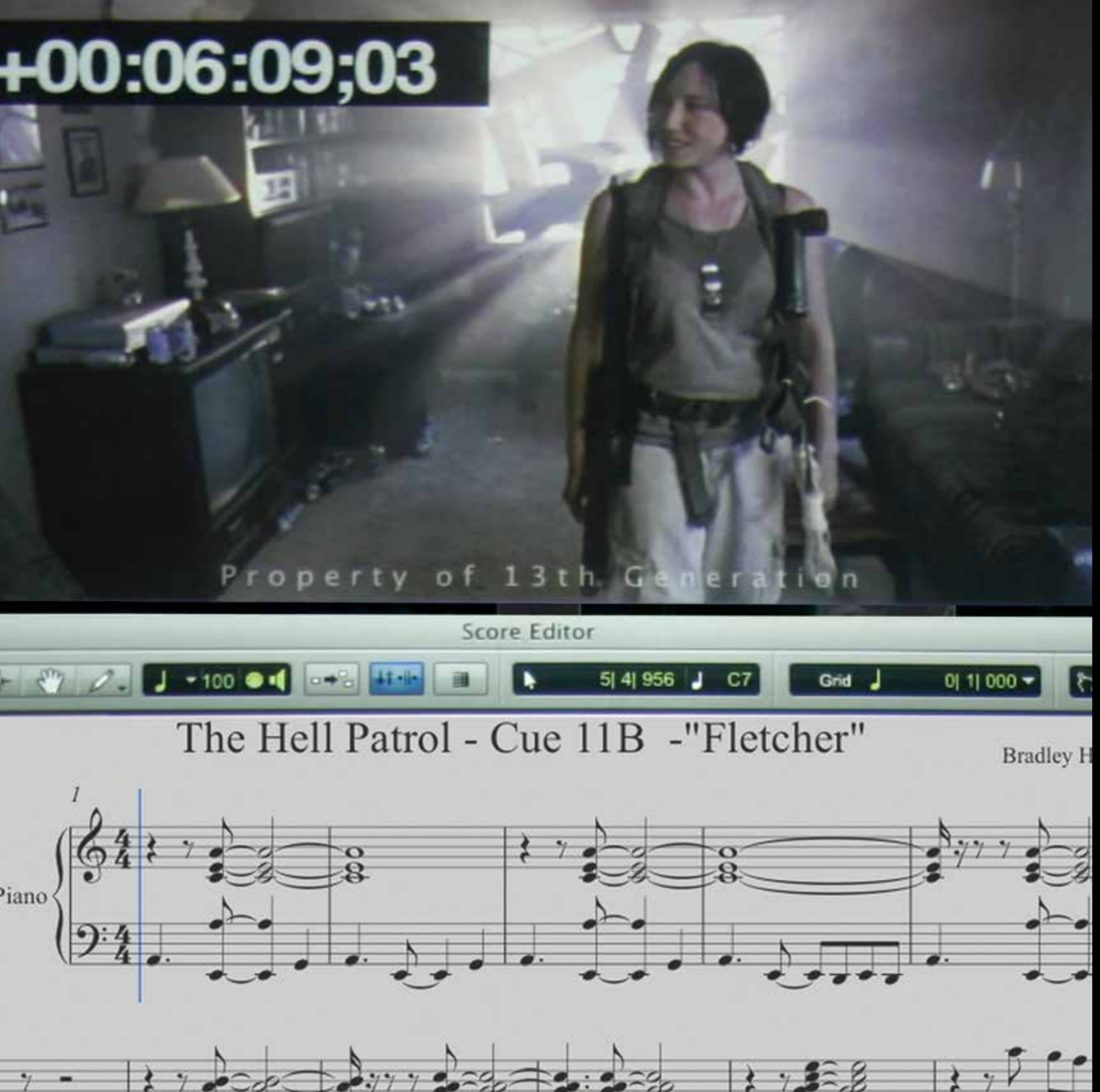
MPT 896 Content Creation: Aesthetics of Editing
Based on image selection, character development, pace, and story principles, students will learn how editing rewrites a film. Students will study various editors and editing styles to study each style's purpose. A variety of film and editing theories and how they relate to film production and editing will be covered.

MPT 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

MPT 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.



MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA

Make the World Your Stage

Images need music to fully convey the depths of their emotion: the shower scene from Psycho, the beach scene from Chariots of Fire, level one of Super Mario Brothers. Ask anyone to imagine these visual media without their respective scores, and you'll see how vital the role of the composer really is.

Film, television, video games and the Internet have turned the world into one big concert stage, and today's musicians need to have the technological savvy to compose for it.

In our program, you'll become a professionally trained musician, and you'll learn the latest technology to make the world your stage.

WHAT WE OFFER

Compose for the Screen: Music for Film, Video Games, Television, Web Content, and more.

Professional Faculty: The School of Music for Visual Media has assembled a distinguished faculty of working professionals, all at the top of the music industry.

World-Class Curriculum: We offer in-depth technical training, paired with advanced courses in music theory and composition. Technically and creatively, students learn to master the craft of pairing music with visual storytelling.

State-of-the-Art Facilities: The school offers all of the latest production technologies. Students have access to the same musical equipment, technology, and computer-based production tools used in the industry.

Hands-on Experience: Our approach is dedicated to practical, hands-on training in a collaborative framework, giving students many opportunities to work on real-world projects.

Demo Reel: Graduate with an impressive demo reel to take to prospective employers when you graduate.

CAREER PATHS

Music Production & Sound Design for Visual Media

- Film Composer (film, games, commercials, web)
- Orchestrator, Score Supervisor, Music Coordinator
- Sound Designer, Synth Programmer, Music Supervisor
- Music Copyist, Music Editor, Musician Contractor
- Music Librarian

DEGREE REQUIREMENTS

Associate of Arts [AA] in Music Production

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA MUSIC PRODUCTION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA MUSIC PRODUCTION CORE COURSES

MUS 102	Soundtrack Industry Overview
MUS 105	Digital Audio Workstations 1
MUS 110	Harmony 1
MUS 120	Music Production 1
MUS 125	Audio Production
MUS 130	Ear Training 1
MUS 140	Music Notation and Score Preparation
MUS 170	Music Production 2
MUS 195	Sound for Games 1
MUS 270	Music Editing for Visual Media 1
MUS 370	Music Editing for Visual Media 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

Associate of Arts [AA] in Sound Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA SOUND DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Sound Design Historical Awareness courses
1 Employment Communications & Practices course

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

AA SOUND DESIGN CORE COURSES

MPT 106	Edit 1: The Art of Editing
MPT 225	Sound Design for Film 1: Basic Concepts
MPT 325	Sound Design for Film 2: Advanced Concepts
MUS 102	Soundtrack Industry Overview
MUS 105	Digital Audio Workstations 1
MUS 120	Music Production 1
MUS 125	Audio Production
MUS 170	Music Production 2
MUS 195	Sound for Games 1
MUS 270	Music Editing for Visual Media 1
MUS 370	Music Editing for Visual Media 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

SOUND DESIGN HISTORICAL AWARENESS

LA 258	Creative Perspectives in Sounds Design 1

Bachelor of Fine Arts [BFA] in Music Production

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA MUSIC PRODUCTION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA MUSIC PRODUCTION CORE COURSES

MUS 102 Soundtrack Industry Overview
MUS 105 Digital Audio Workstations 1
MUS 110 Harmony 1
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 130 Ear Training 1
MUS 140 Music Notation and Score Preparation
MUS 170 Music Production 2
MUS 195 Sound for Games 1
MUS 270 Music Editing for Visual Media 1
MUS 370 Music Editing for Visual Media 2
MUS 480 Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

CHOOSE ONE:
LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

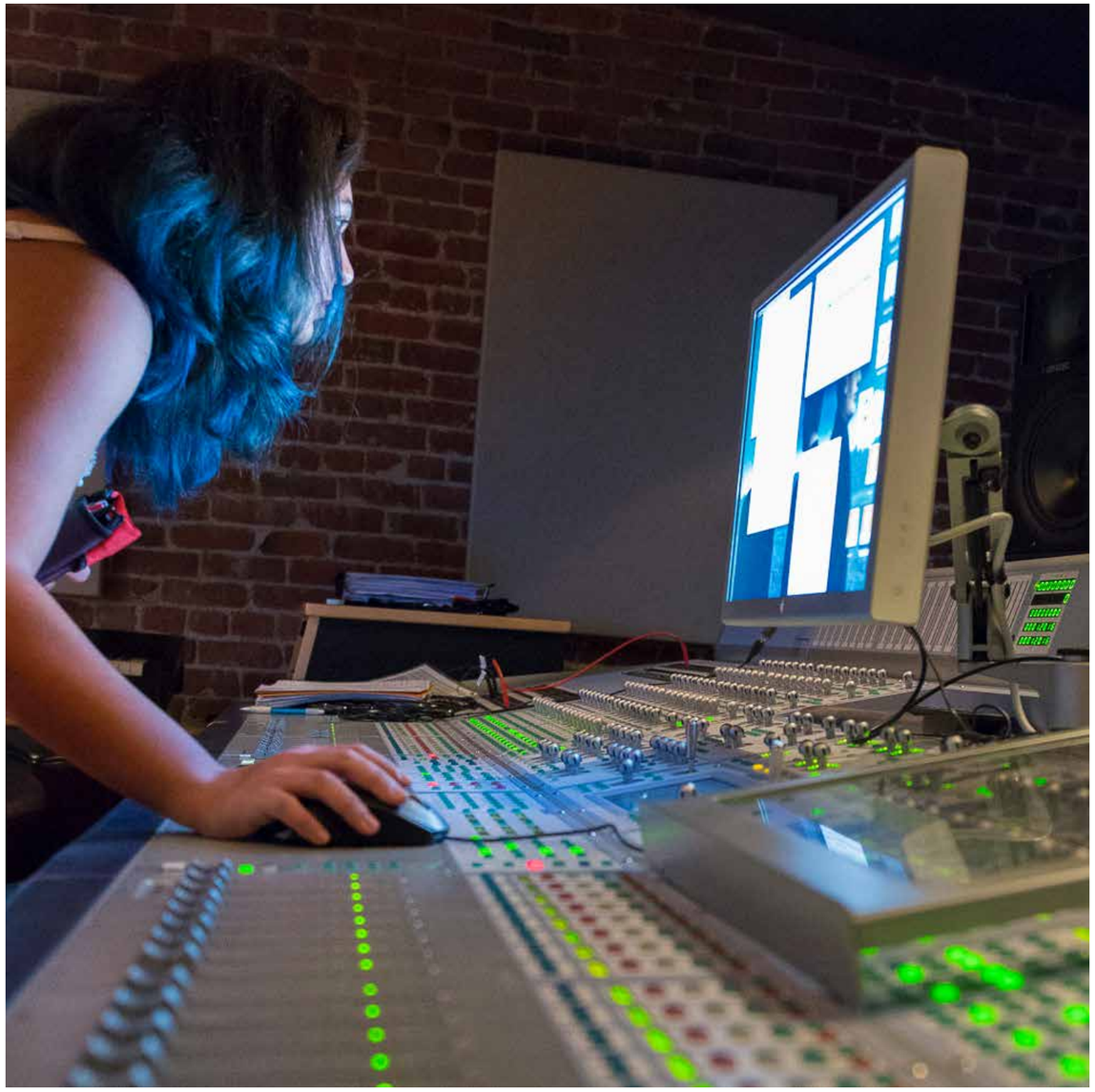
EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

CHOOSE ONE:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 120	Art History through the 15th Century
LA 121	Art History through the 19th Century
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism



Bachelor of Fine Arts [BFA] in Music Scoring & Composition

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

1 Art Historical Awareness courses
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1 Historical Awareness course
1 Quantitative Literacy course
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MUS 102 Soundtrack Industry Overview
MUS 105 Digital Audio Workstations 1
MUS 110 Harmony 1
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MUS 125 Audio Production
MUS 130 Ear Training 1
MUS 140 Music Notation and Score Preparation
MUS 170 Music Production 2
MUS 195 Sound for Games 1
MUS 270 Music Editing for Visual Media 1
MUS 370 Music Editing for Visual Media 2
MUS 480 Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 107 Writing for the Multilingual Artist
LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

CHOOSE ONE:
LA 171 Western Civilization
LA 270 U.S. History
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QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
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LA 200 Introduction to Computer Programming
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LA 286 Discrete Mathematics
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LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

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LA 127 Topics in World Art
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LA 292 Programming & Culture
LA 343 Comparative Religion
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LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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LA/PH 147	History of Photography
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LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Bachelor of Fine Arts [BFA] in Sound Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA SOUND DESIGN DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA SOUND DESIGN CORE COURSES

MPT 106	Edit 1: The Art of Editing
MPT 225	Sound Design for Film 1: Basic Concepts
MPT 325	Sound Design for Film 2: Advanced Concepts
MUS 102	Soundtrack Industry Overview
MUS 105	Digital Audio Workstations 1
MUS 120	Music Production 1
MUS 125	Audio Production
MUS 170	Music Production 2
MUS 195	Sound for Games 1
MUS 270	Music Editing for Visual Media 1
MUS 370	Music Editing for Visual Media 2
MUS 480	Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 200	Introduction to Computer Programming
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127	Topics in World Art
LA 221	California Art in Cultural Context
LA 238	World Literature
LA 292	Programming & Culture
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

SOUND DESIGN HISTORICAL AWARENESS

LA/MUS 258	Creative Perspectives in Sounds Design 1

Master of Arts [MA] in Music Scoring & Composition

MA UNIT REQUIREMENTS

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

MA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

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

MA MUSIC SCORING & COMPOSITION REQUIRED MAJOR COURSES

MUS 600	Fundamentals of Harmony
MUS 601	Digital Audio Workstations 1
MUS 602	Soundtrack Industry Overview
MUS 605	Music Notation and Score Preparation
MUS 609	Modern Techniques in Music Production
MUS 610	Harmony: Advanced Techniques
MUS 625	Orchestration
MUS 635	MIDI Orchestration
MUS 639	Music Production 2
MUS 640	Music Scoring for Film
MUS 780	Music and Sound Design Professional Practices

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	30 UNITS
+ GRADUATE LIBERAL ARTS	6 UNITS
TOTAL	**36 UNITS**

MA SOUND DESIGN DEGREE REQUIREMENTS

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

MA SOUND DESIGN REQUIRED MAJOR COURSES

MPT 632	Sound Design
MUS 601	Digital Audio Workstations 1
MUS 602	Soundtrack Industry Overview
MUS 609	Modern Techniques in Music Production
MUS 616	Audio Production 1
MUS 617	Sound Design for Games
MUS 629	Music Editing for Visual Media
MUS 639	Music Production 2
MUS 643	Creative Sound Design for Visual Media
MUS 780	Music and Sound Design Professional Practices

MA SOUND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605	Motion Picture Theory & Style
GLA 618	Film Music History: The Art of the Film Score

Master of Fine Arts [MFA] in Music Scoring & Composition

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA MUSIC SCORING & COMPOSITION REQUIRED MAJOR COURSES

MUS 601	Digital Audio Workstations 1
MUS 602	Soundtrack Industry Overview
MUS 605	Music Notation and Score Preparation
MUS 609	Modern Techniques in Music Production
MUS 610	Harmony: Advanced Techniques
MUS 620	The Art of Counterpoint
MUS 625	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 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

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

**Per director approval*

MFA SOUND DESIGN DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA SOUND DESIGN REQUIRED MAJOR COURSES

MPT 632	Sound Design
MUS 601	Digital Audio Workstations 1
MUS 602	Soundtrack Industry Overview
MUS 609	Modern Techniques in Music Production
MUS 616	Audio Production 1
MUS 617	Sound Design for Games
MUS 629	Music Editing for Visual Media
MUS 639	Music Production 2
MUS 643	Creative Sound Design for Visual Media
MUS 780	Music and Sound Design Professional Practices

MFA SOUND DESIGN 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 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 637	Theory & Movements in Traditional Interior Architecture
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 618	Film Music History: The Art of the Film Score

UNDERGRADUATE COURSES

MUS 101 Music Theory & Basic Notation
This course presents foundational material for the study of music. Key concepts in basic music theory will be covered, as well as basic keyboard skills. Students will acquire foundational skills for success in later music courses.

MUS 102 Soundtrack Industry Overview
This course surveys the soundtrack industry and provides students with fundamental music and sound design terminology and theory necessary to critically listen to and discuss music scores and sound designs. Topics will include soundtrack components, music notation, dialog, effects, foley, and the relationship of music and sound to story narrative.

MUS 105 Digital Audio Workstations 1
This course introduces students to digital audio workstation technology, which is at the heart of the modern audio production workflow. Industry standard software will be covered, including techniques to record, edit, process, and mix soundtrack elements into a cohesive whole.

MUS 110 Harmony 1
This course provides fundamental skills necessary to construct music harmony. Students will begin to build a skill set for music composition. Principles of diatonic chord progressions and harmonic function will be introduced. Chord relationships, voice leading, and musical analysis will be explained.

MUS 120 Music Production 1
Students will learn traditional music composition principles and apply them to 21st century production tools to create original musical sketches. Students will use digital audio workstations (DAW), virtual instruments and loops to sync music to video with SMPTE time code.

MUS 125 Audio Production
This course introduces audio engineering principles and hands-on techniques for producing quality audio for media projects including games, animation and video. Students will record sound with microphones, record voiceovers and mix all soundtrack elements to sync with video. Music libraries, SFX libraries, editing, and audio processing tools will be covered.

MUS 130 Ear Training 1
Students will develop heightened listening skills through exercises which will help them identify and recognize basic musical components. This skill is essential to understanding the language of music. Students will identify musical intervals, harmonic structures and melodic frameworks. Sight singing will reinforce recognition of musical concepts.

MUS 140 Music Notation and Score Preparation
Students will learn to read, write and represent music using both traditional and 21st century musical notation techniques. Recognition of pitches and rhythms, score reading techniques and creating effective lead sheets will be covered. Exercises including rhythmic and melodic dictation will reinforce course material.

MUS 142 Film Music Appreciation
This course surveys the development of the film score for motion pictures from its earliest inception through today. Selected examples throughout its history will be demonstrated in class. Students will learn the importance of the film score and how it functions to support the aesthetic and narrative elements of the story.

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

MUS 150 Harmony 2
This course furthers the student's skill set in writing and understanding harmony. Students will learn intermediate concepts of scale and chord theory, harmonic progressions, and minor mode harmony. The importance of the musical cadence and voice leading will be explained and secondary dominants and modal harmony will be introduced.

MUS 160 Ear Training 2
In this course students will continue to develop their listening skills and ability to recognize musical materials including intervals, triads, and intermediate harmonic progressions. Students will learn to identify and understand musical form and pieces through analysis of musical examples.

MUS 170 Music Production 2
In this course students will use more advanced techniques to compose music for visual media. Students will integrate MIDI with audio and use plug-ins to create a compelling mix. Techniques for mixing in surround sound will be introduced and tempo mapping to stay in sync with picture will be emphasized.

MUS 180 Arranging 1
Arranging is the art of giving an existing melody musical variety. Students will prepare and adapt an existing composition to a new set of instruments and create an arrangement to set a mood. Students will make appropriate instrument choices for emotional impact and create lead sheets.

MUS 195 Sound for Games 1
This course addresses creation of sound content in video games. Students will build skills in audio production - recording, editing, and mixing, with special emphasis on the implementation of voice, sound effects and music in the video game environment. Specialized workflow in audio assets for game design will be covered.

MUS 210 Harmony 3
This course presents more advanced concepts of scale and chord theory as it applies to successful composition. Intermediate voice leading, harmonic rhythm principals, and musical texture will be emphasized. Students will apply melodic and harmonic techniques to construct effective musical phrases.

MUS 222 Ableton Live Certification Preparation
This course will present Ableton Live software. You will learn how to use alternative workflows, how to compose in Ableton, how to create beats, and how to use Ableton in a Live environment. This course is appropriate for Music Production students, Scoring students, and Sound Design students.

MUS 225 Real Time Mixing
This course will give students hands-on instruction in how to DJ, including using professional level mixing gear, track selection, mashup creation and beat creation. The course includes professional practices necessary to be a successful working DJ.

MUS 235 Analysis of Dramatic Scoring
In this course, students will analyze music scoring examples to better understand their construction, and apply that analysis in creating music for specific dramatic situations. Students will transcribe music for analysis, and compose original music in the style of masterwork examples.

MUS 240 Counterpoint 1: The Art of Combining Melodies
In music, counterpoint is the relationship between two or more voices that are independent in contour and rhythm and are harmonically interdependent. In this course, students will examine the art of combining melodic lines, evaluate musical examples and practice melodic interaction in writing complementary melodic material.

MUS 250 Harmony 4
This course presents advanced concepts in scale and chord theory as applied to composition. Emphasis is placed on creating effective harmonic chord progressions and melodies of varying types. Voice doubling and techniques for connecting musical phrases into longer forms will be explained. Students will practice advanced analysis of musical examples.

MUS 258 Creative Perspectives in Sound Design 1
This course surveys the development of sound design and sound tracks from before the inception of motion pictures through 1978. Selected examples throughout its history will be demonstrated in class. Students will learn the importance of sound design, the influence of technologies and key historical figures to help them in developing their own creative works. Emphasis will be placed on how sound design functions to support the aesthetic and narrative elements of the story.

MUS 265 Orchestration Techniques 1
This course focuses on the techniques of combining different instruments for effect & mood. Students will learn the characteristics and the sound ranges (played and written) for various instruments and apply that knowledge to create a full score based on a simple piano lead sheet.

MUS 270 Music Editing for Visual Media 1
Music which supports the emotional content of the visual image is essential to the success of a film. In this course, students will edit and adapt audio to create a seamless and effective sound track using music editing tools. Temp scores and film post production workflow will be explained.

MUS 280 Arranging 2
This course addresses advanced concepts in arranging and orchestration and complex combinations of instruments for the purpose of achieving an intended dramatic effect. Students will create a basic lead sheet and expand that material into a larger, more complex arrangement for a fully realized composition.

MUS 330 Production Sound Recording
This course provides strategies and techniques for recording sound during film production, with an emphasis on capturing high quality production tracks. Ambiences and sound effects will also be covered and the role of the production sound recordist on the film crew will be emphasized with hands-on projects.

MUS 340 Counterpoint 2
This course covers advanced concepts in the study of contrapuntal writing and introduces chromatic (non-diatonic) principles in melody. Three part writing, the relationship to harmony and voice leading will be analyzed and practiced. Students will apply this knowledge to the building blocks of counterpoint to create unique short musical compositions.

MUS 355 MIDI Orchestration
Students learn advanced techniques in creating realistic orchestral mockups with high quality virtual instrument samples. Coursework includes creating mockups of classical scores and modern film scores, as well as scores of the student's own composition and/or choice.

MUS 358 Creative Perspectives in Sound Design 2
This course surveys the development of sound design and soundtracks from 1978 through the present. Selected examples throughout its history will be demonstrated in class. Students will learn the importance of sound design, the influence of technologies, and key historical figures to help them in developing their own creative works. Emphasis will be placed on how sound design functions to support the aesthetic and narrative elements of the story.

MUS 365 Orchestration Techniques 2
This course addresses advanced concepts in orchestration and complex combinations of instruments for the purpose of achieving an intended dramatic effect. Students will create a basic lead sheet and expand that material into a larger, more complex orchestration for a fully realized composition.

MUS 370 Music Editing for Visual Media 2
A technical course designed to give composers practical experience in the area of music editing for a scored film and temp-tracked film project. Students will prepare the necessary documents involved in music post-production workflow and utilize advanced techniques to synchronize and edit music to picture on a digital audio workstation.

MUS 375 Music Scoring for Film 1
This course examines the tools and advanced techniques of composing music scores for motion pictures. Students will learn a combination of practical, technical, and aesthetic skills in support of creating an effective music score that reinforces the emotional content of the visual imagery. Practical methods of scoring will be demonstrated.

MUS 390 Advanced Game Audio
This course will instruct students on the creation and implementation of audio for game design. Emphasizing advanced level work utilizing industry software UNITY, FMOD and Wwise.

MUS 395 Music Scoring for Games
This course will focus on the unique challenges of music scoring for game environments. Parallels and distinctions with regard to film, TV, cartoons and other linear media music will be explored as students analyze and create music for video games and non-linear media. Technical considerations in game design workflow will be addressed as students compose music for a variety of game play styles and forms using DAW's, audio middleware and game engines.

MUS 415 Mixing 1: The Music Mix
This course teaches students the art of creating the final mix in music production. Balancing elements in the mix, signal processing, equalization and compression, and use of reverb will be covered. Students will produce polished final mixes ready for broadcast.

MUS 425 Experimental Sound Design & Synthesis
This course will give students instruction on experimental sound design and sound synthesis using Pro Tools and Logic. Emphasis with working on both legacy based creative projects and up to date technologies will provide students with a larger aural vista that can be applied to more commercial and more practical work in their careers.

MUS 430 Dialogue Editing
This course provides students with training and practice in the recording and editing of dialog in visual media. Strategies for quality source recordings, editing, OMFs, and the final mix will be covered. Students will do hands-on projects to practice creating quality dialog tracks, with workflows for film, games, and animation.

MUS 480 Music Demo Reel
In this senior level course, students will create a compelling demo reel that demonstrates professional competency and their aptitude for creating music that effectively supports the narrative and emotional content of the chosen visual media. Students will also develop marketing materials that reflect their musical style.

MUS 490 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.

MUS 492 Survey of Italian Music
This course takes place in Florence, Italy during the Summer "Study Abroad" program. It will survey Italian music from pre-Renaissance up to the modern era. Special attention will be paid to the Italian influence on the development of Western music, to opera, and to film scores.

MUS 493 Soundtrack Production for Italian Cinema
This course allows students to work with an Italian film and filmmaker to create sound and/or music in post-production. Students will use the environment in Florence, Italy to create post-production sound and music for the film. Personalized instruction will enhance student skills in each area.

MUS 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project as part of their studio requirement.

MUS 498A The Agency
This class will explore methods and techniques to produce professional soundtracks for client-based collaborative projects from Advertising's collaborative project: The Agency. Concentration on Scoring and Sound Design, library building and asset gathering.

MUS 498G Sound Design for Game Studio
This class will explore methods and techniques to produce professional soundtracks for interdisciplinary collaborative project from Game Development with industry professionals. Concentration on Scoring and Sound Design, library building and asset gathering.

MUS 498M Motion Picture Post Production
This class will explore methods and techniques to produce professional soundtracks for Motion Pictures and Television projects from MPT 234 Scene Production Laboratory. Concentration on Scoring and Sound Design, library building and asset gathering.

MUS 498V Game Sound Virtual Reality/Augmented Reality
This class will explore methods and techniques to produce professional soundtracks game design including VR and AR. Concentration on Scoring and Sound Design, library building and asset gathering.

MUS 498X Animation Studio X
This class will explore methods and techniques to produce professional soundtracks for animated shorts. Concentration on Scoring and Sound Design, library building and asset gathering.

MUS 499 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 and course prerequisites may vary by topic.

MUS 500 Internship in Music for Visual Media
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

MUS 600 Fundamentals of Harmony
This course is the foundation of the language of music. Students will build a thorough skill set for music composition, including note identification, intervals, scale and mode construction, key signatures and chord construction. Principles of diatonic chord progressions, major and minor mode harmony and rhythmic meter principles will be introduced.

MUS 601 Digital Audio Workstations 1
This course provides training in digital audio workstations using industry standard software. Students will record, edit, process and mix music and sound into a cohesive whole. By providing training in professional workflows for music production and sound design, this course provides a foundation for future success in other production classes.

MUS 602 Soundtrack Industry Overview
Designed for all incoming MFA students, this class will prepare students for success in the MUS curriculum by providing an overview of the soundtrack for the visual media industry, and strategies for success in midpoint and final review. Topics in both music and sound design will be covered.

MUS 605 Music Notation and Score Preparation
This course introduces principals and techniques of traditional music notation. Students will clearly represent music in notation to communicate musical ideas in writing. Recognizing pitches & rhythms, score reading techniques and creating effective lead sheets will be covered. In class exercises including rhythmic and melodic dictation will reinforce course material.

MUS 609 Modern Techniques in Music Production
In this course, students will learn about modern production technologies and will apply that knowledge to music creation. Students will utilize composition techniques and sync music to video. Students will learn about SMPTE time code, virtual instruments, plug ins and using loops in music creation on a digital audio workstation (DAW).

MUS 610 Harmony: Advanced Techniques
This course presents advanced concepts of music theory necessary for successful composition. Students will build upon concepts from Fundamentals of Harmony, and master techniques in voice leading, harmonic rhythm, voice doubling, and connecting musical phrases into longer forms. Students will conduct advanced analysis of musical examples.

MUS 615 Arranging
Arranging is the art of giving an existing melody musical variety. Students will prepare and adapt an existing composition to a new set of instruments and create arrangements to set a mood. Students will make appropriate instrument choices for emotional impact and create lead sheets.

MUS 616 Audio Production 1
In this course, students will learn audio production techniques geared towards creating successful midpoint and final thesis projects. Principles of the audio production workflow and hands-on techniques for creating quality audio for media projects including games, animation and film/video will be covered. Audio processing techniques for final mix are included.

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

MUS 617 Sound Design for Games
In this course, students will learn how to create sound content in video games. Students will build skills in audio production - recording, editing, mixing - with special emphasis on the implementation of voice, sound effect and music in the video game environment. Specialized workflow in audio assets for game design will be covered.

MUS 619 Ear Training / Music Listening Skills
Students will develop heightened listening skills through exercises and examples which will help them identify and recognize core musical components, in order to fully understand the language of music. Students will identify musical intervals, harmonic structures and melodic frameworks. Sight singing will reinforce recognition of musical concepts.

MUS 620 The Art of Counterpoint
In music, counterpoint is the relationship between two or more voices that are independent in contour and rhythm and are harmonically interdependent. In this course, students will examine the art of combining melodic lines to give compositions greater depth and texture, evaluate musical examples and practice melodic interaction in writing interdependent musical material.

MUS 625 Orchestration
This course focuses on the techniques of combining different instruments for effect & mood. Students will learn the characteristics and the sound ranges (played and written) for various instruments and apply that knowledge to create a full score based on a simple piano lead sheet. MIDI techniques will be covered.

MUS 629 Music Editing for Visual Media
This course addresses the procedures and practices of music editing. Music editors are responsible for much of the music related post production workflow. They work closely with the composer, and must have musical knowledge, strong aesthetic sensibility, and a working technical knowledge of editing tools, audio file transfers, frame rates, picture sync, EDLs, and OMF files.

MUS 635 MIDI Orchestration
Graduate students working on music production techniques receive instruction and critiques of their work in addition to training in advanced features of MIDI orchestration and the use of high quality samples. In addition to regular instructor critiques of their work in progress, graduate students discuss possible implementation alternatives with their peers.

MUS 639 Music Production 2
In this course students will use more advanced techniques to compose music for visual media. Integration of advanced MIDI editing techniques and audio mixing will be covered. Advanced techniques for working with video files and tempo mapping to scene cuts to stay in sync with picture will be emphasized.

MUS 640 Music Scoring for Film
This course examines the tools and advanced techniques of composing music scores for motion pictures. Students will learn a combination of practical, technical, and aesthetic skills in support of creating an effective music score that reinforces the emotional content of the visual imagery. Practical methods of scoring will be demonstrated, as well as creating an effective demo reel.

MUS 643 Creative Sound Design for Visual Media
In this course, students learn the language and storytelling power of sound design in audiovisual media. Topics include ear training, psychoacoustics, physical and psychological impact of sound, creative use of plug-ins, developing soundtracks based on script and character analysis, how to collaborate intelligently with directors, editors, and composers. Audio editing skills are required.

MUS 645 Music Scoring for Games
This course will focus on music scoring for game environments. Differences from linear music are explored as students analyze and create music for interactive environments. Technical considerations in game design are addressed as students compose music for various game play styles using traditional tools, audio middleware and game engines.

MUS 649 Analysis of Dramatic Scoring
In this course students will complete in depth musical analysis of masterwork examples of music scores. Using both written and transcription analysis, students will gain insight into how successful music cues are constructed, and utilize that as a basis for writing their own music.

MUS 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.

MUS 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.

MUS 701 Digital Audio Workstations 2
This course introduces students to advanced digital audio workstation technology, which is at the heart of the modern audio production workflow. Industry standard software will be covered, including advanced techniques to record, edit, process, and mix soundtrack elements into a cohesive whole.

MUS 780 Music and Sound Design Professional Practices
This course exposes students to the business and legal affairs that will affect them as composers, sound designers and audio artists. Emphasis is placed on understanding how professional projects and companies are organized and administered, music licensing, project financing, protection of intellectual property, drafting and negotiation of agreements, fees, profits participation and other compensation, insurance, and relationships with other business, legal and creative professionals.

MUS 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.

MUS 810 Composition 1
In this course, students working on their individual thesis projects will receive instruction and critiques of their work in orchestration and scoring. In addition to regular instructor critiques of their work in progress, there will be peer discussions regarding approaches to their thesis projects.

MUS 811 Sound Design & Production 1
Graduate students working on their individual thesis projects receive instruction and critiques of their work in sound design and music production, mixing, and the use of virtual instruments. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 815 Advanced Orchestration Techniques
Graduate students working on their individual thesis projects receive instruction and critiques of their work in addition to training in MIDI orchestration with high quality samples. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 819 Music Scoring 1
This Directed Study will provide students with professional guidance in producing a comprehensive thesis portfolio of finished music scores for visual media that will be used for the purpose of presentation to prospective broadcast media clients. Detailed attention will be given to creative workflow and how this can impact professional outcomes.

MUS 830 Composition 2
Graduate students working on their individual thesis projects receive instruction and critiques of their work in orchestration and scoring. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 831 Sound Design & Production 2
Graduate students working on their individual thesis projects receive instruction and critiques of their work in sound design and music production, mixing, and the use of virtual instruments. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 839 Music Scoring 2
Graduate students working on their individual thesis projects receive instruction and critiques of their work in music composition and scoring. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 859 Music Scoring 3
In this course, graduate students will work on their individual thesis projects and receive instruction and critiques of their work in music composition and scoring. In addition to regular instructor critiques of their work in progress, graduate students will discuss approaches to their thesis projects as peers.

MUS 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

MUS 902 Survey of Italian Music
This course takes place in Florence, Italy during the Summer “Study Abroad” program. It will survey Italian music from pre-Renaissance up to the modern era. Special attention will be paid to the Italian influence on the development of Western music, to opera, and to film scores.

MUS 903 Soundtrack Production for Italian Cinema
This course allows students to work with an Italian film and filmmaker to create sound and/or music in post-production. Students will use the environment in Florence, Italy to create post-production sound and music for the film. Personalized instruction will enhance student skills in each area.

PHOTOGRAPHY

The craft of photography comes from learning to create images, not taking pictures.

Taking a picture is easy these days. Anyone with a camera can do so. Creating an image that demands attention and remains memorable requires skill and effort.

A determination to create work that speaks to the viewer is at the heart of Academy of Art University's photographic education. Technical excellence is coupled with an advancement of the conceptual idea. Visual storytelling is the goal.

At Academy of Art University, you will be challenged from day one to conceive ideas and produce imagery that comes from a personal and unique view of the world.

We specialize in customizable tracks of photographic study that include art for commerce, fine art and photojournalism/ documentary. Artistic excellence and an individual finished portfolio, demonstrating a personal, unique and signature style is the finished result.

WHAT WE OFFER

Industry Relationships: Every semester, students benefit from lectures and artist presentations from top photographers all over the world, and the school helps students find internships with the top photographers in the field. In addition, many classes feature visits to leading photography studios.

Industry Events: The School of Photography participates in industry events year-round, including Society of Photographic Education national and regional events.

Recruiting Opportunities: Graduating students are given portfolio reviews by top gallery owners and professionals.

State-of-the-Art Facilities: The School of Photography boasts the best equipment and facilities offered by any photography school. This includes state-of-the-art cameras, lighting and other studio equipment, wet darkrooms, digital imaging/printing darkrooms, a variety of equipment accessories, and specialized working studios. The wide range of equipment and resources available to the student of Photography at Academy of Art University reflects the breadth of the curriculum that includes traditional photography and digital photography technology.

Professional Faculty: The School of Photography links students with mentors who are the top photographers in their field. We offer a prestigious faculty, legendary guest speakers, and an “Icons of Photography” series that links graduating seniors with industry greats.

Companies Hiring Our Grads Include:

Adobe
Apple
Bank of America
Bon Appétit
Bloomberg BusinessWeek
Coca-Cola
Canon
Christian Dior
Goodby Silverstein & Partners
Guess
Levi’s
New York Times Magazines
Nike
Porche
7 x 7 Magazine
Seabourn Cruise Line
Scientific American Magazine
Sony
TBWA / Chiat Day
Wired Magazine
Xbox

CAREER PATHS

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	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA PHOTOGRAPHY CORE COURSES

PH 107 Imaging Workflow & Process
PH 108 Photography Principles and Techniques
PH 112 Quality of Light
PH 115 Visualization
PH 177 Imaging for Photographers
PH 197 Digital Printing
PH 225 Photo Design and Concept
PH 250 Location Lighting
PH 256 Motion for Photographers
PH 275 Concept Project
PH 385 Advanced Photo Imagery

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Photography

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA PHOTOGRAPHY CORE COURSES

PH 107 Imaging Workflow & Process
PH 108 Photography Principles and Techniques
PH 112 Quality of Light
PH 115 Visualization
PH 177 Imaging for Photographers
PH 197 Digital Printing
PH 225 Photo Design and Concept
PH 250 Location Lighting
PH 256 Motion for Photographers
PH 275 Concept Project
PH 385 Advanced Photo Imagery
PH 495 Senior Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Certificate in Photography

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Photography

MA UNIT REQUIREMENTS

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

MA PHOTOGRAPHY DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA PHOTOGRAPHY REQUIRED MAJOR COURSES

PH 601 Photography Concept
PH 603 The Language of Photography
PH 612 The Nature of Photography
PH 616 Photoshop & Lightroom for Photographers
PH 635 Digital Printing Techniques
PH 673 Portfolio: Concept & Development
PH 675 Portfolio: Print & Presentation
+4 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	30 UNITS
+ DIRECTED STUDY	18 UNITS
+ ELECTIVES*	6 UNITS
+ GRADUATE LIBERAL ARTS	9 UNITS
TOTAL	**63 UNITS**

**Per director approval*

MFA PHOTOGRAPHY DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA PHOTOGRAPHY REQUIRED MAJOR COURSES

PH 601 Photography Concept
PH 603 The Language of Photography
PH 612 The Nature of Photography
PH 616 Photoshop & Lightroom for Photographers
PH 635 Digital Printing Techniques
PH 675 Portfolio: Print & Presentation
PH 673 Portfolio: Concept & Development
+ 3 Major courses

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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 626 Business Practices & Principles for Photographers

UNDERGRADUATE COURSES

PH 103 Digital Photography for Artists
This course is designed for all majors interested in photography. An inspired approach to lighting, composition, color and design will be studied. Photographing flat art, three-dimensional objects and optimizing photos for a digital workflow will be covered. A digital camera is required for this course.

PH 107 Imaging Workflow & Process
This class will acquaint students with raw processing, imaging workflow and build on digital photography skills. Students receive detailed instruction of image editing, and gain tools necessary for the professional market.

PH 108 Photography Principles and Techniques
This is a foundational class that explores the technical and creative side of photography. Students will study the camera operations of digital SLR and receive an introduction to lighting, exposure and composition. Students will gain a deeper understanding of the most recent digital technologies necessary for professional photography.

PH 112 Quality of Light
This course teaches students the practical skills needed to employ, control and communicate with light. Using a variety of light shaping tools and studio equipment, students will support the concept of their photographs by adjusting the color, direction and quality of light.

PH 115 Visualization
This course provides an introduction to the fundamentals of photography. A systematic and thorough approach is emphasized in the area of composition, light, and camera operations. Students develop essential skills for obtaining consistent results and a foundation in photography as a visual language.

PH 147 History of Photography
This course is a survey of the visual structure and history of photography, examining individuals, movements and the theories behind them that are the foundation of the art form.

PH 150 Traditional Photo Process
This course offers students an introduction to traditional black and white film processes. Black and white film development and darkroom printing are the primary focus of the course. A systematic and thorough approach to the art of darkroom processes will be emphasized.

PH 177 Imaging for Photographers
This course will build on topics from previous semesters and cover more advanced areas inside Adobe Photoshop. The goal of this class is to deepen students' understanding of various digital imaging skills and gain more insight related to the powerful tools needed to expand the creative possibilities.

PH 197 Digital Printing
The objective of this class is to build skills necessary to create a print portfolio. Traditional photographic concepts will be translated into digital terms to provide students with instruction in photo realistic output. Students will be taught to work in color or black and white.

PH 200 Advanced Traditional Photo Processes
This course introduces students to medium and large format film cameras. Students will also learn advanced techniques for black and white fine printing in the darkroom. Emphasis is placed on both technical and aesthetic considerations. The course will involve lectures, demonstrations, critiques, and supervised darkroom printing sessions.

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

PH 225 Photo Design and Concept
This is the second of our creative concept classes. Emphasis is placed on contemporary composition and graphic design combined with the personality and style of the student photographer's work.

PH 235 People Photography
This course explores all forms of people photography with emphasis on graphic design and emotional input portraiture. Instruction will be relevant to all fields of photography including illustration, fashion and documentary. The class includes lighting instruction for both studio and natural light.

PH 250 Location Lighting
This course will teach students how to create a 'studio' look in photography while on the road. Utilizing strobe and ambient lighting, students will learn the techniques to do the most with the least amount of equipment while on location.

PH 256 Motion for Photographers
This course introduces photography students to the technical and conceptual aspects of effective communication using motion imaging. The course will emphasize basic camera operations, editing, and storyboarding, which students will apply to two completed projects. Current industry trends and standards will be considered, as well as production and organization strategies.

PH 260 Documentary
In this course, students will explore the difference between documentary photography and photojournalism. Content explores major historical, contemporary and ethical markers in the field of photojournalism. Students will create images targeted for print or online publication. Projects include spot news, features and one long-term project.

PH 275 Concept Project
In this course, students will utilize skills and techniques to improve conceptual intent of the final image. Assignments will focus on conceptual development and refinement of individual styles. Students will make personal images that are memorable and evoke response from the viewer.

PH 295 Portfolio Preparation and Professional Development
In this Associates of Art Photography degree capstone course, students will focus on achieving a unified body of work to showcase their readiness to compete for professional photography opportunities. Developing a cohesive style will be emphasized as students narrow career goals and establish clear action steps to achieve their objectives.

PH 300 Architectural Landscape Photography
The primary aim of this course is to create interesting and effective landscape photographs. Students develop a definition of the term 'landscape' that will add meaning and dimension to the photographs they take.

PH 310 Fine Art Photography
This course emphasizes photography as a means of artistic expression. Contemporary and historical ideas and movements are discussed. Students will also submit their own work for critique.

PH 312 Alternative Processes
This course explores various types of photographic processes, including pinhole photography, cyanotype, and Van Dyke prints. Students work on individual projects that examine historical, technical and aesthetic approaches.

PH 316 Landscape as Fine Art
This course investigates the role of landscape photography within the fine art world. Students will produce a personal series of work to demonstrate technical and conceptual proficiency within the medium of photography. Weekly critiques and individualized discussions will focus on the unique and personal vision of the student.

PH 325 Advanced Digital Capture
This course will cover the techniques, software, studio production, and other skills related to advanced digital capture. Students will learn about tethered shooting and workflow, utilizing Phase One and Leaf digital backs, and Capture One software. Students will produce high quality files suitable for fine printmaking and/or client delivery.

PH 335 Contemporary Fine Art Practices
This course introduces students to contemporary fine art photographic practices. The emphasis is placed on the photographic process and presentation as means for conveying concepts. Students produce a body of work that reflects their photographic interests.

PH 338 Fine Art Portraiture
This class concentrates on the development of an individual style that will be applied to a portfolio of portraits. An overview of past and current fine art portraiture will be covered. Natural light and studio lighting may be used.

PH 345 Still Life 1
This course is a survey of all types of still photography, from tabletop to fine art to illustrative. Appropriate studio and natural light will be covered.

PH 350 Architectural Photography
This course focuses on the conceptual and technical skills necessary for photographing buildings and exteriors. Topics will include lens movements, tilt/shift, lens choices, angle of view, sense of space, perspective, lighting, and choosing the appropriate time of day. Students will shoot under multiple light sources with different color temperatures.

PH 355 Portfolio Development 1
This is a portfolio production course where students will develop projects that fit within a specific marketable category of photography. The emphasis of the course is to enable students to advance their own personal style. Students will have weekly shooting assignments according to the individual goals of each student's portfolio.

PH 356 Motion Project
This course introduces photography students to the technical and conceptual aspects of effective communication with the motion image. Once students understand the basics of technique after completing the first part of the course, they will be asked to select presentation methods that are appropriate for their content and intended audience.

PH 365 Commercial Photography
This course introduces students to the various forms of commercial photography and also examines the traits required to be a successful commercial photographer, such as having a consistent vision, a willingness to collaborate and an attitude of reliability and professionalism.

PH 369 The Photo Essay
This course focuses on the art and craft of visual storytelling. Students will learn to effectively caption images and write substantive essays that support and enhance their projects. Research, editing, access, page layout and basic audio recording are also strongly emphasized.

PH 370 Photo Illustration
In this this portfolio building course, students will focus on making photographs to illustrate a concept, story, or mood. Emphasis will be placed on creative approach and utilizing advanced lighting techniques to support the storytelling qualities of the image.

PH 371 Advanced Location Lighting
In this course students will expand their ability to creatively light a variety of complex subjects including cars, buildings, interiors, people and macro objects. Employing professional lighting equipment, students will sync multiple light sources, work with remotes, ambient light and lighting modifiers and also paint with light to create specific effects.

PH 372 Environmental Portraiture
This course is an investigation of the relationship between ambiance and persona and what environment reveals about character. Students will be introduced to relevant historical and contemporary photographers. Assignments facilitate the development of a personal theme or concept.

PH 380 Still Life 2
This advanced course continues the study surrounding trends, concepts and techniques as they pertain to still life imagery. Shooting assignments, discussions, and critique will be used as a basis for making creative and memorable images. Classroom discussions will be focused on the individual student's unique approach from concept to execution.

PH 385 Advanced Photo Imagery
This course focuses on compositing as a means to explore the unlimited possibilities of artistic and commercial applications of Adobe Photoshop. Emphasis is also placed on the concepts and methodology relating to capturing source photos for use in final image creation.

PH 414 Photography & Mixed Media
This course introduces students to the use of mixed media in photography. Students will learn how to combine their photographic images with other media to create works that are layered both visually and conceptually. Techniques include printing on alternative surfaces and materials, painting, drawing, sewing, collage and incorporating found objects.

PH 425 Advanced Digital Retouching
This course provides photographers with advanced digital imaging skills for advertising photography. Students will learn tools for a wide range of retouching scenarios with specific techniques in the area of skin, hair, and eyes. Current market trends with the latest imaging software will be discussed and utilized in class.

PH 455 Fine Art Project
In this course, students begin to focus on creating a significant body of personal work. Students will explore the ideas that inspire them and will regularly present work for discussion and criticism.

PH 462 Editorial Photography
Editorial photography is a shooting-based course focused on portfolio development. Students will explore this market, based in print and online publications, and prepare for assignments in the editorial marketplace. Business strategies are also discussed.

PH 464 Self-Promotion & Marketing
This course offers a practical guide to self-promotion and marketing their photography business. Topics covered include developing a business identity and branding, diverse marketing approaches, and public relations. Students will develop marketing collateral and strategies specifically designed to help their photography business succeed.

PH 475 The Business of Photography
In this course, various aspects of running a photography business will be introduced. This course will cover marketing, accounting, legal issues, copyright concerns, estimating jobs, permits, hiring employees, and other aspects of creating a successful business. This senior-level course will prepare photography students for an independent and successful career.

PH 476 Fashion and Beauty 1
This course offers an advanced treatment of fashion photography using both color and black and white materials, as well as location and studio techniques. The course also emphasizes the special requirements of various types of work, such as retail vs. advertising.

PH 488 Senior Project
This is an advanced course with content created specifically for the individual student. The course will cover processes, techniques, concepts, styles, and approaches specific to the students involved. Course outcomes will be met through weekly assignments, discussions, and instructor review. Department Director approval is required.

PH 489 Fine Art Project 2
This course is a vehicle for development of a substantial body of personal work. This course includes information on self-promotion and marketing for the fine art photographer. Students will be expected to complete a project ready for presentation to galleries and fine art professionals.

PH 490 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. Course fees and prerequisites may vary by topic.

PH 493 Study Abroad Photo Intensive
This seven-week travel abroad course will expose students, through the photographic medium, to the art, culture and historical significance of Italy. Supervised tours will allow students to explore and photograph a wide range of Italian cities, countryside and historical monuments. This course is open to all on-campus and online students.

PH 495 Senior Portfolio
In this course, students will focus on portfolio development, including both traditional and contemporary methods, to create a solid and cohesive presentation suitable for sharing work beyond the classroom setting. Physical and web-based portfolios are produced, as well as other marketing materials to be used professionally in the photographic marketplace.

PH 496 Fashion and Beauty 2
This course prepares students for a wide range of fashion editorial assignments both on location and in the studio. Students develop an individual style and technical skills to support that style. The varied demands of fashion photography are discussed.

PH 497 Advertising / Editorial Portfolio
In this course, students will develop a professional advertising/ editorial photography portfolio. The focus will be on creating a unique body of work that reflects a personal style. Students will produce a portfolio book as well as other promotional materials for marketing their work to clients, reps and agencies.

PH 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

PH 499 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 and course prerequisites may vary by topic.

PH 500 Internship in Photography
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

PH 600 Digital Photography Concepts & Techniques
This course is designed to provide students with a solid technical foundation in digital photography. Topics will include: use of camera controls, capture techniques, quality of light, image editing and composition. Industry standards for image quality and photographic concepts will be emphasized in the course discussions and assignments.

PH 601 Photography Concept
In this course, students develop and sharpen their conceptual and technical abilities through practical assignments and the development of a concept-driven body of work. This course guides each student toward an individual artistic style and aids in the preliminary exploration of concept as it pertains to future portfolio projects.

PH 603 The Language of Photography
In this course, students engage in an in-depth study of the fundamental language of photography comprised of the aesthetical, technical, and practical aspects of the medium. Artistic interpretation and techniques are examined through the study of image capture, processing, and presentation relevant to fine art, commercial, and documentary photography applications.

PH 608 Lighting
In this course, students gain hands-on technical experience in use of lighting equipment as they learn studio lighting techniques, light modification, and creative lighting design. Quality of light in relation to concept and mood is explored in depth as students apply their skills to assignment images.

PH 611 Contemporary Landscape
In this course, students explore the genre of landscape photography through depictive, expressive, illustrative, statement-oriented and form-based conceptual approaches. Students learn various imaging techniques and tools appropriate to landscape photography, explore contemporary landscape concepts and methodologies, and discuss the cultural impact of landscape representation.

PH 612 The Nature of Photography
This course is dedicated to the investigation and understanding of photography as a visual language. The elemental relationship of form and narrative is explored as a means for individual artistic expression. Emphasis is placed on application of these principles through practical assignments and verbal discussion.

PH 613 Color & Light
In this course, students study the fundamental relationship between color, quality of light, and mood. Emphasis is placed on producing technically proficient and creative photographs through lighting, color filtration, and post-production of images. Technical, aesthetical, and conceptual aspects of color and light will be discussed in depth.

PH 614 Black & White Darkroom
This course establishes black and white darkroom techniques and procedures, including the processes related to black and white printing. Students explore film processing and exposure standardization techniques. Toning and other fine art printing strategies are introduced.

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

PH 616 Photoshop & Lightroom for Photographers
In this course, photography students develop expertise in preparing and editing images with Adobe Lightroom and Photoshop. Students receive detailed instruction in asset management, RAW processing, image editing, color correction, and use of program tools. This course is kept current with the newest technologies and latest release of Adobe CC.

PH 620 Still Life Composition & Technique
In this course, students learn still photography as it pertains to small objects, food, and still life composition. Students experiment with a variety of studio lighting techniques and light modifiers, while maintaining conceptual focus on style and contextual design in art for commerce and fine art applications.

PH 621 Experimental Photography
In this course, students explore a multitude of experimental photographic techniques. Topics include: alternative capture techniques, image transfer, alternative printing processes, as well as other experimental methods that allow for greater interpretation and expression of the photographic medium.

PH 622 Documentary & Visual Narrative
In this course, students explore the broad spectrum of documentary photography from its roots as objective witness in service of social change, to depictive images intended for subjective interpretation. Students learn the skills necessary for successful visual storytelling including: editing, sequencing, access, flow, research, and caption/proposal writing.

PH 623 Portraiture
In this course, students learn a wide variety of portraiture techniques in fine art, documentary and art for commerce applications. Students advance their skills in use of lighting equipment and creative lighting design. Emphasis is placed on technical proficiency while exploring the creative and conceptual role of the portrait photographer.

PH 626 Self as Subject
In this course, students explore various creative and conceptual methodologies and applications of self portraiture. Emphasis is on the creation of a cohesive body of work that challenges the individual creative vision and approach to the genre. The work of numerous self-portraiture photographers will be presented and discussed.

PH 632 Large Format Techniques
In this course, advanced still life, figure, interior and exterior photographic techniques will be explored and mastered. Students will gain extensive knowledge of large format camera applications; primarily using a 4x5 camera. Emphasis will be placed on defining and interpreting spatial relationships.

PH 633 Fashion & Beauty
This course teaches an approach to photographing people and other subjects that fuses editorial and fashion techniques. The course concentrates on current styles and trends in editorial photography, while also covering lighting aspects of editorial and fashion assignments. Students will produce a portfolio of work as part of their final assignment.

PH 635 Digital Printing Techniques
This course concentrates on current practices in digital printing. Scanning, printing and color management are discussed. Students explore various paper options and learn to accurately reproduce color and black & white photographic images.

PH 636 Digital Imaging
In this intermediate Photoshop course, students build upon imaging and digital output skills from PH 616: Photoshop & Lightroom for Photographers. Emphasis is on technical refinement of digital imaging techniques, conceptual and interpretive application of Photoshop, introduction to image compositing, and file preparation for digital output.

PH 640 Historic Processes
In this course students are introduced to historic 19th century photographic processes such as Cyanotype, Van Dan Dyke Brown, Tintype and Gum Printing. Students will learn how to produce digital negatives and explore contact printing. Students experiment with multiple printing techniques.

PH 642 Lighting on Location
In this course, students are introduced to a wide variety of location lighting techniques including maximizing available light, using strobes, controlling light using light modifiers, and mixed lighting techniques on location. Through practical exercises and assignments, students apply creative lighting skills in interior and exterior locations.

PH 644 Mixed Media Photo Techniques
This course introduces the use of mixed media in photography. Drawing and painting techniques, collage and multiple imagery are explored. Students experiment with surface textures and sculptural elements. Students practice alternative presentation strategies.

PH 645 Experimental Contemporary Photography
In this course, students learn non-traditional methods of creating and displaying photographic work. A variety of creative techniques are explored including alternative capture, liquid emulsion, toning, colorization, image transfer, and experimentation with alternative print surfaces and scale. Emphasis is placed on individual creativity and artistic expression using the photographic medium.

PH 646 Pinhole, Plastic, & Mobile Devices
This course explores photographic expression through the use of pinhole and plastic cameras, as well as mobile devices. Students will be introduced to many different camera types and artists working within this genre of photography.

PH 650 Portfolio Development
This course is designed to support students as they develop promotional materials for their photographic projects in preparation for entry into the professional market. Following current industry standards, students design and produce a print portfolio to showcase their thesis work and other relevant photographic projects.

PH 653 Environmental Portraiture and Production
This course is designed to support students in creating portraits on location. Students refine location lighting skills and develop photographic business practices. Students gain valuable experience working with a wide range of subjects and environments. Emphasis is placed on pre-production planning and on-set production value.

PH 655 Digital Montage
In this course, students explore the diverse, imaginative possibilities of digital montage using Adobe Photoshop. This advanced course builds on techniques learned in previous digital imaging courses in the program. Students refine and apply their creative, conceptual and technical imaging skills through advancement of individual photographic projects.

PH 656 Motion Capture & Visual Storytelling
In this course, photography students explore the conceptual and technical components of visual narrative using motion imaging. Utilizing video capture and Adobe Premiere Pro editing software, students conceptualize, create, and finalize motion projects. Advanced motion concepts are explored relative to current industry practices for photographers.

PH 658 Advanced Digital Capture
This course covers the techniques, software, studio production and other skills related to advanced digital capture. Students will learn about innovative tethered shooting and workflow, utilizing Phase One and Leaf digital backs, and Capture One software. Students will produce high quality files suitable for client delivery and/or personal digital output.

PH 672 Photography Intensive
Photography Intensive students create a series of photographs working within the confines of shooting in a single location during the condensed summer semester. The course culminates in a three-week group exhibition, put together by the students, at the **625 Sutter Street gallery.**

PH 673 Portfolio: Concept & Development
This portfolio course is designed for students who have completed the core curriculum in the program, and are ready to apply their knowledge of photographic concepts and techniques to the development of a cohesive and professional body of work. Emphasis is on advanced level concept development, image capture, and critique.

PH 674 Portfolio: Capture & Critique
This course builds on topics from PH 673: Portfolio Concept & Development, and is designed for students to continue capture and concept refinement of an advanced-level photography project. Emphasis is on the ongoing development of an individualized body of work, in conjunction with in-depth critique from faculty and peers.

PH 675 Portfolio: Print & Presentation
In this portfolio course, students learn the skills necessary for the professional presentation of a completed body of work including editing, sequencing, printing, marketing, portfolio design, and image presentation. Students produce a digital and physical portfolio that demonstrates their highest level of proficiency in technical skill, composition, concept and presentation.

PH 682 Concept & Critical Processes
In this course, advanced students confront concepts and theories related to the visual arts. Influential theories surrounding the definition of art and their effects on the artist's process are explored. This course involves abstract thinking, examination of critical processes, and meaningful application of such concepts in the student's personal work.

PH 692 Contemporary Topics in Photography
In this course, students will explore contemporary topics in photography through participation in artist lectures, interviews, and advanced-level group discussion. Artist talks and interviews with leaders in the industry will be presented through live and recorded webcasts. Course topics will be further explored through research, writing, and photography assignments.

PH 694 The Art of Teaching Photography
This course is designed for advanced students aspiring to teach photography at the collegiate level. Contemporary educational practices in on-campus and online art education will be critically explored. Emphasis will be placed on curriculum development, complemented by an in-depth examination and practical application of pedagogical methodologies specific too photographic education.

PH 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.

PH 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.

PH 705 Digital Capture & Post-Production
In this course, students will learn and apply a wide array of digital capture controls and technical strategies in addition to applying post-production skills using the latest Adobe Photoshop software. Emphasis is on refinement of applied technical skills in the still image.

PH 710 Visual Concepts & Communication
In this course students learn how to apply technical and compositional skills to best relay the intended idea, concept, or story in visual imagery. Emphasis is on creative application of color, light, composition and post-production techniques to aid in visual communication in photography and motion capture.

PH 720 Lighting Techniques & Set Design 1
In this course, students learn practical and creative lighting strategies and set design to best support the intended aesthetic and narrative in a variety of image applications. Students learn use of ambient light, continuous light, strobes, and a multitude of light modifiers in the studio setting.

PH 725 Lighting Techniques & Set Design 2
This course builds on the techniques and concepts learned in Lighting Techniques & Set Design 1. Emphasis is on advanced lighting strategies, lighting on location, use of color gels and mixed light sources in addition to creative use of props and intermediate set design for still and motion capture applications.

PH 774 Adobe Photoshop Certification Preparation
In this course, students engage in intensive preparation for taking the Adobe Photoshop certification test. Students will demonstrate advanced knowledge in the use of Photoshop tools and techniques as evidenced in a wide array of image applications.

PH 775 Adobe Premiere Pro Certification Preparation
In this course, students engage in intensive preparation for taking the Adobe Premiere Pro certification test. Students will demonstrate advanced knowledge in the use of Premiere Pro tools and techniques as evidenced in a wide array of video editing applications.

PH 780 Still & Motion Capture Portfolio 1
In this course, students develop creative portfolio, demo reel, and other marketing strategies to highlight their technical skills in preparation for applying for jobs in the industry. Emphasis is on production of still images and video for inclusion in a professional portfolio package.

PH 785 Still & Motion Capture Portfolio 2
This course builds on the concepts learned in Still & Motion Capture Portfolio 1. Advanced portfolio concepts are explored as students finalize their print portfolios and demo reels in preparation for a career in the industry. Additional topics include resume development, social media strategies, website presence and professional networking.

PH 800 Directed Study
This Directed Study option provides students with the opportunity to take studio coursework to continue development of specific technical and/or conceptual photography skills relevant to their Thesis Project. This course option must be approved by the Department Director. Course fees and prerequisites will vary by topic.

PH 802 DS Mentorship Forum
In this course, students have the unique opportunity to work one-on-one with a Mentor in the photography industry in conjunction with group discussion and critique in the class environment. Emphasis in this course is on advancement of individual Thesis Projects through application of industry advice and academic critique.

PH 810 Concept & Image
This course offers students the opportunity to receive instruction and critique on their individual Thesis Projects in a small group environment. Designed for students who have recently passed their Midpoint Review, the emphasis of this course is placed on concept refinement, overcoming project challenges, and Thesis portfolio development.

PH 816 Fine Art
This course offers photography students with a Fine Art emphasis the opportunity to receive instruction and critique on their Thesis Projects in a small group environment. Emphasis is on advancement of project concepts and portfolio development. Contemporary philosophies and practices related to Fine Art Photography will be explored and discussed.

PH 817 Art for Commerce
This course offers art for commerce photography students the opportunity to receive instruction and critique on their thesis projects in a small group environment. Emphasis is on advancement of project concepts and portfolio development. Contemporary philosophies and practices related to art for commerce photography will be explored and discussed.

PH 818 Documentary
This course offers photography students with a Documentary emphasis the opportunity to receive instruction and critique on their Thesis Projects in a small group environment. Emphasis is on advancement of project concepts and portfolio development. Contemporary philosophies and practices related to Documentary Photography will be explored and discussed.

PH 830 Context & Communication
In this course, students will define thesis work in contemporary and historical context, deepen understanding of applied photographic methodologies, and refine personal artistic philosophies relevant to Thesis studies. Emphasis is placed on research and visual, verbal and written communication in preparation for Final Reviews and entrance into the photography industry.

PH 831 Thesis Intensive
This summer intensive course is designed to provide students of all photographic emphases a flexible course structure in which to advance their research, concepts, and imagery for their thesis projects. Emphasis is placed on independent project advancement, individualized instruction, and group critique on each student's project progress.

PH 836 Advanced Photoshop
This course offers students the opportunity to receive advanced Photoshop instruction and critique on their thesis projects in a small group environment. Emphasis is placed on advancement of creative post-processing and printing skills as students assemble their thesis portfolios. Assignments and discussions will be developed based on individual student needs.

PH 837 Alternative Practices
This course offers students working with creative and/or historical capture and processing techniques the opportunity to receive instruction and critique on their thesis projects in a small group environment. Emphasis is placed on refinement of alternative capture and printing methods. Assignments and discussions will be based on individual student needs.

PH 850 Project Research & Development
In this course, students engage in individualized project research in conjunction with advancement of their thesis project portfolios in a small group environment. Emphasis is placed on the creation of thesis project images, instructor and peer critiques, and ongoing discussion of new work.

PH 856 Final Review Preparation
This course offers students in their last semester the opportunity to receive guidance as they prepare for Final Reviews and entry into the professional industry of photography. Emphasis is placed on advancement of verbal and written skills relating to art, professional readiness, and completion of thesis projects.

PH 860 Collaborative Production
In this group directed study course, students work in collaboration on group assignments. Emphasis is placed on creative interpretation of complex technical assignments, team problem-solving on production tasks, and overall proficiency and professionalism working as part of a creative production team.

PH 870 Advanced Lighting Techniques & Set Design 1

This course offers students the opportunity to receive advanced lighting and set design instruction and critique in a small group environment. Emphasis is placed on advancement of creative lighting skills as students develop their thesis portfolios. Assignments and discussions will be developed based on individual student needs.

PH 875 Advanced Lighting Techniques & Set Design 2

This course offers students the opportunity to receive advanced instruction and critique in motion capture techniques and editing strategies using Adobe Premiere and Adobe After Effects in a small group environment. Emphasis is placed on development of a professional demo reel. Assignments and discussions are based on individual student needs.

PH 895 Final Portfolio & Demo Reel Presentation

In this course, students will prepare for their Final Review in the Photography & Motion Capture Technologies program. Students will receive individualized guidance and critique as they prepare their final print portfolios, demo reels, and marketing materials in preparation for entrance into the industry.

PH 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

PH 903 Study Abroad Photo Intensive

This seven-week travel abroad course will expose students, through the photographic medium, to the art, culture and historical significance of Italy. Supervised tours will allow students to explore and photograph a wide range of Italian cities, countryside and historical monuments. This course is open to all on-campus and online students.

VISUAL DEVELOPMENT

Develop the Mood of a Story

Visual Development artists communicate narrative, thematic and functional design ideas using visual media. Visual Development is key to envisioning complex scenes before the actor steps onto the set, or before characters become animated on film or in game play. They are the visual storytellers who design and stage scenes from a script with effective camera choices that enhance the development and mood of the story.

Academy of Art University offers an innovative curriculum that emphasizes the skills needed to succeed in the growing field of Visual Development. A trained eye can see artistic potential in a blank page. A trained hand can turn that potential into reality. Come and learn from industry professionals and create a unique portfolio that demonstrates your personal style as a visual development artist.

WHAT WE OFFER

Companies Hiring Our Grads Include:

Bandai Namco
Blue Sky
Dreamworks
EA Games
Fantasy Flight Games
ILM
Lolapps
Lucas Arts
Massive Black
Nickelodeon
PDI
Disney Mobile
Pixar
Valve
Walt Disney Animation Studios
Warner Bros. Studios
Zynga
And More!

The Visual Development degree program offers students a solid grasp of all fundamental Visual Development principles and is designed to create a well-rounded education in the arts. Emphasis is placed on mastery of traditional, technical and conceptual abilities, as well as an emotional response, in all aspects of the Visual Development process. The Visual Development degree program fosters a strong development of the individual's style as well as a wide range of methods to transform their traditional skills into those reflecting the breadth of the updated industry technology. Students will become skilled at the full range of tasks related to Visual Development, enhancing their creativity, problem solving, and professionalism.

CAREER PATHS

Graduates of the School of Visual Development can embark on careers such as:

Art Director
Background/Layout Designer
Character Designer
Concept Artist
Creature Designer
Environment Designer
Level Designer for Games
Maquette Sculptor
Model Packet Designer
Production Artist
Production Assistant
Production Designer
Prop Designer
Set Designer
Sketch Artist
Texture Artist
Texture Artist/ Prop Designer
Visual Development Artist

DEGREE REQUIREMENTS

Associate of Arts [AA] in Visual Development

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA VISUAL DEVELOPMENT CORE COURSES

FA 110	Still Life Painting 1
FASCU 270	Ecorche
FND 110	Analysis of Form
FND 112	Figure Drawing
FND 116	Perspective
FND 125	Color and Design
FND 131	Figure Modeling
VIS 103	Visual Development Imaging
VIS 150	Visual Development 1
VIS 205	Visual Development Production
VIS 250	Visual Development 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Visual Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA VISUAL DEVELOPMENT CORE COURSES

FA 110 Still Life Painting 1
FASCU 270 Ecorche
FND 110 Analysis of Form
FND 112 Figure Drawing
FND 116 Perspective
FND 125 Color and Design
FND 131 Figure Modeling
VIS 103 Visual Development Imaging
VIS 150 Visual Development 1
VIS 205 Visual Development Production
VIS 250 Visual Development 2
VIS 405 Senior Portfolio for Visual Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Master of Arts [MA] in Visual Development

MA UNIT REQUIREMENTS

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

MA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES

ANM 610	Figurative Concepts
ANM 633	Drawing and Design for Animation
FA 602	Head Drawing
or FA 605	Landscape Painting
or FA 607	Cityscape Painting
	or any course in major
FA 630	Color Theory
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
	+1 Major course

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

ENTERTAINMENT ART EMPHASIS

ANM 633	Drawing and Design for Animation
FA 630	Color Theory
ILL 610	Clothed Figure Drawing
ILL 612	The Rendered Figure
ILL 625	Perspective for Characters & Environment
ILL 620	The Graphic Novel 1
or ILL 650	Preliminary Art
or ILL 735	Children's Book Illustration Portfolio
ILL 660	Digital Painting
ILL 602	Concept, Technique and Illustration
or ILL 632	Refining Layouts in Ink
or ILL 670	Designing for Consumer Products and Licensing
VIS 611	The Visual Elements of Story
VIS 660	Fundamentals of Environments and Prop Design
VIS 670	Portfolio Development

MA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 624	History of Visual Development

Master of Fine Arts [MFA] in Visual Development

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES

ANM 633	Drawing and Design for Animation
ANM 685	Storyboarding
or ANM 689	Story Development
FA 601	Drawing
FA 630	Color Theory
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

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

MFA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 624	History of Visual Development

CROSS CULTURAL UNDERSTANDING

GLA 603	Anthropology: Experiencing Culture
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 611	Cultural Narratives
GLA 617	Mythology for the Modern World
GLA 619	Culture & Identity in Modern American Theater
GLA 627	The Global Design Studio; Past, Present, & Future
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 679	Professional Practices for Visual Development

Master of Fine Arts [MFA] in Visual Development (Entertainment Art Emphasis)

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA VISUAL DEVELOPMENT (ENTERTAINMENT ART EMPHASIS) DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course

1 Cross Cultural Understanding course

MFA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES

ANM 633	Drawing and Design for Animation
ANM 685	Storyboarding
or ANM 689	Story Development
FA 601	Drawing
FA 630	Color Theory
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
VIS 611	The Visual Elements of Story

MFA VISUAL DEVELOPMENT (ENTERTAINMENT ART EMPHASIS) GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 624 History of Visual Development

CROSS CULTURAL UNDERSTANDING

GLA 617 Mythology for the Modern World

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 675 Professional Practices for Illustrators

UNDERGRADUATE COURSES

VIS 103 Visual Development Imaging
This course introduces the main guidelines of composition and visual development. Students will employ digital photography to create images with story and a cohesive look. Imaging software will be utilized to push focal point, depth, and perspective. Emphasis will be placed on composition and analysis of effective storytelling.

VIS 137 History of Visual Development
This course will cover the beginnings of visual development up to and including modern production techniques as well as visual development designers and artists. Topics will include costs, financing, and marketing of commercial and independent projects. The course will conclude with discussions about the future of visual development.

VIS 150 Visual Development 1
This course is an introduction to the principles of visual development. Students will learn how to use basic values compositions, clothed figure, and color theory as they apply to visual development as well as Photoshop essentials for visual development.

VIS 205 Visual Development Production
This is a first step towards an industry standard portfolio. Students will organize work, design a personal website and present a visual pitch. Projects will include a pre-visualization of a short film or game that effectively communicates story/concept. The production phases for animation, documentary and live action will also be covered.

VIS 230 Digital Painting for Visual Development
This course is an intensive introduction to digital painting tailored to the visual development design process. Students will utilize Photoshop and 3D software to develop compositions emphasizing the design of cohesive story elements. Students will create a suite of thematically related pieces demonstrating consistent lighting and effective value, color, depth, and focal point(s).

VIS 235 3D Modeling & Character Design for Visual Development
This course offers an introduction to sculpting and painting models using 3D software. Topics will include creating organic and hard surface assets, adding surface details, and finishing models with UVs and textures. Students will generate their maquettes in clay and paint them using Zbrush software.

VIS 250 Visual Development 2
From selected stories and scripts, students will create characters and paintings depicting the setting and mood of the story. This course will stress strong drawing and painting skills and requires a vivid imagination.

VIS 270 Vehicle & Armor Design for Visual Development
This course combines vehicle and armor design with different time periods and themes such as post-apocalyptic, futuristic, and steam punk. Students will employ traditional and digital drawing media to develop their concepts and create conceptual paintings that tell a story.

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

VIS 280 Color Scripting
This course will explore the origins and modern application of color scripting through the completion of assignments covering topics including cinematic composition, atmospheric use of color, and color continuity. Students will also complete a sixteen-frame color script.

VIS 300 Environment Design for Visual Development
This course will guide students through the different stages of generating a dynamic and dramatic environment design. The course will cover the basics, from thumbnails to finished product, including composition, lighting, and use of textures. Students will create three environment concept illustrations and a prop call out, for a genre of their choosing.

VIS 310 Visual Development for Spot Animation
Students will create a spot animation and then develop art for a short film. Emphasis will be placed on retaining a viewer's attention though limited use of characters and settings. Students will practice quick sketching and storyboarding for recognition, personal association and identity branding. Digital imaging, compositing, texture painting and retouching will be covered

VIS 311 Visual Development for Web and Mobile Gaming
In this course, students will create animated artwork for social games and interactive media. Topics will cover storyboarding, visual communication, design solutions, digital imaging, compositing, texture painting, creating assets and movie optimization. Students will deliver a finished game environment with background, props, characters and game interface elements including buttons and sounds.

VIS 350 Visual Development for Live Action
In this advanced course, students will work from selected scripts to create a live action and family film-oriented professional package, including production paintings, thumbnail compositions, and value and color studies. Emphasis will be placed on representing both live action and family film style without compromising the integrity of the design.

VIS 364 Character Design 1: Bringing Characters to Life
In this course, students will first draw from life with an emphasis on quick drawing, line-of-action, volume and caricature. Then students will design their own characters, make model sheets and turnarounds.

VIS 374 Character Design 2: Production Ready Characters
Students will expand their technique and execute character designs in both bitmap and vector formats as appropriate for 2D and 3D production pipelines. Students will produce 3D paintings complete with textures and believable lighting sources. Creating convincing creatures through effective use of design elements and real-world animal anatomy will be emphasized.

VIS 375 Creature Design for Visual Development
In this course, students will learn how to design creatures for visual development. Students will design four creatures resulting in concept art portfolio pieces. Students will learn how to visualize and capture their visions through thumbnails, color/value studies, and finished illustrations.

VIS 387 Texture and Look Development for Mari
This course will guide students through the different stages of the texturing process and the channels required to help achieve a realistic rendered image.

VIS 400 Visual Development Styles
In this course, students will explore the various aspects of style as they apply to animation visual development. Examples include graphic, European, and Eastern techniques. This course will build upon the principles introduced in VIS 250 which include character design, prop design, environment design, composition, value, and color.

VIS 405 Senior Portfolio for Visual Development
The goal of this course is to develop a professionally marketable portfolio comprised of the student's best work. Students will hone client and artist relationships by practicing the art of presentation and behavioral skills, and will develop a consistent professional identity and portfolio.

VIS 490 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.

VIS 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

VIS 499 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 and course prerequisites may vary by topic.

VIS 500 Internship in Visual Development
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

VIS 611 The Visual Elements of Story
This course will introduce students to various aspects of visual elements in story, including color and design, color theory, staging and composition, camera angles, perspective principles, and typography. Film vocabulary will also be introduced.

VIS 660 Fundamentals of Environments and Prop Design
This course will explore the foundations of environment design through the completion of assignments covering topics including cinematic composition and aspect ratios, atmospheric perspective, and architectural design fundamentals. Students will also complete prop designs in the form of model packets and texture/material callouts.

VIS 670 Portfolio Development
This course will focus on intensive individualized feedback for students preparing for MFA Midpoint Review or the MA Final Portfolio Review. Assignments will include written thesis or artist statement, story preparation, story analysis, color progression, concept drawing, character studies, environment studies, prop studies, beat boards, and project presentations.

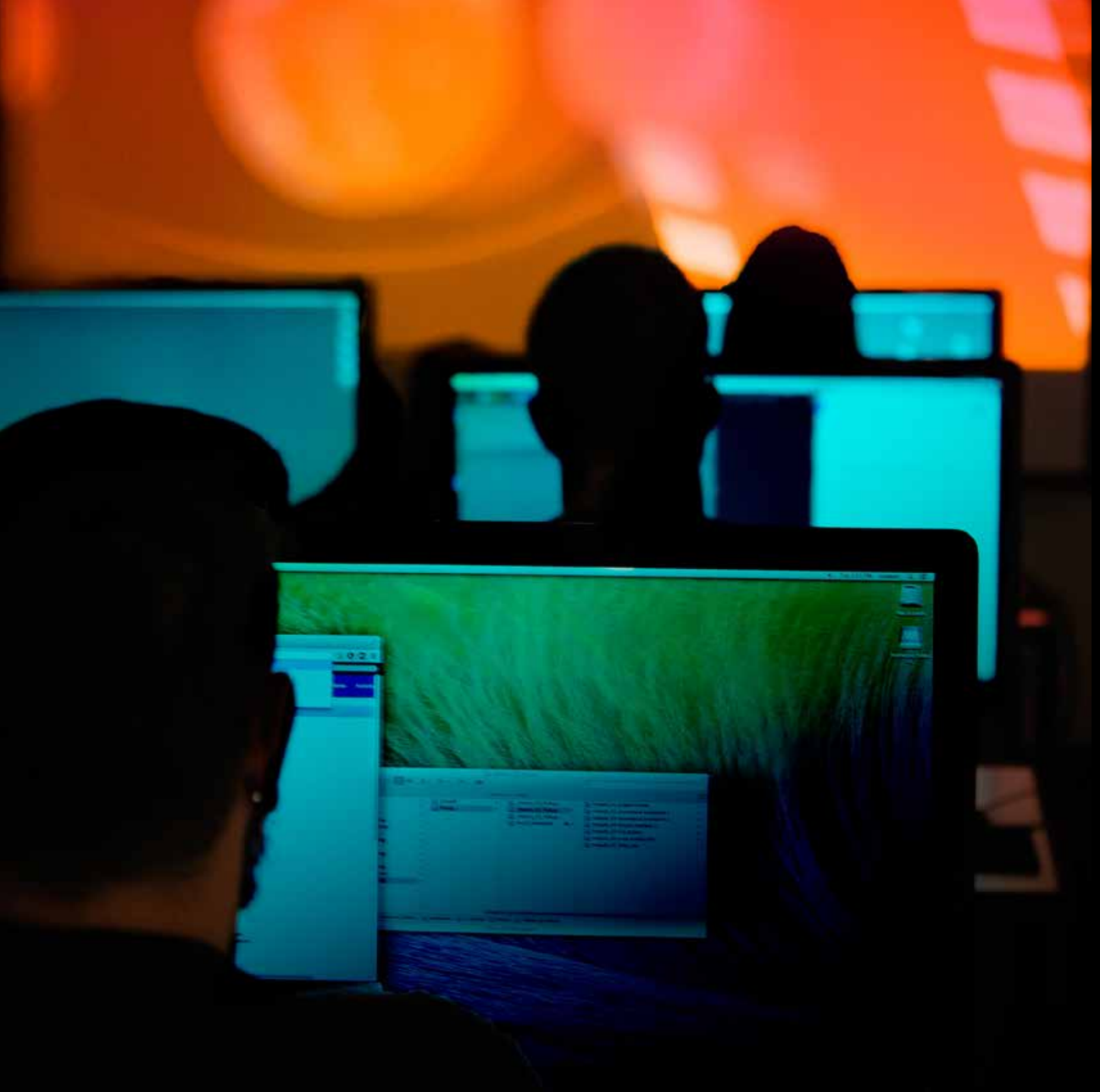
VIS 699 Special Topics
Special Topics class offerings change each semester and are taught by experts in a specific area. You may contact your academic department director or advisor for more information. Please note that some Special Topics have a required course fee, prerequisites, and/or may require Department Director approval.

VIS 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.

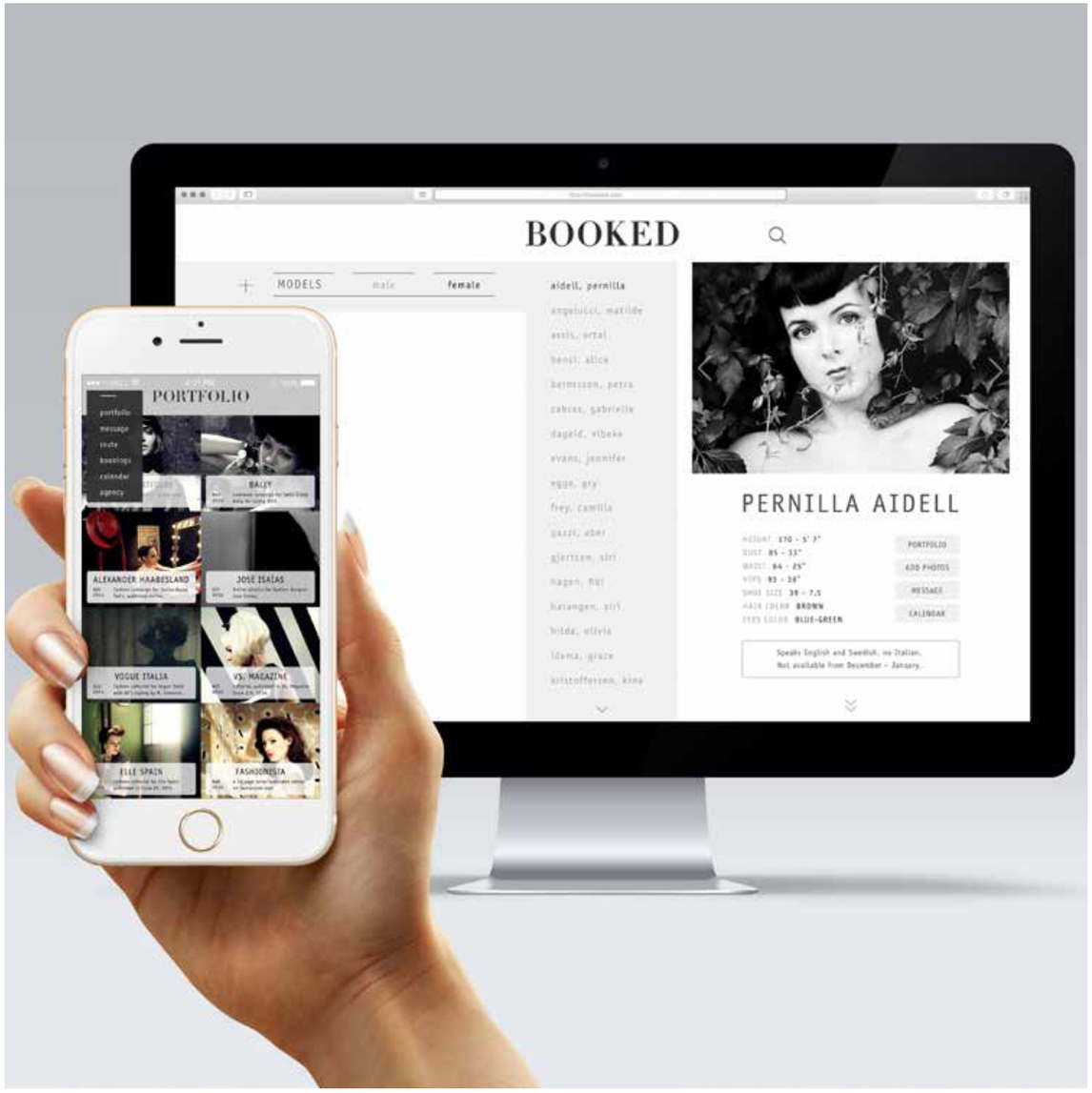
VIS 850 Group Directed Study: Visual Development for Thesis Project
In this course, students will go over characters and paintings depicting the setting and mood of their own story. This course will stress strong drawing and painting skills. Students will utilize their vivid imagination and visual problem solving skills.

VIS 900 Internship
Students will gain practical experience in a professional environment by performing under supervised internship at a host company. Students must submit the company's job description to their Department Director and the Graduate School for approval.

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



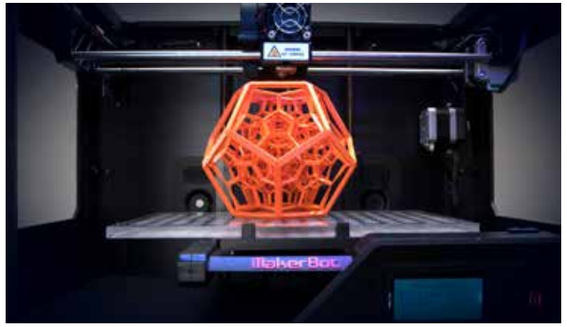
WEB DESIGN & NEW MEDIA



Welcome to the new

Web Design & New Media graduates are strategic thinkers, producers, and creative technologists poised to lead innovation.

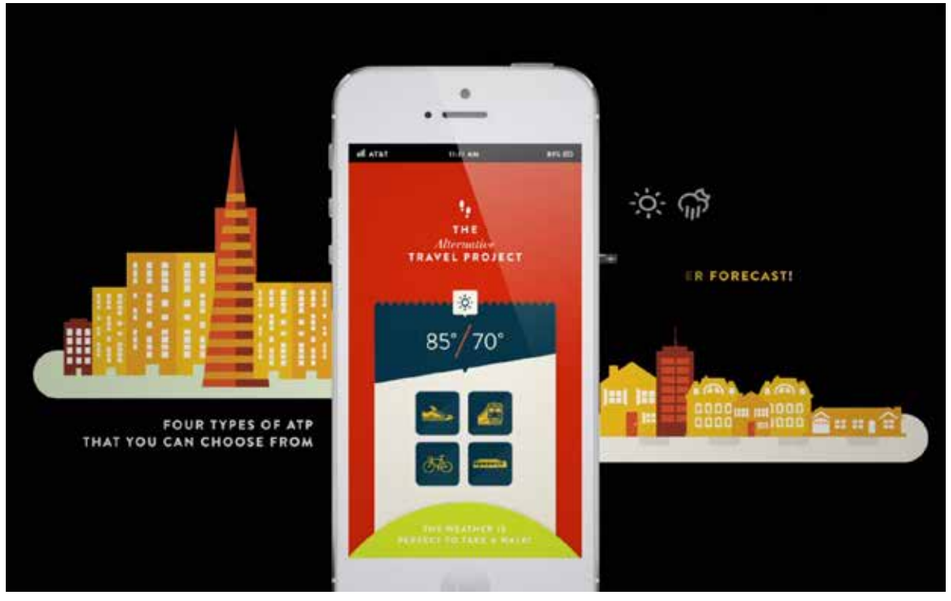
Think you've got what it takes to build the next generation of web sites, mobile apps, and motion graphics? Then join us on a journey into the future, where you are poised to lead innovation on a global scale!



WHAT WE OFFER

With industry professionals in every classroom, you'll learn from the best. Hands-on tutorials, professional mentoring and in-person critiques make learning exciting.

The latest in software and equipment is standard. We keep up with current advancements in technology and industry practices. Whatever the pros are using, that's what you will find in our classrooms and studios.



CAREER PATHS

Web, Mobile, and New Media Design

Creative Director or Technical Director

Art Director

Senior Designer or Developer: UX/UI Design, Product Design, Motion Graphics, Front-end Development

Junior Designer or Developer: UX/UI Design, Product Design, Motion Graphics, Front-end Development

Production Artist: Web Graphics, Front-end Coding, Motion Graphics

DEGREE REQUIREMENTS

Associate of Arts [AA] in Web Design & New Media

AA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	33 UNITS
MAJOR	15 UNITS
+ LIBERAL ARTS	18 UNITS
TOTAL	**66 UNITS**

AA WEB DESIGN & NEW MEDIA DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2 Art Historical Awareness courses
1 Written Communication: Composition course
1 Written Communication: Critical Thinking course
1 Employment Communications & Practices course

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

AA WEB DESIGN & NEW MEDIA CORE COURSES

ADV 236	Digital Photography
FND 122	Color Fundamentals
GR 102	Design Technology: Digital Publishing Tools
GR 150	Introduction to Visual Communication
WNM 105	Design Technology: Visual Design Tools
WNM 120	User Experience 1
WNM 210	Visual Design 1
WNM 230	Digital Imaging 1
WNM 249	Web Design 1
WNM 250	Web Design 2
WNM 310	Visual Design 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

ART HISTORICAL AWARENESS

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

Bachelor of Fine Arts [BFA] in Web Design & New Media

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	42 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**132 UNITS**

BFA WEB DESIGN & NEW MEDIA DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

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

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

BFA WEB DESIGN & NEW MEDIA CORE COURSES

ADV 236 Digital Photography
FND 122 Color Fundamentals
GR 102 Design Technology: Digital Publishing Tools
GR 150 Introduction to Visual Communication
WNM 105 Design Technology: Visual Design Tools
WNM 120 User Experience 1
WNM 210 Visual Design 1
WNM 230 Digital Imaging 1
WNM 249 Web Design 1
WNM 250 Web Design 2
WNM 310 Visual Design 2
WNM 482 Portfolio 2

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171 Western Civilization
LA 270 U.S. History
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 200 Introduction to Computer Programming
LA 233 Popular Topics in Health, Nutrition, & Physiology
LA 254 Human-Centered Design
LA 255 College Math
LA 271 College Algebra with Geometry
LA 286 Discrete Mathematics
LA 288 Vector, Matrices, & Transformations
LA 293 Precalculus
LA 296 Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127 Topics in World Art
LA 221 California Art in Cultural Context
LA 238 World Literature
LA 292 Programming & Culture
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

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:

LA/LAN 117	Survey of Landscape Architecture
LA/IND 118	History of Industrial Design
LA 127	Topics in World Art
LA 128	The Body As Art: History of Tattoo & Body Decoration
LA 129	History of Automotive Design
LA/GAM 131	History of Gaming
LA 132/ANM 102	History of Animation
LA 134/ANM 104	History & Technology of Visual Effects & Computer Animation
LA/VIS 137	History of Visual Development
LA/PH 147	History of Photography
LA/LAN 177	Pre-Industrial Urban Open Spaces
LA 182	Genres in Film
LA/ILL 195	History of Comics: American Comics
LA/ILL 197	History of Comics: International and Alternative Comics
LA/ARH 219	History of Architecture: Ancient to Gothic
LA 220	American Art History
LA 221	California Art in Cultural Context
LA 222	20th Century Art
LA 224	Women, Art & Society
LA 226 /IAD 230	Survey of Traditional Interior Architecture
LA 229/IAD 231	Survey of Contemporary Interior Architecture
LA 236/IAD 232	Survey of Bay Area Architecture
LA 242/GR 242	History of Graphic Design
LA 243/ILL 310	History of American Illustration
LA/FSH 244	History of Fashion
LA/JEM 245	History of Jewelry and Metal Arts from Around the World
LA/FSH 246	History of Textiles
LA 247	History & Techniques of Printmaking
LA/FASCU 248	History & Theory of Fine Art Sculpture
LA 249	An Artistic and Intellectual History of the Renaissance
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA/LAN 277	Post Industrial Urban Open Spaces
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 281/MPT 255	Film History 1: Pre-1940
LA 282/MPT 256	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 319	History of Architecture: Modernity
LA 327	Art of the Classical World
LA 333	Art of the Middle Ages
LA 361	The Artist in the Modern World
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 408	Analog Before Digital: Punk/No Wave Film & Music
LA 420	Art of the Italian Renaissance
LA 421	Northern Renaissance Art
LA 422	Italian Baroque Art
LA 423	The Golden Age of Dutch Art
LA 432	Art of Spain: From El Greco to Picasso
LA 433	18th & 19th Century European Art
LA 434	History of Asian Art
LA 464	Survey of Dada & Surrealism

Certificate in Web Design & New Media

CERTIFICATE REQUIREMENTS

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

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

Master of Arts [MA] in Web Design & New Media

MA UNIT REQUIREMENTS

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

MA WEB DESIGN & NEW MEDIA DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:

1 Art Historical Awareness & Aesthetic Sensitivity course

MA WEB DESIGN & NEW MEDIA REQUIRED MAJOR COURSES

ADV 695 Collaborative Project: The Agency
or any course in major
WNM 601 Inside Programming
WNM 605 Typography for Digital Masters
WNM 606 Principles of UX
WNM 608 Web Technology 1
WNM 613 Topics in Motion Graphics
WNM 617 Mobile Web Technology
or WNM 618 Web Technology 2
WNM 622 Digital Capture
WNM 635 Visual Design Strategy
or any course in major
WNM 700 Human-Centered Design Approach
or any course in major
WNM 755 Masters Portfolio

MA WEB DESIGN & NEW MEDIA GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601 Classical Aesthetics and the Renaissance
GLA 602 The Art & Ideology of the 20th Century
GLA 605 Motion Picture Theory & Style
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 607 Art & Ideas of the Enlightenment
GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
GLA 613 History of 20th Century Fashion Arts
GLA 615 History of Graphic Design
GLA 615E 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 638 Theory & Movements in Contemporary Interior Architecture
GLA 640 The History of Urban Landscapes
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Web Design & New Media

MFA UNIT REQUIREMENTS

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

**Per director approval*

MFA WEB DESIGN & NEW MEDIA DEGREE REQUIREMENTS

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:

1 Art Historical Awareness & Aesthetic Sensitivity course
1 Cross Cultural Understanding course

MFA WEB DESIGN & NEW MEDIA REQUIRED MAJOR COURSES

WNM 601 Inside Programming
WNM 605 Typography for Digital Masters
WNM 606 Principles of UX
WNM 608 Web Technology 1
WNM 610 Balancing Creativity and Profitability
or any course in major
WNM 613 Topics in Motion Graphics
or any course in major
WNM 619 Advanced Digital Imaging
or any course in major
WNM 622 Digital Capture
or any course in major
WNM 635 Visual Design Strategy
or any course in major
WNM 643 Interactive Design & Concepts for Thesis Development

MFA WEB DESIGN & NEW MEDIA 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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio: Past, Present, & Future
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

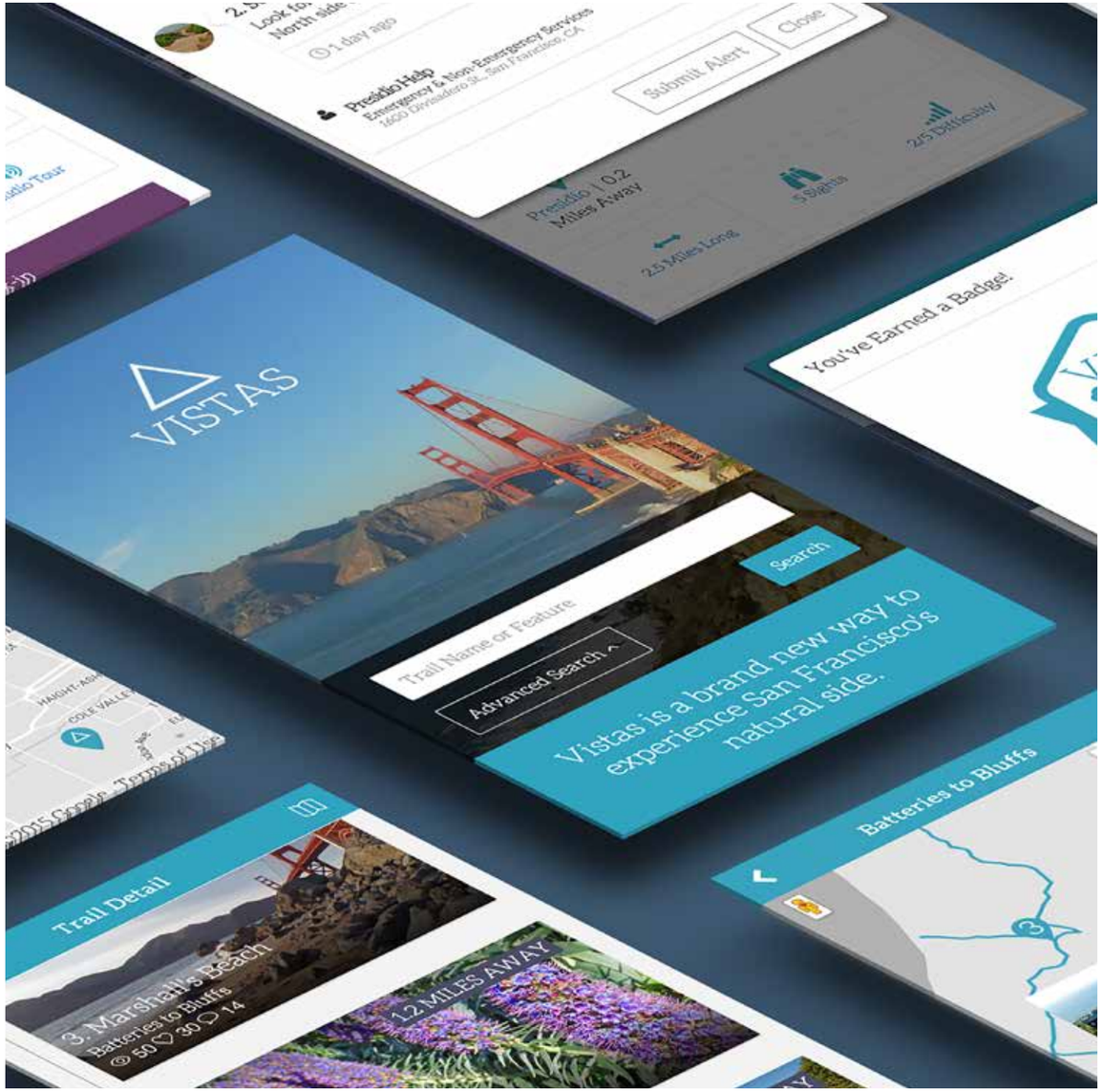
ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601	Classical Aesthetics and the Renaissance
GLA 602	The Art & Ideology of the 20th Century
GLA 605	Motion Picture Theory & Style
GLA 606	Crossing Borders: Art & Culture in a Global Society
GLA 607	Art & Ideas of the Enlightenment
GLA 609	Renovating Tradition: Art & Ideas of the 19th Century
GLA 613	History of 20th Century Fashion Arts
GLA 615	History of Graphic Design
GLA 615E	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 629	150 Years of American Illustration
GLA 638	Theory & Movements in Contemporary Interior Architecture
GLA 640	The History of Urban Landscapes
GLA 903	Graduate Seminar in Europe
GLA 905	Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATION

GLA 676	Professional Practices for Designers & Advertisers



UNDERGRADUATE COURSES

WNM 105 Design Technology: Visual Design Tools
This course covers a wide range of fundamental technologies involved in professional digital design and production. Industry standards are covered in depth. Topics include: preparing graphics with emphasis on the use of vector graphics, font technologies and typography, color manipulation, the Mac OS, production efficiencies, presentation and output methods.

WNM 120 User Experience 1
Fundamental concepts of the user-centered design process are introduced: research, personas, user journeys, use cases, wire-framing, and site structure. Rapid prototyping and user testing precede the visual design portion of the class, which includes examining mobile and desktop design patterns, establishing visual appeal using typography, color, layout, and iconography.

WNM 205 Motion Graphics 1
This course introduces the theory and production of animated 2D graphics for multiple platforms. Concept, research, design and pre-production techniques for motion graphics projects are covered, focusing on animating with typography, graphic symbols, shapes, and color. Industry-leading software tools will be employed with emphasis on classic animation principles and workflow.

WNM 210 Visual Design 1
This course focuses on developing design and production skills for print and interactive publications. Students use industry-standard digital tools to efficiently and accurately create graphic elements and content. Basic visual design and production techniques are covered, including typography, vector-based graphics, and approaches to corporate identity and branding.

WNM 230 Digital Imaging 1
This course provides a foundation of image production. Students will gain comprehensive knowledge of color correction and retouching. The course includes explorations of techniques used by modern artists and their work. Students will develop their understanding of tools and techniques by creating original pieces inspired by these artists.

WNM 249 Web Design 1
Students will construct web pages utilizing Hypertext Markup Language (HTML) and Cascading Style Sheets (CSS). Site planning, page layout, navigation, file management, cross-browser compatibility and semantic markup strategies will be employed to create highly usable, standards-based web sites. Web typography, form styling and the CSS Box Model will be introduced.

WNM 250 Web Design 2
In this course, students will apply design fundamentals to develop and produce web-based applications. Using open web standards, students will employ HTML, CSS, and JavaScript to create optimized web experiences for users on their mobile phones, tablets, or traditional desktop browsers. Functionality, mobility, and scalability will be emphasized.

WNM 270 Type Design
This course emphasizes the importance of typography in the design process and focuses on providing the student with the digital tools and techniques necessary to achieve professional typographic solutions. Students will learn to incorporate principles of professional typography with essential technical skills.

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

WNM 282 Portfolio 1
This midpoint course provides specialized training in computer arts portfolio production and presentation. Students will redo, update, revise and improve their existing body of work and produce additional projects as required. Students build a strong foundation for a professional portfolio with a consistent identity and marketing system.

WNM 290 User Experience 2
Emphasis will be placed on the Information Architect as point person in the planning and development stages to ensure an interactive product for the internet best serves the user. The specific tasks indigenous to this role will be explored in depth.

WNM 300 Interactive Applications
This course focuses on designing and developing native applications for mobile devices. Topics will include the differences between apps, websites, and mobile websites, utilizing designer-centric programming languages and SDKs, and industry requirements for developers and publishing apps. Students will create, test, publish, and distribute their mobile applications and games.

WNM 305 Motion Graphics 2
This course focuses on the creation of advanced motion graphics utilizing industry-standard software and current broadcast techniques. The objective of this course is to design and produce highly compelling time-based motion graphics and typography for broadcast, web, and mobile platforms.

WNM 310 Visual Design 2
This course focuses on the continued development of design and production skills for print and interactive publications. Students use industry-standard digital tools to efficiently and accurately crate graphic elements and content. Intermediate visual design and production techniques are covered, including typography, vector-based graphics, and approaches to corporate identity and branding.

WNM 315 Visual Design 3
The focus of this course is practical art direction, creative direction, critical thinking, and executing design strategies and concepts. The professional design process is examined, covering teamwork, collaboration and production workflow. Students learn the roles and procedures currently involved in the design industry, and will gain confidence in building creative solutions to design problems. NOTE: This class should not be taken with WNM 380 or WNM 482 due to its heavy workload.

WNM 330 Digital Imaging 2
This course delves deeper into compositing and creative imaging techniques using the most recent software developments and advances in digital photography. Projects from this course will include high concept, digital photography and creative problem solving using the most powerful imaging techniques available for purposes of creating exemplary new media portfolios.

WNM 335 Digital Imaging 3
This course focuses on high-end professional visual development and photo art direction, combining original photography and Photoshop to produce creative, conceptual visuals in a range of styles for commercial application.

WNM 349 Web Design 3
Students will design, plan, structure, and produce large scale, easily updatable web sites using industry standard frameworks, libraries and content management systems. Emphasis will be placed on utilizing current web standards and scripting tools to build professional quality websites that demonstrate principles of effective design, user interaction, and user experience.

WNM 355 Motion Graphics 3
Motion Graphics is the convergence of art, design, motion, and technology. Students will learn cutting edge industry techniques, primarily focusing on Maya and its uses in the broadcast design industry. In addition to a strong 3D element, the course will also focus on the integration of type, design, and audio.

WNM 358 Digital Video 1
This course focuses on short-form story concepts for digital video, lighting, green-screen techniques and synchronizing music, sound and video with professional editing techniques. In addition, DVD authoring will be introduced for the design and production of interactive DVDs. Essential video utilities, file formats, compression and streaming will be introduced.

WNM 369 Web Design 4
In this advanced project course, students will implement design ideas and develop complex database-driven websites. Students will incorporate PHP server-side scripting and MySQL database techniques to manage content. Emphasis will be placed on building interactive websites that deliver a dynamic, cohesive user experience.

WNM 380 Senior Project
Students preparing for their final senior presentations will work in a collaborative environment to develop project concepts, storyboards, budgets, production schedules, prototypes and develop a comprehensive integrated marketing and communications campaign.

WNM 425 Introduction to Physical Computing
This course offers an introduction to the Internet of Things , which brings the power of the internet to everyday objects. Students will learn the basics of analog and digital inputs/ outputs, electronic components, and basic coding for microprocessors. Final projects will incorporate UI skills to create unique and beautiful interactive experiences.

WNM 482 Portfolio 2
In this course, students work with the instructor on refining their previously completed projects and developing presentation and interview skills. Students will create their final professional portfolio, including identity elements, online and hard copy portfolios and leave-behinds.

WNM 490 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.

WNM 494 Corporate Sponsored Project
Working with an industry partner each semester, students will experience a well-rounded design thinking experience that flex skills in an emerging technology while the subject matter and style of each semester differs.

WNM 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

WNM 499 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 and course prerequisites may vary by topic.

WNM 500 Internship in Web Design & New Media
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. “Internship for credit” is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

WNM 601 Inside Programming
In this course, students will learn the basics of computers, computer programming, and the vocabulary of technical concepts required for success in the industry. Students will understand the software product development environment and learn how visual designers and usability experts fit into the software development process.

WNM 605 Typography for Digital Masters
The fundamentals of typography and application, from historical fonts to the new classics will be introduced. Exercises for print media will lead up to design for screen resolution and legibility with emphasis in composition, grid and aesthetics for optimal purpose and message.

WNM 606 Principles of UX
This course addresses the principles of usable design such as listening to users, understanding the medium and the ability to bridge the two with a well-designed user interface. Objectively evaluate the usability of products, design from user requirements, and test designs to verify successes or uncover flaws.

WNM 608 Web Technology 1
Students will be introduced to the full advantage of opportunities afforded by the web. User interface, design principles and project management will be associated with hands on applications for the entire process of front-end web development. Languages include HTML, XHTML, CSS and JavaScript.

WNM 610 Balancing Creativity and Profitability
This class is suited for those majoring in the Web Design & New Media graduate school. Students will demonstrate in their portfolio the necessary skills to steer the creative direction for an organization’s web presence.

WNM 613 Topics in Motion Graphics
This course gives an introduction to principles of motion graphics using Adobe AfterEffects new digital tools. Research and design for motion graphics projects will be covered, from concept and storyboard, through production and then to final delivery.

WNM 617 Mobile Web Technology
Students will explore responsive and mobile web applications using HTML5, CSS3, JavaScript, and frameworks. Usability testing in regards to rapid mobile web design and development will be covered. Native and hybrid applications will also be discussed. Students will produce a final mobile application for virtually any mobile device.

WNM 618 Web Technology 2
A deeper focus on the methodologies and technologies of interactive websites. Students explore in-depth examples of the Content Management System Drupal and review other client/ server technologies, including PHP and MySQL. Students develop an active website and learn major strategies, applications, and current practices adopted in the industry today.

WNM 619 Advanced Digital Imaging
This course furthers the student’s digital imaging skills with practice in advanced techniques in photo editing and photo illustration, as well as its application in the digital film and game industries. Discovery in texture, color correction, motion graphics, backgrounds for composites, blue screen replacement, and image optimization for the web will be explored.

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

WNM 622 Digital Capture
This graduate level course is designed to provide students with technical and artistic skills beginning with the most common applications. The course will cover basic digital camera controls and features, storage media and file size/formats related to the expected use for the image.

WNM 635 Visual Design Strategy
Students will continue developing design skills for web and mobile, with a focus on typography, UI design, and industry-standard digital tools to create graphic elements and content. Emphasis will be on critical thinking, executing design strategies and concepts, and comprehensive creative solutions to design problems in the web and mobile space.

WNM 643 Interactive Design & Concepts for Thesis Development
This class provides training in the preproduction process required during directed study that will lead to final project development. Students will examine, explore, evaluate and define their purpose in the program to present a meaningful Final Project proposal that will be presented at midpoint. Required components for midpoint will be developed here.

WNM 661 Interactive InfoGraphics
Information Graphics is the visual representation of complex information. In this course, students will explore the world of information languages through theoretical and practical design exercises at the interactive level. The culmination of this course is a student-developed interactive information system.

WNM 663 Advanced Topics in Motion Graphics
This course provides intermediate and advanced motion graphics techniques, using standard and production tools for color keys, compound effects, scripting, and particles. A study of contemporary motion graphics trends, projects and practices will be explored.

WNM 694 Corporate Sponsored Project
This course is an intensive collaboration with an industry partner. The course explores master's level concepts and challenges of emerging technologies in the field of new media while the subject matter and style of each semester differs. This course focuses on creative problem solving and hands on projects.

WNM 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.

WNM 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.

WNM 700 Human-Centered Design Approach
This course will introduce the concept of human-centered design and how this approach can be used to create innovative, effective and sustainable solutions with a design approach. The primary purpose of the course is to provide an opportunity to promote problem-solving skills within the frameworks of Design Thinking.

WNM 725 Interactive Physical Systems
This course offers an introduction to the "Internet of Things" which challenges students to apply the Design Thinking method and interaction principles to IOT projects. Students will learn the technology and programming skills for microprocessors.

WNM 755 Masters Portfolio
This course will give students the opportunity to refine past projects and compile them into both a web and PDF portfolio. Students will also create a personal logo, business cards, stationery, a design-focused resume, and a new campaign specifically tailored to help strengthen the weak points of their portfolios.

WNM 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.

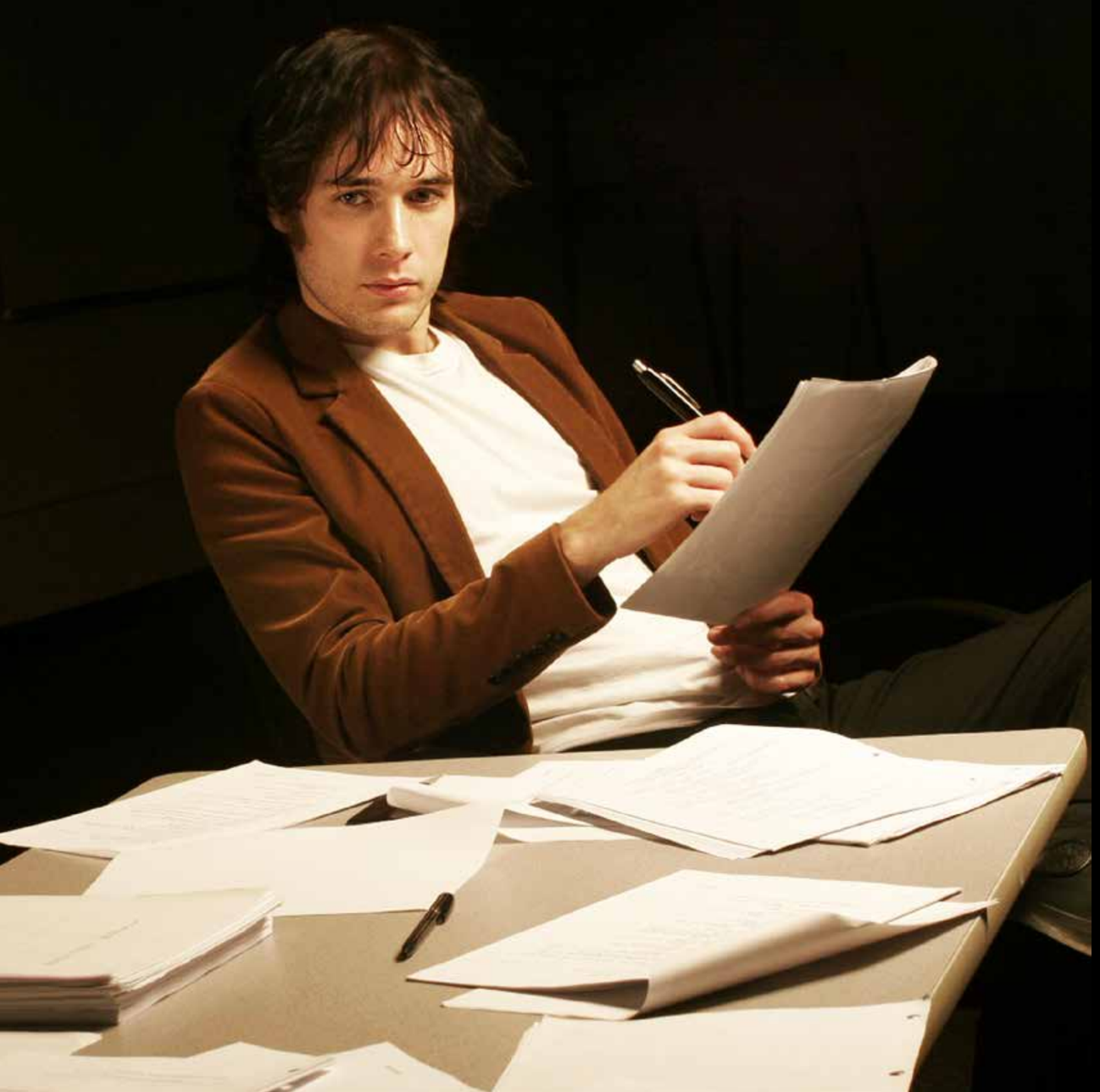
WNM 810 User Experience
Graduate students work in group directed study to work through all stages of their complex interactive thesis project using a user-centered design approach. Students conduct design research and requirements analysis to solidify information architecture and wireframes. Through iterative usability evaluation, students produce completed prototype and design specification for thesis projects.

WNM 820 Responsive Web
In this course, graduate students will develop Final Thesis Projects as web applications that can run on any desktop or mobile platform. Students will learn techniques in coding HTML5, CSS3, and other appropriate open web standards including data storage and API communications. These methods can be applied to any thesis web application project.

WNM 830 Visual Design
Students will explore in depth the visual style for their thesis. Students will learn how fundamental design research is an essential part of the creative process. From initial construction of mood boards, experimentation with typography, composition, color, balance, image compression and legibility, students will define the overall branded look and feel.

WNM 900 Internship
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

WNM 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.



WRITING FOR FILM, TELEVISION & DIGITAL MEDIA

Find your unique voice.
Tap into your imagination.
Come up with great ideas.
Take your writing skills to a new level.

Writers create television. There are more than 15,000 television channels worldwide, each of them needing content producers. Most shows are written by a staff of writers, so there are multiple opportunities available on each show. The production of original series has broadened even beyond traditional networks and cable channels as distribution platforms like Netflix and Amazon are venturing into content production, and with great success. This trend will continue, as will the trend in advertising for story-based content that resembles short films more than traditional ads. Additionally, entertainment content is in high demand for mobile devices.

The demand for content production for cable television, the web, and mobile devices is growing exponentially worldwide. Film and television writing jobs are highly competitive and to break into the industry, students need a portfolio of professional, imaginative and current material. While there are a growing but finite number of writing jobs, Academy of Art University believes we can train candidates who are better equipped to enter the industry than the competition. Our writing program will cross-train screenwriters in film, television and digital media in order to maximize preparedness in seeking writing opportunities and professional representation.

If you're an aspiring film or television writer, then join us for a rigorous and rewarding writing experience.

Exercise your imagination.
Brainstorm your ideas.
Take the journey.
Find your voice.

WHAT WE OFFER

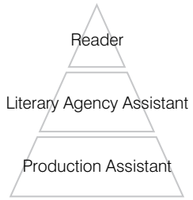
- Extensive experience in writing for feature film, short film, television comedy or drama, and the web.
- Opportunity to write more scripts than in any other program, making writers well-prepared to compete for work in a highly competitive industry.
- Opportunity to work as staff writers on at least one web series.
- Collaboration opportunities with the School of Motion Pictures and Television to produce web series and short film scripts.
- A program designed to be as rigorous as the nation's best-known writing programs, and yet, more widely accessible.
- Personalized attention to imagination and originality in a highly collaborative, writing workshop environment.
- Degrees offered both onsite and online, and students can begin their studies in any semester, studying full-time or part time.

CAREER PATHS

TV

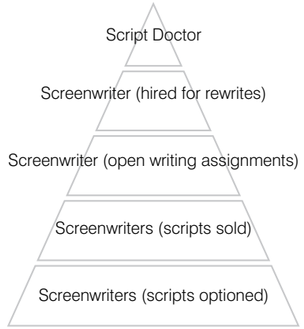
FILM

CROSSOVER



TV

FILM



CROSSOVER

DEGREE REQUIREMENTS

Bachelor of Fine Arts [BFA] in Writing for Film, Television & Digital Media

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK	
CORE	36 UNITS
MAJOR	30 UNITS
+ ELECTIVES	9 UNITS
+ LIBERAL ARTS	45 UNITS
TOTAL	**120 UNITS**

BFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA CORE COURSES

MPT 288	Development: From Ideas to Execution
MPT 330	Directing Actors for Film & TV
MPT 471	Senior Narrative A
MPT 472	Senior Narrative B
WRI 188	Characters & Backstory
WRI 200	Developing Ideas for Television
WRI 239	Feature Film 1A
WRI 240	Screenplay Analysis
WRI 269	Feature Film 1B
WRI 295	Pitch 1
WRI 297	Writing for Film Genre
WRI 325	Adaptation for the Entertainment Industry

BFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
- Minimum 2.0 GPA and the following general education requirements:

2	Culture of Entertainment courses
1	Written Communication: Composition course
1	Written Communication: Context & Style course
1	Written Communication: Critical Thinking course
1	Cultural Ideas & Influences course
1	Storytelling & Character Psychology course
1	Historical Awareness course
1	Quantitative Literacy course
1	Employment Communications and Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

LA 171	Western Civilization
LA 270	U.S. History
LA 274	Study Abroad: Art & Architecture of Renaissance Florence
LA 276	Seminar in Great Britain
LA 278	Seminar in France
LA 279	Seminar in Italy
LA 359	Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124	Physics for Artists: Light, Sound, and Motion
LA 146	Anatomy of Automobiles
LA 200	Introduction to Computer Programming
LA 233	Popular Topics in Health, Nutrition, & Physiology
LA 254	Human-Centered Design
LA 255	College Math
LA 271	College Algebra with Geometry
LA 286	Discrete Mathematics
LA 288	Vector, Matrices, & Transformations
LA 293	Precalculus
LA 296	Applied Physics

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 127	Topics in World Art
LA 221	California Art in Cultural Context
LA 238	World Literature
LA 292	Programming & Culture
LA 343	Comparative Religion
LA 368	Experiencing Culture: Anthropology for Today's Artist
LA 462	Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291	Designing Careers

CULTURE OF ENTERTAINMENT

CHOOSE TWO:

LA 113	Principles of Short Film Storytelling
LA 126LA	Seminar in the Arts: Los Angeles
LA 126SF	Seminar in the Arts: San Francisco
LA 130	Broadway! The Evolution of the American Musical
LA 132	History of Animation
LA 134	History & Technology of Visual Effects & Computer Animation
LA 140	Music Appreciation
LA 141	Storytelling: From Telephone to Transmedia
LA 142	Film Music Appreciation
LA 182	Genres of Film
LA 190	History of Opera
LA 195	History of Comics: American Comics
LA 197	History of Comics: International and Alternative Comics
LA 272	Fundamentals of Drama
LA 281	Film History 1: Pre-1940
LA 282	Film History 2: 1940-1974
LA 283	Examining Film Noir
LA 284	Evolution of the Horror Film
LA 285	Physical Theatre
LA 289	Tune into the Tube: History of Television
LA 302	Film Theory & Criticism
LA 358	Creative Perspectives in Sound Design 2
LA 382	Film History 3: Contemporary Cinema
LA 383	World Cinema
LA 384	Underrated Cinema
LA 385	Close-Up on Hitchcock
LA 386	Exploring Science Fiction Cinema
LA 387	Women Directors in Cinema
LA 388	Survey of Asian Cinema
LA 407	The Beatles in the Visual Arts
LA 408	Analog Before Digital: Punk/ No Wave Film & Music

STORYTELLING & CHARACTER PSYCHOLOGY

CHOOSE ONE:

LA 111	Writing the Personal Narrative
LA 216	Science Fiction and Fantasy
LA 217	Writing for Comics & Graphic Novels
LA 312	Creative Writing
LA 318	Writing for Picture Books
LA 365	General Psychology
LA 402	Advanced Fiction Writing
LA 462	Power of Myth and Symbol

Master of Fine Arts [MFA] in Writing for Film, Television & Digital Media

MFA UNIT REQUIREMENTS

MAJOR	60 UNITS
TOTAL	**60 UNITS**

MFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA DEGREE REQUIREMENTS

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

MFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA REQUIRED MAJOR COURSES

MPT 605	Film Language Studio
MPT 618	Writer-Director Intensive 1
MPT 622	Screenwriting: Adaptation
MPT 688	Development: Finding Material and Influencing Writers
MPT 695WSD	Writing for Production: Shot in a Day
MPT 750	Production Central
MPT 850	Content Creation: Production Central
WRI 610	Creating Character & Backstory
WRI 620	Script Analysis
WRI 625	Dialogue & Character
WRI 628	Writing for Film Genres
WRI 630	TV Comedy 1: The Half Hour Scriptor
WRI 640	TV Drama 1: The One-Hour Script
WRI 645	Writing for Television 1A
or WRI 670	Writing the Feature Film 2A
WRI 660	Writing the Feature Film 1A
WRI 665	Writing the Feature Film 1B
WRI 680	The Art of the Pitch
WRI 740	Writing for Television 1B
or WRI 765	Writing the Feature Film 2B
WRI 760	Feature Film 4: Rewrite & Polish
WRI 900	Internship
	or any course in major
	+1 Major course

UNDERGRADUATE COURSES

WRI 111 Writing the Personal Narrative
Students will use a journal to expand their creativity, drawing on the events and meaning of their own lives to develop their unique voice as a writer. Students will mine their own histories as sources for stories and analyze different examples of the memoir genre, including portraits, autobiographies and family histories.

WRI 144 Imagination
This course focuses on tapping into the writer's imagination and taking it to new levels. Students create original characters and write about them in imaginative situations, conflicts and settings. Classroom activities include reading student work and group discussions exploring additional creative possibilities to each scenario.

WRI 239 Feature Film 1: Story Development
In this two-part course, students will learn the basics of screenwriting, outlining and a writing the first draft of a screenplay.

WRI 240 Screenplay Analysis
In this course, you will read scripts that were nominated for Academy Awards in a selected year, including the scripts that won for Best Original Screenplay and Best Adapted Screenplay. You will then analyze each script over two modules, starting with story and structure and ending with character and dialogue.

WRI 244 Dialogue 1
Beginning with the foundations of character and backstory, students will craft authentic and emotionally engaging dialogue in a variety of scenes and short scripts.

WRI 250 TV Drama 1: Spec Script 1
Students write a spec script for a current one-hour dramatic series. Emphasis will be placed on writing in the show's specific format. Script pages will be read and critiqued as students exchange constructive feedback throughout the writing process. Produced scripts and episodes of successful shows will also be discussed.

WRI 266 The Short Film Rewrite
Students will rewrite and polish the two 8- to 12-minute scripts written in MPT 233 Short Film 3: Writing Shorts for Production. Emphasis will be placed on completing two polished short film scripts suitable for production.

WRI 269 Feature Film 2: Writing Act 1
In this two-part course, students will learn the basics of screenwriting, outlining and a writing the first draft of a screenplay.

WRI 280 TV Comedy 1: Spec Script 1
In this course, students write a script for the same show that's currently on the air. Students read scripts, watch episodes and examine the show's characters, stories, conflicts and tone. Students' script pages are read, and classmates are given a chance to offer feedback and gain new insights into the show and its characters.

WRI 295 Pitch 1
Students will learn to pitch stories with confidence and style. Students will practice pitching well-known films, learning how to condense key ideas and engage prospective buyers. Students will work on: rehearsing; performance-level energy; projecting confidence and sustaining a professional demeanor.

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

WRI 297 Writing for Film Genre
In this class, students will explore writing for genre and deliver a short genre-defined screenplay.

WRI 320 TV Comedy 2: Spec Script 2
Students will write a pilot script for an original half-hour comedy series. Students will come up with the arena, create characters, establish conflicts and relationships, and write a beat sheet and outline. Students will also write a series presentation, consisting of an overview, character bios and additional episode ideas.

WRI 322 Web Comedy 2: Production 1
The writing staff from Web Comedy 1 moves with the show into production. Students take notes at the table read and do script revisions throughout the production of each webisode. Students with the most outstanding writing and leadership qualities will be invited to be producers in Staff Writing 2. (Offered onsite only.)

WRI 325 Adaptation for the Entertainment Industry
In this class, students will learn how writers and producers translate stories to a new context and mine a wide range of sources for filmed entertainment. Students will analyze how story ideas are successfully adapted for film and television, focusing on the creative and technical issues involved in successfully translating stories from other cultural media as well as real life.

WRI 339 Feature Film 3: Writing Acts 2 & 3
In this two-part course, students will adapt material in the public domain as a feature-length screenplay.

WRI 344 Dialogue 2
Students will advance their dialogue skills by applying additional tools and key psychological dynamics. Areas of study include writing for the opposite sex, the drama triangle, the music of dialogue, effective voiceover, and writing for original vs. existing characters. Student work will be read and will receive constructive feedback.

WRI 350 TV Drama 2: Spec Script 2
Students will write two drafts of a spec pilot for an original one-hour dramatic series. Topics include creating the world, story and character development, establishing the tone and series theme, setting the pace and style, and creating a show that has great potential for a number of future episodes.

WRI 355 Web Drama 2: Production 1
The writing staff from Web Drama 1 stays with the show during production. Students take notes at the table read, do revisions after rehearsals, and address network notes. Students who demonstrate the most outstanding writing and leadership qualities will be invited to be producers in the next Writers' Room. (Offered onsite only.)

WRI 369 Feature Film 4: The Feature Film Rewrite
In this two-part course, students will revise previously written feature-length screenplays.

WRI 370 TV Drama 3: Spec Script 3
Students write a pilot script for an original one-hour serialized drama series. Students break stories, episode by episode, completing the Season One arc, and will also write a series bible. A successful television show will be the model for developing the serialized structure.

WRI 377 Web Drama 3: Staff Writing 2
Students will work as a writing staff to create or continue an original web series. Students who demonstrated the most outstanding writing and leadership qualities in Web Comedy 2 will serve as producers. Responsibilities include running the room, helping to break stories, assigning scripts to the staff, and doing the final pencil before the show goes into production.

WRI 380 TV Comedy 3: Spec Script 3
Students write a pilot script for an original half-hour serialized comedy series. Students break stories, episode by episode, completing the Season One arc, and will also write a series bible. A successful television show will be the model for developing the serialized structure.

WRI 388 Web Comedy 3: Staff Writing 2
Students work as a writing staff to create or continue an original web series. Students who demonstrated the most outstanding writing and leadership qualities in Web Comedy 2 serve as producers. Responsibilities include running the room, helping to break stories, assigning scripts to the staff, and doing the final pencil before the show goes into production.

WRI 420 TV Comedy 4: Spec Script 4
Students will build on their experience in Spec Script 3 to write a spec for a different half-hour comedy series. After completing this course, students will have writing samples from two existing shows to use when seeking representation by a literary agency or manager. Students will exchange feedback throughout the writing process and discuss produced scripts and episodes of successful shows.

WRI 422 Web Comedy 4: Production 2
The writing staff from Web Comedy 3 stays with the show during production. Producers who demonstrated the strongest leadership skills in the Writers' Room will be named the showrunners and will take part in casting decisions, overseeing script revisions, post-production, and delivering webisodes to the network. (Offered onsite only.)

WRI 439 Feature Film 5: Writing the Second Script
In this two-part course, students will adapt a public domain work as a feature-length screenplay.

WRI 450 TV Drama 4: Spec Script 4
Students will build on their experience in Spec Script 3 to write a spec for a different one-hour drama series. After completing this course, students will have writing samples from two existing shows to use when seeking representation by a literary agency or manager. Students will exchange feedback throughout the writing process and discuss produced scripts and episodes of successful shows.

WRI 455 Web Drama 4: Production 2
The writing staff from Web Drama 3 stays with the show during production. Producers who demonstrated the strongest leadership skills in the Writers' Room will be named the showrunners and will take part in casting decisions, overseeing script revisions, post-production, and delivering webisodes to the network. (Offered onsite only.)

WRI 469 Feature Film 6: Rewriting the Second Script
In this two-part course, students will revise previously written feature-length screenplays.

WRI 479 TV Drama: Pilot in Production
This invitation-only course is for students who have written a professional quality spec pilot script. The writer is involved in casting, the table read, rehearsals, addressing network notes, and doing revisions during production. The writer will also be part of post-production and will deliver a finished pilot.

WRI 489 TV Comedy: Pilot in Production
This invitation-only course is for students who have written a professional quality spec pilot script. The writer is involved in casting, the table read, rehearsals, addressing network notes, and doing revisions during production. The writer will also be part of post-production and will deliver a finished pilot.

WRI 490 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.

WRI 495 How to Attract an Agent
Students learn how to effectively enter the screenwriting profession through understanding what a Literary Agent's rubric for a writer is. Your instructor will provide a step-by-step guide in 'How To' identify the established community of artistic and executive entertainment industry collaborators, as well as how to become visible to them.

WRI 498 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project.

WRI 499 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 and course prerequisites may vary by topic.

WRI 500 Internship in Writing for Film, Television & Digital Media
Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and having successfully completed 90 units. Students must complete an Internship Application form (obtained from their student services advisor) and gain department approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

GRADUATE COURSES

WRI 615 Imaginative Scene Writing
This course uses a freestyle approach to exploring the writer's imagination. Students are challenged to create fascinating characters and put them in compelling situations that cause great conflict in different settings. Student work is read and followed by feedback designed to offer new and imaginative options to the writer.

WRI 620 Script Analysis
In this course, you will read a selected year's Academy Award nominated/winning scripts in both the Best Original Screenplay and Best Adapted Screenplay categories. You will analyze different aspects of each script over two modules, focusing first on story and structure, then on character and dialogue.

WRI 622 Screenwriting: Adaptation
Students will work with material from pre-existing intellectual properties, crafting outlines, character biographies, and beat sheets for potential projects.

WRI 625 Mastering Dialogue
Through the lens of character, students will craft compelling dialogue in scenes and short film scripts.

WRI 628 Writing for Film Genres
In this class, students will explore key tenets of various genres and craft a short screenplay in a specific genre.

WRI 630 TV Comedy 1: The Half Hour Script
Each student will write a script for the same, currently televised half-hour comedy series. Students read scripts and watch previously aired episodes to promote in-depth analysis of the show's tone, character attitudes, stories and conflicts. Throughout the writing process students' script pages will be read and the class will give feedback.

WRI 635 TV Comedy 2: The Original Series Pilot
Students will write a pilot script for an original half-hour comedy series. Students will come up with the arena, create characters, establish conflicts and relationships, and write a beat sheet and outline. Students will also write a series presentation, consisting of an overview, character bios and additional episode ideas.

WRI 640 TV Drama 1: The One-Hour Script
Each student will write a script for the same currently televised one-hour dramatic series. Students analyze the show's tone, character attitudes and conflicts, as well as the script format. Students will read pages of their spec scripts and give constructive feedback throughout the writing process.

WRI 645 TV Drama 2: The Original Series Pilot
Students will write a spec pilot for an original one-hour dramatic series. The writing process will take each student from the Rough Draft through the Final Draft.

WRI 660 The Feature Film 1: Ideation to Outline
In this two-part course, students will acquire the skills to generate feature film ideas, develop characters, craft an outline, and complete a screenplay.

WRI 665 Feature Film 2: Going to Script
In this two-part course, students will acquire the skills to generate feature film ideas, develop characters, craft an outline, and complete a screenplay.

WRI 670 Feature Film 3: Completing the First Draft
Students will complete the first draft of a screenplay started in Feature Film 2. Instruction will cover character arc, subplots, plants and payoffs, twists, and satisfying endings. Students will work in teams and give notes as scripts move toward completion.

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

WRI 680 The Art of the Pitch
The course covers the entire process of what goes into a successful pitch. Students do research on prospective buyers, and learn how to condense an idea into a compelling presentation. Students rehearse to help develop performance-level energy, confidence, and professionalism that will prepare them for pitch meetings with industry executives.

WRI 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.

WRI 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 an additional course fee.

WRI 730 TV Comedy 3: The Second Half-Hour
Students will have the choice of writing a spec script for a current half-hour comedy series or a second original spec pilot. Emphasis will be placed on writing a script that meets industry standards and can be used as a writing sample to show literary agents and managers.

WRI 735 TV Comedy 4: Spec Script for Representation
Students write a spec script for a second current half-hour comedy series. The strategy is for students to have writing samples from two different shows in the event an agent or a manager requests a second writing sample. Emphasis is placed on lively class discussion and giving creative and insightful feedback.

WRI 740 TV Drama 3: The Second One-Hour
Students will have the choice of writing a spec script for a current one-hour dramatic series or a second original spec pilot. Emphasis will be placed on writing a script that meets industry standards and can be used as a writing sample to show literary agents and managers.

WRI 745 TV Drama 4: Spec Script for Representation
Students write a spec script for a second current one-hour dramatic series. The strategy is for students to have writing samples from two different shows in the event an agent or a manager requests a second writing sample. Emphasis is placed on lively class discussion and giving creative and insightful feedback.

WRI 760 Feature Film 4: Rewrite & Polish
In this course, students will rewrite and polish screenplays to complete professional-quality scripts suitable for the marketplace. Emphasis is placed on structural changes, character depth, and quality of dialogue.

WRI 765 Feature Film 5: Advanced Screenwriting
In this two-part course, students will craft an updated twist on a Public Domain work to create an adapted screenplay.

WRI 770 Feature Film 6: Advanced Rewriting
In this advanced workshop-led course, students will receive in-depth and specific feedback to help elevate their scripts and enhance their screenwriting skills. Students will rewrite and polish scripts from Feature Film 5 to reflect industry standards and demonstrate mastery of core screenwriting elements including visual storytelling, structure, characterization and dialogue.

WRI 800 Directed Study

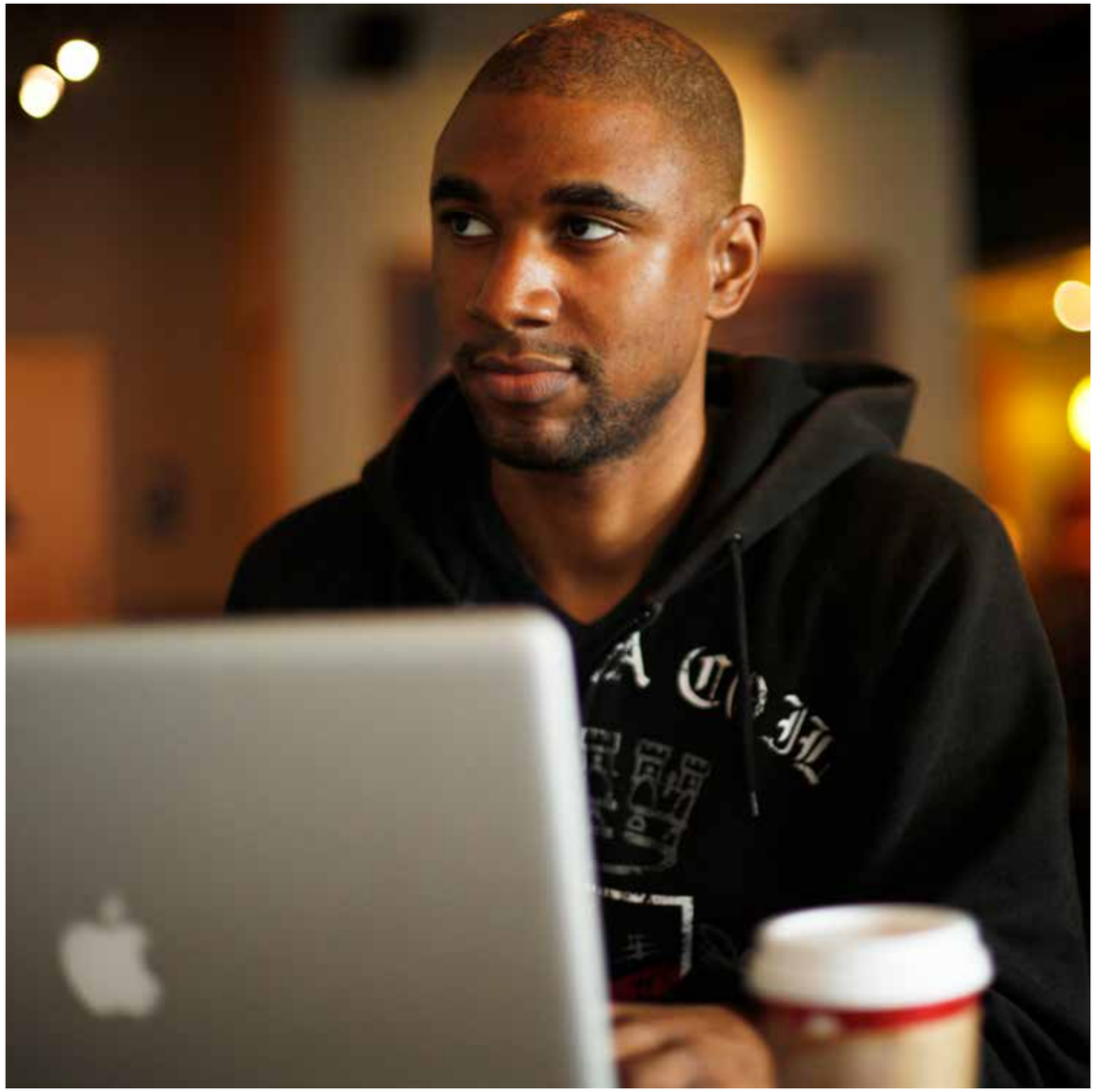
Directed Study is the primary concentration of an MFA candidates' work toward the completion of a Final Thesis Project. Following approval of the Midpoint Review Committee of their thesis projects, students will work one-on-one with advisors to develop specific conceptual and technical skills that will enable them to successfully bring a Final Thesis Project to completion.

WRI 900 Internship

Internships provide students with the opportunity to apply the knowledge and skills they have acquired from coursework in a work setting. "Internship for credit" is an option for qualified upper-division students meeting a minimum 3.0 cumulative GPA and the following: MFA: An approved Midpoint Review and director approval; MA: Director approval; MARCH: 24 units total of completed Major coursework, and director approved portfolio review. Students must complete an Internship Application form (obtained from their student services advisor) and gain department director approval prior to the start of the semester and the start of the internship. Students should discuss internships and other course options with their student services advisor.

WRI 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.



SUPPORT CLASSES

FOUNDATIONS
ENGLISH FOR ART PURPOSES
LIBERAL ARTS
GRADUATE LIBERAL ARTS

FOUNDATIONS

Many students enter our program having had little or no experience with drawing, color or design. Our courses provide the beginning artist with the necessary tools to progress into their individual majors, and to later succeed in their chosen professions.

Pursuing a career in any creative field requires a strong understanding of the principles necessary for visual communication. Within a supportive environment of experienced and professional faculty, the Foundations program provides a disciplined, cohesive and practical approach to the study of art and design fundamentals. Additionally, the department fosters an awareness of professionalism and industry expectations to enable students to meet the standards of their respective majors.

These are the building blocks and the training essential to advancing your creative studies toward a successful and rewarding career in your chosen field.

UNDERGRADUATE COURSES

FND 110 Analysis of Form
In-depth study of classical drawing principles is critical to achieve heightened realism in drawings. In this course, students will analyze light and shadow utilizing the 5-value system, and apply form/cast shadow edge distinctions to model form using charcoal. Drawings will incorporate perspective, composition and value pattern concepts.

FND 112 Figure Drawing
This is an introductory course designed to explore the basic principles of drawing the human figure with accuracy. Students work directly from the nude model to develop an understanding of gesture, proportion, rhythm, balance, structure and musculature.

FND 113 Sketching for Communication
A firm grasp of drawing principles empowers artists and designers to visually communicate concepts and ideas. In this course students will learn how to draw objects, figures and environments to scale and in perspective. Employing basic sketching techniques, students will create drawings utilizing compositional strategies and camera angles that can be used in sequential imagery.

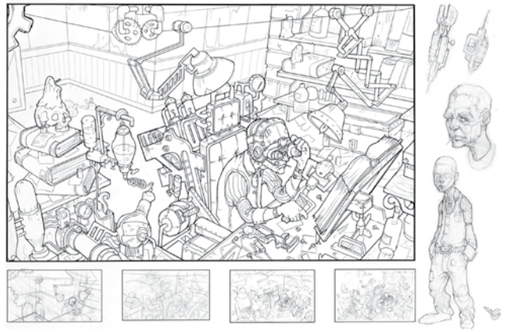
FND 116 Perspective
An introduction to the essential principles of perspective used in the creation of artistic imagery. Students will apply perspective principles and develop skills in quick sketches, completed drawings and storyboards. Students will learn how to integrate figures into scenes and plot light, shadows and reflections to create believable environments.

FND 122 Color Fundamentals
This course provides an examination of color and design principles through the use of digital and traditional media. Students will identify and utilize a variety of color palettes to explore color harmony and contrast. Topics will include components of color, desaturation of color, color psychology, advancing/ receding color, simultaneous contrast, color proportion, the influence of light temperature on color, and design principles.

FND 125 Color and Design
An in-depth study of color and design principles. Students will use analogous, complementary and analogous split complementary palettes to explore color harmony. Additional topics include muting and toning of color, color psychology, advancing/receding color, simultaneous contrast, color proportion, the influence of light temperature on color, design unity and visual emphasis. Supplies for this class are estimated at $390.00 or more.

FND 131 Figure Modeling
The principles and concepts of the three dimensional nude human form are presented in this sculpture course. Human proportion, structure, geometry, balance and anatomy will be explored in projects designed to enhance understanding of 3-D form, volume and space.

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



ENGLISH FOR ART PURPOSES

Academy of Art University is the best choice for non-native speakers who wish to study art and design. We will fully support you with EAP courses and many kinds of EAP support.

We offer a specialized English for Art Purposes curriculum, for students of all levels. We will give you the EAP coursework that you need to succeed in your art and design classes, whether your English skills are beginner or advanced.

Our EAP curriculum allows low proficiency English speakers to enroll in art and design classes while they improve their language skills. EAP support is available for on campus and online courses. Placement in on campus EAP courses is determined by an ESL Placement Test.

Our EAP Support Program provides in-class language support and free individual tutoring for both on campus and online classes. After you have taken one or more EAP courses, we will continue to support you in and out of the classroom. EAP support teachers are assigned to classes based on qualifying need. EAP teachers, depending on the need, may also hold study groups.

Academy of Art University is strongly committed to its international population. Our English for Art Purposes program makes The Academy the best choice for non-native English speakers who wish to study art and design in the United States. EAP services available include EAP courses, individual EAP support which can be arranged for any art and design class at the university, EAP writing, speaking, and multimedia labs, as well as online EAP support.

UNDERGRADUATE COURSES

EAP 1 English for Art Purposes Intensive 1
This course prepares high-beginner ESL students to successfully communicate in art classes and outside the classroom in English. Students learn about Academy of Art and American culture while they practice their English language skills through academic and art topics, discussion, writing, presentation, and critique.

EAP 2 English for Art Purposes 2
This course offers intermediate ESL instruction in speaking, listening, grammar, writing, pronunciation, reading, and cross-cultural communication skills relevant to the fields of art and design. Activities and materials are designed to increase comprehension and participation in foundations art classes. Students who register for EAP 002 must register for EAP-designated art classes.

EAP 3 English for Art Purposes 3
This is a high-level intermediate ESL course that provides an in-depth review emphasizing descriptive essay development, art terminology and language skills relevant to artists and designers. Students who register for EAP 003 should register for EAP-designated art classes.

EAP 3W English for Art Purposes 3 Writing
In this course, students will further develop effective reading strategies and increase their vocabularies by reading and analyzing pieces of fiction and non-fiction. Interactive activities will help students develop intermediate level grammatical skills. Students who register for EAP 003W should register for EAP-designated art classes.

EAP 4 English for Art Purposes 4
EAP4 prepares students to take unrestricted courses in their majors by directly strengthening language skills, and building language self-awareness and self-directed learning to sustain their language development after EAP. Additionally, students are introduced to their disciplines through content and assignments tailored to one of four emphases: Media & Entertainment; Fine & Graphic Arts; Consumer Arts; Architectural Studies.

EAP 490 Specialized Study
Independent study is advanced level instruction between a teacher and one to three students. It covers processes, projects, techniques, concepts and styles specific to the students involved. Outcomes will be unique to the individual. Department Director approval is required. Course fees and prerequisites may vary by topic.

EAP 4ARH English for Art Purposes: Level 4 for Architecture, Interior Architecture, & Landscape Design
In this course, students have the opportunity to refine all language skills while learning about content focused on the fields of Architecture, Interior Architecture and Landscape Architecture. Analytical writing is emphasized. Students who register for EAP 004 should register for EAP-designated art classes. ARH, IAD, & LAN.

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

GRADUATE COURSES

EAP 600A English for Art Purposes Intensive
This course emphasizes the acquisition and application of basic grammar structures and the development of foundational communication skills. Students will apply these skills to develop language strategies for success at AAU and with their daily communities. Additionally, students will learn fundamental art skills in photography and methods for creating graphic layouts using current media software.

EAP 601 English for Art Purposes Intensive 1
This course prepares high-beginner ESL students to successfully communicate in art classes and outside the classroom in English. Students learn about Academy of Art and American culture while they practice their English language skills through academic and art topics, discussion, writing, presentation, and critique.

EAP 602 English for Art Purposes: Level 2
This masters course offers intermediate ESL instruction in speaking, listening, grammar, writing, pronunciation, reading, and cross-cultural communication skills relevant to the fields of art and design. Activities and materials are designed to increase comprehension and participation in foundations art classes. Students who register for EAP 602 must register for EAP-designated art classes.

EAP 603 English for Art Purposes: Level 3
This intermediate level ESL course focuses on developing listening and reading comprehension skills, speaking and writing production skills, grammar, and vocabulary. Students will apply language learning strategies to assist their language development. Students who register for EAP 603 should register for EAP-designated art classes.

EAP 603W English for Art Purposes: Level 3 Writing
This course provides a foundation in writing and reading for students whose written English skills are lower than their speaking and listening skills. Writing activities will develop students' fluency and accuracy in written English. Strategies to improve reading comprehension and efficiency will be utilized. Grammar activities will address errors common to oral-based learners of English. Students who register for EAP 603W should register for EAP-designated art classes.

EAP 604 English for Art Purposes: Level 4
In this advanced English as a Second Language course for graduate students, students will develop listening and speaking skills for their art and design classes and the midpoint review process. In EAP604, listening/speaking, students will refine oral and aural language skill areas. Students will refine oral and aural language skill areas and increase general vocabulary for communicating concepts in art and design-related fields. Students who register for EAP 604 must register for EAP 604B for their specific major and EAP-designated art classes.

EAP 604B English for Art Purposes: Level 4 - Writing & Reading
In this advanced English as a Second Language course for graduate students, students will develop writing and reading skills for classes and midpoint review process in specific majors. Students will refine written communication skills and increase vocabulary related to their major. Students who register for EAP 604B should register for EAP 604 and EAP-designated art courses.

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

EAP 605S English for Art Purposes: Level 5 Speaking

This masters course offers international students intensive practice in oral skills through methods and materials that enhance students' artistic and academic performance. This course is required for students who do not have adequate performance in listening and speaking skills in EAP 604.

EAP 605W English for Art Purposes: Level 5 Writing

This advanced masters English as a Second Language course continues to help students improve language skills. The emphasis is on addressing reading and writing issues that may be obstacles in communication for international students. While discussing various art and design topics, students refine their vocabulary, and their reading and writing skills. This course is required for students who did not have adequate performance in reading and writing skills in EAP 604.

EAP 690 Specialized Study

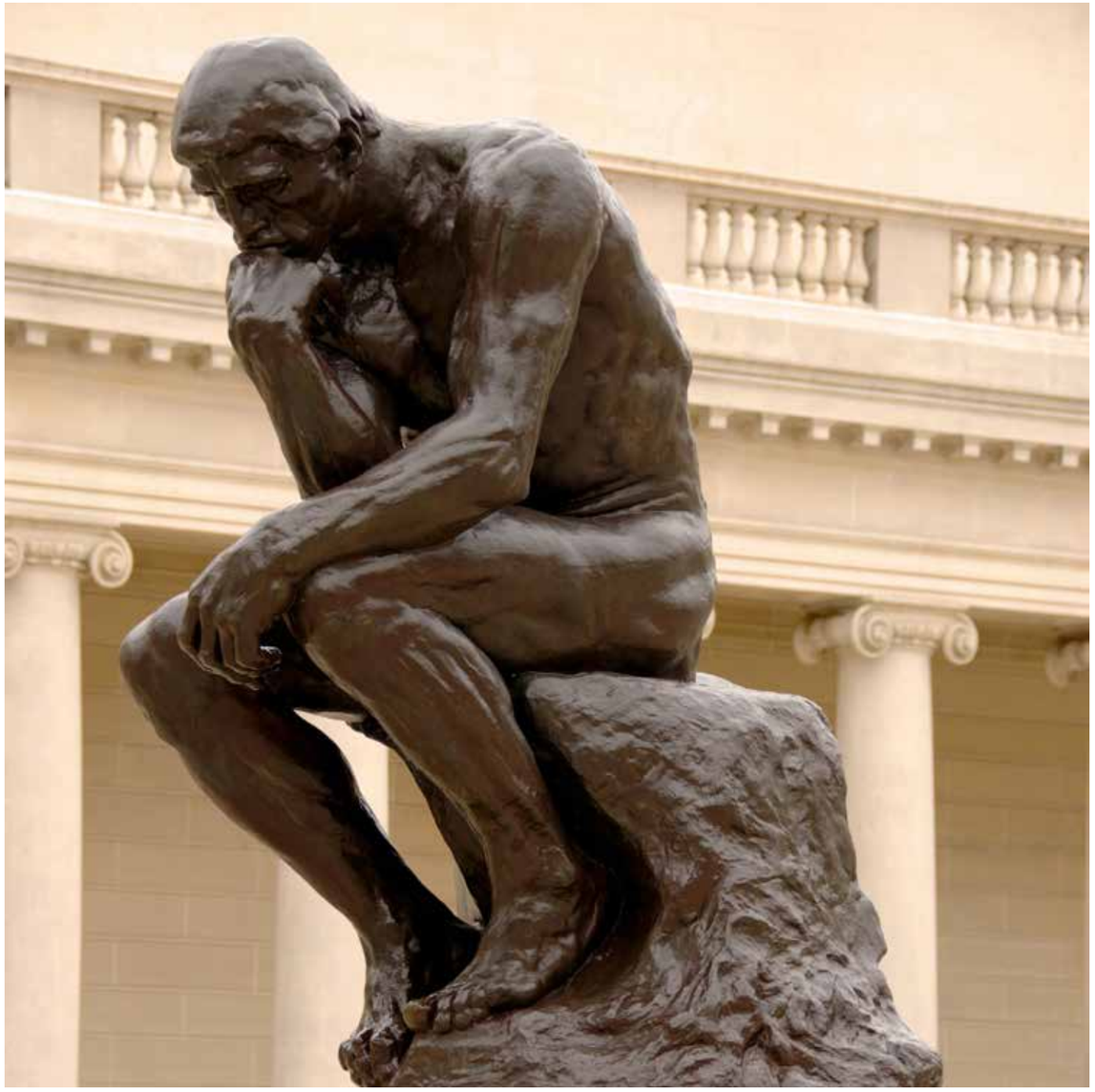
Independent study is advanced level instruction between a teacher and one to three students. It covers processes, projects, techniques, concepts and styles specific to the students involved. Outcomes will be unique to the individual. Department Director approval is required.

EAP A English for Art Purposes Intensive A

English for Art Purposes A (EAP A) at Academy of Art University introduces artists to the English language. The course emphasizes the acquisition and application of basic grammar structures and the development of foundational skills in listening, speaking, pronunciation, reading, and writing.

EAP B English for Art Purposes Intensive B

The emphasis of this course is on the acquisition and application of basic grammar structures and the development of foundational skills in listening, speaking, pronunciation, reading, and writing. EAP B teachers strive to help new international students learn the language and strategies they need to thrive at The Academy and in the bay area.



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 103 Fundamentals of English
Domestic and international students who place into this course will learn skills to prepare them for the reading and writing demands of subsequent Liberal Arts courses. Students will read and analyze short texts to inspire and inform their own essay development in three rhetorical modes: description, narration, and persuasion.

LA 104 Respect for Acting
This course introduces students to the craft of acting through hands on experience with scene study, exercises, and script analysis. Students will learn industry specific terminology used to communicate with actors and techniques to improve performance. Emphasis will be placed on the ensemble and partner collaboration.

LA 106 Speaking & Listening for Artists
This course gives students intensive practice in oral skills through methods and materials that enhance students' artistic and academic performance. This course is aimed at students who need to improve their speaking, listening, and pronunciation skills.

LA 107 Writing for the Multilingual Artist
This introductory writing course gives multilingual students foundational writing skills to succeed in their courses and professions. Writing assignments help students communicate their own ideas, concepts and analyses of art to specific audiences. Writing process, revision, and proofreading are emphasized. The course also develops sentence-level grammar and introduces research basics.

LA 108 Composition for the Artist
This introductory writing course gives students the foundational writing skills needed to succeed in their coursework and the professional world. Essay assignments are designed to help students express their own artistic identity, process, and vision through proficient, professional writing. Emphasis is placed on grammar, style, revision and research basics.

LA 110 English Composition: Narrative Storytelling
This is a creative writing course designed to teach students the elements of narrative storytelling, including dialogue, point of view, character development, plot, setting and variations in narrative genre.

LA 111 Writing the Personal Narrative
Students will use a journal to expand their creativity, drawing on the events and meaning of their own lives to develop their unique voice as a writer. Students will mine their own histories as sources for stories and analyze different examples of the memoir genre, including portraits, autobiographies and family histories.

LA 113 Principles of Short Film Storytelling
This course examines the fundamental storytelling principles of short film. Emphasis will be placed on what makes a great short film. Students will analyze films, write critiques, and practice essential storytelling skills needed before moving into the script stage in the following course.

LA 115 The Natural World 1: The Base Layer
This course provides the opportunity to gain a deeper understanding of the natural landscape. By exploring local sites, students will learn to identify and analyze soil types, geological forms, watersheds, and other topographical feature and how they affect design decisions. Strategies for mapping and recording this information will be introduced.

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

LA 117 Survey of Landscape Architecture
This course provides an overview of the profession and highlights the responsibilities and challenges of the 21st century landscape architect. Students will study the history of landscape architecture and the role landscape architects have in the shaping of human spaces. Influences for positive changes in the environment will be discussed.

LA 118 History of Industrial Design
This course begins with early mechanization and the industrial revolution, then follows the social ramifications of historic periods and their influences on contemporary design. Special emphasis is placed on the glory years of the 30's and 40's as the era associated with the birth of industrial design.

LA 119 Fabric and Fiber Technology
Students are introduced to the basic properties of textiles, and how they relate to performance and end use. The course includes hands-on analysis of fabric swatches.

LA 120 Art History through the 15th Century
This class examines the major period styles of art in Western civilization from prehistoric times to the late Gothic and early Renaissance periods. Students are introduced to the language of the arts in various media while examining the purposes of art. Students taking this course online may be required to take a proctored exam at an approved testing facility. Students who need testing accommodations related to a disability should contact Classroom Services.

LA 121 Art History through the 19th Century
This course examines the major period styles of art in Western civilization from the high Renaissance through the nineteenth century. Students are introduced to the language of the arts in various media while examining the purposes of art. Students taking this course online may be required to take a proctored exam at an approved testing facility. Students who need testing accommodations related to a disability should contact Classroom Services.

LA 123 Design Philosophy: Aesthetics, Logic, and Ethics
The course introduces students to philosophical concepts and narratives that are embedded in our design problems. A dialectical system of Socratic method will be exercised in the class to critique and resolve oppositions. Students will compare and contrast a range of philosophies in the defense of a philosophical stance.

LA 124 Physics for Artists
This course exposes students to the principles that underlie complex motion found in the real world. Topics covered include motion, matter, sound, light and heat, with specific emphasis on the role of physics in photography, product design, architecture, animation and visual effects.

LA 125 The Creative Process
This course exposes students to the various perspectives on creativity and the creative process, both from scientific and first-person artist perspectives. Through projects and group discussions, students will analyze their own creative process, identify their creative strengths and develop creative problem-solving skills that will help them realize their creative potential.

LA 126LA Seminar in the Arts: Los Angeles
This course offers students firsthand exposure to genres of the performing and visual arts. Students will engage in group discussion and written analysis of performances attended on biweekly fieldtrips throughout Los Angeles. Topics studied include fine art, classical and modern music, opera, film and theater, literature, performance art and dance.

LA 126SF Seminar in the Arts: San Francisco
This course offers students firsthand exposure to genres of the performing and visual arts. Students will engage in group discussion and written analysis of performances attended on biweekly fieldtrips throughout San Francisco. Topics studied include fine art, classical and modern music, opera, film and theater, literature, performance art and dance.

LA 127 Topics in World Art
This course explores the art of non-European countries, emphasizing how and what art communicates about the culture from which it is produced. The cross-cultural approach will focus on the art of the following regions: Asia, Africa, Polynesia and Pre-Columbian America.

LA 128 The Body As Art: History of Tattoo & Body Decoration
The decoration of the human body is perhaps the oldest art form and continues through today as a means of personal, spiritual, and cultural expression. This course offers a historical introduction to global traditions and contemporary forms, techniques, styles, designs, and cultural meanings of decorated skin.

LA 129 History of Automotive Design
This course introduces students to the evolution of automotive and coachwork design in historical and cultural context. Students study the connections between technological advancement and changes in safety requirements, and their influences in automotive design. Emphasis is placed on the eras associated with the advancement of assembly line and the glory years of the **1930's and 40's.**

LA 130 Broadway! The Evolution of the American Musical
In this course students will examine selected musicals from the early 20th century to the present. Students will delve into major artistic styles by decade, utilizing visual and auditory representation. Students will also analyze trends in pop culture and sociological milestones, using musical theatre to better understand the American experience.

LA 131 History of Gaming
Covering games from ancient board games to modern consoles, this course gives relevance and meaning to the human experience of interaction through games. Game design and theory, non-linear storytelling theory, an overview of video game industry companies, technology and terminology are introduced.

LA 132 History of Animation
This course examines aesthetic and technical evolutions in animation in historical context. Students will identify and analyze the work of the creative visionaries, fine artists, and technical pioneers behind classic animated characters such as Bugs Bunny to contemporary animated feature films and beyond.

LA 133 Short Form Writing
This writing course explores brevity as a creative option. Students will work through the reductive writing process and learn how powerful story, voice, and style develop with fewer words. The goal? Simple. Clear. Concise.

LA 134 History & Technology of Visual Effects & Computer Animation
This class will analyze the history of special effects techniques and apply that knowledge to contemporary visual effects and animation. Starting with in-camera techniques, topics from traditional stop motion, motion control, matte paintings, models and miniatures, to modern computer-generated visual effects and animation, compositing and production methodology will be covered.

LA 137 History of Visual Development
This course will cover the beginnings of visual development up to and including modern production techniques as well as visual development designers and artists. Topics will include costs, financing, and marketing of commercial and independent projects. The course will conclude with discussions about the future of visual development.

LA 140 Music Appreciation
This course is an historical and critical survey of classical music as an art form. Special attention is placed on music of specific composers and understanding the place of classical music in culture and civilization.

LA 141 Storytelling: From Telephone to Transmedia
Explore the impact storytelling has on various media technologies and their relationship with local and global electronic media institutions, audiences, and events. Students will research and analyze integration and adoption of transmedia (telling stories across multiple mediums) impacting the future of multimedia communication.

LA 142 Film Music Appreciation
This course surveys the development of the film score for motion pictures from its earliest inception through today. Selected examples throughout its history will be demonstrated in class. Students will learn the importance of the film score and how it functions to support the aesthetic and narrative elements of the story.

LA 146 Anatomy of Automobiles
This course introduces the various components used in vintage automobiles. In this course, students identify common automotive components and those that work together as a system. This course satisfies a Quantitative Literacy requirement and includes the following topics: conversion of units (metric and imperial), conversion of temperature (Fahrenheit and Celsius), and calculating volume.

LA 147 History of Photography
This course is a survey of the visual structure and history of photography, examining individuals, movements and the theories behind them that are the foundation of the art form.

LA 150 Introduction to Radio/Podcasting
In this course, students will learn the basics of radio broadcasting combined with an overview of podcasting. Students will become familiar with the professional roles associated with radio broadcasting while having the opportunity to produce their own podcasts. Students will gain basic skills in audio editing, interviewing techniques, and radio production.

LA 151 First Year Seminar for Academic Success
This class provides strategies and individualized support to help students excel. Students share, develop and implement best practices for topics such as time management, motivation, project planning and communication. This seminar is required for first year students on academic probation; it is recommended to students who are striving for academic success.

LA 154 Great Performances: Legendary Actors of the Silver Screen
An actor's performance can transform a good film into a classic. In this course, students will be introduced to the seminal work and creative process of some of Hollywood's greatest stars. Utilizing interviews and selected scenes, students will develop the ability to analyze and discuss groundbreaking moments in film.

LA 157 The Genius of Appeal
This course will examine the nature of audience appeal in entertainment design and production. Students will review and evaluate examples of appealing and unappealing properties in film, television, animation, and games. Emphasis will be placed on understanding the means, methods, and principles by which students can achieve more appeal in their work.

LA 161 Golden Section/Sacred Geometry
This course studies the unique geometric constructions and proportions that form the structure of the universe. Artistic, mathematical, philosophical and aesthetic aspects will be explored. Students examine the symbolic and practical theories and applications of these divine principles from both classical and contemporary sources. This course is open to all majors.

LA 166 The Power of Story
The root of all great storytelling is imagination channeled through character development, dialogue, conflict and structure. In this interactive class you will develop theses skills with an eye to creating digital content for a screen of any size.

LA 171 Western Civilization
This course will cover the history of Western civilization from the beginnings of ancient civilizations to the Renaissance. The civilizations of ancient Egypt, Greece and Rome will be emphasized, as well as Islamic religion and societies.

LA 172 Astronomy for Artists
This course introduces students to the structure and evolution of planets, stars, galaxies, and our current understanding of cosmology. Contemporary topics such as black holes, relativity, planets outside of our solar system, and the possibility of life on other planets will also be covered.

LA 177 Pre-Industrial Urban Open Spaces
This course offers a comprehensive survey of the history of human impacts on environments from Stonehenge to the urban spaces, gardens and parks of the Renaissance. By systematically studying classic examples, students will learn to assess the qualities and relevance of each in their historical context.

LA 182 Genres in Film
This course covers a variety of film genres, such as drama, comedy, westerns, science fiction, suspense mystery, and film noir. Films will be viewed as homework and excerpts of each film will be discussed in class. Students will study the unique styles of these various genre films and some of the filmmakers who became popular as a result of their work.

LA 190 History of Opera
The course serves as an overview of the major operatic composers and their place in the history of opera. Each student will learn how to listen to opera. Topics covered will include the history of operatic set and costume design.

LA 195 History of Comics: American Comics
Comics are often described as a uniquely American art form. This course is a comprehensive survey of the work of significant American comic strips, comic books, and graphic novels. Students will analyze the styles, trends, and subject matter of cartoonists, illustrators, and authors and explore the relationships between social conditions and styles.

LA 197 History of Comics: International and Alternative Comics
Go beyond the realm of superheroes and explore comics and graphic novels from around the world. This course delves deep into the history of comics from the UK, Spain, France, Russian, and more, including manga, manhwa, and bande dessinée. Underground and alternative comics will be analyzed for style and content.

LA 200 Introduction to Computer Programming
This course introduces the fundamentals of computer programming with a focus on quantitative and geometrical applications used in new media. Students will develop the programming skills needed to create interactivity, motion, data visualization and graphical representations. Topics include variable types, functions, coordinates, basic algebra, proportion and percent, rotation and scale, and the geometry of primitives.

LA 201 Programming Languages
This course builds on previous programming/scripting courses to broaden students' skills with hands-on assignments writing simple programs in several popular programming languages. Topics will include Lua, C#, Python, development tools, writing automation scripts, and the value of being versatile with knowledge of multiple programming languages.

LA 202 English Composition: Creative Persuasion & Argument
This course offers an examination of the art of persuasion in creative non-fiction and contemporary arguments. Students learn to support their points of view through research and argumentation and to express their opinions in written, thesis-based expository essays.

LA 204 Power of Social Media
This course offers an overview of how to harness the power of social media. Using case studies and other tools, students will analyze the roads to success and failure in the world of social media. Students will gain an appreciation of how to apply social media to an entrepreneurial career.

LA 207 Persuasion & Argument for the Multilingual Writer
This course examines the art of rhetoric in creative non-fiction and persuasive arguments. Students learn to support their points of view with research, logic, and argumentation through critical readings of contemporary opinion pieces, and by expressing their own opinions on internationally relevant topics in written, thesis-based essays.

LA 216 Science Fiction and Fantasy
This course offers a critical and historical survey of science fiction and fantasy literature. Emphasis is placed on social and cultural analysis of the genre. Students will analyze professional work, emulate it, and create their own work using classic storytelling structures, figures, and themes.

LA 217 Writing for Comics & Graphic Novels
This course teaches effective strategies for professional comic book scriptwriting. Students will read graphic novels and critical writing about comics which emphasize the physical space words occupy. Students will produce a completed comic book script by the end of the semester.

LA 218 Blogging: Content Creation & Promotion
Blogs form part of the contemporary media and marketing landscape alongside social media tools such as Facebook and Twitter. This course aims to define the term, analyze various elements of successful blogging, and offer practical experience in conceptualizing, producing, and marketing your own blog online as art professionals.

LA 219 History of Architecture: Ancient to Gothic
This course provides a critical investigation into major developments in architecture from approximately 3000 B.C. through the start of the 15th century. Students will study Egyptian, Mesopotamian, Greek, Roman, Pre-Columbian, Indian, East-Asian, Islamic, South American, African, Byzantine, and Gothic architecture.

LA 220 American Art History
This course is a survey of American Art from the beginnings of European colonization in the 1500s to the present day. Subjects and styles in American art will be explored as reflections of cultural values that have shaped American thought and history.

LA 221 California Art in Cultural Context
Students will develop an informed appreciation for a wide range of art produced in California, spanning the pre-Gold Rush era through much of the 20th century. Through presentations, discussions, readings, field experiences and hands-on learning, students will examine the images and ideas that have shaped and reflected the state's identity.

LA 222 20th Century Art
This class presents a critical study of the major movements in Western fine art from the late nineteenth 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.

LA 224 Women, Art & Society
This course explores the work of Western women artists from the Middle Ages to the Present. Students will be exposed to the artwork of women artists and gain an understanding of their lives while analyzing the personal and socio-historical conditions that have shaped the production and reception of their work.

LA 225 History of Art Education
Students will analyze art education theory and practices from the late 19th through 20th centuries. In addition, students will identify the characteristics of a sound art education program and the considerations for implementing art education in various settings. Students will examine various approaches to teaching art through structured field experiences.

LA 226 Survey of Traditional Interior Architecture
This course will focus on major movements, innovations and advancements in architecture, design, furniture, and materials from pre-history to the early 19th century. Students apply design language and further examine societal, political, historical, and economical influences in a series of assignments and discussions.

LA 229 Survey of Contemporary Interior Architecture
Students will study the evolution of modern concepts of architecture and interior design from the Industrial Revolution to the present. Social philosophy is explored with special attention to the historical, political, and geographic influences.

LA 233 Popular Topics in Health, Nutrition, & Physiology
This course explores current issues in health and nutrition science. Students gain the scientific background required to interpret health claims and news and to make informed personal decisions. Topics include genetically engineered food, nutritional supplements, drugs, addiction, stem cell research, and environmental health. This course meets the quantitative literacy requirement.

LA 236 Survey of Bay Area Architecture
Students study San Francisco architecture and interiors within the context of Bay Area history. Students learn general structural terms and how to place materials and furnishings in historical context. Orders of architecture, roof types, windows, porches, towers and interior detailing are explored.

LA 238 World Literature
This course introduces students to a wide variety of historical periods and literary traditions. Students will read major works of various genres and study the historical and cultural contexts informing these works. Students will experiment in writing with styles covered in the course.

LA 239 Materials & Processes
This course covers the various product manufacturing processes and parameters involved in designing parts primarily out of plastics and metals. The major types of plastics and metal categories and their respective characteristics, actual design problems addressing proper detailing for the process, and product parts examination are all discussed.

LA 242 History of Graphic Design
This course offers a comprehensive survey of the historical and cultural events, technical innovations, art and design movements and important designers and typographers that have formed the origins of the art form that we now call graphic design.

LA 243 History of American Illustration
This is a comprehensive survey of the work of significant American illustrators of the twentieth century. Compositions are analyzed for their styles, trends and subject matter. The relationships between social conditions and styles are explored. Modern illustration is discussed in the context of historical awareness.

LA 244 History of Fashion
This course traces the Western clothing tradition from antiquity to the 20th century as a source of fashion and design. Students begin with an exploration of the Western ideals of beauty and continue with a specific study of the major areas of fashion revivals: classic, exotic, country and romantic.

LA 245 History of Jewelry and Metal Arts from Around the World
This course provides a comprehensive study of the progression of design and craftsmanship of jewelry and metal arts starting with primitive materials from the ancient world and ending with 21st century digital innovations. Emphasis will be placed on materials, symbolism, techniques, and key artisans and their signature styles and contributions.

LA 246 History of Textiles
This survey course investigates textiles from prehistory to the present, examining traditional textiles of Asia, Africa, and the Americas as well as western textile design and production, with an emphasis on late 19th and early 20th century design movements. Textile use in interiors, clothing, cars, and industry will be explored.

LA 247 History & Techniques of Printmaking
This course surveys the art of printmaking, from its ancient origins to the stylistic and technological innovations of the present day. Emphasis is placed on the distinctive characteristics of relief, intaglio, lithographic, and silkscreen techniques, as students explore the expressive power and changing cultural role of the printed image throughout history.

LA 248 History & Theory of Fine Art Sculpture
This course surveys the history of sculpture from Michelangelo's groundbreaking approach and its classical influences, to the artistic innovators of the 20th Century. Topics include how sculpture has become a central part of the urban landscape, the influences of sculpture on architecture, and the complex relationship between sculpture, politics, and society.

LA 249 An Artistic and Intellectual History of the Renaissance
This course introduces students to the art, architecture, and cultural aspects of the Renaissance through the literary and philosophical texts of the period. Emphasis is placed on analysis of paintings, sculptures, and buildings using primary source readings. Inquiry-based class discussions will relate key ideas to life and artistic practice today.

LA 250 Podcast Production and Promotion
Students will conceive, develop and produce podcasts. Includes concept development, researching audiences, piloting material and selecting formats and styles. Students will write, host, record and edit an original feature-length podcast. Students will learn about publishing their shows on iTunes and promoting their shows using social media.

LA 254 Human-Centered Design
This course introduces students to the science of ergonomics, providing them with an awareness of how to make products that satisfy the physical, physiological and psychological needs of consumers.

LA 255 College Math
This course provides the opportunity for the artists to strengthen basic math skills. Math skills are applied to personal finance, accounting and investing. Topics include fractions, percents, ratio and proportion, probability, converting units of measurement, and fundamentals of algebra and geometry. NOTE: There are place out options for this course. Students with the following scores are exempt from this course and the Quantitative Literacy requirement: Academy of Art University (AAU) Quantitative Literacy Placement Exam score of 200 or higher, American College Test (A.C.T.) Exam score of 28 or higher or pass A.C.T. Level I or II, Advance Placement (AP) Exam score of 3 or higher on one of the following tests: Calculus AB, Calculus BC, Statistics or Computer Science AB, International Baccalaureates (IB) Mathematics Exam score of 5 or Higher, Scholastic Aptitude Test (S.A.T.) SAT II Mathematics Subject Examination score of 500 or higher or SAT I Mathematics Exam score of 600 or higher.

LA 258 Creative Perspectives in Sound Design 1
This course surveys the development of sound design and sound tracks from before the inception of motion pictures through 1978. Selected examples throughout its history will be demonstrated in class. Students will learn the importance of sound design, the influence of technologies and key historical figures to help them in developing their own creative works. Emphasis will be placed on how sound design functions to support the aesthetic and narrative elements of the story.

LA 260 French 1: Basic Grammar & Speech
This course covers the basic principles of pronunciation, vocabulary and grammar. Emphasis is placed on practical applications to and appreciation of French culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 262 French 2: Conversational French
In this course, emphasis continues to be placed on understanding idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 263 Beginning Chinese
This course introduces the principles of pronunciation, vocabulary and grammar. Emphasis is placed on conversational Mandarin Chinese with practical applications to and appreciation of Chinese culture. Reading and writing are required at a high beginning level. This course is not intended for native or advanced speakers.

LA 264 Intermediate Chinese
The course builds on the listening and speaking skills introduced in Beginning Chinese. Emphasis is placed on conversational Mandarin Chinese with practical applications to and appreciation of Chinese culture. Students will increase their knowledge of Chinese characters and begin reading basic texts. This course is not intended for native or advanced speakers.

LA 267 Italian 1: Basic Grammar & Speech
This course covers the basic principles of pronunciation, vocabulary and grammar. Emphasis is placed on conversational Italian with practical applications to and appreciation of Italian culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 268 Spanish 1: Basic Grammar & Speech
This course covers the basic principles of pronunciation, vocabulary and grammar. Emphasis is on conversational Spanish with practical application and appreciation of Spanish and Latin American culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 269 Italian 2: Conversational Italian
In this course, emphasis continues to be placed on understanding idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations and cultural awareness. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 270 U.S. History
This course surveys the history of the United States from Colonial times through the 20th Century. Special emphasis is placed on the American Federalism and the significant political, historical, and cultural events in the years between Industrialization and the 1970s.

LA 271 College Algebra with Geometry
This course provides an introduction to linear systems, algebraic modeling of lines and curves, and applications including angles, triangles, area, and volume. Students with the following scores are exempt from this course: Academy of Art University (AAU) Quantitative Literacy Placement Exam score of 300 or higher.

LA 272 Fundamentals of Drama
This course presents an overview of Western theater history from Ancient Greece to the Present. Students will read and analyze scripts considering genre and socio-historical contexts. The roles of the actor, director, and designers will also be explored. Students will take on creative roles in the production of final scenes.

LA 273 Spanish 2: Conversational Spanish
In this course, emphasis continues to be placed on understanding of idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations. The course covers conversational Spanish for practical applications, as well as appreciation of Spanish and Latin American culture. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
The study abroad course introduces students to the primary works of art and architecture in Florence. Visits to key buildings and museums will expose students to the rich history and influence of Renaissance Florence through drawing and writing assignments that culminate in a final project.

LA 276 Seminar in Great Britain
In this three-week course, students will be exposed to the art of a particular city or region of Europe. Lectures will accompany visits to the architecture of the chosen locality and visits to the city's museums. The seminar destination will vary each year; please consult the class schedule for location specifics.

LA 277 Post Industrial Urban Open Spaces
Designed spaces are the product of a specific era, culture and location. This course continues the exploration of urban open spaces. Students will compare and contrast designed outdoor spaces from the Renaissance to the present day and discuss their significance in historical context.

LA 278 Seminar in France
In this three-week intensive, students will study and then write about the art collections of France. Lectures will accompany visits to the museums. Students will explore the extraordinary architecture of Paris and visit the extensive collections of paintings, sculpture and decorative objects housed in the city's world-renowned museums.

LA 279 Seminar in Italy
In this three-week intensive, students will study and then write about the art collections of Italy. Lectures will accompany visits to the museums. Students will explore the extraordinary architecture of Rome, and visit the extensive collections of paintings, sculpture and decorative objects housed in the Vatican's world-renowned collection.

LA 280 Perspective Journalism
In this course, students learn the elements of writing and reporting for print and online media. Students will develop reporting skills, including information gathering and interviewing. Legal, moral and ethical rights and responsibilities on reporting will be covered.

LA 281 Film History 1: Pre-1940
This course explores major film movements from 1895 to 1940, from the silent era to the advent of color film. Students learn the fundamental forms of cinema as developed by Eisenstein and Griffith, the introduction of 'mise-en scene', montage editing, expressionism, and film noir.

LA 282 Film History 2: 1940-1974
This course explores the major movements in the Golden Age of Cinema from 1940 to 1974 including Neo-Realism, the French New Wave, Cinema Verite, and A New Golden Age of Hollywood. The work of Vittorio DeSica, Billy Wilder, Francois Truffaut, Akira Kurosawa, Mike Nichols, Francis Ford Coppola, and other great directors will be examined. Lectures and screenings are accompanied by assigned readings.

LA 283 Examining Film Noir
In this course, students will explore film noir, a genre of crime movies characterized by extreme fatalism and highly stylized dialogue and lighting. Noir films proliferated in the late 1930s and early 1940s and were influenced by the Depression and post-WWII malaise. Neo-noir movies from 1970 onward will also be explored.

LA 284 Evolution of the Horror Film
This course examines the horror film genre from the Silent Era to the Present. Students will discuss the differences between artistic creation and exploitation; as well as become familiar with genre styles and movements. Students will apply their knowledge to further academic study and active filmmaking.

LA 285 Physical Theatre
This course focuses on acting and directing skills that will strengthen the artists' and animators' ability to communicate visually and verbally. The course will concentrate on three essential elements: pantomime, voice-over acting, and improvisational acting.

LA 286 Discrete Mathematics
This course provides students an introduction to the mathematics common to computer science. Topics include logic, sets, algorithms, Boolean algebra, number theory, counting techniques, recurrence, graph theory, and trees.

LA 288 Vector, Matrices, & Transformations
This course introduces matrices by solving linear systems with various applications. The mathematics of 3D vectors is presented, including dot and cross product operations and applications. Matrix operations are then presented and used to perform transformations such as translations, rotations, and scale. Advanced topics such as quaternions will be introduced.

LA 289 Tune into the Tube: History of Television
The history of television is nostalgic, amusing, and provocative and continues to influence us from broadcast to pod cast. Contemporary broadcast television content and cable television programming will also be fully explored. So let's turn on the flickering tube and find out more.

LA 291 Designing Careers
This course focuses on communication skills for collaboration, self-promotion, and professional interactions. Topics will include industry research, entrepreneurial and employee-based career opportunities, and legal issues associated with the workplace. Students will write a persuasive project proposal and also collaborate across disciplines in group projects. Audience and purpose will be emphasized.

LA 292 Programming & Culture
This course approaches design from a humanistic and sociological position, examining the interrelationship between human behavior and the role of buildings in the city. Students will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, or design intent of a building.

LA 293 Precalculus
In this course, students will study fundamental precalculus with concepts and applications geared toward studies in architecture and design. Topics include algebraic modeling, trigonometry, vector algebra, linear programming, analytic geometry, and an introduction to calculus.

LA 294 German 1: Basic Grammar/Speech
This course covers the basic principles of pronunciation, vocabulary, and grammar. Emphasis is placed on practical applications to and appreciation of German culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 295 German 2: Conversational German
In this course, emphasis continues to be placed on understanding idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 296 Applied Physics
This fundamental physics course emphasizes the concepts and math-based applications most essential for architectural practice. Topics include vibrations and waves, sound, seismology, laws of motion, forces, gravity, energy, heat and thermodynamics, fluids, properties of materials, properties of light, and electrical circuits.

LA 297 Landscape Social Factors
An underlying mandate of landscape architecture is to build positive relationships between people, each other, and the outdoor environment. Applying theories and methods of prevalent social and psychological research, students will learn the research techniques and observation skills necessary to determine how people use, interact with and perceive the landscape.

LA 300 Introduction to Public Speaking
This introductory course focuses on developing basic communication skills for public speaking. Preparing and delivering speeches, active listening, critiquing presentations, researching pertinent topics, and preparing formal outlines will be emphasized. This course is designed for both English language learners and native speakers to practice and gain confidence in public speaking.

LA 302 Film Theory & Criticism
This course will address major trends in film theory and criticism. Students will explore different approaches to analyzing the meaning and cultural significance of films. Students will also learn about the influence of photography and computer graphics on film.

LA 303 Introduction to Philosophy
This course provides an introduction to western philosophy and the history of ideas. Students will evaluate the effects of the work of various philosophers on modern-day philosophy and apply their theories to current issues while formulating solid arguments assessing the validity of philosophical concepts in relationship to their own work.

LA 304 Crowdfunding & Social Media Marketing
This course will examine the increasingly important role of social media in project creation. Students will enhance, promote, and facilitate projects by integrating such concepts as crowdfunding, crowdsourcing, and transmedia development into their work. Through practical strategies, students will build a brand for their projects that can be used from development through production and distribution.

LA 306 Creatively Speaking: Presentation for Designers
Creative communication is essential to professionally present designs and articulate ideas to clients. In this course, students will learn how to read and identify with their audience, speak with confidence and tell a story. Students will practice presentations, vocal techniques and pacing in a supportive, engaging environment.

LA 306E Speaking With Confidence: Presentation Skills
This course is designed to give international students the confidence to professionally present ideas, campaigns, and portfolios in English. Students will develop skills needed to participate fully in their classes, presenting their own work and critiquing classmates'. They will also learn how to apply these same skills to building a professional network. Real-life scenarios and role-playing will be emphasized.

LA 307 History of Aesthetics
This course offers an investigation into art theory. Notions of truth, beauty, artistic form, unity, expression, representation and taste are emphasized. Students will study the ideas of philosophers, art critics and artists, including Plato, Aristotle, Kant, Nietzsche, Croce, Henri, Rodin and Hughes.

LA 312 Creative Writing
This class is designed to familiarize students with the creative writing process. Students are expected to express themselves through original poetry, prose and fiction. Focus is on metaphor, emotion, plot, motif and character.

LA 313 Style Icons & Fashion Objects
This course focuses on iconography of style, fashion avatars and media interpretation and reinvention of icons. Historical eras, youth movements, style capitals and the roots of iconic fashion imagery in editorial work will be discussed in depth. Students will examine legendary images and trace their influences on popular culture.

LA 315 Social Media Strategies
This course focuses on developing social media strategies to meet client expectations. Emphasis will be on clarifying business social media goals, ROI (Return On Investment) benchmarks, auditing current social media footprint, and developing key content strategies. Topics will include target audience, frequency, production teams, and effective promotion tactics.

LA 316 Social Media Data Analytics
This course provides a deeper understanding of social media data insights including tracking online performance, A/B testing, segmentation, context and conversion attribution, defining KPI (Key Performance Indicators) and other metrics. Emphasis will be placed on interpreting data to evaluate social media performance.

LA 317 Social Media Management
In this culminating course, students will apply all of the social media skills learned to develop a social media campaign for a prospective client, small business or non-profit organization. Emphasis will be placed on research, reporting, and management, monitoring and evaluating the effectiveness of the campaign.

LA 318 Writing for Picture Books
In this course, students will analyze outstanding picture books that convey and validate the momentous moments in a child's life. Universal themes of childhood including family, friendship, sibling rivalry, problem solving, and independence will be explored. Through in-class writing exercises, students will develop picture book texts and characters with whom children can empathize.

LA 319 History of Architecture: Modernity
This course focuses on the major developments in architecture from the 18th through 20th centuries. Modern architecture will be addressed in three phases: Emergence to World War I, Development 1920s to 1960s, and Plurality: Global Modernisms. Students will analyze the vernacular manifestations of modernism and key 20th-century architects.

LA 320 Social Media Law & Ethics
As social media is adopted by a rising number of brands and consumers, social media specialists must become familiar with legal issues and ethical considerations of publicly presenting information and interacting with consumers online. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and other everyday actions conducted by a variety of agents within the social web.

LA 327 Art of the Classical World
This course examines the art and architecture of the ancient classical era, focusing on Greece and Rome, and their foundational influences of Mesopotamia and Egypt. Students will analyze artwork in the in the context of historical, literary, and philosophical texts of the era, applying knowledge in research, theoretical papers, and presentations.

LA 333 Art of the Middle Ages
This course focuses on Christian art and architecture of the Roman and Byzantine empires as well as that of Western Europe up until the time of the Renaissance. Decorative arts will also be examined. Students will analyze artwork and apply their knowledge in research papers and presentations.

LA 343 Comparative Religion
This survey course focuses on the ideals and history of classic world religions such as Hinduism, Buddhism, Judaism, Christianity and Islam. Students are also introduced to the basics of primal religions such as Taoism and Confucianism.

LA 345 The Art of Science, the Science of Art
In this course, students gain an insight and understanding of how art has influenced scientific research, and how science has influenced artistic work. Students will look at artistic movements and how artists have applied scientific knowledge to create stunning visual impact.

LA 347 Business Law
This course analyzes the role and function of business law. Attention is given to laws covering partnerships, corporations, employment, copyright, insurance, transactions and bankruptcy.

LA 358 Creative Perspectives in Sound Design 2
This course surveys the development of sound design and soundtracks from 1978 through the present. Selected examples throughout its history will be demonstrated in class. Students will learn the importance of sound design, the influence of technologies, and key historical figures to help them in developing their own creative works. Emphasis will be placed on how sound design functions to support the aesthetic and narrative elements of the story.

LA 359 Urban Sociology
This course explores the role of the city and its relation to the growth of civilization throughout recorded history. Students will compare and contrast urban settings, institutions, and socio-cultural systems in historical context. Internal relationships within the community, power structures and how community members seek individual expression will be emphasized.

LA 361 The Artist in the Modern World
This course presents a critical study of contemporary art, through a survey of art movements from 1980 to the Present. The social, political and technological contexts of contemporary art movements such as Graffiti Art, Trans-avant-garde, Britart, Neo-Pop, Stuckism, the New Leipzig School, and beyond will be examined.

LA 365 General Psychology
This is a survey course of the science of psychology. Subject matter will include human development, perception, physiological psychology, psychopathology, learning and personality. Application of these concepts will be both practical and theoretical.

LA 368 Experiencing Culture: Anthropology for Today's Artist
This course introduces students to the field of anthropology and explores the depth of human and cultural diversity. Students will compare and contrast how people identify themselves in terms of kinship, economics, religion, and artistic production. Students will research and analyze people's attitudes and interpretations of cultural differences.

LA 381 Marketing Essentials
This course exposes students to the world of marketing through the study of creating and managing profitable customer relationships and understanding consumer needs. This course will introduce students to the essentials of basic marketing and reinforce the notion that marketing is the strategic underpinning of product market development.

LA 382 Film History 3: Contemporary Cinema
This course explores the major movements in contemporary cinema and the birth of the video/ digital revolution from 1975 to the present including: The Hollywood Blockbuster, Sundance Film Festival, Dogme 95, The Political Documentary, and Third World New Wave. The work of Steven Spielberg, Spike Lee, Jane Campion, David Lynch, The Coen Brothers, Lars Von Trier, Wong Kar Wai, and other great directors will be examined. Lectures and screenings are accompanied by assigned readings.

LA 383 World Cinema
This course examines the political, cultural, intellectual, and moral state of the world as revealed in cinema for a period centered on the pivotal year 1968. In film, it was an era equally devoted to radical experimentation, formal exploration, and trans-national influence.

LA 384 Underrated Cinema
This course will explore films that have been generally dismissed by film critics and the commercial market. Students will examine the connections and disconnections between public taste, commercial viability, and critical acclaim. Various underrated films and their directors will be examined through lectures, readings, and screenings.

LA 385 Close-Up on Hitchcock
This course focuses on the enduring, influential cinema of Alfred Hitchcock, including the process from which his cinema evolved from his roots in silent cinema to his early British sound years to his American period. Assigned readings and viewing assignments for homework accompany in-class screenings and lectures.

LA 386 Exploring Science Fiction Cinema
This course investigates the history of science fiction cinema beginning 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. Assigned readings and viewings will complement in-class screenings and lectures.

LA 387 Women Directors in Cinema
This course will explore films that women have been an integral part of creating independently as well as within Hollywood. Students will examine directors, producers, and studio heads who have all paved the road for women to direct films in the business. Various films will be examined through lectures, readings, and screenings.

LA 388 Survey of Asian Cinema
This course exposes students to a wide range of Asian films through stylistic analysis of narrative and film language. Students will analyze how social context has influenced film as an art, an industry, and a political instrument. Films and filmmakers from Japan, China, India, and Korea will be explored.

LA 392 French 3: Reading & Writing
This course focuses on French grammar presentation and review. Students will also study vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various French-speaking cultures. There is continued listening and speaking practice, as well as development of reading and writing skills.

LA 393 Spanish 3: Reading & Writing
This course focuses on Spanish grammar presentation and review. Students will also study vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various Spanish-speaking cultures. There is continued listening and speaking practice, as well as development of reading and writing skills.

LA 395 German 3: Reading & Writing
This course focuses on German grammar presentation and review. Students will also study vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various German-speaking cultures. There is continued listening and speaking practice, as well as development of reading and writing skills.

LA 397 Italian 3: Reading & Writing
This course focuses on Italian grammar presentation and review. Students will also study vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various Italian-speaking cultures. There is continued listening and speaking practice, as well as development of reading and writing skills.

LA 402 Advanced Fiction Writing
Students will master the art and craft of fiction in this creative writing course. Students' original work will be critiqued in carefully controlled workshops to achieve sophisticated and mature final drafts. Technical and theoretical issues, such as narrative form (the long short story, the novella, and the novel) and strategies for self-discipline and language will also be discussed.

LA 405 Teaching: Principles & Practices
The three questions driving this course are: How do we learn?, How should we teach?, and How do we know students have learned? This hands-on course includes peer teaching, discussions, readings, and assignments to build students' basic practical knowledge of learning styles, teaching practices, course planning, assessment, and critique.

LA 407 The Beatles in the Visual Arts
This course focuses on the evolution of the Beatles style of fashion, design, film and music during the course of their career and how the visual media associated with them influenced the work of other artists.

LA 408 Analog Before Digital: Punk/ No Wave Film & Music
This course covers the film, music, and art world cross-over activities that were unique to New York from 1977-1987. This course will screen and discuss the historical background of each film through the filters of the late 1970s through the mid-80s art world, club scene, and music with selected readings.

LA 410 E-Commerce
This course provides students with the fundamentals of selling fashion products online. New strategies in e-commerce technology, emerging web-based business models, marketing innovations, and the latest techniques for an enhanced customer interface will be explained.

LA 417 Advanced Writing for Comics
This course teaches advanced comic book script writing techniques. Students will read graphic novels, outline an original, multi-issue story arc, and produce a completed single issue comic book script.

LA 420 Art of the Italian Renaissance
This course examines 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
This course examines topics related to the sculpture, painting, and architecture in Northern Europe including, Netherlands, Flanders, France, Germany and England 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 written work and oral presentations.

LA 422 Italian Baroque Art
This course examines topics related to the art and architecture of Italy from 1600 to 1700. Students will engage in critical analysis of artwork through application of primary source readings and seminal theories of Baroque scholarship in written work and oral presentations.

LA 423 The Golden Age of Dutch Art
This course examines the art of the 17th century Dutch Republic and its surrounding regions. Artists covered include: Rembrandt, Rubens, Van Dyck, Vermeer, Hals, Dou, and Leyster. Students will engage in critical analysis of artwork through application of primary source readings and seminal theories of Netherlandish scholarship in written work and presentations.

LA 429 Architecture Theory
This course introduces students to the formative movements and concepts of architectural theory. By tracing the evolution of theory, students draw connections between distinct thought structures and architectural production in academic writing. Students will situate their own work within the continuum of architectural discourse and production.

LA 432 Art of Spain: From El Greco to Picasso
This course examines the major artists, movements, events, and institutions that shaped the course of Spanish Art from the 16th to 20th centuries. Students will engage in critical analysis of artwork through application of primary source readings and theoretical scholarship in written work and oral presentations.

LA 433 18th & 19th Century European Art
This course examines 19th century European art and its 18th century origins. Focus will be placed on the Enlightenment and aesthetic themes of the Rococo, Neoclassicism, Romanticism, Realism and Impression. Students will engage in critical analysis of artwork through application of primary source readings and recent scholarship in written and oral presentations.

LA 434 History of Asian Art
This course covers the major art forms, including painting, sculpture, ceramics, and architecture, of Asia, primarily the regions of India, China and Japan. Students will engage in critical analysis of artwork through application of primary source readings and seminal theories of Asian art scholarship in written work and oral presentations.

LA 435 The Power of Signs: Semiotics & The Visual Arts
This course investigates semiotics, the theory and study of signs and symbols. This course will explore the relationship between the visual arts and the language of signs in the areas of fine art, film, graphic design, advertising and mass media.

LA 446 HISTORICAL AWARENESS: Topics in History
Analysis of historical events. Topics may include: notable people of the period, influences and outcomes.

LA 449 Urban Design Theory
This course enables students to analyze and articulate the city as a condition of networks. Students will explore rapidly accelerating urban conditions, ecologies, and various emerging logics as catalysts for new architectural possibilities, while developing their own perspective on critical theory and its various effects on design practices.

LA 462 Power of Myth and Symbol
This course focuses on diverse cultural mythologies and their symbolic representations. Students learn to recognize the myths and symbols prevalent in modern society and to identify these themes within their own work.

LA 464 Survey of Dada & Surrealism
Dada and Surrealism represent turning points in the evolution of modern art history. Both movements are fundamental to the understanding of both Modernism and postmodernism. This course focuses on the art, literature, philosophy and film of international Dada and Surrealist artists from World War I to the years immediately following World War II.

LA 480 The Small Business Entrepreneur
This course takes a practical approach to conceiving, planning, organizing and managing a small business. Presented from a how-to perspective, with many practical examples and applications from the business world, the course asks students to complete a well-reasoned business plan for future implementation.

LA 483 Interactive Media Production & Entrepreneurship
This course delves into the roles of project managers and studio bosses in the game and interactive entertainment industries. Students will study the skills necessary to organize teams and build successful studios. Topics will include managing resources and keeping schedules and budgets. Indie studio business issues including business formation and studio operations will also be covered.

LA 492 French 4: Proficiency
In this course, emphasis continues to be placed on French grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.

LA 493 Spanish 4: Proficiency
In this course, emphasis continues to be placed on Spanish grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.

LA 495 German 4: Proficiency
In this course, emphasis continues to be placed on German grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.

LA 497 Italian 4: Proficiency
In this course, emphasis continues to be placed on Italian grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.

LA 499 LA Special Topics
Special Topics class offerings change each semester and are conducted by special guest artists. 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.

GRADUATE LIBERAL ARTS

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GRADUATE COURSES

GLA 601 Classical Aesthetics and the Renaissance
Rooted in classical aesthetic theory, this course will examine the ideas that helped shape the period known as the Renaissance. Students will consider the art and ideas of ancient Greece, Rome and Medieval Europe as the foundation for their analysis of the Renaissance and its transition to the modern world.

GLA 602 The Art & Ideology of the 20th Century
After a brief review of the art of the 19th century and the avant-garde, this course will focus on the artistic movements, styles and world of ideas of the 20th Century. Various philosophies, social movements, and artists will be considered, while exploring what constitutes modernism, art, and culture.

GLA 603 Anthropology: Experiencing Culture
Through readings, field projects, and active participation, students will apply the dominant theories in anthropology in their analysis of cultural patterns within and across contemporary social groups as they apply to contemporary society. To further develop students' intercultural communication as a visual artist, focus will be placed on areas related to art, design and marketing.

GLA 605 Motion Picture Theory & Style
This course addresses the formation and evolution of motion picture style in the areas of camera, lighting, editing, mise-en-scene, sound, story, and performance. The history of cinema is examined with an emphasis on aesthetic developments and the forces behind innovations which influence contemporary works.

GLA 606 Crossing Borders: Art & Culture in a Global Society
This course explores the historical relationships between the dominant, Euro-American culture and other cultures. Students consider concepts including post-colonialism, transnationalism, and globalism, and examine how these factors have shaped the production, circulation, and consumption of art.

GLA 607 Art & Ideas of the Enlightenment
This course explores the art of the Enlightenment by examining the evolution of artistic styles and philosophies from the Renaissance to the Early Modern era. Students will examine the history of ideas that informed artists and artwork of the Baroque and Rococo movements of 17th and 18th century Europe.

GLA 608 Professional Presentation and Communication Development
Presentation formats will be explored and employed throughout this course. Many forms of communication will be covered, including question and answer formats, speaking to clients, listening, how to simplify complex ideas and/or drawings, guided presentations, audience and/or client analysis, interviews, presenting a skill set, articulation and vocabulary.

GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
In this course, students will be instructed in the ideas and art of the 19th century. Students will study the philosophy, art history and selected literature in the context of the European-American aesthetic milieu.

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

GLA 611 Cultural Narratives
This course explores a diversity of cultural voices in literature, exposing students to the artist's capacity for expression in a specific set of cultural and thematic circumstances that transcend time and place. Students will read several creative texts, participate in weekly classroom discussions, and apply critical thinking skills in written essays.

GLA 612 Writing & Research for the Master's Student
With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

GLA 613 History of 20th Century Fashion Arts
This course explores the historical and cross-cultural influences of fashion design from the beginning of the 20th Century to present day. Students will examine the key looks of each decade while developing an understanding of the social and economic environment of the period and how it relates to contemporary fashion.

GLA 614 Architectural Professional Practices
This course exposes students to the business of conducting an architectural practice. Emphasis is placed on understanding the licensing of architects, how professional architectural firms are organized and administered, methods of project management, agreements and contracts, fees and compensation, ethics, insurance, the land use process, and relationships with consultants and contractors.

GLA 615 History of Graphic Design
This course explores the historical, cultural, social, and political movements that have influenced the evolution of design. Close attention will be paid to significant practitioners and the application of their contributions to contemporary design practice.

GLA 615E History of Graphic Design
This course provides an in-depth survey of the historical, cultural, social, and political movements that have influenced the evolution of graphic design, sheltered for EAP 603 and above ESL students.

GLA 616 Sacred Geometry
This course is a visual exploration into how the principles of sacred geometry affect the circle, sphere and wheel, as well as the universe, sun, moon, planets, heavens, and mandala. The creative processes of artists and designers are also explored.

GLA 617 Mythology for the Modern World
This course explores diverse cultural mythologies and their symbolic representations from various perspectives. Students will interpret and discuss myths applying standard analytical models, explore the history of mythological studies, and learn to recognize mythic forms and how they operate in ancient and tribal societies as well as modern culture.

GLA 618 Film Music History: The Art of the Film Score
This course surveys the development of the film score for motion pictures from its beginnings in silent film through the multitude of styles we hear today. Selected examples will be demonstrated in class. Students will learn how the score functions to support the aesthetic and narrative elements of the story.

GLA 619 Culture & Identity in Modern American Theater
This course examines themes of identity, community, gender, race, and sexuality in American plays post-1940 with emphasis on the work of influential female, gay/lesbian, and multicultural literary voices in dramatic literature. Students will analyze plays from the actor's perspective and identify their sociohistorical significance and artistic contribution in American culture.

GLA 621 History & Techniques of Character Animation
Through a combination of lectures and extensive screenings, students will learn the history of animation as both an art and a technology. Topics will include different regional styles, animation as a reflection of society, early attempts to break the 3D curse, and the manner in which earlier works are reflected in the animation of today.

GLA 622 History & Techniques of VFX
This class will analyze the history of special effects techniques and apply that knowledge to contemporary visual effects and animation. Starting with in-camera techniques, topics from traditional stop motion, motion control, matte paintings, models and miniatures, to modern computer-generated visual effects and animation, compositing and production methodology will be covered.

GLA 623 History and Techniques of Games
This course will provide an overview of games in history, from board games to the most complex PC and console games. Game design and theory, non-linear storytelling, pre-production, and game art will be examined. Emphasis will be placed on the use of games in society and how humans relate to each other through games.

GLA 624 History of Visual Development
This course will expand the student's knowledge of visual design across multiple platforms and disciplines and place it in a broader historical context. The student will be exposed to the visual language of live-action and animated film, television, and gaming.

GLA 625 History of Photography
In this course, students explore the rich history of photography and the impact of photography on the visual arts. The major photographic movements and genres throughout the history of the medium will be defined and studied in theoretical and applied terms.

GLA 626 Business Practices & Principles for Photographers
In this course, students study contemporary business practices and standards for Fine Art, Art for Commerce, and Documentary Photographers, in addition to general practices for Teaching Photography. In this course, students set up a viable business and marketing plan based on their individual concentration and professional goals in the industry.

GLA 627 The Global Design Studio; Past, Present, & Future
Taking a cross-cultural approach, this course explores the history of design and its social, political and cultural impact on the world in which we live. Students will analyze historical precedents and make projections regarding the responsibilities and challenges facing designers in the decades to come.

GLA 628 History of Still & Motion Capture
In this course, students explore the diverse visual and narrative history of still photography and motion capture. The major movements and genres throughout the history of the medium will be defined and studied in theoretical and applied terms. Emphasis is placed on historical research in relation to contemporary practice.

GLA 629 150 Years of American Illustration
This course is a comprehensive survey of the work of significant American illustrators beginning in the mid-19th up to the 21st century. Techniques and styles are analyzed in conjunction with the printing and advertising capabilities of the time. The influences of illustration to the cultural patterns of the time are explored.

GLA 630 Survey of Sustainable Design
This course will focus on sustainable design concepts and environmental issues influencing design in the 21st century. Students will examine facts and establish opinions regarding sustainability leading to a personal philosophy.

GLA 632 The Science of Design: Ethnographic Methods
This course analyzes the motivations and behaviors of potential consumers and users. Working in real-life contexts, students will apply interview and survey strategies, observation skills, and other ethnographic research methods. Using multiple forms of qualitative and quantitative data, students will craft stories and creative insights to inform the design process.

GLA 634 Professional Practice for Interior Designers
This course places emphasis on the business skills necessary to be effective as a professional interior designer. Professional ethics, fee generation, billing and accounting, purchasing documentation and post-occupancy evaluations are discussed. Professional organization involvement and the benefits of a career path including national examination, state certification and/or licensing is illustrated.

GLA 636 Acting for Animators
This course focuses on acting and directing skills which will strengthen students' abilities to communicate visually and verbally. The course will concentrate on three essential elements: pantomime, voice-over acting, and improvisational acting. An emphasis will also be made on learning how to create and enact comedy.

GLA 637 Theory & Movements in Traditional Interior Architecture
This course surveys significant aesthetic and theoretical movements in interior design, furniture, decorative arts, architecture, art and material culture from pre-history to the 19th century. Students will analyze the social, political, and physical influences affecting historical changes in design of the built environment through class discussion, written reflections and a final project.

GLA 638 Theory & Movements in Contemporary Interior Architecture
This course surveys significant aesthetic and theoretical movements in contemporary interior design, furniture, decorative arts, architecture, art and material culture. Students will analyze the social, political, and physical influences affecting historical changes in design of the built environment through class discussion, written reflections and a final project.

GLA 640 The History of Urban Landscapes
This course will explore the cultural history of open spaces such as gardens, parks, plazas, and state and national park systems around the world. Students will be introduced to the perceptions of nature as impacted by industrialization, increased urbanization, social reform, concerns about ecology, and the preservation of natural resources.

GLA 648 Sustainability & Society
This course covers critical contemporary topics in sustainability. Students will gain a working knowledge of current sustainability challenges and policies affecting fashion and design industries, as well as media and communications, while exploring educational, lifestyle and technological strategies that could be employed to make an impact and foster sustainability in society.

GLA 672 Professional Practices & Communication for Industrial Designers
In this course students will learn about the business-related elements required for an industrial midpoint review and final review. Students are also introduced to various business fundamentals to insure success upon graduation.

GLA 674 Professional Practices for Fine Artists
This course will enable students to prepare their artwork for professional presentation and expose them to business issues in their field. Emphasis is placed on the creation of a portfolio package and artist website containing a resume, statement, artist bio, and a collection of professional photographs of the artist's work.

GLA 675 Professional Practices for Illustrators
This course enables Illustration students to prepare their artwork for professional presentation and exposes them to business issues in their field. Emphasis will be placed on a personal career analysis, followed with building a supportive financial strategy, resulting in the creation of a persuasive, multi-channeled portfolio package centered on an artist website.

GLA 676 Professional Practices for Designers & Advertisers
This course focuses on professional practices in graphic design, web design & new media and advertising. The most common business issues shared by these three affiliated fields will be covered in depth. Students will create personal career plans and will study legal and project management issues and solutions.

GLA 677 Professional Practices for the Teaching Artist
This course is designed for artists and designers wishing to teach outside of public (K-12) schools. Students will build basic skills grounded in an understanding of learning by designing and teaching lessons to peers, develop a portfolio appropriate for presentation to a potential employer, and identify existing employment opportunities.

GLA 679 Professional Practices for Visual Development
This course focuses on professional practices in visual development for the animation, games and film industries. The most common business issues shared by these three affiliated fields will be covered in depth. Students will create personal career plans and study legal and project management issues and solutions. Emphasis is placed on communication, collaboration, crowdfunding, networking, marketing, and workplace pipelines.

GLA 685 Social Media Marketing for Entertainment
Whether you are creating an app, fashion line, game, product, film, or other endeavor, this course delivers the most current information about the increasingly important world of crowdfunding and social media marketing. Learn how to secure funds, build your brand, attract supporters, and bring your dream project to life.

GLA 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.

GLA 705 Breaking through the Noise of Social Media
Using case studies and hands-on applications, students will learn how to manipulate a social media campaign in terms of strategy and techniques. Through the creation of a campaign, students will learn to employ tactics to reach a target audience, work within legal boundaries and measure their success.

GLA 711 Evolution of Global Media
This course surveys the development of media technology and content, from 20th century broadcast models to today's digital platforms. Students will analyze various textural media , compare and contrast patterns of social media sharing and behavior, then predict the future and impact of disruptive technologies.

GLA 712 Genres in Science Fiction and Fantasy
This course provides a critical and historical survey of science fiction and fantasy in literature, film and gaming. Emphasis is placed on the history, genres and evolutions of science fiction and fantasy, and on the way the works reflect upon their social and cultural contexts.

GLA 713 Creative Writing
This class is designed to familiarize students with the creative writing process. Students will express themselves through original poetry, prose and fiction. Focus is placed on metaphor as well as theme, emotion, plot motif and character.

GLA 714 Acting
Students will learn how to bring a script to life using acting techniques that produce invigorated, physically-connected performances. Students will learn how actors approach scripts in imaginative and physical ways, and will perform scenes and monologues from contemporary stage and screen plays.

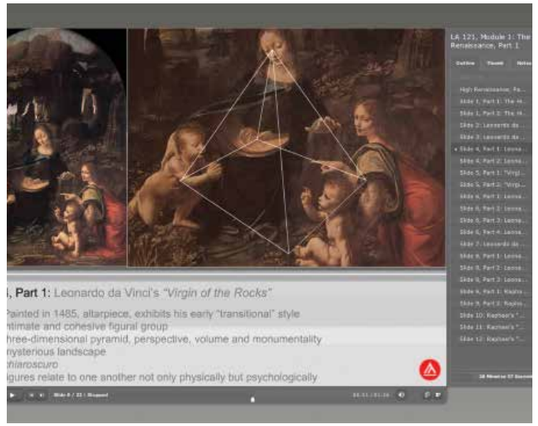
GLA 716 Fast & Furious: The World of Shorts
This course will expose students to the history and nature of short films. Students will learn to develop short film story concepts, ranging from ten seconds to twelve minutes in length, work on originating workable concepts using skills necessary to develop them from scripts and storyboards to audience-pleasing motion media.

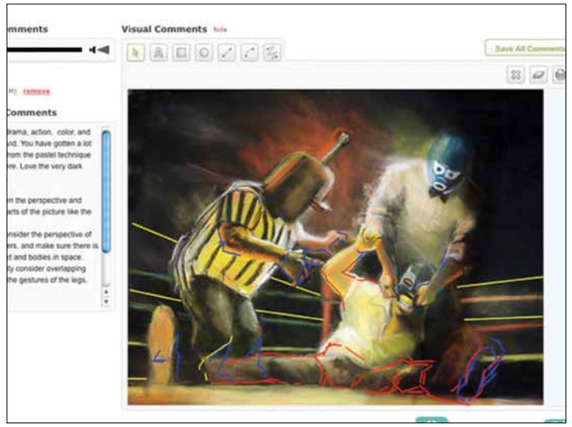
GLA 788 Industry Practices in Photography & Motion Capture
In this course, students research and examine contemporary practices and standards in the still and motion capture industry. Emphasis is placed on defining and implementing viable career and marketing strategies in addition to making professional contacts based on individual professional goals in the industry.

GLA 903 Graduate Seminar in Europe
In this three-week course, students will be exposed to the art of a particular city or region of Europe. Lectures will accompany visits to the architecture of the chosen locality and visits to the city's museums. The seminar destination will vary each year; please consult the class schedule for location specifics.

GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture
This immersion-style course introduces students to the seminal works of art and architecture in Florence, Italy. On site experience, lectures, and readings present the rich history of Florence's cultural heritage, while writing and sketching projects give students the opportunities to explore the Renaissance period and its tremendous influence.

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.

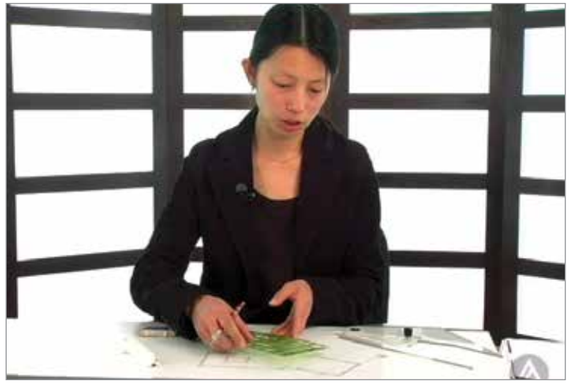
What are the components of online classes, and how do I participate? Just like a physical campus, your online class has students, instructors, advising, and staff. The only difference is that students interact using web-based discussion, e-mail, phone, and fax. Instead of raising your hand, you ask a 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.

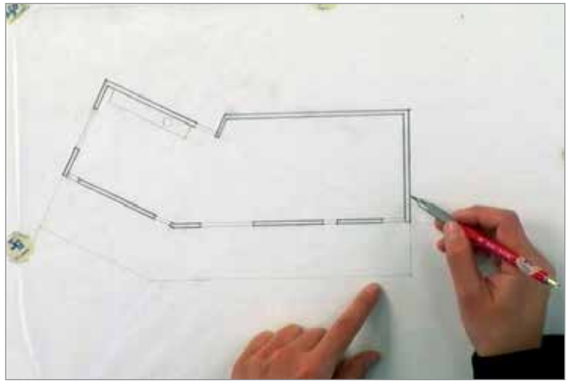
Online Discussions: You can either post to the online discussion or e-mail your instructor through your web browser. Conferencing for online classes is entirely web-based. A web-based conferencing system is the most effective interactive device for distance learning today. You can post text, graphics, 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 while earning college credit
Discover your potential and interact with other young artists

Benefits of Pre-College

Academy of Art University's Pre-College Programs are open to all current high school students proficient in English. Benefits of these innovative, hands-on programs include: Classes designed to build confidence and a better understanding of art and design.

- Introducing current high school students to life at a top art and design university.
- Assisting current high school students in building skills in art and design.
- Offering current high school students college credit towards Academy of Art University for up to 2 undergraduate elective classes (3 PCAE classes successfully completed with a grade "C" or higher = 1 undergraduate elective class).
- Exposing students and their families to career opportunities in various fields of art and design before enrolling as an undergraduate student.
- Current High School seniors graduating this year will not be eligible for the Summer Pre-College Art Experience program but are welcome to apply at *https://www.academyart.edu*/admissions/how-to-apply

Eligibility Requirements

- Open to all high school students
- Must be proficient in English

Curriculum

- Choose from a variety of classes in any undergraduate major
- Designed to accommodate all educational and artistic backgrounds
- Students will build new skills, strong portfolio pieces, and confidence

Program Costs

- Pre-College Art Experience classes are tuition free.
- Students are responsible for their own materials and supplies.
- All classes are offered on a first come, first served basis. Early application is recommended.

Personal Enrichment

Our flexible admissions and registration process allows you to design a program to meet your individual goals, whether personal or professional.

- Enroll as a part-time or full-time student
- Participate in our degree or non-degree programs
- Apply for the Spring, Summer or Fall semesters
- Transfer into our undergraduate or graduate programs
- Attend day, night or weekend classes

Continuing Art Education

Continuing Art Education allows you to enroll in any of The Academy's non-prerequisite courses for personal enrichment purposes. If you are a more advanced student and you wish to take classes that have prerequisites, you may do so by showing completion of a similar course or equivalent knowledge. You may contact an admissions representative at 415.274.2200 for more information. If you are seeking professional-level courses, you may want to consider The Academy's PRO (Professional Development) course offerings.

Professional Development

Professional Development (PRO) courses are specially designed offerings from the schools at Academy of Art University. These courses are tailored for students who wish to gain exposure to and the experience of various areas of art, design, and communication. These courses are designed to offer students the chance to acquire hands-on skills or gain an understanding of the historical or business aspects of a given discipline. These courses will meet the needs and interests of continuing education students, in-service teachers*, and upper-division students of art and design who wish to develop skills outside of their major.

PRO classes are geared toward:

- Juniors and Seniors looking for an Elective to add new skill sets that would supplement their major skill sets.
- Practicing artists and designers seeking to acquire basic skills in a new field.
  NOTE: Artists and designers who wish to take classes in their current field should submit a portfolio to the appropriate school for placement in an advanced course.
- Working Professionals seeking to acquire new skills in art and design, to supplement their work skills.
- Teacher Summer Grants and Educators wishing to take classes for professional development purposes*

* In-service teachers will need to have these courses approved in advance by their district offices for professional advancement purposes.

Visit www.academyart.edu for a complete listing of Pre-College, Personal Enrichment, Continuing Art Education, and Professional Development courses and schedules.

PRO 1 Front-End Development Intensive Level 1

The Level 1 Front-End Web Development Intensive is a twelve-week experience. The basics of Front-End Web Development will be covered. This starts with understanding the tools necessary to create websites, HTML, CSS, Basic Image Editing, Website Planning, and Frameworks. Students must be at least 18 years old and have basic computer skills. Department approval required.

PRO 314 Social Media Content Development

This course focuses on producing content for cross-platform social media channels utilizing text, video, audio, and visual images. Emphasis will be on developing a unique social media voice and footprint for established, such as Twitter, Facebook, Pinterest, and Instagram, and emerging social media channels.

PRO 315 Social Media Strategies

This course focuses on developing social media strategies to meet client expectations. Emphasis will be on clarifying business social media goals, ROI (Return On Investment) benchmarks, auditing current social media footprint, and developing key content strategies. Topics will include target audience, frequency, production teams, and effective promotion tactics.

PRO 316 Social Media Data Analytics

This course provides a deeper understanding of social media data insights including tracking online performance, A/B testing, segmentation, context and conversion attribution, defining KPI (Key Performance Indicators) and other metrics. Emphasis will be placed on interpreting data to evaluate social media performance.

PRO 317 Social Media Management

This course offers an expanded set of approaches and strategies on how to cultivate and retain your brand's social media community. From advanced social media strategies to community management techniques, students will practice to meet client's as well as audience's expectations.

PRO 320 Social Media Law & Ethics

Building on information covered in the previous Social Media courses, this course addresses the legal issues and ethical considerations of publicly presenting information and interacting with consumers online as social media is adopted by a rising number of brands and consumers. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and other everyday actions conducted by a variety of agents within the social web.

PRO 325 Social Media Professional Practices

In this culminating course, students will apply methodologies, insights, and tools they have learned to develop a professional social media portfolio. Using practical skills acquired during the social media management certificate program, students will demonstrate their ability to integrate social media solutions into real-world case studies.

PRO 494 Graphics & Self-Publishing

This companion course designed to be taken concurrently with ARH 493 Contemporary Architecture Foreign Study. Students will learn about self-publishing, book layout, design consideration, assembly, and production. Students will research topics, gather materials, and assemble a professional quality travel book based on their study abroad experience.

PRO 499 Special Topics

Special Topics class offerings change each semester and are conducted by specialists. You may contact your academic department director or advisor for more information. Please note that some Special Topics have a required course fee and course prerequisites may vary by topic.

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

PRO FA010 Still Life Painting

This course will give crucial information and instruction needed to paint a successful still life. Lectures, demonstrations and critiques will enable each student to improve their skills and knowledge of painting still life from direct observation. Using limited palette, full color palette, painting clear glass, reflective objects and indicating form through color and value.

PRO PH050 Digital Photography

Why simply take photos when you have the ability to create them! This class is designed to help you embrace the art of photography by teaching you the power of exposure control and dynamic composition. Advance your knowledge and creativity today!

PRO PH510 Digital Photography: Shooting

In this course, camera operations and exposure will be explained and the essential elements of good composition will be examined. Students will be given tips for improving their photography through critiques of their work. Students will also receive an introduction to the necessary software to manage their images.

PRO PH512 Digital Photography: Photoshop

In this course, students will gain proficiency with Adobe Photoshop. Essential tools and layers will be utilized to correct photographs and improve skill within the software. Color correction techniques will be applied to adjust images and gain better control over the image editing process.

PRO PH517 Digital Photography: Presentation

In this course, students will focus on their presentation techniques. Students will create digital slide shows, web portfolios and produce high quality color prints to showcase their work.

PRO SCU010 Sculpture (Form and Figure)

An introductory course designed for both beginning to intermediate students, this class provides in-depth demonstrations and studio practice in modeling the human figure using water and oil based clays. Students will learn modeling techniques to complete finished sculptures that include torsos reclining and standing figures, andportrait heads.

ATHLETICS

BE ARTIST. BE ATHLETE.

Academy of Art University is the only four-year art school with membership in the NCAA.

Our athletic program shatters stereotypes of artists and jocks because our athletes are artists. Bold expression, focused intention and unbridled passion are the marks not only of a great artist, but also a top athlete.

Introducing the concept of competitive “artist-athletes” in 2008, the Urban Knights secured full-fledged NCAA Division II status in 2012 and continue to support 16 intercollegiate sports which make Academy of Art more than just one of the top art schools.

In addition to competitive sports, Academy of Art University has a Recreational Sports and Fitness Department. Artists often forget that their body is an instrument to creating their masterpieces. Nutritional classes and intramural teams help achieve awareness of the body and channel creative energy for a lasting career in the arts.

Athletics at The Academy

Intercollegiate Sports
NCAA & PacWest Conference members

Fall Intercollegiate Teams
- Cross Country (m/w)
- Soccer (m/w)
- Volleyball (w)

Winter Intercollegiate Teams
- Basketball (m/w)
- Indoor Track & Field (m/w)

Spring Intercollegiate Teams
- Baseball (m)
- Softball (w)
- Outdoor Track & Field (m/w)
- Golf (m/w)
- Tennis (w)

Numerous intramural sports and clubs are also offered

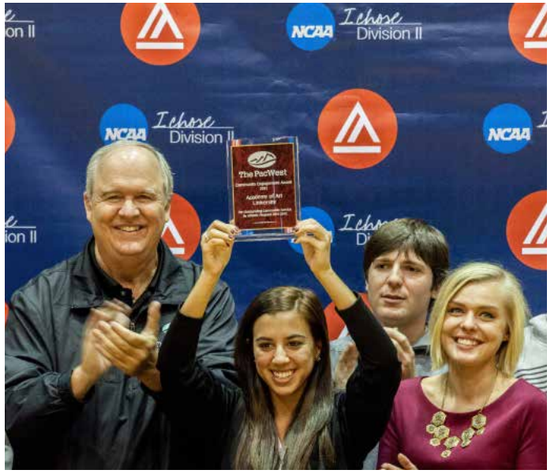
Knights By The Numbers

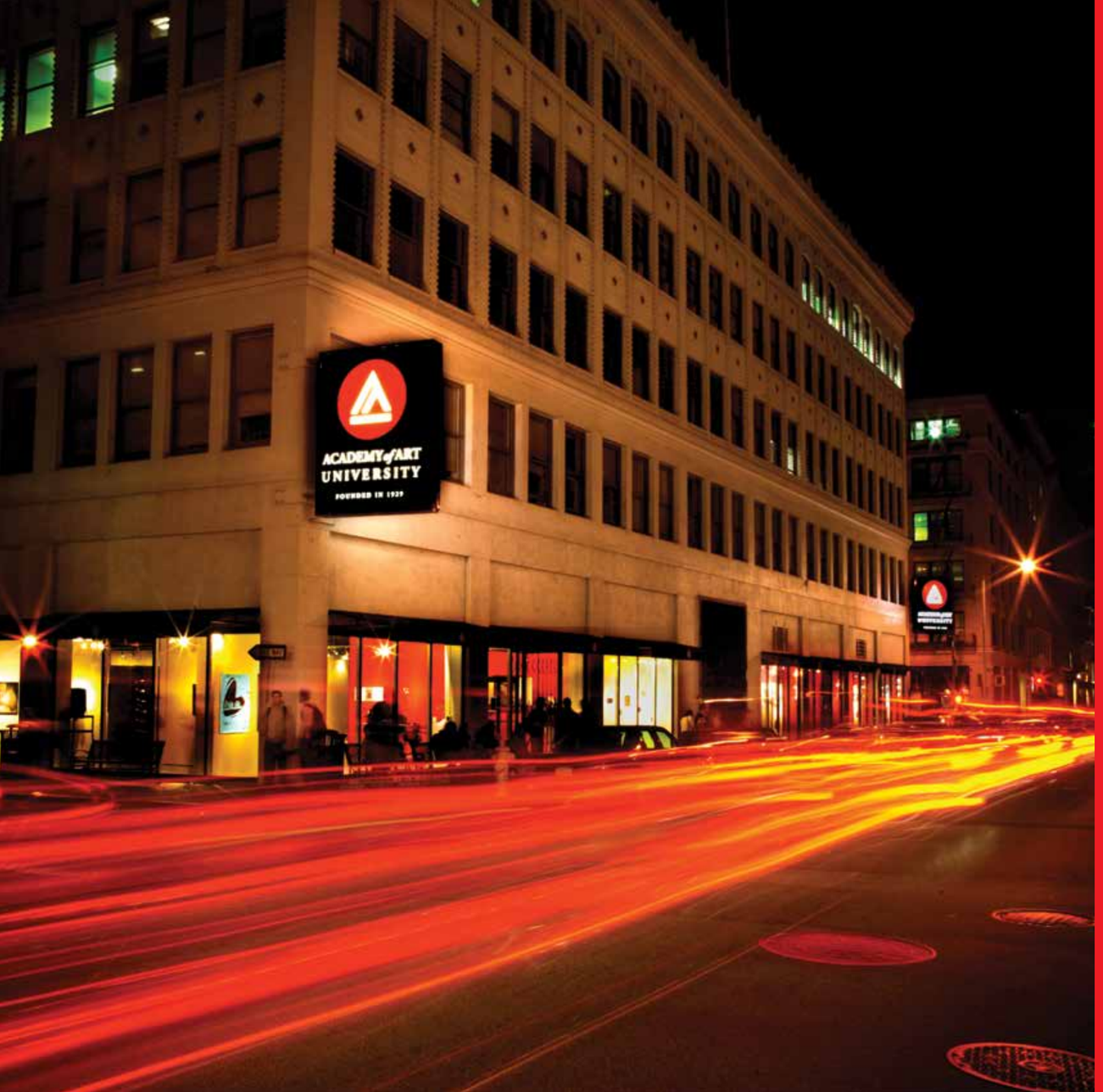
- 200 Artist-Athletes
- 122 NCAA All-West Region Honors
- 55 NCAA DII All-American Trophies
- 35 Countries Represented
- 16 Sports Teams
- 13 NCAA DII Post-Season Appearances
- 3 Pacific West Conference Championships
- 1 Art School in the NCAA

The Recreation & Wellness Department offers a variety of activities ranging from dance classes to intramurals.

Campus Life offers numerous clubs ranging from health and fitness to major-specific groups.

URBAN KNIGHTS





CAMPUS INFORMATION

FINANCIAL AID & TUITION
CAMPUS LIFE & LEADERSHIP
ACADEMIC RESOURCES
ACADEMIC CALENDAR
CAMPUS MAP
ADMISSIONS INFORMATION

OUR CAMPUS

A Campus in the Heart of The City

Academy of Art University offers students a uniquely urban campus: The city of San Francisco. The Bay Area is a buzzing and bustling hub of innovation. Fusing cutting-edge technology, sustainable design and the creative arts, Academy of Art University students benefit from this one-of-a-kind location. Students taking courses on-campus will join a vibrant community of artists and designers in the school and in the city itself. With state-of-the-art facilities and equipment and the originality of the Bay Area as a stunning backdrop, students can bring their creative visions to life. Come study with us in the City by the Bay.

Primary Site of Instruction

79 New Montgomery Street
San Francisco, CA 94105

ONLINE

Our unparalleled online undergraduate and graduate degree programs in art and design provide the same great education we offer on campus, but with greater flexibility. Studying online allows students to balance course work with career, family, and other responsibilities. The Academy's accreditation assures the highest standard of education, instruction, and effectiveness. Our classes teach the skills and techniques used by professional artists and designers, skills which can help you make the most of your creative abilities.

Learn more at https://www.academyart.edu/

FINANCIAL AID & TUITION

Financial Aid Office

Academy of Art University
150 Hayes Street
San Francisco, CA 94102
800.544.2787 or 415.274.2222
School Code 007531

Students may view their financial aid awards through Student Self Service via the Academy of Art University website at *www.academyart.edu.*

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 $6,095 for the 2018/2019 academic year– full time)
- SEOG Program ($600 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 sign electronically using your PIN number, complete and mail the required signature page to the processor.

Applications for campus-based Federal aid programs, as well as private alternative loans, are available online at *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

- Summer Portfolio Grant Program
- Teacher Grant Program
- STEAM Program Scholarship
- MFA/MA Fall Scholarship
- Spring Forward Scholarship

For more information or to apply for any of our Scholarships, please visit our website at https://www.academyart.edu/finances/scholarships.

Pre-College High School Programs

More Scholarship Information
For more information or to apply for any of our Scholarships, please visit our website at *www.academyart.edu*. You may also call us at 800.544.2787 or 415.274.2222.

UNIVERSITY LIFE

Tuition Information

(Effective Fall 2016)

Undergraduate Tuition	$873 per unit
Graduate & Art Teaching Credential Tuition	$982 per unit

(Effective Fall 2018)

Undergraduate Tuition	$917 per unit
Graduate & Art Teaching Credential Tuition	$1,031 per unit

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 (24 units x $873)	$20,952
Graduate Tuition (24 units x $982)	$23,568

(Effective Fall 2018)

Undergraduate (24 units x $917)	$22,008
Graduate Tuition (24 units x $1,031)	$24,744

Additional Fees

(Non-Refundable)

Typical Fees for Academic Year (varies by major)	$500
Typical Cost of Supplies for Academic Year (varies by major)	$1,790
Course Drop Fee Per Course	$25
Locker Rental Fee (Fall and Spring / Summer)	$20
Returned Check Handling Fee	$15
Registration Fee	$50
Late Registration Fee	$50
Late Tuition Payment Charge	$50
Payment Plan Fee	$50
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. A payment plan fee of $50.00 is due with the first installment.

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 Onsite Students
Health Net has a student medical insurance plan designed especially for our domestic on-site students. The plan covers office visits, medical, accident and hospital expenses.

Find a summary of coverage: *Academy of Art University Domestic Student Health Insurance Plan (SHIP)*
Sign up for this plan: *http://jcbins.com/*
Ask general questions: *healthinsurance@academyart.edu*
Ask billing questions: *ar@academyart.edu*

Domestic/International Athletes
All domestic/international athletes enrolled in 6 or more credits at Academy of Art University will be automatically enrolled in the Aetna Student Health Insurance Plan.

For more detailed information about your health benefits:
- *Academy of Art University Aetna Student Health Plan Design and Benefits Summary*
- *Academy of Art University 2018-2019 Student Health Insurance Plan Highlights*

Ask general questions: *sportsmedicine@academyart.edu*
Ask billing questions: *ar@academyart.edu*

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 Aetna Student Health Insurance Plan.

For more detailed information about your health benefits:
- *Academy of Art University Aetna Student Health Plan Design and Benefits Summary*
- *Academy of Art University 2018-2019 Student Health Insurance Plan Highlights*

Review our FAQ

Log into your health insurance account: *http://jcbins.com/*
Ask general questions: *healthinsurance@academyart.edu*
Ask your billing questions: *ar@academyart.edu*

Dignity Health
Go Health Urgent Care Centers provide prompt care for non-life threatening injuries or illnesses. These facilities are close to your home for same-day care, and the health practitioners there, will refer to specialists at St. Francis or St. Mary's Hospital in San Francisco if needed. Dignity Health accepts both the Aetna and Health Net Insurance that is offered above to students who attend the Academy of Art University.

BENEFITS:
- Convenient after hours, weekend and holiday care
- Check in online or just walk in
- Quality –focused Dignity Health Medical Foundation providers
- X-ray and lab onsite
- In-network with Aetna and Health Net Insurance

https://www.gohealthuc.com/

CAMPUS LIFE & LEADERSHIP

Campus Life & Leadership

A substantial part of an artist's growth and inspiration occurs outside the classroom or studio. At Academy of Art University, we understand this.

We have developed a robust Campus Life & Leadership division that adds value to your academic experience. There will be many opportunities for you to get involved and getting involved is a key to success for many students. Our number one goal is to motivate you to do your best.

Campus Life & Leadership also offers:

- Student Activities
- Recreation & Wellness Classes (for more info, see the
- Athletics section)
- Student Organizations
- Career and Entrepreneurial Development

When you arrive on campus, we will greet you with our New Student Orientation. "Start Smart" was designed with you in mind. We sponsor a series of events and fun activities to help you achieve a successful start to your Academy of Art University experience.

Campus Housing

Artists in Residence
- We offer campus residence halls across San Francisco, in the city's most vibrant neighborhoods.
- Housing is guaranteed to all new students.
- Housing communities are available for first year students, transfer and continuing students, and students 21 years of age and older.
- Every campus building has an assigned Residence Director, and in many buildings a Residence Assistant lives 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/

ARC

The Academy Resource Center, or ARC, is the home for all educational support services at Academy of Art University. ARC is staffed with friendly, supportive, and highly qualified educators whose mission is to provide every student with the educational support they need to succeed. Throughout your time at The Academy, ARC will always be there to address all of your academic needs inside or outside of the classroom.

Workshops

Academy of Art University offers students the unique opportunity to attend regular drop-in art and design workshops. Every academic department at the Academy holds drop-in workshops, where students may have extra time with professional instructors to improve upon their skills or to receive additional course help. All Academy workshops are free to all students, and students may attend as many workshops affiliated with their classes as they wish. Student Academic Support is also available to all students through academic coaching, to assess the individualized needs of students, develop customized success plans, and connect students with vital academic and community resources.

Writing Lab and Other Language Labs

At Academy of Art University, we understand the needs of art and design students, and we have designed our curriculum to support the visual learning style of the students. Whether you want to hone your writing skills or need help with presentation skills or pronunciation, language support is available to all domestic and international students. Students may schedule one-on-one appointments at the ARC Labs anytime throughout the semester. Speaking and Writing Lab support is available on campus as well as online.

Accessibility

Academy of Art University ensures equal access for students with disabilities. The Classroom Services office facilitates reasonable accommodations and provides individualized academic coaching, a quiet place to study, resources, and referrals. Classroom Services promotes the use of Universal Design throughout the curriculum.

EAP Support

The Academy is strongly committed to its international population. Our English for Art Purposes courses makes The Academy a great choice for non-native English speakers who wish to study art and design in the United States. The EAP curriculum at The Academy integrates the study of art and the study of language. EAP services available include EAP courses, individual EAP support can be arranged for any art and design classes at the university with qualifying students, EAP writing, speaking and multimedia labs, as well as online EAP support.

Online Support

No other university offers the quality and scope of online art and design educational support which is available at Academy of Art University. Educational support services available on campus are also available online. We also provide academic support materials tailored specifically for the needs of students learning in an online environment. A trained team of online academic coaches are available to help online students with their learning needs. Online students also have access to English for Art Program support and our Online Writing Lab.

ACADEMIC CALENDAR 2018 - 2019

Dates subject to change. Please refer to the school's website for the most up-to-date information.
Hyperlink to Academy of Art University calendar: *www.academyart.edu/content/aau/en/about-us/news-events/calendar.html*

FALL 2018	DATES
Registration for Summer & Fall 2018 begins	February 19, 2018
Financial Aid initial paperwork deadline	August 20, 2018
(to guarantee timely award letter prior to semester start)	
Fall 2018 Welcome Week	August 26 - September 2, 2018
New Students Over 21 Move In	August 27, 2018
New Students Under 21 Move In	August 28, 2018
President's Welcome	August 29, 2018
Parent's Orientation Online Chat	August 29, 2018
Meet Your Department Directors	August 30, 2018
Continuing Student Move In	August 31, 2018
Last day to submit grade changes for Summer 2018 "Incompletes"	August 31, 2018
Installment payment plan contract deadline	September 1, 2018
Tuition due for Fall 2018	September 1, 2018
Installment plan deadline: 1st payment due	September 1, 2018
Financial Aid students must contact Accounts Receivable	September 1, 2018
to confirm award will cover tuition and fees	
Labor Day **(All Buildings Closed)**	September 3, 2018
Locker reservations begin	September 6, 2018
Fall classes begin	September 6, 2018
Last day to register for Fall 2018 without a late fee	September 15, 2018
Last day for course changes without a late fee	September 15, 2018
Financial Aid file complete deadline	September 17, 2018
Late Registration Period for Fall 2018 *(late fee will apply)*	September 17-22, 2018
Last day to register for Fall 2018 *(late fee will apply)*	September 22, 2018
Registration for Spring 2019 begins	September 24, 2018
Installment plan deadline: 2nd payment due	October 1, 2018
Fall Pre-College Art Experience classes begin	October 6, 2018
Midterm grading period for Fall 2018	October 22-November 4, 2018
Installment plan deadline: 3rd payment due	November 1, 2018
Daylight savings time ends *(set clocks one hour back)*	November 4, 2018
"WF" penalty	
Attendance on or after	October 29, 2018

Fall Pre-College Art Experience classes end *(onsite)*	November 10, 2018
Fall Pre-College Art Experience classes end *(online)*	November 16, 2018
Thanksgiving Break **(All Buildings Closed)**	November 22-25, 2018
Installment plan deadline: 4th payment due	December 1, 2018
Final grading period for Fall 2018	December 10-29, 2018
Fall Pre-College Art Experience Final Exhibition	TBD
Fall classes end	December 22, 2018
Residence Halls Close for Winter Break	December 22, 2018
Winter Holiday **(All Buildings Closed)**	December 24-25, 2018
Final grades for Fall 2018 to students	December 29, 2018
New Year's Holiday **(All Buildings Closed)**	January 1, 2019

SPRING 2019

DATES	
Registration for Spring 2019 begins	September 24, 2018
New Year's Holiday **(All Buildings Closed)**	January 1, 2019
Winter Intersession begins	January 7, 2019
Financial Aid initial paperwork deadline	TBA
(to guarantee timely award letter prior to semester start)	
Martin Luther King, Jr. Day	January 21, 2019
Winter Intersession ends	January 25, 2019
Spring 2019 Welcome Week	TBA
New Student Move in	January 29, 2019
President's Welcome	TBA
Parent's Orientation	TBA
Meet Your Department Director	TBA
Continuing Student Move In	February 1, 2019
Last day to submit grade changes for Fall 2018 "Incompletes"	TBA
Tuition due for Spring 2019	February 2, 2019
Installment payment plan contract deadline	February 2, 2019
Installment plan deadline: 1st payment due	February 2, 2019
Financial Aid students must contact Accounts Receivable	February 2, 2019
to confirm award will cover tuition and fees	
Locker reservations begin	February 4, 2019
Spring classes begin	February 4, 2019
Last day to register for Spring 2019 without a late fee	February 9, 2019
Last day for course changes without a late fee	February 9, 2019
Late Registration Period for Spring 2019 *(late fee will apply)*	February 11, 2019
Last day to register for Spring 2019 *(late fee will apply)*	February 16, 2019
Spring Pre-College Art Experience Prep-Day	TBA
(mandatory for all first time onsite students)	
Financial Aid file complete deadline	February 18, 2019
Registration for Summer & Fall 2019 begins	TBA
Spring Pre-College Art Experience classes begin	TBA
Installment plan deadline: 2nd payment due	March 2, 2019
Spring Pre-College Art Experience: Last day to apply/change	TBA
class schedule	
San Francisco Open Studio	TBA
Daylight savings time begins *(set clocks one hour forward)*	March 10, 2019
Midterm grading period for Spring 2019	TBA
Spring Break Week	March 24-29, 2019
"WF" penalty	
Attendance on or after	April 1, 2019
Installment plan deadline: 3rd payment due	April 2, 2019
Spring Holiday **(All Buildings Closed)**	April 21, 2019
Spring Pre-College Art Experience classes end *(onsite students)*	TBA
Spring Pre-College Art Experience Final Exhibition	TBA
Fashion Show	TBA
Spring Pre-College Art Experience classes end *(online students)*	TBA
Installment plan deadline: 4th payment due	

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 5 simple ways to apply for Domestic Admissions:

ONLINE: Visit The Academy's website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call 800.544.2787 or 415.274.2222 and an Admissions Representative will assist you.

BY FAX: Fax your application to 415.618.6287 and mail your application fee to the address below.

BY MAIL: Send your application and fee to:

Academy of Art University
PO Box 193844
San Francisco, CA 94109-3844

IN PERSON: Visit the Admissions Office:

79 New Montgomery Street
(between Mission and Market)
4th Floor, Mon. – Sat., 9am – 5pm

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 5 simple ways to apply for International Admissions:

ONLINE: Visit The Academy's website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call (+1) 415.274.2208 and an Admissions Representative will assist you.

BY FAX: Fax your application to (+1) 415.618.6278 and mail your application fee to the address below.

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, Mon. – Sat., 9am – 5pm

Admissions Requirements

UNDERGRADUATE ADMISSIONS REQUIREMENTS

*(For AA, BA, BFA, BS, B.Arch, & Second BA/BFA)

Academy of Art University requires one of the following*:
- High School Diploma
- GED / CHSPE

Academy of Art University accepts the following as proof of high school graduation:

- Official or unofficial completed high school transcript or GED
- Official or unofficial completed Bachelor's degree transcript
- 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.

GED Test Center
To locate a GED Test Center go to:
www.cde.ca.gov/ta/tg/gd/gedtestcntrs.asp

Enter your zip code to find the center closest to you.

How and When to Submit Your Proof of High School Graduation
- Proof of high school graduation (which clearly shows the graduation date) are due before the start of your first semester.
- Proof of your completed GED or CHSPE.

If you are sending transcripts or other proof of high school graduation, they must be delivered or mailed to:

Academy of Art University
Office of the Registrar
79 New Montgomery Street, 435
San Francisco, CA 94105-3410

or

Academy of Art University accepts electronic submission of official and unofficial transcripts. Students sending an official or unofficial electronic transcript should have it directed to the following email address: *transcripts@academyart.edu*

Academy of Art University
is also a member of the National Student
Clearinghouse Electronic Transcript
Exchange Registry and can accept
transcripts directly from other member
organizations.

Home School Students
We welcome and encourage home school students to enroll in our degree and non-degree programs. An experienced admissions representative will review your application and help you through the admissions process. Academy of Art University open door admissions policy equally applies to home school students who participate in a program officially recognized by the state in which they live. To qualify for admission you may submit a signed Home School Program Certification Form along with home school transcripts.

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

ART TEACHING CREDENTIAL ENTRY REQUIREMENTS
Application: Complete the online www.academyart.edu/admissions/apply.html application (A non-refundable and non-deferrable $50 application fee is required)

Proof of Earned Bachelor's Degree or Higher: Official or unofficial transcripts must show the granting of a Bachelor's degree or higher in Fine Art or in a related program with a minimum GPA of 2.5. www.academyart.edu/assets/pdf/international-transcript-policy.pdf International transcripts must be accompanied by an English translation.

CBEST Test Results: Official results of passing the California Basic Education Skills Test (CBEST)

CSET Test Results: Official results of passing the California Subject Matter Examination Test (CSET) in Art
NOTE: Candidates must successfully pass both parts of the CSET in ART: Subset 1 and Subset 2.

TB Health Certificate Clearance: Official results of the TB Health Certificate clearance

Certificate of Clearance from Department of Justice (DOJ) & Federal Bureau of Investigation (FBI): Official documentation of the fingerprint clearance from the DOJ and FBI

Resume: An outline of educational and professional experience

Letters of Recommendation: Three verifiable letters of recommendation from academic or professional sources

CPR and First Aid Workshop Certificate: Official documentation proving successful completion of an approved CPR and First Aid workshop/class *NOTE:* The CPR/First Aid Workshop or class must be approved by the California Emergency Medical and Safety Authority (EMSA) *NOTE:* Completion of the CPR/First Aid Workshop must be completed prior to second semester courses that require fieldwork

Optional Portfolio: Students are recommended to submit a body of work to showcase their skills. Please contact an Admissions Representative for details.

GRADUATE ADMISSIONS REQUIREMENTS

The Academy requires graduate applicants to demonstrate their ability and intent to complete a Master of Arts (MA), Master of Fine Arts (MFA) or Master of Architecture program (M. Arch.).* After submitting the application form and application fee, graduate applicants must submit the following additional items. Students may only register for graduate classes after being admitted into a Master of Arts, Master of Fine Arts or Master of Architecture program.

- Statement of Intent: Explain your goals in Graduate School, leading to your MA, MFA or M. Arch. Final Project, in a one-page, typed essay.
- Résumé: Describe your educational and professional experience.
- Official or unofficial College Transcripts: Sealed transcripts may be sent directly from the college(s) attended or may be submitted by the applicant by mail.
- Transcripts from applicant may also be emailed to transcripts@academyart.edu.
- Transcripts must show completion of at least a Bachelor's Degree. 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.
- Portfolio/Reel (for class placement in the graduate program): A body of work representing the chosen discipline will be required. A description list is helpful to accompany portfolios/reels when being reviewed, with all pieces labeled with your name and the title, size, medium and date of completion. For collaborative works, please explain your role in the creative process. International applicants are asked to provide an English translation of any copy/written material presented as part of the portfolio/reel. Registration for the appropriate classes is based on the skills demonstrated in your portfolio/reel. Applicants should contact an Admissions Representative for details on portfolio/reel submission, including content and format requirements.** In most cases portfolios may be sent digitally. Ask your Admissions Representative today!
- Additional materials may be required by the specific departments. Please check with your Admissions Representative.

** 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.

***Portfolio/Reel Return Policy: Applicants must make arrangements to pick up their 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 not be stored. 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*

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 non-refundable registration fee of $50 in order to register for classes. The new student enrollment fee is $95 and includes the registration fee.

When to Register for Classes

- Students are encouraged to register as early as possible to guarantee placement in desired courses.
- Students may register until the second Monday of each term without a late fee.
- After the second Monday of each term, a late registration fee of $50 will apply.
- Registration is not allowed once two consecutive class sessions are missed.

Students may contact an Admissions Representative or Student Services Advisor for more information by calling 800.544.2787 or 415.274.2222.

Transfer Information

Academy of Art University invites all applicants interested in receiving transfer credit from previous post-secondary institutions to submit their official transcripts for review.

How to Transfer

Transferring into Academy involves two steps:

1. Complete an application to Academy of Art University.
2. Submit official or unofficial college/university transcript(s)

by mail in a sealed envelope to:
Academy of Art University
Office of the Registrar
79 New Montgomery Street, 435
San Francisco, CA 94105-3410

or

Academy of Art University accepts electronic submission of official and unofficial transcripts. Students sending an official or unofficial electronic transcript should have it directed to the following email address: transcripts@academyart.edu

Academy of Art University
is also a member of the National Student Clearinghouse Electronic Transcript Exchange Registry and can accept transcripts directly from other member organizations.

Transfer Policies

- Academy of Art University accepts unofficial and official transcripts for the purpose of applying transfer credit to a student's record. Only an official transcript may be used to apply transfer credit to the student's record at Academy of Art University for student athletes.
- Transfer evaluations are based on the current transfer policies during the student's semester of admission and will be binding for the student's entire matriculation at Academy of Art University. Subsequent evaluations are not permitted unless the student changes his or her degree program (i.e. from an Associate of Arts degree to a Bachelor of Fine Arts degree).
- Coursework from accredited post-secondary institutions will be considered for transfer if it carries the equivalent credit, prerequisites, content, and level of instruction. Remedial or pre-college courses are not eligible for transfer.
- Coursework presented for transfer must be successfully completed with a letter grade of "C" or above or a grade of "pass" in a pass/fail course.
- Units completed at another institution after the student has started a degree program or any degree eligible classes at Academy of Art University will not be considered for transfer.
- The deadline for submission of all official and unofficial transcripts is prior to the end of the student's first degree seeking semester. Courses may only be transferred from transcripts received by the deadline.

Undergraduate Degrees

Liberal Arts courses: All degree programs have unique Liberal Arts requirements. Courses that cannot be applied toward a degree will not be transferred. Major courses: A portfolio review is required to determine if courses may be transferred toward the major.

Second Bachelor's Degrees

Students who have completed a bachelor's degree and are seeking a second bachelor's degree may have 50% of the required units transferred based on a department's predetermined agreement. Major courses may be waived based on portfolio review. NOTE: Not all departments offer a predetermined transfer agreement. Speak with an Admissions Representative for details. Students who have completed a bachelor's degree and are seeking an associate of arts degree may have 18 units transferred based on a department's predetermined agreement. Major courses may be waived based on portfolio review. A maximum of 50% of total units may be transferred based on a portfolio and transcript review. NOTE: Not all departments offer a predetermined transfer agreement. Speak with an Admissions Representative for details.

Graduate Degrees

A maximum of 6 transfer units from another graduate program may be transferred towards degree requirements.

Transcript Submission Deadline
Upon enrollment at Academy of Art University, all official transcripts must be received prior to the end of the student's first semester. Transfer evaluations for degree-seeking students are conducted during the student's first semester and are considered final. Transfer credit will not be awarded after the end of the student's first semester. Any appeals must be presented to the Office of the Registrar Transfer Office by the end of the first semester.

Undergraduate students who fail to submit proof of High School graduation and/or conferral of a Bachelor's degree by the end 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. Graduate degree seeking students who fail to submit proof of conferral of a Bachelor's degree by the end of their first semester will not be allowed to enroll in 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.
Catalog Addendum 1: Student and Academic Policies

Please contact the Office of the Registrar at 800.544.2787 or 415.274.2222 or visit www.academyart.edu for more information.

Placement & Portfolio Reviews
Students may place into a course by demonstrating necessary knowledge and skill level. Major course placement or transfer is determined by a portfolio review conducted by the Department Director. Students who place out of a required course will have that requirement waived but must make up the units with a substitute Academy of Art University course which will be determined by the Department Director.

Detailed instructions for portfolio submissions are provided by the Admissions Office. Portfolios may be submitted digitally. Physical portfolios of original work are also accepted. Applicants are responsible for picking up portfolios or reels in person or to have them returned via US Postal Service. Only portfolios/reels with prepaid return postage will be returned via US Postal Service. Portfolios or reels that are unclaimed or returned due to incorrect address or inadequate postage will be retained on campus for approximately 90 days. Although every precaution is taken to protect portfolios and reels, Academy of Art University cannot be held responsible for loss or damage of portfolios or reels either in transit or on campus for review. New undergraduate students should consult their Admissions Representative at Academy of Art University for additional portfolio requirements. Returning/Continuing students should schedule an appointment with their Student Services Advisor.

Online Students
Please note: Our campus computer lab facilities are not available for students taking classes 100% online.

University Policies and Academic Information

This online catalog is for your information only; information found in this catalog is subject to change at any time. Detailed university policies and academic information are available on our website at:
Catalog Addendum 1: Student and Academic Policies
Catalog Addendum 2: Board of Directors, Administrators, and Faculty
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:

Christina Petricca, Title IX Coordinator
79 New Montgomery Street, Room 475
San Francisco, CA 94105
(415)618-8021
cpetricca@academyart.edu

Lynda España, Deputy Title IX Coordinator
79 New Montgomery Street, Room 360
San Francisco, CA 94105
(415)618-3813
lespana@academyart.edu
The Academy of Art University had adopted a policy to carry out the University's responsibilities under Title IX of the Education Amendments of 1972, the Violence Against Women Act and the Campus SaVE Act. This policy includes procedures designed to respond to reports of sex discrimination, sexual harassment, sexual assault, domestic violence, dating violence, and stalking. The policy is also designed to address all instances in which an Academy of Art University student or employee, while enrolled or employed at the University, is alleged to have engaged in such prohibited conduct.

The entire Title IX policy can be found here:
https://www.academyart.edu/disclosures/title_IX

That's the story.

It's a story in pictures and a few words that tells of creativity, imagination, and people, just like you, on their way to the top. The professionals who have created this story for you love going to work where they spend their days turning ideas into compelling communications. Filling the world with beauty that never existed before. Looking at things like they've never been seen before. Telling stories like they've never been told before. Making music and characters that have never been heard before. They're working creative professionals who have jobs so rewarding that they take great joy in what they love and do so well.

If these words and pictures have fanned the spark of creativity in you, find areas that really interest you. Then, do something about it. It could be the beginning of another story, your story. You know, the one that makes history.

SPECIAL THANKS: To all the students, faculty and alumni whose artwork and words appear in this catalog. Your talent is an inspiration and we appreciate you being a part of The Academy family.

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Visit *https://www.academyart.edu/* to learn more about total costs, median student loan debt, potential occupations and other information.