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.
**OUR PROGRAMS**

<table>
<thead>
<tr>
<th>SCHOOL OF ACTING</th>
<th>AA Acting*</th>
<th>BFA Acting*</th>
<th>MA Acting*</th>
<th>MFA Acting*</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCHOOL OF ADVERTISING</td>
<td>AA Advertising</td>
<td>AA Studio Production</td>
<td>BFA Advertising</td>
<td>CERT Advertising*</td>
</tr>
<tr>
<td>SCHOOL OF ARCHITECTURE</td>
<td>BA Architectural Design</td>
<td>B.Arch Architecture</td>
<td>MA Advanced Architectural Design</td>
<td>M.Arch Architecture</td>
</tr>
<tr>
<td>SCHOOL OF ART EDUCATION</td>
<td>BFA Art Education*</td>
<td>BFA Art Education &amp; Art History**</td>
<td>BFA Art Education &amp; Fine Art**</td>
<td>CRED Art Education**</td>
</tr>
<tr>
<td>SCHOOL OF ART HISTORY</td>
<td>BA Art History**</td>
<td>BFA Art History**</td>
<td>MA Art History**</td>
<td></td>
</tr>
<tr>
<td>SCHOOL OF COMMUNICATIONS &amp; MEDIA TECHNOLOGIES</td>
<td>BA Communications &amp; Media Technologies</td>
<td>MA Communications &amp; Media Technologies</td>
<td></td>
<td></td>
</tr>
<tr>
<td>BFA Available Areas of Emphasis:</td>
<td>Fashion Design*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MA Available Areas of Emphasis:</td>
<td>Fashion Design*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCHOOL OF FINE ART</td>
<td>AA Fine Art</td>
<td>BFA Fine Art</td>
<td>CERT Fine Art*</td>
<td>MA Fine Art</td>
</tr>
<tr>
<td>SCHOOL OF GRAPHIC DESIGN</td>
<td>AA Graphic Design</td>
<td>BFA Graphic Design</td>
<td>CERT Graphic Design*</td>
<td>MA Graphic Design &amp; Digital Media</td>
</tr>
<tr>
<td>SCHOOL OF ILLUSTRATION</td>
<td>AA Illustration</td>
<td>BFA Illustration</td>
<td>CERT Illustration*</td>
<td>MA Illustration</td>
</tr>
<tr>
<td>SCHOOL OF INTERIOR ARCHITECTURE &amp; DESIGN</td>
<td>AA Interior Architecture &amp; Design</td>
<td>BFA Interior Architecture &amp; Design</td>
<td>CERT Interior Architecture &amp; Design*</td>
<td></td>
</tr>
<tr>
<td>SCHOOL OF JEWELRY &amp; METAL ARTS</td>
<td>AA Jewelry &amp; Metal Arts</td>
<td>BFA Jewelry &amp; Metal Arts</td>
<td>MA Jewelry &amp; Metal Arts</td>
<td>MFA Jewelry &amp; Metal Arts</td>
</tr>
<tr>
<td>SCHOOL OF GAME DEVELOPMENT</td>
<td>AA Game Design (Effective 07/03/2023, formerly AA Game Development)</td>
<td>BFA Game Art</td>
<td>BFA Game Design</td>
<td>CERT Game Design*</td>
</tr>
<tr>
<td>SCHOOL OF INTERACTION &amp; UI/UX DESIGN</td>
<td>AA Automotive Restoration*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCHOOL OF INDUSTRIAL DESIGN</td>
<td>AA Automotive Restoration*</td>
<td>BFA Industrial Design</td>
<td>CERT Industrial Design*</td>
<td>MA Industrial Design</td>
</tr>
<tr>
<td>SCHOOL OF METAL ARTS &amp; FINE FURNITURE</td>
<td>MA Industrial Design</td>
<td>CERT Industrial Design*</td>
<td>MFA Industrial Design</td>
<td></td>
</tr>
<tr>
<td>SCHOOL OF GRAPHIC DESIGN</td>
<td>AA Graphic Design</td>
<td>BFA Graphic Design</td>
<td>CERT Graphic Design*</td>
<td>MA Graphic Design &amp; Digital Media</td>
</tr>
<tr>
<td>SCHOOL OF METAL ARTS &amp; FINE FURNITURE</td>
<td>AA Automotive Restoration*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SCHOOL OF METAL ARTS &amp; FINE FURNITURE</td>
<td>AA Automotive Restoration*</td>
<td>BFA Industrial Design</td>
<td>CERT Industrial Design*</td>
<td>MA Industrial Design</td>
</tr>
<tr>
<td>SCHOOLS OF FINE ART</td>
<td>AA Fine Art</td>
<td>BFA Fine Art</td>
<td>CERT Fine Art*</td>
<td>MA Fine Art</td>
</tr>
<tr>
<td>SCHOOL OF FINE ART</td>
<td>AA Fine Art</td>
<td>BFA Fine Art</td>
<td>CERT Fine Art*</td>
<td>MA Fine Art</td>
</tr>
<tr>
<td>SCHOOLS OF FINE ART</td>
<td>AA Fine Art</td>
<td>BFA Fine Art</td>
<td>CERT Fine Art*</td>
<td>MA Fine Art</td>
</tr>
<tr>
<td>SCHOOLS OF FINE ART</td>
<td>AA Fine Art</td>
<td>BFA Fine Art</td>
<td>CERT Fine Art*</td>
<td>MA Fine Art</td>
</tr>
<tr>
<td>SCHOOLS OF FINE ART</td>
<td>AA Fine Art</td>
<td>BFA Fine Art</td>
<td>CERT Fine Art*</td>
<td>MA Fine Art</td>
</tr>
<tr>
<td>SCHOOLS OF FINE ART</td>
<td>AA Fine Art</td>
<td>BFA Fine Art</td>
<td>CERT Fine Art*</td>
<td>MA Fine Art</td>
</tr>
</tbody>
</table>

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

SCHOOL OF LANDSCAPE ARCHITECTURE
AA Landscape Architecture
BFA Landscape Architecture
MA Landscape Architecture
MFA Landscape Architecture

SCHOOL OF MOTION PICTURES & TELEVISION
AA Motion Pictures & Television
BFA Motion Pictures & Television
CERT Motion Pictures & Television*
MA Writing & Directing for Film**
MFA Motion Pictures & Television

BFA Available Areas of Emphasis:
- Cinematography
- Directing
- Editing
- Production Design
- Producing
- Screenwriting

SCHOOL OF MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA
AA Music Production
AA Sound Design
BFA Music Production
BFA Music Scoring & Composition
BFA Sound Design
MA Music Scoring & Composition
MA Sound Design
MFA Music Scoring & Composition
MFA Sound Design

SCHOOL OF PHOTOGRAPHY
AA Photography
BFA Photography
CERT Photography*
MA Photography
MFA Photography

SCHOOL OF VISUAL DEVELOPMENT
AA Visual Development
BFA Visual Development
MA Visual Development
MFA Visual Development

MA & MFA Available Areas of Emphasis:
- Entertainment Art

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

*These Programs are not available online
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# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>INTRODUCTION</th>
<th>SUPPORT DEPARTMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>621 FOUNDATIONS</td>
</tr>
<tr>
<td>WHAT WE OFFER</td>
<td>625 ENGLISH FOR ART PURPOSES</td>
</tr>
<tr>
<td>12</td>
<td>629 LIBERAL ARTS</td>
</tr>
<tr>
<td>HISTORY OF THE SCHOOL</td>
<td>645 GRADUATE LIBERAL ARTS</td>
</tr>
<tr>
<td>18</td>
<td>655 ONLINE EDUCATION</td>
</tr>
<tr>
<td>WELCOME</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td></td>
</tr>
<tr>
<td>WHO WE ARE</td>
<td>661 PRE-COLLEGE PROGRAMS</td>
</tr>
<tr>
<td>21</td>
<td>663 PERSONAL ENRICHMENT</td>
</tr>
<tr>
<td>PHILOSOPHY</td>
<td>664 CONTINUING ART EDUCATION</td>
</tr>
<tr>
<td>22</td>
<td>666 PROFESSIONAL DEVELOPMENT</td>
</tr>
<tr>
<td>ACCREDITATION/MEMBERSHIP</td>
<td>669 ATHLETICS</td>
</tr>
<tr>
<td>24</td>
<td></td>
</tr>
<tr>
<td>MISSION STATEMENT</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DEPARTMENTS &amp; COURSES</th>
<th>CAMPUS INFORMATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>26</td>
<td>675 FINANCIAL AID &amp; TUITION</td>
</tr>
<tr>
<td>ACTING</td>
<td>678 HEALTH INSURANCE</td>
</tr>
<tr>
<td>46</td>
<td>679 CAMPUS LIFE (HOUSING &amp; ACTIVITIES)</td>
</tr>
<tr>
<td>ADVERTISING</td>
<td>680 ACADEMIC RESOURCES</td>
</tr>
<tr>
<td>70</td>
<td>683 ACADEMIC CALENDARS</td>
</tr>
<tr>
<td>ANIMATION &amp; VISUAL EFFECTS</td>
<td>689 ADMISSIONS INFORMATION</td>
</tr>
<tr>
<td>102</td>
<td>690 REGISTRATION INFORMATION</td>
</tr>
<tr>
<td>ARCHITECTURE</td>
<td>695 TRANSFER INFORMATION</td>
</tr>
<tr>
<td>126</td>
<td>697 UNIVERSITY POLICIES AND ACADEMIC INFORMATION</td>
</tr>
<tr>
<td>ART EDUCATION</td>
<td>671 FOUNDATIONS</td>
</tr>
<tr>
<td>150</td>
<td>675 ENGLISH FOR ART PURPOSES</td>
</tr>
<tr>
<td>ART HISTORY</td>
<td>679 CAMPUS LIFE (HOUSING &amp; ACTIVITIES)</td>
</tr>
<tr>
<td>168</td>
<td>680 ACADEMIC RESOURCES</td>
</tr>
<tr>
<td>COMMUNICATIONS AND MEDIA</td>
<td>683 ACADEMIC CALENDARS</td>
</tr>
<tr>
<td>TECHNOLOGIES</td>
<td>689 ADMISSIONS INFORMATION</td>
</tr>
<tr>
<td>184</td>
<td>690 REGISTRATION INFORMATION</td>
</tr>
<tr>
<td>FASHION</td>
<td>695 TRANSFER INFORMATION</td>
</tr>
<tr>
<td>266</td>
<td>697 UNIVERSITY POLICIES AND ACADEMIC INFORMATION</td>
</tr>
<tr>
<td>FINE ART</td>
<td></td>
</tr>
<tr>
<td>302</td>
<td></td>
</tr>
<tr>
<td>GAME DEVELOPMENT</td>
<td></td>
</tr>
<tr>
<td>336</td>
<td></td>
</tr>
<tr>
<td>GRAPHIC DESIGN</td>
<td></td>
</tr>
<tr>
<td>356</td>
<td></td>
</tr>
<tr>
<td>ILLUSTRATION</td>
<td></td>
</tr>
<tr>
<td>380</td>
<td></td>
</tr>
<tr>
<td>INDUSTRIAL DESIGN</td>
<td></td>
</tr>
<tr>
<td>410</td>
<td></td>
</tr>
<tr>
<td>INTERIOR ARCHITECTURE &amp; DESIGN</td>
<td></td>
</tr>
<tr>
<td>434</td>
<td></td>
</tr>
<tr>
<td>INTERACTION &amp; UI/UX DESIGN</td>
<td></td>
</tr>
<tr>
<td>456</td>
<td></td>
</tr>
<tr>
<td>JEWELRY &amp; METAL ARTS</td>
<td></td>
</tr>
<tr>
<td>478</td>
<td></td>
</tr>
<tr>
<td>LANDSCAPE ARCHITECTURE</td>
<td></td>
</tr>
<tr>
<td>498</td>
<td></td>
</tr>
<tr>
<td>MOTION PICTURES &amp; TELEVISION</td>
<td></td>
</tr>
<tr>
<td>528</td>
<td></td>
</tr>
<tr>
<td>MUSIC PRODUCTION &amp; SOUND DESIGN</td>
<td></td>
</tr>
<tr>
<td>FOR VISUAL MEDIA</td>
<td></td>
</tr>
<tr>
<td>560</td>
<td></td>
</tr>
<tr>
<td>PHOTOGRAPHY</td>
<td></td>
</tr>
<tr>
<td>584</td>
<td></td>
</tr>
<tr>
<td>VISUAL DEVELOPMENT</td>
<td></td>
</tr>
<tr>
<td>604</td>
<td></td>
</tr>
<tr>
<td>WRITING FOR FILM, TELEVISION &amp; DIGITAL MEDIA</td>
<td></td>
</tr>
</tbody>
</table>

---

Student and Academic Policies (Catalog Addendum 1): [https://www.academyart.edu/academicpolicies](https://www.academyart.edu/academicpolicies)

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

Course Fees & Prerequisites: [https://www.academyart.edu/course-fees-prerequisites](https://www.academyart.edu/course-fees-prerequisites)
WHAT WE OFFER

PRE-COLLEGE PROGRAMS
High School Art Experience
Tuition-free high school scholarships

PROFESSIONAL DEVELOPMENT
In-Service Teachers
Practicing professionals

PERSONAL ENRICHMENT
Continuing Art Education
All levels from beginner to advanced

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

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

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

ATHLETICS
NCAA PacWest Conference
Intercollegiate Teams
Recreational & Intramural Sports

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
1929

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

1933

- Fashion Illustration is added to the curriculum.

1936

- Fine Art Department is added.

1946

- Enrollment grows to 250 students.

1948

- Courses are offered in General Advertising and Commercial Art, Fashion Illustration, Cartooning, and Lettering & Layout.

1951

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

1955

- Magazine Illustration and Photography are added to the curriculum.

1957

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

1966

- School name changed from Academy of Advertising Art to Academy of Art College.

1968

- Academy expands to 625 Sutter.

1976

- Academy continues to expand to 540 Powell Street.

1977

- Approximately 750 students enrolled.

1980

- The Academy’s Department of Transportation begins a shuttle service for students.

1981

- The school maintains a fleet of over 50 vehicles.

1983

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

1988

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

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

This is our 90 year tradition.
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  

1999  
- School of Product & Industrial Design becomes School of Industrial Design Studies 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  

2007  
- Academy receives Western Association of Schools & Colleges (WASC) accreditation  
- Classic Car Museum housing over 100 historic cars, including a 1963 Autumn 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 Jamine Williams  

2009  
- School of Music for Visual Media opens offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees  

2010  
- School of Art Education opens offering a Bachelor of Fine Arts degree  
- School of Architecture offers a Bachelor 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  

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  

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 degree
• 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 Associate of Arts and Bachelor of Fine Arts degrees in Fashion Journalism

• 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

• 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

• School of Fashion offers Certificate in Social Media Management

• School of Fashion offers Associate of Arts degree in Fashion Marketing

• School of Fashion offers Master of Arts degree in Fashion Art Direction

2018
• School of Fashion offers Bachelor of Fine Arts and Master of Fine Arts degrees in Footwear & Accessory Design

2019
• School of Fashion offers Bachelor of Arts in Art History

2020
• School of Fashion changes the Bachelor of Fine Arts in Fashion Styling to Bachelor of Fine Arts in Fashion Communication and Styling

2021
• School of Game Development changes the Associate of Arts in Game Development and Bachelor of Fine Arts in Game Development to Associate of Arts in Game Design and Bachelor of Fine Arts in Game Design

2022
• School of Fashion changes the Associate of Arts in Fashion Journalism to Associate of Arts in Fashion Communication

2023
• School of Game Development changes the Associate of Arts in Game Development and Bachelor of Fine Arts in Game Development to Associate of Arts in Game Design and Bachelor of Fine Arts in Game Design

• School of Fashion changes the Bachelor of Fine Arts in Fashion Communication to Bachelor of Fine Arts in Fashion Communication and Styling

• School of Game Development becomes School of Interaction & UX/UI Design

2024
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,

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 top-notch production facilities and educational resources. This gives you the technological edge on which your success depends.

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

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

Admissions Philosophy

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

How to Apply:
Go to the "Admissions" section in the back of this book for basic admissions requirements, instructions and applications. You may also call us at 600.544.2787 (within U.S. only) or 415.274.2200, or apply online at www.academyart.edu.

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

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

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

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

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

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

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

Student and Academic Policies (Catalog Addendum 1): https://www.academyart.edu/academicpolicies
Board of Directors, Administrators and Faculty (Catalog Addendum 2): http://www.academyart.edu/board-of-directors-administrators-faculty
Course Fees & Prerequisites: https://www.academyart.edu/course-fees-prerequisites

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

ACCREDITATION

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

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

SPECIALIZED ACCREDITATIONS

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

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

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

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

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

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

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

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

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

To achieve its mission Academy of Art University:

• maintains an inclusive admissions policy for all persons who meet basic requirements for admission and instruction and who want to obtain higher learning in a wide spectrum of disciplines in art and design;

• teaches a disciplined approach to the study of art and design that encourages students to develop their own styles that blend their talents, technical skills and creative aspirations with professional knowledge;

• enlists a dedicated and very able full-time and part-time faculty of career artists, designers and scholars who are professionals and whose success as educators comes from their ability to teach students through the wisdom and skill they have amassed through years of experience and study;

• operates in an urban context so that academic programs can draw upon and contribute to the cultural wealth of those communities that are served;

• provides a creative environment that is at once supportive and challenging and underpinned by excellent personalized teaching and support services that address the needs of students of diverse ages and backgrounds;

• offers an undergraduate general education program designed to stimulate development of critical thinking and communications skills and to encourage emerging artists to draw upon a variety of disciplines, to look at issues from multiple perspectives and to cultivate the ability to function as educated global citizens;

• manages in an ethical and efficient manner and administers the finances in a prudent fashion; and

• fosters optimum quality in all aspects of programs and services.

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
- Prep 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 Weissman Productions
- Zephyr Films
- Lifetime TV
- The Will Geer Theatricum Botanicum
- New Conservatory Theatre
- Lorraine Hansberry Theatre
- Nancy Hayes Casting
- And More!

CAREER PATHS

Principal
- Lead Actor
- Supporting Actor
- Character Actor
- Talent Agent
- Stand-in
- Background Actor / Extra
DEGREE REQUIREMENTS

Associate of Arts [AA] in Acting

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 33 UNITS

MAJOR 9 UNITS

+ LIBERAL ARTS 18 UNITS

TOTAL 60 UNITS

AA ACTING DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education
  requirements:

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

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

AA ACTING CORE COURSES

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
### Bachelor of Fine Arts [BFA] in Acting

#### BFA UNIT REQUIREMENTS

**MAJOR COURSEWORK**

<table>
<thead>
<tr>
<th>CORE</th>
<th>36 UNITS</th>
<th>MAJOR</th>
<th>33 UNITS</th>
<th>ELECTIVES</th>
<th>9 UNITS</th>
<th>LIBERAL ARTS</th>
<th>42 UNITS</th>
<th>TOTAL</th>
<th>120 UNITS</th>
</tr>
</thead>
</table>

#### 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

**ART HISTORICAL AWARENESS**

- LA 120  Art History through the 16th Century
- LA 121  Art History through the 19th Century

**HISTORICAL AWARENESS**

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

**QUANTITATIVE LITERACY**

**CHOOSE ONE:**

- LA 124  Physics for Artists: Light, Sound, and Motion
- LA 146  Anatomy of Automobiles
- LA 233  Popular Topics in Health, Nutrition, & Physiology
- LA 254  Human-Centered Design
- LA 255  College Math
- LA 271  College Algebra with Geometry
- LA 286  Discrete Mathematics
- LA 392  Vector, Matrices and Transformations
- LA 293  Precalculus
- LA 296  Applied Physics

**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

**CULTURAL IDEAS & INFLUENCES**

**CHOOSE ONE:**

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

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**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:

  1. 2 Art Historical Awareness courses
  2. 1 Written Communication: Composition course
  3. 1 Written Communication: Context & Style course
  4. 1 Written Communication: Critical Thinking course
  5. 1 Historical Awareness course
  6. 1 Quantitative Literacy course
  7. 1 Cultural Ideas & Influences course
  8. 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.

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**BFA ACTING CORE COURSES**

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

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**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
Master of Arts [MA] in Acting

MA UNIT REQUIREMENTS

**MAJOR** 33 UNITS

+ **MAJOR ELECTIVES* ** 3 UNITS

**TOTAL** 36 UNITS

*Per director approval

MA ACTING REQUIRED MAJOR COURSES

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

MA ACTING 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 Acting

MFA UNIT REQUIREMENTS

**MAJOR** 48 UNITS

+ **MAJOR ELECTIVES* ** 3 UNITS
+ **DIRECTED STUDIES ** 12 UNITS

**TOTAL** 63 UNITS

*Per director approval

MFA ACTING REQUIRED MAJOR COURSES

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

MFA ACTING DEGREE REQUIREMENTS

- Successful completion of Final Portfolio Review
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 63 units
ACT 101 Respect for Acting
Jump into the world of objective-based acting! Through scene study, you’ll learn the basics of professional acting technique, focusing on making compelling acting choices and improving your performances based on adjustments.

ACT 105 Meisner 1
Acting is behaving truthfully under imaginary circumstances. You’ll practice authentic moment-to-moment responses with a partner to breathe life into a text and discover techniques to create an organic emotional life between two actors.

ACT 112 Voice and Speech 1
Develop your resonance, range and vocal power as you work on contemporary texts. Learn how to awaken and warm up your physical instrument and connect with your authentic voice through physical relaxation and breath awareness.

ACT 123 Improvisation 1
Use your imagination, active listening, and free-flow response to create instant stories and characters. You’ll learn risk taking and spontaneity to play off your partner’s suggestions, connect with characters, and create environments on the spot with confidence.

ACT 125 Acting in Action
Learn how to make things happen in a scene! Practice the skills of objective-based acting, focusing on making compelling acting choices and improving your performances based on adjustments.

ACT 141 Movement: Physical Acting
Learn to use your imagination, body awareness, and physically as instruments of expression and communication. Practice building characters using behavior, gesture, commedia dell’arte, mime, and props.

ACT 155 Meisner 2
Develop your acting skills through scene study, working on truthful behavior and physical actions. You’ll continue to build reflexive and active listening skills to create dynamic subtext. Designed to be taken concurrently with ACT 205.

ACT 181 Alexander Technique 1
Achieve body authenticity. Blending the Alexander Technique with acting, you’ll expand your physical facility, range, focus and depth, resulting in more authentic performances. Learn to release habits that impede performance and efficient movement.

ACT 205 Meisner 3
Learn to craft dynamic characters. You’ll develop an expanded and diverse body of character work by doing advanced exercises rooted in relationships, activities, and imagined circumstances. Designed to be taken concurrently with ACT 155.

ACT 212 Voice and Speech 2
Build on your work in Voice and Speech 1, exploring more complex and heightened contemporary and classical texts. Become familiar with the sounds and symbols of the International Phonetic Alphabet (IPA) and use it to enliven your embodied articulation and for dialect notation.

ACT 223 Improvisation 2
Take your improvisational skills to the next level. You’ll learn to use improvisation and observation techniques to create spontaneous story lines and authentic characters.

ACT 241 Alexander Technique 2
In this advanced Alexander Technique course, you will expand on your Alexander techniques practiced during ACT 181. Working with film and television scripts, you will craft characters with dynamic physical and vocal expression and inhabit them without extraneous tension and habitual behaviors.

ACT 269 Script Analysis and Rehearsal Techniques
Develop a concrete, professional process for analyzing plays and screenplays. Apply your understanding of character and story arcs to make compelling acting choices. Rehearse scenes from plays, televisions shows and screenplays, applying creative rehearsal techniques to unlock spontaneous and connected performances.

ACT 275 Classical Performance 1
Immerse yourself in the world of Shakespeare through scene study and monologues. Increase your technical proficiency in all disciplines of acting through rigorous practice in scansion and iambic pentameter specific to Shakespearean text.

ACT 281 Stage Combat 1
Stage combat is a vital tool for dramatic storytelling. You will strengthen your stage combat fundamentals. In scene study, you will use advanced fight choreography, training for the actor/combatant proficiency skills test. Gain experience in unarmed combat, single rapier, broadsword, rapier, dagger, small sword, and quarter staff.

ACT 305 Making Creative Choices for Camera
In this advanced stage class, you will practice your core acting skills and apply them while working camera. Gain hands-on experience bringing contemporary film/television scripts to life. Play scenes in multiple takes and out of linear order. Learn to recognize the energetic requirements of various shot choices and play in ways that are highly usable in editing (avoiding common mistakes). Note: this class is a pre req to the Reel Development series.

ACT 312 Voiceover - Fall
Build your book of characters for games, cartoons, anime, and toys. You will set up a home recording studio under the instructor’s guidance. Work with new Voiceover styles and techniques every week. Over the course of this class you will create more than a dozen characters!

ACT 321 Accents and Dialects
Learn how to approach accents and dialects. Analyze major sound changes, pitch, rhythm, inflection, and placement. Consider how these are linked to specific geographic, historic, and cultural influences.

ACT 335 Reel Development 1
Polish your on-camera acting and develop compelling material for your reel in this series of industry-driven preparation courses. Practice a range of acting approaches to refine and master techniques that work for you. Focus on filmed scene work, exercises and taped auditions.

ACT 381 Stage Combat 2
Strengthen your stage combat fundamentals. In scene study, you will use advanced fight choreography, training for the actor/combatant proficiency skills test. Gain experience in unarmed combat, single rapier, broadsword, rapier, dagger, small sword, and quarter staff.

ACT 405 Reel Development 2
Polish your on-camera acting and develop compelling material for your reel in this series of industry-driven preparation courses. Practice a range of acting approaches to refine and master techniques that work for you. Focus on filmed scene work, exercises and taped auditions.

ACT 412 Voiceover - Spring
Get the knowledge and the demo reel to book Voiceover jobs. From a commercial demo and marketing plan to talent agents and auditions, you’ll learn what’s necessary to build a career. Refine your performance through script analysis and command of styles, then record your reel!
ACT 423 Comedy & Sketch
Learn to develop improvs into scripted material. Dive into a range of genres as you write, shape and perform original sketches.

ACT 455 Reel Development 3
Polish your on-camera acting and develop compelling material for your reel in this series of industry-driven preparation courses. Practice a range of acting approaches to refine and master techniques that work for you. Focus on filmed scene work, exercises and taped auditions.

ACT 468 Audition Process: From Cold Readings to Callbacks
Increase your odds of booking the job! Learn and apply advanced techniques for auditioning successfully in film, television, theater, industrials, and web drama.

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

ACT 485 Reel Development 4
Get industry-ready. Expand your existing body of work. Practice techniques that result in inspired character creation. Take your taped auditions to the next level. You will star in new material that showcases your talent in this advanced scene study for camera class.

ACT 490 Portfolio Enhancement
You will develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ACT 498 Collaborative Project
Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

ACT 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

ACT 499RD Reel Development: Refining Your Approach to On-Camera
Challenge yourself to create dynamic characters in different genres. Star in a professionally-directed soundstage scene for your demo reel. Extensively exercise and refine your on-camera acting process through scene study for camera and taped auditions. Receive in-depth input on your successes and areas for improvement.

ACT 500 Internship in Acting
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ACT 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated in the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
ACT 622 Alexander Technique for Camera 2
Apply what you learned in ACT 620 to plays, screenplays, and television. You’ll use physical and vocal expression to craft dynamic characters and tell stories without being held back by bad habits.

ACT 635 Acting Techniques: Meisner 1
Develop a disciplined and dynamic acting practice. Through a progressive series of partner exercises, you will refine your active listening skills, heighten your attention, and generate reflexive and truthful responses...the key to authentic acting.

ACT 637 Acting Techniques: Meisner 2
Go deeper and find more variation in your instrument. You’ll work on being fully present in the moment and explore and expand your range through emotional preparation and continued interconnected partner exercises.

ACT 639 Scene Study
Create dynamic characters and performances. In this scene study class, work with a range of material and rehearsal techniques while refining your skills as a professional actor.

ACT 640 Creating Physical Characters
Build characters from the outside in. You’ll explore how physical behaviors can be used to create characters and focus on rhythm, appetite, status, psychological gesture, and object manipulation. Work with masks, mime, neutral mask, clown, commedia dell’arte, and contemporary archetypes to enhance your work.

ACT 642 Shakespeare 1
Work on classical scenes and monologues. Craft complex, truthful and historically accurate characters from Shakespeare by learning specific physical behaviors, styles of speech and cultural inflections of this time period.

ACT 645 Comedy & Sketch
Learn to develop improv into scripted material. Dive into a range of genres as you write, shape and perform original sketches.

ACT 650 Acting for Camera 1
You cannot “fake it” on camera. Learn to play on camera in an authentic, relaxed and engaging way, working with contemporary scenes from film & TV. Acting for film/TV presents a unique set of technical challenges. Learn what works! Practice a range of vocal/physical expression and cultivate the intensity of your inner life. Know what works (and what doesn’t) for different shot choice. Learn to play your intentions with clarity and nuance. Note: this class is part of the Acting for Camera series.

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

ACT 670 Acting for Camera 2
Shoot compelling material for your reel that will help you compete in the industry. Take your acting to the next level with 360-degree mentorship of your process and weekly scene and audition work, mentored by acting coaches, LA-based directors, professional soundstage crews and/or green screen shooting experts, a casting director and an Academy Award-winning producer.

ACT 680 Audition Techniques
Prepare to enter the industry. Master advanced audition and interview techniques for professional actors.

ACT 690 Acting for Camera 3
Shoot compelling material for your reel that will help you compete in the industry. Take your acting to the next level with 360-degree mentorship of your process and weekly scene and audition work, mentored by acting coaches, LA-based directors, professional soundstage crews and/or green screen shooting experts, a casting director and an Academy Award-winning producer.

ACT 695 Collaborative Project
Students meeting set criteria are selected by their department to work on an interdisciplinary collaborative project as part of their studio requirement.

ACT 699 Special Topics
Special Topics class offerings change each semester and are taught by experts in a specific area. You may contact your academic department advisor or advisor for more information. Please note that some Special Topics have a required course fee, prerequisites, and/or may require Department Director approval.

ACT 699AS Advanced Acting Studio
Advanced scene study is the touchstone of working actors. You will practice advanced approaches to acting and character development. Work on crafting your process and taking your technique to the next level.

ACT 710 Into the Industry
Developing the professional collateral needed to enter the entertainment industry. Create a professional website, resume, demo reel, and a personal pitch. Create and package a project to market to the industry upon graduation. [This course is cross-listed with MPT 495.]

ACT 720 Acting for the Camera 4
Here you’re on-camera acting and taped audition technique in this advanced Acting for Camera class. Shoot new material tailored for your reel as you prepare to make the transition to the competitive world of professional acting. Work on a range of projects and learn to hold yourself to a professional standard.
ACT 800 Directed Study
Directed study is the primary concentration of a Master’s degree candidate’s work toward the completion of a Final Portfolio and/or Thesis Project. With the approval of the Department Director, students may take any university coursework to develop specific conceptual and technical skills that will enable them to further develop their Final Portfolio and/or successfully bring a Final Thesis Project to completion. Please note that some Directed Study courses have a required course fee and course prerequisites may vary by topic.

ACT 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

ACT 990 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.
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 guerrilla 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 campaign ideas. Prizes included $2,000 in scholarships for 4 students.

CAREER PATHS

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.

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DEGREE REQUIREMENTS

Associate of Arts [AA] in Advertising

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

AA ADVERTISING DEGREE REQUIREMENTS
• Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
• Minimum 2.0 GPA and the following general education requirements:
  2 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Critical Thinking course
  1 Employment Communications & Practices course
After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

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

GENERAL EDUCATION REQUIREMENTS

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 242  History of Graphic Design
AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN DEGREE REQUIREMENTS

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

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

AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN CORE COURSES

ADV 109 Advertising Methods & Trends
ADV 236 Digital Photography
ADV 341 Midpoint Portfolio
COMM 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
ID 105 Design Technology: Visual Design Tools
ID 210 Visual Design 1
ID 230 Digital Imaging 1
ID 249 Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Advertising

BFA UNIT REQUIREMENTS

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

BFA ADVERTISING DEGREE REQUIREMENTS

• Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
• Minimum 2.0 GPA and the following general education requirements:
  4 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Context & Style course
  1 Written Communication: Critical Thinking course
  1 Historical Awareness course
  1 Quantitative Literacy course
  1 Cultural Ideas & Influences course
  1 Employment Communications and Practices course
   After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA ADVERTISING CORE COURSES

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

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

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

QUANTITATIVE LITERACY

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

CULTURAL IDEAS & INFLUENCES

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291  Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE ONE ADDITIONAL COURSE:

LA 117/LAN 117  Survey of Landscape Architecture
LA 118/IND 118  History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA 131/GAM 131  History of Gaming
LA 132/ANM 102  History of Animation
LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
LA 137/IS 137  History of Visual Development
LA 147/PH 147  History of Photography
LA 152/ILL 152  History of American Illustration (20th Century)
LA 152  Genres in Film
LA 195/ILL 195  History of Comics: American Comics
LA 197/ILL 197  History of Comics: International and Alternative Comics
LA 219  History of the Built Environment 1: Ancient to Gothic
LA 220  American Art History
LA 222  20th Century Art
LA 224  Women, Art & Society
LA 226/AOD 230  Survey of Traditional Interior Architecture
LA 229/AOD 231  Survey of Contemporary Interior Architecture
LA 244/FSH 244  History of Fashion
LA 245/JEM 245  History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246  History of Textiles
LA 249  History of the Built Environment 2: Renaissance to 1900
LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA 281/MPT 255  Film History 1: Pre-1940
LA 282/MPT 256  Film History 2: 1940-1974
LA 284  Evolution of the Horror Film
LA 319  History of the Built Environment 3: 1900 to Present.
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  Art of the Dutch Golden Age
LA 432  Art of Spain: From El Greco to Picasso
LA 434  History of Asian Art
LA 454  Dada & Surrealism
## Certificate in Advertising

**CERTIFICATE REQUIREMENTS**

<table>
<thead>
<tr>
<th>Component</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MAJOR CORE (FOLLOW BFA CORE)</strong></td>
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<tr>
<td><strong>MAJOR</strong></td>
<td>42</td>
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<tr>
<td>+ BY ADVISEMENT</td>
<td>24</td>
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<tr>
<td>+ ELECTIVES</td>
<td>12</td>
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<tr>
<td>+ ART HISTORY</td>
<td>6</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>120</td>
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</table>

- 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

<table>
<thead>
<tr>
<th>Component</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MAJOR</strong></td>
<td>33</td>
</tr>
<tr>
<td>+ <strong>GRADUATE LIBERAL ARTS</strong></td>
<td>3</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>36</td>
</tr>
</tbody>
</table>

### MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES REQUIRED MAJOR COURSES

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

### MA ADVERTISING AND BRANDED MEDIA TECHNOLOGIES GRADUATE LIBERAL ARTS REQUIREMENTS

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

- GLA 615 History of Graphic Design

### MA ADVERTISING AND BRANDED MEDIA TECHNOLOGY DEGREE REQUIREMENTS

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

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA ADVERTISING DEGREE REQUIREMENTS

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

MFA ADVERTISING REQUIRED MAJOR COURSES

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

MFA ADVERTISING GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 615  History of Graphic Design

CROSS CULTURAL UNDERSTANDING

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

PROFESSIONAL PRACTICES & COMMUNICATIONS
GLA 676  Professional Practices for Designers & Advertisers
The art of idea creation. Develop compelling concepts as you brainstorm, discuss, and empathize. You’ll learn how advertising can bring people and business together. Plus, pitch an idea based on a specific style.

Knowing your audience puts you a step ahead of the rest. ADV 207 Creative Strategy

Great things happen when a strategic framework is applied to creativity. Based on current cultural and market observations, you’ll develop a strategic map to connect businesses and people.

Learn what it takes to ensure headlines, body copy, taglines, and creative copywriting skills to craft concept-driven advertising.

ADV 215 The Creative Process

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

ADV 226 Research Methods for Creative Strategists

Analyze pop culture trends to create ads for TV, games, music, and movies. You’ll also conduct research for a target audience and present your findings in top-line summaries, stories, and visual presentations.

ADV 234 Art Direction for Advertising

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

ADV 235 Copy for Podcasts, Radio, & Streaming

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

ADV 241 Midpoint Portfolio

Your portfolio is everything. You’ll take the first step into creating and presenting your own portfolio website and personal brand. You’ll revisit, rework, update, revise, and add to past work to develop a portfolio that reflects the skills you’ve gained.

ADV 243 Campaign

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

ADV 246 Advanced Campaign

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

ADV 248 Advertising for Games & Entertainment

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

ADV 249 Collaborative Project

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

ADV 315 Copy for Podcasts, Radio, & Streaming

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

ADV 341 Campaign

Design campaigns that work. Collaborate with art directors and copywriters to create integrated campaigns that double as professional-level portfolio pieces. (This course is cross-listed with ADV 646.)

ADV 343 Campaign

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

ADV 346 Campaign

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

ADV 348 Advertising for Games & Entertainment

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

ADV 367 Art of Presentation

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

ADV 370 Brand and Branding

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

ADV 402 The Art of Influencers

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

ADV 467 Television Commercial Production

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

ADV 470 Final Portfolio

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

ADV 498 Collaborative Project

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

ADV 498 Creative Strategy

Great things happen when a strategic framework is applied to creativity. Based on current cultural and market observations, you’ll develop a strategic map to connect businesses and people.

ADV 499 Special Topics

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

ADV 499 Collaborative Project

Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.
ADV 500 Internship in Advertising
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ADV 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GRADUATE COURSES

ADV 602 Art Direction
Take your visual concepts to another level. Learn layout and typographic techniques the pros use to communicate clearly, powerfully and with real sophistication.

ADV 604 Copywriting
Get the copywriting skills to craft well-written, creatively focused advertising. Assignments are based on creative strategies written by you, the graduate student.

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

ADV 605 Digital Graphics
Use the right tools to make the most of your designs. Get a foundation in industry-standard Adobe InDesign, Illustrator, and Photoshop and utilize them in immersive design projects.

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

ADV 622 Perspectives in Advertising
Know your advertising history. Study people, agencies, events, and campaigns that shaped today’s industry, along with current trends that will affect future advertising. Start research to determine the direction for your graduate studies.

ADV 623 Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
We’re taught that we’re thinking creatures that feel. The truth is we’re feeling creatures that think. Emotions don’t hinder decisions. They’re the foundation on which they’re made! You will learn how to demystify emotions and empower art and brands through the power of human insight.

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

ADV 625 Digital Branding and Advertising
Enter the world of online ads, social media, and non-traditional advertising. You’ll learn to bring ideas to life through demos using briefs, storyboards, and motion graphics.

ADV 646 Advanced Campaign
Teamwork makes the dream work. Collaborate with fellow creative strategists, art directors, and copywriters to create integrated campaigns that double as professional-level portfolio pieces. [This course is cross-listed with ADV 346.]

ADV 670 Portfolio Development
Prep for midpoint (MFA) or final (MA) reviews. You’ll apply universal themes from historical and modern visual narratives to augment your portfolio presentation, and revise, expand, and polish your current body of work.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
ADV 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

ADV 695FA Future Agency
This course offers students the opportunity to work on real client projects in an agency environment. Students will work collaboratively in teams, interact directly with clients, and perform various roles of a creative team, including leadership opportunities. Projects will span from new business and research stages to completed campaigns.

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

ADV 699AI AI for Advertising
AI is changing the advertising landscape! This introduction to the creative development process includes an exploration of AI and how it can be used to develop and optimize your creative work. You will develop your creativity, learn how to collaborate effectively, and understand the importance of research in the advertising industry.

ADV 702 The Art of Influencers
Become a brand influencer! From creating a logo and creative platform, to shooting videos for social media, this class will cover what it means to become a brand and a leading influencer. Use design, video and writing tools to help establish your brand presence for prospective employers or entrepreneurial endeavors.

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

ADV 850 Final Portfolio
Finalize your portfolio for use as an active job seeker. Build out your personal brand and your unique portfolio, including revising and expanding previously completed work.

ADV 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
ANIMATION & VISUAL EFFECTS
Move from Pencil and Mouse to a Career in Animation

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

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

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

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

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

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

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

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

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

Associate of Arts [AA] in Animation & Visual Effects

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

AA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

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

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

AA ANIMATION & VISUAL EFFECTS CORE COURSES

ANM 101 Introduction to Computer Graphics for Animation
ANM 105 Introduction to 3D Production A
ANM 109 Traditional Animation 1
ANM 108 Cinematics for Animation & VFX
ANM 180 Introduction to Animation Principles & Techniques
ANM 202 Introduction to 3D Production B
ANM 210 Storyboarding Principles
ANM 270 Careers in Animation & VFX
ANM 251 Fundamentals of Lookdev & Lighting
ANM 341 Principles of Compositing
ANM 110 Analysis of Form
ANM 122 Color Fundamentals
ANM 107 Game Engines
ILL 120 Clothed Figure Drawing 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 132 History of Animation
or LA 134 History and Technology of VFX and Computer Animation
Bachelor of Fine Arts [BFA] in Animation & Visual Effects

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS

MAJOR 33 UNITS

+ ELECTIVES 9 UNITS

+ LIBERAL ARTS 42 UNITS

TOTAL 120 UNITS

BFA ANIMATION & VISUAL EFFECTS CORE COURSES

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

ANM 101 Analysis of Form
ANM 122 Color Fundamentals
GAM 107 Game Engines
or ILL 120 Clothed Figure Drawing 1

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:
  5 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

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

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

CULTURAL IDEAS & INFLUENCES

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO ADDITIONAL COURSES:

LA 117/LAN 117  Survey of Landscape Architecture
LA 118/IND 118  History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA 131/GAM 131  History of Gaming
LA 137/MS 137  History of Visual Development
LA 147/PH 147  History of Photography
LA 152/ILL 152  History of American Illustration (20th Century)
LA 162  Genres in Film
LA 195/ILL 195  History of Comics: American Comics
LA 197/ILL 197  History of Comics: International and Alternative Comics
LA 219  History of the Built Environment 1: Ancient to Gothic
LA 220  American Art History
LA 222  20th Century Art
LA 224  Women, Art & Society
LA 226 /AID 230  Survey of Traditional Interior Architecture
LA 229/AID 231  Survey of Contemporary Interior Architecture
LA 242/GR 242  History of Graphic Design
LA 244/FSH 244  History of Fashion
LA 245/JEM 245  History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246  History of Textiles
LA 249  History of the Built Environment 2: Renaissance to 1900

LA 274  Study Abroad: Art & Architecture of Renaissance
LA 276  Seminar in Great Britain
LA 281/MPT 255  Film History 1: Pre-1940
LA 282/MPT 256  Film History 2: 1940-1974
LA 284  Evolution of the Horror Film
LA 319  History of the Built Environment 3: 1900 to Present.
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  Art of the Dutch Golden Age
LA 432  Art of Spain: From El Greco to Picasso
LA 434  History of Asian Art
LA 454  Dada & Surrealism
## Certificate in Animation & Visual Effects

### CERTIFICATE REQUIREMENTS

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major Core (Follow BFA Core)</td>
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<tr>
<td>Major</td>
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<td>+ By Advisement</td>
<td>24</td>
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<tr>
<td>+ Electives</td>
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<tr>
<td>+ Art History</td>
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<td><strong>Total</strong></td>
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</tbody>
</table>

- 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

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Units</th>
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<tbody>
<tr>
<td>Major</td>
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<td>+ Graduate Liberal Arts</td>
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<td><strong>Total</strong></td>
<td><strong>36</strong></td>
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</table>

### MA ANIMATION & VISUAL EFFECTS 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

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
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<tbody>
<tr>
<td>ANM 610</td>
<td>Figurative Concepts</td>
</tr>
<tr>
<td>ANM 620</td>
<td>Advanced Character Animation</td>
</tr>
<tr>
<td>ANM 623</td>
<td>3D Modeling &amp; Animation 1 (Maya)</td>
</tr>
<tr>
<td>ANM 652</td>
<td>Introduction to Rigging</td>
</tr>
<tr>
<td>ANM 685</td>
<td>Storyboarding Principles</td>
</tr>
<tr>
<td>ANM 686</td>
<td>3D Character Animation 1</td>
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<tr>
<td>ANM 687</td>
<td>3D Character Animation 2</td>
</tr>
<tr>
<td>ANM 688</td>
<td>Traditional Animation</td>
</tr>
<tr>
<td>ANM 770A</td>
<td>Final Portfolio Preparation for Animators</td>
</tr>
<tr>
<td>ANM 787</td>
<td>3D Animation Studio</td>
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</table>

+ 1 Major course

### 2D ANIMATION & STOP MOTION EMPHASIS

<table>
<thead>
<tr>
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<tr>
<td>ANM 605</td>
<td>Layout Design for Animators</td>
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<tr>
<td>ANM 610</td>
<td>Figurative Concepts</td>
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<tr>
<td>ANM 612</td>
<td>Traditional Animation Principles &amp; Pipelines</td>
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<td>ANM 633</td>
<td>Character Design for Animation</td>
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<td>ANM 648</td>
<td>2D Digital Cutout</td>
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<td>ANM 660</td>
<td>Color Scripting</td>
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<td>Storyboarding Principles</td>
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<td>ANM 688</td>
<td>Traditional Animation</td>
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<td>ANM 692</td>
<td>Traditional Animation 2</td>
</tr>
<tr>
<td>ANM 770</td>
<td>Final Portfolio Preparation</td>
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</table>

+ 1 Major course

### 3D ANIMATION EMPHASIS

<table>
<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ANM 610</td>
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<td>3D Modeling and Animation 1 (Maya)</td>
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</tr>
<tr>
<td>ANM 787</td>
<td>3D Animation Studio</td>
</tr>
</tbody>
</table>

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

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

MA ANIMATION & VISUAL EFFECTS
GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:
GLA 621  History & Techniques of Character Animation
GLA 622  History & Techniques of VFX

MASTER OF FINE ARTS [MFA] IN ANIMATION & VISUAL EFFECTS

MFA UNIT REQUIREMENTS

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

TOTAL 63 UNITS

*Per director approval

MFA ANIMATION & VISUAL EFFECTS 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

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

3D ANIMATION EMPHASIS

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

2D ANIMATION & STOP MOTION EMPHASIS

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

ANIMATION & VISUAL EFFECTS
ANM
MFA ANIMATION & VISUAL EFFECTS

GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

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

CROSS CULTURAL UNDERSTANDING

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

3D MODELING EMPHASIS

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

VISUAL EFFECTS EMPHASIS

ANM 604 Cinematography for VFX
ANM 623 3D Modeling & Animation 1 (Maya)
ANM 629 Fundamentals of Lookdev & Lighting
ANM 630 Node-Based Compositing 1
or ANM 655 Scripting for VFX & Riggers
ANM 640 Advanced Lookdev & Lighting
or ANM 660 Matte Painting
or ANM 631 Matte Painting
ANM 642 Production Compositing Principles
ANM 650 Matchmoving
or ANM 651 Rotoscoping for Compositors
ANM 670 Preproduction
ANM 770 Final Portfolio Preparation
MPT 625 Editing Concepts and Creative Solutions
ANM 101 Introduction to Computer Graphics for Animation
Explore the different disciplines that collectively contribute to computer graphics production. You’ll learn the basic concepts and terminology of computer graphics used in film, visual effects, games, and animation.

ANM 102 History of Animation
What’s up doc? From an historical context, you’ll analyze the work of the creative visionaries, fine artists, and technical pioneers behind classic animated characters from Bugs Bunny to Thanos, and beyond. [This course is cross-listed with LA 132.]

ANM 104 History and Technology of VFX and Computer Animation
The history of special effects is rich with innovation. You’ll examine it all—from in-camera techniques, traditional stop motion, motion control, matte paintings, and miniatures, to modern computer-generated visual effects and animation, compositing, and production methodology. [This course is cross-listed with LA 134.]

ANM 105 Introduction to 3D Production A
In part one of this two-part course you’ll learn to navigate the complex 3D software and its many tools and workflows as they are used in major animation and VFX studios. Preparing you for specialized study in the track of your choice.

ANM 108 Cinematics for Animation & VFX
Cinematics is the language and techniques of filmmaking. To learn the Cinematics Animation and VFX, you’ll board, shoot, and edit a film, critically analyzing examples of film content and production to understand why choices in filmmaking are made.

ANM 109 Editing for Animation & VFX
Learn the art and science of editing. Using Final Cut Pro, you’ll make informed editing decisions as you edit digital video and audio files to prepare an animated film for DVD and web delivery.

ANM 180 Introduction to Animation Principles & Techniques
Gain technical skills practicing experimental and stop motion animation. Building a firm foundation for future animation work, you’ll gain hands-on experience with media of clay, paper cutouts, found objects, pixilation, and stop motion puppets.

ANM 190 Traditional Animation 1
Gain the skills to bring your 2 dimensional drawings to life. Using various methods and techniques, you will create a variety of simple animated shots that demonstrate the fundamentals of animation via hand drawn techniques.

ANM 202 Introduction to 3D Production B
In the second part of this two-part course you’ll learn to navigate the complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

ANM 205 Careers in Animation & VFX
Step back and survey your body of work. Working with faculty, you’ll identify strengths, weaknesses, and interests to determine your emphasis, and begin developing your portfolio to meet industry standards.

ANM 211 Advanced 2D Animation
Improve and develop your hand-drawn animation skills by focusing on volume, form and movement. Applying the traditional principles of animation to character animation, you will develop a firm foundation of programming skills. [This course is cross-listed with ANM 773.]

ANM 212 3D Character Animation 1 for Animators, Riggers
You’ll work on character design and 3D character set-up for the animator. You’ll learn methodology and technologies we use to create realistic characters for maximum flexibility in a 2D environment.

ANM 222 Introduction to Rigging for Animators, Riggers
Learn character design and 3D character set-up for the animator. You’ll learn methodology and strategies to create realistic characters for maximum flexibility in a 3D environment.

ANM 223 3D Workflow of Animation
Good workflow includes working clean, being efficient, posing, making shots visually appealing, and practicing good scene hygiene. You’ll spend more time planning your shots so your ideas are clear to the audience.

ANM 236 Producing for Animation & Visual Effects 2
As producer on an active animation project, you’ll present the current status of your project and review milestones and risks with your peers. You’ll gain experience running effective dailies, communicating with a team, and project management.

ANM 242 Dynamics 1 for FX TDs, Riggers
You’ll gain key CG effects techniques to generate dynamic simulations of real-world phenomena for film effects. Gain a solid foundation. [This course is cross-listed with ANM 773.]

ANM 246 Digital Painting for VFX Artists
VFX students need a strong artistic and aesthetic eye to complement their technical skills. Bridging traditional art skills with digital art media, you’ll learn theory, visualizing, sketching, and painting as foundations for VFX work.

ANM 251 Fundamentals of Lookdev & Lighting
Learn how to render beautiful animations, just like your favorite studios. You’ll learn core principles of look and lighting including painting in 3D, how to work with BRDF shaders, linear lighting, animation caches, composting of render passes and much more.

ANM 252 Cinematography for VFX
Setup lighting, green screen and tracking markers the way professional VFX supervisors understand for both studio post production and indie type “guerilla” filmmaking. New digital cameras operation and acumen are taught with how to best record on set VFX elements for successful compositing and integration with digital elements.

ANM 255 Scripting for VFX & Riggers
Interested in a career in technical direction? Combining your artistic talents with your technical abilities you’ll use Maya’s Embedded Programming Scripting Language called Mel to build a solid foundation of programming skills. [This course is cross-listed with ANM 655.]

ANM 260 Traditional Animation 2
Improve and develop your hand-drawn animation skills by focusing on volume, form and movement. Applying the traditional principles of animation to character animation, you will develop and create a simple animated short story using a sequence of animated shots.

ANM 265 Producing for Animation & Visual Effects 1
Find out what it takes to produce a feature animation or video game. By producing several commercial projects, you’ll receive hands-on training in the start-to-finish creation and delivery of entertainment products.

ANM 272 Rigs & Effects for Animation
Discover the secret ‘hidden effects’ of the industry. You’ll explore roto-scoping and digital paint effects for film and television, focusing on wire removal, articulated mattes, plate restoration, plate extension, and paint animation. [This course is cross-listed with ANM 651.]

ANM 273 Digital Rotoscoping for Compositors
ANM 277 Cinematography for Animation
Discover the secrets of real-world filmmaking techniques and style. This course is cross-listed with ANM 657.

ANM 278 Cinematography for Animation
Explore the different disciplines that collectively contribute to computer graphics production. You’ll learn the basic concepts and terminology of computer graphics used in film, visual effects, games, and animation.

ANM 290 Digital 3D Animation
Create a simple animated short story using a sequence of animated shots. You’ll work on character design and 3D character set-up for the animator. You’ll learn methodology and strategies to create realistic characters for maximum flexibility in a 3D environment.

ANM 295 Advanced Producing for Animation & Visual Effects
As producer on an active animation project, you’ll present the current status of your project and review milestones and risks with your peers. You’ll gain experience running effective dailies, communicating with a team, and project management.

ANM 296 Digital 3D Animation
Create a simple animated short story using a sequence of animated shots. You’ll work on character design and 3D character set-up for the animator. You’ll learn methodology and strategies to create realistic characters for maximum flexibility in a 3D environment.

ANM 297 Rotoscoping for Compositors
Discover the secret ‘hidden effects’ of the industry. You’ll explore roto-scoping and digital paint effects for film and television, focusing on wire removal, articulated mattes, plate restoration, plate extension, and paint animation. [This course is cross-listed with ANM 651.]

ANM 298 Digital Rotoscoping for Compositors
Discover the secret ‘hidden effects’ of the industry. You’ll explore roto-scoping and digital paint effects for film and television, focusing on wire removal, articulated mattes, plate restoration, plate extension, and paint animation. [This course is cross-listed with ANM 651.]

ANM 299 Cinematography for Animation
Explore the different disciplines that collectively contribute to computer graphics production. You’ll learn the basic concepts and terminology of computer graphics used in film, visual effects, games, and animation.
ANM 303 Previs & Postvis
Previs is pre-visualizing movie scenes before filming. It includes creating animated shots that guide shooting visual effects scenes. Postvis is assembling the visual effects of a film. You will learn the skills needed for jobs in previsualization.

ANM 312 Hard Surface Modeling I
Explore different geometry in Maya (polygon, nurbs, and subdivision) focusing on polygonal and subdivision surfaces, and production methodology. You will acquire advanced tools that enhance the modeling experience.

ANM 313 Organic Modeling
Master modeling techniques like texturing, shading, and character set up. Using nurbs, polygon, and subdivision modeling, you’ll finish at least one demo reel of quality modeling for your final project.

ANM 316 Environment Creation
Develop portfolio-worthy, original environments using your composition, matte painting, rendering, plant creation, and animation skills.

ANM 321 3D Character Animation 2
Gain character animation skills through hands-on experience. You’ll practice animation principles like timing, spacing, force, dynamic posing, weight, arcs, and technique.

ANM 322 Advanced Rigging
Animators are creative problem solvers. You will gain problem-solving skills to fix complex, real-life character control, deformation, mechanical device, software, and computer issues. Plus, learn the latest rigging techniques and styles.

ANM 324 Lip Sync and Facial Performances
Create the strong facial performances of advanced character animators. You will learn to use your eyes and mouth to subtly convey emotions and thought processes. Plus, you’ll learn the mechanics of lip-sync and apply them to your character animations.

ANM 325 3D Realistic Animation
Make animations that mimic the way real animals move. You’ll analyze animal kinesiology and musculature, applying your research to animate a quadruped walkcycle.

ANM 326 Motion Capture for Animators, Riggers
Enter the exciting world of motion capture! Using industry-specific software, you’ll capture, clean and animate your own motions while learning important industry techniques for your individual motion capture project.

ANM 327 Animal and Creature Animation
You will create animation that mimics real and stylized animal locomotion. Realistic creature rigs and animal reference will be analyzed to understand movement and muscles. You will apply research and physics to block and animate a quadruped.

ANM 341 Principles of Compositing
Step into the world of professional film and TV work as you are introduced to the production pipeline. You will be exposed to the concepts needed for successful compositing. In this course, you will cover basic compositing techniques such as greenscreen extractions, splines, merging layers, and color correction.

ANM 342 Node-Based Compositing I
Learn advanced compositing techniques such as keying, float color space, and tracking. You’ll focus on developing your artistic eye, attention to detail, troubleshooting skills, and maintaining rigorous image quality standards. [This course is cross-listed with ANM 630.]

ANM 344 Dynamics 2: Fluids
Learn to simulate, light, shade, and render fluids in Houdini. Using Houdini’s fluid dynamics capabilities, you’ll learn the fundamentals of computational fluid dynamics and common terminology for liquid visual effects.

ANM 345 Matte Painting
Create digital matte paintings for visual effects shots. You’ll apply skills in advanced shot layout, image projection, layer integration, lighting, perspective, depth perception, and modeling to create environments.

ANM 352 Matchmoving
Practice live-action 3D camera tracking. You’ll learn to measure the environment, gather camera information, and apply tracking markers to prepare for a matchmove in a live action set. [This course is cross-listed with ANM 600.]

ANM 353 Advanced Lookdev & Lighting
Lighting can determine both what the audience sees, and how they feel. You’ll learn advanced lookdev techniques such as grooming hair and rendering cloth fibers down to the thread level, as well as advanced lighting techniques and tricks of the trade used by cinematographers to create stunning animated shots. [This course is cross-listed with ANM 640.]

ANM 354 Dynamics 2: Fluids
Create visually appealing fluid simulations as seen from top visual effects production studios. You will learn how to create beautiful fluid and ocean simulations as well as compressible fluid simulations such as fog, smoke and smoke-trails using RealFlow and Maya software.

ANM 355 Advanced Scripting
Expand and deepness your skills as a technical director. You will practice advanced programming skills while learning the Python scripting language.

ANM 357 3D Texture Painting
Take your painting skills to the next level, learning to hand paint textures and create shaders for highly detailed organic objects and creatures, down to micro details of skin pores and wrinkles. A great class for both modelers and lookdev artists. [This course is cross-listed with ANM 630.]

ANM 358 Real-Time Animation & Visual Effects
This course will introduce you to the virtual animation and visual effects production pipeline. This course will teach you how to work in Unreal Engine and why we use it in virtual production. We will explore the proper real-time production methods and how to work with physical VR trackers and how to incorporate green screen as well.
ANM 362 Traditional Animation 3
You must make strong acting choices to give your animated characters dynamic personalities. You’ll expand your digital animation repertoire by applying skills in advanced digital animation, character design, modeling, lighting, and rendering.

ANM 382 Stop Motion 2
Fully produce a lip-synced stop motion spot. To expand your animation repertoire, you’ll learn the diverse elements of animated production including narrative communication, project planning, lighting, and production design.

ANM 385 Puppet Making for Stop Motion 2
Create your own stop-motion puppet. To gain advanced stop-motion puppet fabrication skills—from armature machining to mold making and foam casting of the puppet—you’ll employ your creativity, self-expression, drawing, and sculpting abilities.

ANM 405 Senior Portfolio for Animation & VFX
Create a reel of your best work to showcase your skills. To professionally market your abilities, you’ll hone client/artist relationships, professional sketchbook drawings and original video references to create fully rendered, portfolio-quality images for your advanced animation repertoire, you’ll learn the diverse elements of animated production including narrative communication, project planning, lighting, and production design.

ANM 414 Head Sculpting & Facial Expression
Create believable facial animation. As a 3D modeling major, you’ll sculpt models with accurate balance, weight, and anatomy.

ANM 415 Modeling Studio
Learn to shade, render, and texture cloth and hair. You’ll work to create fully rendered, portfolio-quality images for your advanced animation repertoire, you’ll learn the diverse elements of animated production including narrative communication, project planning, lighting, and production design.

ANM 419 Organic Modeling 3
The production industry continues to evolve, demanding more from the emerging artist. To understand the mechanics of motion in the musculoskeletal system of the human body, you’ll pose and sculpt models with accurate balance, weight, and anatomy.

ANM 421 3D Character Animation 3
Apply acting and performance methods to character animation. You’ll take an in-depth look at character acting, including lip-sync, facial expressions, method-acting, eye animation, subtlety, and reference.

ANM 441 Node-Based Compositing 2
Develop your ability to plan and solve problems in a production environment. You’ll apply independent skills you’ve acquired in Nuke and other software to real-world projects.

ANM 455 Advanced Matte Painting
Be a problem solver in a production based environment. Using detailed planning and problem solving skills, you’ll create realistic special effects for real-world films, commercials, and interactive projects. Plus, study the effects of lighting and shadowing.

ANM 477 2D Production and Layout 2
Be a problem solver. You’ll get the production and layout skills to develop problem solving schemes, speed up production, and build creative work-arounds.

ANM 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ANM 497A Feature Animation 1
Create animations that jump, walk, and use their arms. Using human rigs, you’ll apply timing, squash and stretch, arcs, and anticipation to bipedal characters. A panel of industry experts may select you for this course based on your demo reel.

ANM 497B Feature Animation 2
You’ll animate bipedal characters to push, pull, and throw focusing on realistic movement, weight, and anticipation. A panel of industry experts may select you for this course based on your portfolio.

ANM 497C Feature Animation 3
Animate convincing dialogue, gesture, and body language to create compelling character performances. You’ll develop observational sketchbook drawings and original video references to create industry-level work for your professional animator’s reel.

ANM 497S Feature Animation: Shot Production
Refine your work to a production-level finish. Using the graph editor, you’ll move at a pace that allows you to perfectly execute shots with appeal, fundamentals, and highly polished finish.

ANM 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

ANM 498SF Short Film Production
In this class students will develop in groups short films within 3 weeks. Students will be paired with Visual Development, Sound and Animation Majors.
ANM 498X2 Studio X 2D Short Film
You will complete a series of finished 2D animated shorts, working across disciplines in small teams under tight deadlines. Students from Visual Development, Music/Sound students and 2D Animation are all encouraged to apply for consideration in this truly cross-disciplinary class.

ANM 498X3 StudioX VFX 3D for Modelers, Riggers, FX TDs
In this studio production course, you will perform a variety of tasks for client-based projects. These can include dynamics, modeling, texturing, rigging, lighting, and animation.

ANM 498XA Studio X 3D Animation
In this advanced 3D animation course that recreates the production environment, you will be responsible for generating animation to the specifications of the project’s stakeholder. You will focus on matching action across shot cuts, adapting animation styles to align with project aesthetics and delivering files in the production pipeline. Portfolio approval is required for participation in this course.

ANM 498XC StudioX for Compositing
Students will compose shots in a production environment. This class focuses on skills that will be beneficial to surviving in a real production environment. Shot dailies will be held weekly with production notes published to the class that will push students’ work to a higher level.

ANM 498XD Studio X Story Development
You will learn how to make your ideas come to life using visual development, storyboarding, basic drawing, basic design, basic fundamentals of animation, film grammar, and three act story structure.

ANM 498XL StudioX for Lookdev & Lighting
In this course, students will gain real-world experience by applying their advanced texturing and lighting skills to actual film projects in a production environment. Students will work with the project director, supervisor, and PA as a team to meet production demands. Producing professional level VFX work will be emphasized.

ANM 498XP StudioX for Production Management
In this studio production course, you will focus on production management. You will perform a variety of tasks for client-based projects. These can include managing crew assignments, organizing dailies sessions, scheduling client reviews, organizing project files and many other production tasks.

ANM 498XS Studio X Stop Motion
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving.

ANM 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information.

ANM 500 Internship in Animation
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ANM 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

ANM 601 Fundamentals of Lookdev & Lighting
Explore computer animation theory, focusing on character development. You’ll study traditional animation techniques, motion and animation vocabulary, secondary motion, and line of action.

ANM 604 Cinematography for VFX
Setup lighting, green screen and tracking markers the way professional VFX supervisors understand for both studio post production and Indie type “guerrilla” filmmaking. New digital cameras operation and sensors types are taught with how to best record on set VFX elements for successful compositing and integration with digital elements.

ANM 605 Layout Design for Animators
Gain perspective. To learn the size and structure of an animation film production unit, you’ll analyze animated feature films, focusing on layout design, value, and structure.

ANM 610 Figurative Concepts
Master your ability to draw proportionally accurate figures, both nude and clothed, for entertainment art. You’ll study anatomy, proportion, foreshortening, construction, movement and gesture, making simple still lifes and tonal self-portraits.

ANM 612 Traditional Animation Principles & Pipelines
Experience what it’s like to work as an assistant animator. To increase your ink and paint skills, you’ll learn digital and traditional tools to create a finished full color scene from rough animation.

ANM 614 Color and Design Application for Animation
Learn how to render beautiful animations, just like your favorite studios. You’ll learn core principles of looked and lighting as they are used in major animation and VFX studios. You’ll learn the fundamentals of color and color theory combinations to create interesting visual compositions.

ANM 620 Advanced Character Animation
Explore computer animation theory, focusing on character development. You’ll study traditional animation techniques, motion and animation vocabulary, secondary motion, and line of action.

ANM 623 3D Modeling & Animation 1 (Maya)
Learn to navigate this complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

ANM 624 Lip Sync and Facial Performances
Create the strong facial performances of advanced character animators. You’ll learn to use your face and eyes to subtly convey emotions and thought processes. Plus, you’ll learn the mechanics of lip-sync and apply them to your character animations.

ANM 625 3D Realistic Animation
Make animations that mimic the way real animals move. You’ll analyze animal kinematics and musculature, applying your research to animate a quadruped walkcycle.

ANM 626 Motion Capture for Animators, Riggers
Enter the exciting world of motion capture! Using industry-specific software, you’ll capture, clean and animate your own motions, while learning important industry techniques for your individual motion capture project.

ANM 627 Animal and Creature Animation
You will create animation that mimics real and stylized animal locomotion. Realistic creature rigs and animal reference will be analyzed to understand movement and muscles. You will apply research and physics to block and animate a quadruped.

ANM 629 Fundamentals of Lookdev & Lighting
Learn how to render beautiful animations, just like your favorite studios. You’ll learn core principles of look and lighting including painting in 3D, how to work with BRDF shaders, lighting, animation caches, compositing of render passes and much more.

ANM 630 Internship for Credit
Learn more about working in animation through an internship. To qualify, you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

COURSES
ANM 601 Fundamentals of Lookdev & Lighting
ANM 604 Cinematography for VFX
ANM 610 Figurative Concepts
ANM 612 Traditional Animation Principles & Pipelines
ANM 620 Advanced Character Animation
ANM 623 3D Modeling & Animation 1 (Maya)
ANM 624 Lip Sync and Facial Performances
ANM 625 3D Realistic Animation
ANM 626 Motion Capture for Animators, Riggers
ANM 627 Animal and Creature Animation
ANM 629 Fundamentals of Lookdev & Lighting

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
ANM 630 Node-Based Compositing 1
Learn advanced compositing techniques such as keying, float color space, and tracking. You’ll focus on developing your artistic eye, attention to detail, troubleshooting skills, and maintaining rigorous image quality standards. [This course is cross-listed with ANM 342.]

ANM 631 Matte Painting
Create digital matte paintings for visual effects shots. You’ll apply skills in advanced shot layout, image projection, layer integration, lighting, perspective, depth perception, and modeling to create environments.

ANM 632 Hard Surface Modeling 1
Explore the different types of geometry in Maya (polygon, nurbs, and subdivision), focusing on polygonal and subdivision surfaces. You’ll get the basic and advanced tools needed to enhance the modeling experience in Maya.

ANM 633 Character Design for Animation
Produce animation for TV, features, games, and storyboards. Working from live models, you’ll maintain a sketchbook showing your design flexibility, sequential drawing for animated performance, line-of-action, and volume control skills in a variety of styles.

ANM 634 Traditional Animation 3 (Character Development)
Improve specific character development skills to work in the animation industry. You’ll learn to animate and clean up “on model” from model sheets.

ANM 636 Organic Modeling
Master modeling techniques like texturing, shading, and character set up. Using nurbs, polygon, and subdivision modeling, you’ll finish at least one demo reel of quality modeling for your final project.

ANM 639 3D Texture Painting
Take your painting skills to the next level, learning to hand paint textures and create shaders for richly detailed organic objects and creatures, down to micro details of skin pores and wrinkles. A great class for both modelers and lookdev artists. [This course is cross-listed with ANM 357.]

ANM 640 Advanced Lookdev & Lighting
Lighting can determine both what the audience sees, and how they feel. You’ll learn advanced lookdev techniques such as grooming hair and rendering cloth fibers down to the thread level, as well as advanced lighting techniques and tricks of the trade used by cinematographers to create stunning animated shots. [This course is cross-listed with ANM 353.]

ANM 641 Node-Based Compositing 2
Develop your ability to plan and solve problems in a production environment. You’ll apply independent skills you’ve acquired in Nuke and other software to real-world projects.

ANM 642 Production Compositing Principles
Using advanced compositing and effects techniques, you’ll learn to integrate live-action footage with CG elements, effects shots, and photo-realism into your projects.

ANM 648 2D Digital Cutout
Gain various ink, pant, and compositing skills to work in digital commercial animation production. You’ll learn storyboarding, animatics, painting, compositing and post-production.

ANM 650 Matchmoving
Practice live-action 3D camera tracking. You’ll learn to measure the environment, gather camera information, and apply tracking markers to prepare for a matchmove in a live action set. [This course is cross-listed with ANM 352.]

ANM 651 Rotoscoping for Compositors
Discover the secret ‘hidden effects’ of the industry. You’ll explore rotoscoping and digital paint effects for film and television, focusing on wire removal, articulated mattes, plate restoration, plate extension, and paint animation. [This course is cross-listed with ANM 243.]

ANM 652 Introduction to Rigging
Gain skills to design and setup 3D characters for animation. Starting with basic concepts of character setup, you’ll move to more complex topics like modeling characters for animation, facial animation setup, and animation workflow.

ANM 654 Modeling Studio
As a modeling and texture student, you’ll explore multi-patch nurbs and polygon modeling, shading, rendering, and texturing to create fully rendered, portfolio-quality images.

ANM 655 Scripting for VFX & Riggers
Interested in a career in technical direction? Combining your artistic talents with your technical abilities you’ll use Maya’s Embedded Programming Scripting Language called Mel to build a solid foundation of programming skills. [This course is cross-listed with ANM 255.]

ANM 656 Organic Modeling 2
Model organic characters like professional visual effect studio modelers. This course further develops comprehensive instruction in Zbrush software for high resolution organic modeling. Course concepts include model retopology, character concept design, polygon painting and texturing, transforming and decimation tools and rendering model turntables.

ANM 658 Real-Time Animation & Visual Effects
This course will introduce you to the virtual animation and visual effects production pipeline. This course will teach you how to work in Unreal Engine and why we use it in virtual production. We will explore the proper real-time production methods and how to work with physical VR trackers and how to incorporate green screen as well.

ANM 670 Preproduction
Refine your thesis topic while learning the roles of pre-production artists. Working one-on-one with the instructor, you’ll prepare to present their midterm reviews including written thesis, concept drawing, character studies, storyboards, and story reels (animation).

ANM 672 Animated Filmmaking
Launch your animation project like a pro. Take your thesis or short film from an animated to full layout, ready to animate. You’ll learn about cinematography, camera animation, asset preparation, and editing as it pertains to your specific project.

ANM 680 Color Scripting
You’ll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen-frame color script.

ANM 682 Hard Surface Modeling 2
Concentrate on NU/RS modeling. You’ll learn to convert NU/RS models into polygon models, and explore the differences between polygonal and NU/RS modeling. [This course is cross-listed with ANM 412.]

ANM 685 Storyboarding Principles
Become an illustrative storyteller. Taking a step-by-step approach to story development, you’ll study the structural elements of storytelling, storyboarding formats, motion and animation, characters, and narrative development. [This course is cross-listed with ANM 270.]

ANM 686 3D Character Animation 1
Learn the unique character animation techniques of different professional studios. You’ll study real-world weight, physics, object interaction, pantomime, character sketching, and motion analysis to animate 3D characters.
ANM 687 3D Character Animation 2
You’ll apply character thinking, changes of emotion, and lip-sync animation to your current projects.

ANM 688 Traditional Animation
To master the twelve principles of animation, you’ll learn its terminology and history, and practice storytelling and character forms.

ANM 691 Storyboarding for Film Genres
Learn to storyboard for a variety of film genres - comedy, drama, action and musical. You’ll gain a comprehensive skill set by drawing, staging, and creating story sequences for animation and live action production.

ANM 692 Traditional Animation 2
Strengthen your knowledge of animation. Focusing on inbetweening, flipping properly, pencil pressure and consistency of drawing, you’ll learn simple character design, simple storyboards, and use work sheets.

ANM 694 Head Sculpture & Facial Expressions
Focus on the head and face in this advanced Maya modeling course.

ANM 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

ANM 695X2 Studio X 2D Short Film
You will complete a series of finished 2D animated shorts, working across disciplines in small teams under tight deadlines. Students from Visual Development, Music/Sound students and 2D Animation are all encouraged to apply for consideration in this truly cross-disciplinary class.

ANM 695X3 StudioX VFX 3D for Modelers, Riggers, FX TDs
In this studio production course, you will perform a variety of tasks for client-based projects. These can include dynamics, modeling, texturing, rigging, lighting, and animation.

ANM 695XA Studio X 3D Animation
In this advanced 3D animation course that recreates the production environment, you will be responsible for generating animation to the specific standards of the project’s stakeholder. You will focus on matching action across shot cuts, adapting animation styles to align with project aesthetics and delivering footage in the production pipeline. Portfolio approval is required for participation in this course.

ANM 695XC StudioX for Compositing
Students will composite shots in a production environment. This class focuses on skills that will be beneficial to surviving in a real production environment. Shot dailies will be held weekly with production notes published to the class that will push students’ work to a higher level.

ANM 695XD Studio X Story Development
You will learn how to make your ideas come to life using visual development, storyboarding, basic drawing, basic design, basic fundamentals of animation, film grammar, and three act story structure.

ANM 695XL StudioX for Lookdev & Lighting
In this course, students will gain real-world experience by applying their advanced texturing and lighting skills to actual film projects in a production environment. Students will work with the project director, supervisor, and PA as a team to meet production demands. Producing professional level VFX work will be emphasized.

ANM 695XP StudioX for Production Management
In this studio production course, you will focus on production management. You will perform a variety of tasks for client-based projects. These can include managing crew assignments, organizing daily sessions, scheduling client reviews, organizing project files and many other production tasks.

ANM 695XS Studio X Stop Motion
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving.

ANM 697B Feature Animation 2
You’ll animate bipedal characters to push, pull, and throw focusing on realistic movement, weight, and anticipation. A panel of industry experts may select you for this course based on your portfolio.

ANM 697C Feature Animation 3
Animate convincing dialogue, gesture, and body language to create compelling character performances. You’ll develop observational sketchbook drawings and original video references to create industry-level work for your professional animator’s reel.

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

ANM 706 Producing for Animation & VFX
Experience what it takes to develop and deliver entertainment projects. You’ll receive hands-on training in the project workflow, pre-production management, and post-production visual effects used to produce several commercial projects. Maya software.

ANM 744 Dynamics 2: Fluids
Create visually appealing fluid simulations with Houdini software as seen from top visual effects production studios. You will learn how to simulate, light, shade and render beautiful fluid visual effects using Houdini.

ANM 770 Final Portfolio Preparation
Prepare for your future career by learning what’s expected of the professional in the animation, visual effects, and game industries. As an MFA candidate, you’ll gain communication, collaboration, networking, marketing, and workplace pipeline skills.

ANM 770A Final Portfolio Preparation for Animators
Prepare for your future career by learning what’s expected of the professional in animation. You’ll gain communication, collaboration, networking, marketing, and workplace pipeline skills while polishing your portfolio.

ANM 772 Storyboarding for Cinematic Effect
Take a deep dive into how to structure interesting camera angles and impactful cinematic compositions for storyboarding. You’ll learn how to draw, stage and pitch story sequences for animated and live action storyboards.

ANM 773 Dynamics 1 for FX TDs, Riggers
You’ll learn key CG effects techniques to generate dynamic simulations of real-world phenomena for film effects. Gain special offers 34.224.

ANM 780 Stop Motion
You’ll animate a stop motion puppet to better understand character expression, pantomime, and the process and principles of classic animation.
ANM 782 Stop Motion 2
Fully produce a lip-synced stop motion spot. To expand your animation repertoire, you’ll learn the diverse elements of animated production including narrative communication, project planning, lighting, and production design.

ANM 787 3D Animation Studio
To thrive in the animation studio environment, you must meet deadlines, utilize proper workflow, and maintain efficient professional practices. You’ll be given individually tailored critiques, assignments, and directional notes to help improve your work.

ANM 791 Animation Project Completion
In this course, students will complete their thesis projects or portfolio showcase pieces, with an emphasis on character animation. Regular critiques will be applied by both the instructor and fellow classmates.

ANM 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your mid-point review. Director approval required. Fees and prerequisites will vary by topic.

ANM 820 Thesis Direction: 3D Animation
To thrive in the animation studio environment, you must meet deadlines, utilize proper workflow, and maintain efficient professional practices. You’ll be given individually tailored critiques, assignments, and directional notes to help improve your work.

ANM 830 Thesis Direction: 3D Modeling
This course is for graduate students who want to complete their thesis focusing in 3D Modeling. Each student’s final thesis project will be discussed during each class.

ANM 840 Thesis Direction: Lookdev, Lighting & FX
You will work on a focused VFX, including Lookdev, Lighting, FX, Matte Painting, or Compositing project. Individual project progress will be discussed during each class.

ANM 848 2D Digital Cutout
Gain various ink, paint, and compositing skills to work in digital commercial animation production. You’ll learn storyboarding, animation, painting, compositing and post-production.

ANM 880 Color Scripting
You’ll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen-frame color script.

ANM 889 Traditional Animation Thesis Completion
Be mentored in your 2D thesis work. From pre-production development to completion, you will create content for your visual development and 2D short film thesis project.

ANM 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

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

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

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

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

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

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

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

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

CAREER PATHS

Architecture
Firm Partner
Design Principal
Project Manager
Project Architect
Job Captain
Designer
Junior Designer
Intern
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
  - LA 108: Composition for the Artist
  - LA 219: History of the Built Environment: Ancient to Gothic
  - LA 249: History of the Built Environment 2: Renaissance to 1900
  - LA 255: College Math
  - LA 271: College Algebra with Geometry
  - LA 292: Programming and Culture
  - LA 293: Precalculus
  - LA 296: Applied Physics
  - LA 319: History of the Built Environment 3: 1900 to Present
  - LA 359: Urban Sociology
  - LA 429: Architecture Theory
  - LA 449: Urban Design Theory
  - LA 485: Tell your Story: Personal Statement, Portfolio, Resume

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATIONS: ACADEMIC WRITING
  - LA 429: Architecture Theory

WRITTEN COMMUNICATIONS: COMPOSITION

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

HISTORY OF THE BUILT ENVIRONMENT

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

FUNDAMENTAL MATH
  - LA 255: College Math

APPLIED MATH

  - LA 296: Applied Physics

ADVANCED MATH
  - LA 293: Precalculus

APPLIED PHYSICS
  - LA 296: Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR
  - LA 292: Programming & Culture

HISTORICAL AWARENESS: INCLUSIVE PERSPECTIVES
  - LA 359: Urban Sociology

URBAN STUDIES
  - LA 449: Urban Design Theory

ARCHITECTURAL EMPLOYMENT COMMUNICATIONS & PRACTICES

  - ARH 475: Professional Practices for Architects**

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

**Core Requirement

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
  - LA 108: Composition for the Artist
  - LA 219: History of the Built Environment 1: Ancient to Gothic
  - LA 249: History of the Built Environment 2: Renaissance to 1900
  - LA 255: College Math
  - LA 271: College Algebra with Geometry
  - LA 292: Programming and Culture
  - LA 293: Precalculus
  - LA 296: Applied Physics
  - LA 319: History of the Built Environment 3: 1900 to Present
  - LA 359: Urban Sociology
  - LA 429: Architecture Theory
  - LA 449: Urban Design Theory
  - LA 485: Tell your Story: Personal Statement, Portfolio, Resume

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

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.
Bachelor of Arts [BA] in Architectural Design

BA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE  36 UNITS

MAJOR  33 UNITS

+ LIBERAL ARTS  42 UNITS

+ ELECTIVE  9 UNITS

TOTAL  120 UNITS

BA ARCHITECTURAL DESIGN 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
  LA 108  Composition for the Artist
  LA 219  History of the Built Environment 1: Ancient to Gothic
  LA 249  History of the Built Environment 2: Renaissance to 1900
  LA 255  College Math
  LA 271  College Algebra with Geometry
  LA 291  Designing Careers
  LA 296  Pre-calculus
  LA 298  Applied Physics
  LA 319  History of the Built Environment 3: 1900 to Present
  LA 359  Urban Sociology
  LA 429  Architecture Theory
  LA 449  Urban Design Theory
  LA 485  Tell your Story: Personal Statement, Portfolio, Resume

And the following general education requirements:

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

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

CULTURAL IDEAS & INFLUENCES

LA 292  Programming & Culture

HISTORICAL AWARENESS

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

EMPLOYMENT COMMUNICATIONS & PRACTICES: ARCHITECTURE

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

WRITTEN EDUCATION REQUIREMENTS

WRITTEN COMMUNICATIONS: RESEARCH AND ANALYSIS

CHOOSE ONE:

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

WRITTEN COMMUNICATIONS: COMPOSITION

CHOOSE ONE:

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

HISTORY OF THE BUILT ENVIRONMENT

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

FUNDAMENTAL MATH

CHOOSE ONE:

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

APPLIED MATH

LA 271  College Algebra with Geometry

ADVANCED MATH

LA 293  Precalculus

APPLIED PHYSICS

LA 296  Applied Physics
**Master of Architecture [M.Arch]**

**MARCH UNIT REQUIREMENTS - TRACK I**

- **MAJOR**
  - 51 UNITS
- **MAJOR ELECTIVE**
  - 6 UNITS
- **DIRECTED STUDY**
  - 6 UNITS

**TOTAL**

- 63 UNITS

**MARCH ARCHITECTURE DEGREE REQUIREMENTS**

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

**MARCH ARCHITECTURE REQUIRED MAJOR COURSES**

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

*6 unit courses

**Master of Architecture [M.Arch]**

**MARCH UNIT REQUIREMENTS - TRACK II**

- **MAJOR**
  - 69 UNITS
- **MAJOR ELECTIVE**
  - 6 UNITS
- **DIRECTED STUDY**
  - 6 UNITS
- **ELECTIVES**
  - 6 UNITS

**TOTAL**

- 87 UNITS

*Per director approval

**MARCH ARCHITECTURE DEGREE REQUIREMENTS**

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

**MARCH ARCHITECTURE REQUIRED MAJOR COURSES**

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

*6 unit courses

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

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

Master of Arts [MA] in Advanced Architectural Design

MA UNIT REQUIREMENTS - TRACK II

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

TOTAL 60 UNITS

*Per director approval

MA ADVANCED ARCHITECTURAL DESIGN DEGREE REQUIREMENTS

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

MA ADVANCED ARCHITECTURAL DESIGN MAJOR COURSES

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

### ARH 110 Studio 1: Conceptual Design Studio
Learn design principles for creating spaces for people. You will utilize design, methodology and space-making principles to gain fundamental knowledge and skills in environmental design, and prepare for future architecture and landscape architecture studios.

### ARH 150 Studio 2: Spatial Ordering & Form
Develop your critical design decision-making abilities through experimentation. You will research and analyze a case study project, identify key spatial ideas and incorporate these ideas through an iterative process of model-making, diagramming and drawing for small scale projects.

### ARH 170 Projective Drawing & Perspective
Practice rigorously constructed architectural drawings to develop three-dimensional thinking and communication skills. You’ll learn to use line and composition techniques to articulate details that reinforce the building design and help you communicate design intent.

### ARH 180 2D Digital Visual Media
Learn to make digital images and architectural drawings. Using industry software, lectures information, case studies, and tutorials, you will create digital collages, diagrams and drawings to represent an idea.

### ARH 210 Studio 3: Site Operations & Tectonic Systems
Expand your design process. The catalysts for the examination of your design will come from beyond the architectural norms. You will create digital collages, diagrams and drawings to represent an idea.

### ARH 230 Color, Perception and Space
Learn how to alter reality through color and space. You’ll analyze the representational, theoretical, and practical applications of color and space in art history, and apply them to your own work through painting, photography, films, and model-making.

### ARH 239 Materials & Methods
Material choices are design decisions. You’ll evaluate the unique properties and construction methods of materials, including the social constructs, environmental impacts, and design opportunities they provide.

### ARH 240 Site Design & Mapping
Experience the dynamic interdisciplinary nature of site design. Taking physical characteristics, regulatory parameters, accessibility, and sustainable design principles into consideration, you’ll develop a site design that combines your skills and understanding of topography, landscape, and urban design.

### ARH 250 Studio 4: Site Culture & Integral Urbanism
Take a stance on the role of architecture in our urban environments. Through the design of a public building, you’ll advocate for and engage with under-served communities. You’ll learn about the specific load bearing properties of concrete, masonry, and tensile systems through real-world applications and scenarios.

### ARH 255 Studio 4: Assembly Building & Context
Theaters are cultural institutions for collective story-telling. Design a theater by developing a critical viewpoint on the role of society, community, and culture. You will develop a design methodology through the analyses of the site as well as a cultural artifact. Iterative use of hand drawing, physical model-making, digital drawing will lead to a spatial composition.

### ARH 315 Studio 5: Advocacy in Design
Take a stance on the role of architecture in our urban environments. Through the design of a public building, you’ll advocate for and engage with under-served communities. You’ll learn about the specific load bearing properties of concrete, masonry, and tensile systems through real-world applications and scenarios.

### ARH 320 Structures: Wood & Steel
Collaboration between architects and structural engineers determines the success and safety of a building. Seeing architecture from the perspective of a structural engineer, you’ll evaluate the unique properties of wood and steel—common structural materials in the US—in response to gravity and lateral forces.

### ARH 325 Structures: Concrete, Masonry, & Tensile Systems
Knowledge of a range of structural systems is required for architects. You’ll learn about the specific load bearing properties of concrete, masonry, and tensile systems.

### ARH 350 Studio 6: Site Conditions & Building Performance
You must take this course concurrently with ARH 399. Building Information Modeling

### ARH 399 Building Information Modeling
Become confident using industry-standard Autodesk Revit to design a building. You will learn to create technical drawings and presentation images, and learn the basic principles of compiling and organizing a construction drawing set.

### ARH 410 Studio 7: Tectonics and Structure
Architecture is a reflection of contemporary culture and conflict invites innovation. You will question preconceptions to find outdated modes of inhabiting space and discover new program relationships, spatial conditions, and rich tectonic expressions. You must take this course concurrently with ARH 420.

### ARH 420 Structures: Systems Investigation
Develop your structural intuition by breaking physical models. Working with a structural engineer and an architect, you will invent a structural system for your studio project that is integral to the architectural design identity, and compare structural behaviors of different building geometries using load path diagrams.

### ARH 430 Climate & Energy Use: Sustainable Strategies
Learn passive and innovative strategies to minimize a building’s aggressive energy and resource consumption. You’ll examine the benefits of renewable resources and well-building design, focusing on best practices revealed both in vernacular architecture and forward-thinking contemporary design case studies.

### ARH 440 Design Technology: Environmental Controls
Learn the fundamental concepts of heating, cooling, plumbing, and ventilation in buildings to conserve our valuable natural resources. You’ll explore ways to increase human comfort using efficient systems, optimize sites, and design for different climates, and effective building envelope systems. Take this course concurrently with ARH 450.

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**VIEW the schedule, prerequisites, and course fees & REGISTER at [https://catalog.academyart.edu](https://catalog.academyart.edu)
ARH 441 Tectonics: Code Analysis & Building Envelope Documentation

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

ARH 450 Studio 8: Housing & Integrated Design

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

ARH 475 Professional Practices for Architects

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

ARH 490 Portfolio Enhancement

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

ARH 493 Contemporary Architecture Foreign Study

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

ARH 493DR Drawing from the Renaissance

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

ARH 498 Collaborative Project

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

ARH 488PM Collaborative Project: Park Merced B. Lab

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

ARH 499 Special Topics

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

ARH 500 Internship in Architecture

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit," you must have senior status, a minimum 2.0 cumulative GPA, have successfully completed 30 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ARH 510 Studio 9: Mixed Use Urbanism & Research

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

ARH 512 Participatory Design

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

ARH 529 From Theory to Practice

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

ARH 550 Studio 10: Final Thesis Project

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

ARH 590 Enhanced Studies

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
ARH 608 Advanced Design Studio II - Concept, Context, & Typology
Engage in an intensive and stimulating process through which you will address architecture on an abstract conceptual level while questioning and considering broader implications at the finer scale of architectural idea, tectonics, space, and detail.

ARH 609 Advanced Design Studio I – Design Process and Morphology
Explore an experience-driven design methodology where you develop phenomenologically focused spatial circumstances that come together in an architectural composition to fulfill scale-specific program requirements.

ARH 613 Sustainable Design
Examine sustainable principles and how they apply to architecture, design, and construction. You will learn how renewable energy, passive buildings, and cradle to cradle systems can improve green buildings and cities for a better future.

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

ARH 619 Advanced Design Studio III - Integrated Design Concepts
Engage in integrated design building from early concept to final detail. You’ll participate in an investigative process that employs multiple systems and variables to successfully complete a compelling architectural project.

ARH 620 Digital Generated Morphology
Learn how to use the computer beyond representation as a generative design tool. Using 3D modeling software, you will gain the essential skills necessary to generate and design an architectonic proposal.

ARH 631 Architectural History: Ascendancy of the Renaissance
Examine the emergence and captivating history of the European Renaissance and its different regional expressions. You will explore formal and technological developments alongside contemporaneous artistic and literary innovations of this important epoch.

ARH 640 Architectural History - Introduction
Gain a broad overview of Western and non-Western architectural development, from early to pre-modern periods—approximately 3000 B.C. to 1890 A.D. You will attain an essential frame of reference for the understanding of the cultural evolution of architecture.

ARH 641 Architectural History: Modernism and its Global Impact
Learn about the development of architecture and urbanism since the Industrial Revolution. You will examine cultural and technological implications on contemporary design and trace the global impact of the modern movement.

ARH 642 Architectural Theory
Immerse yourself in the world of contemporary architectural theory to understand the relationship of architectural theories to social, political, technological, and scientific events. You will learn about different schools of thought in architecture, current architectural discourse, and global practice.

ARH 650 Foundational Design Studio I
Set the foundation for your architectural studies using concepts and skills in written, spoken, and visual form. You’ll learn the principal concepts of architecture by engaging in an iterative design process where you develop conceptual and spatial ideas through deliberate experimentation.

ARH 651 Design Process and 2D Media
Gain the fundamental skills and knowledge using two-dimensional media needed to begin your architecture studies. You will explore orthographic conventions of plan, section, and elevation, architectural notation, axonometric projection, and two-dimensional media to relate a two-dimensional representation to three-dimensional space.

ARH 652 Architectural Tectonics
Learn about the art, theory, and science of construction. To understand the relationships between design, technology, structures, and space on a broad and holistic level, you’ll explore exemplary architectural concepts in relation to their structure and resulting spatial expression.

ARH 653 Introductory Design Studio 2
Develop your spatial design skills. You’ll learn the role in design in the urban context and expand your visual/graphic thinking and vocabulary of spatial elements to increase meaning in your architectural proposals.

ARH 654 Design Process & 3D Media
Utilizing a fundamental knowledge of three-dimensional digital media, modeling, and rendering techniques, you will develop the representation and simulation skills needed to master the architectural design process.
ARH 658 Introduction to Computer Aided Drafting & Modeling
Build on basic drafting skills using AutoCAD and develop your modeling skills in Revit. You’ll learn fundamental technical skills to produce a sophisticated set of drawings and renderings as the basis for a BIM process.

ARH 659 Digitally Generated Fabrication
Explore methods of advanced architectural fabrication in relation to architectural design and construction processes. Through your work, you will engage in several techniques, processes, and technologies that are applicable towards architectural production.

ARH 690 Thesis Preparation & Development
Prepare for the final Master of Architecture Thesis course. You’ll begin by thinking through an architectural problem critically and research related topics to your proposal: social equity concerns, environmental considerations, program development, and typology studies, among others.

ARH 695 Collaborative Project
If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project where you will put the knowledge and skills you have acquired to work in a real-world setting. Contact your student services advisor for details.

ARH 698 Directed Study
Directed study is the primary concentration of a Master’s degree candidate’s work toward the completion of a Final Portfolio and/or Thesis Project. With the approval of the Department Director, students may take any university coursework to develop specific conceptual and technical skills that will enable them to further develop their Final Portfolio and/or successfully bring a Final Thesis Project to completion. Please note that some Directed Study courses have a required course fee and course prerequisites may vary by topic.

ARH 810 Master of Architecture Thesis
Build on the architectural thesis proposal developed in the Thesis Preparation and Development course (ARH 690). You will refine your critical and innovative architectural thesis concept to produce an integrated building project aimed at advancing the architectural profession.

ARH 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

ARH 903 Contemporary Architecture Study Abroad
Immerse yourself in outstanding contemporary built works of architecture. Through an intensive site visit to a particular region outside the USA, you will discover the conceptual meaning of these architectural examples, and their role in recent architectural discourse.

ARH 903DR Drawing from the Renaissance
This drawing based course will use the city of Florence, Italy and its environs as a living laboratory to sketch and analyze Renaissance buildings, as a means to understand formal principles of architecture. The course develops analytical drawing skills as a way to discuss ordering systems, materiality, volume, and proportion.

ARH 990 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.

ARH 999 Special Topics
Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.
ART EDUCATION
To learn how to teach artists, surround yourself with artists.

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

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

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

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

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

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

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

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

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

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

CAREER PATHS

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

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

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

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

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

Explore our teacher preparation pathways to obtaining your California Credential

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

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

Bachelor of Fine Arts [BFA] in Art Education

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

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

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

BFA UNIT REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOICE 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 18th Century
LA 222 20th Century Art

COMPARATIVE ART HISTORY
LA 326 Topics in World Art

QUANTITATIVE LITERACY

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

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

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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

BFA ART EDUCATION & ART HISTORY DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:
  4 European Foreign Language courses
  1 Written Communications: Composition course
  1 Written Communications: Critical Thinking course
  1 Western Civilization course
  1 Quantitative Literacy course
  1 Employment Communications & Practices course
  1 Comparative Art History
  1 Cultural Ideas & Influences course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

COMPARATIVE ART HISTORY
LA 326 *Topics in World Art*
*Core Requirement

QUANTITATIVE LITERACY

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

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 292 French 3: Reading & Writing
LA 293 Spanish 3: Reading & Writing
LA 397 Italian 3: Reading & Writing
LA 492 French 4: Proficiency
LA 493 Spanish 4: Proficiency
LA 497 Italian 4: Proficiency

CULTURAL IDEAS & INFLUENCES

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

WESTERN CIVILIZATION

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

**BFA ART EDUCATION & FINE ART DEGREE**

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

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

**CHOICE ONE:**
- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**HISTORICAL AWARENESS**

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

**QUANTITATIVE LITERACY**

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

**CULTURAL IDEAS & INFLUENCES**

**CHOICE ONE:**
- LA 292 Programming & Culture
- LA 296 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today's Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 462 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291 Designing Careers

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**Bachelor of Fine Arts [BFA] in Art Education & Fine Art Core Courses**

**ARE 105** Overview of the Theories and Practices of Art Education

**ARE 305** Educational Psychology

**ARE 310** Curriculum Development for the Art Classroom

**ARE 340** Learning to Talk About Art

**ARE 460** Senior Seminar in Art Education

**ARE 515** Integrating Technology into Art Education Settings

**BA Education & Fine Art A&D Core Courses**

**FA 110** Still Life Painting 1

**FA 145** Printmaking

**FA 211** Introduction to Painting: Figure

**FA 218** Composition & Painting

**FA 143** Silkscreen 1

**FA 420** Senior Portfolio Workshop/Professional Practices

**FND 110** Analysis of Form

**FND 112** Figure Drawing

**FND 125** Color and Design

**FND 131** Figure Modeling

**ILL 133** Digital Media: Digital Manipulation

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**Bachelor of Fine Arts [BFA] in Art Education & Fine Art Core Courses**

**ARE 105** Overview of the Theories and Practices of Art Education

**ARE 305** Educational Psychology

**ARE 310** Curriculum Development for the Art Classroom

**ARE 340** Learning to Talk About Art

**ARE 460** Senior Seminar in Art Education

**ARE 515** Integrating Technology into Art Education Settings

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**BFA UNIT REQUIREMENTS**

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

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**BFA ART EDUCATION & FINE ART PEDAGOGY CORE COURSES**

**ARE 105** Overview of the Theories and Practices of Art Education

**ARE 305** Educational Psychology

**ARE 310** Curriculum Development for the Art Classroom

**ARE 340** Learning to Talk About Art

**ARE 460** Senior Seminar in Art Education

**ARE 515** Integrating Technology into Art Education Settings

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**BFA ART EDUCATION & FINE ART A&D CORE COURSES**

**FA 110** Still Life Painting 1

**FA 145** Printmaking

**FA 211** Introduction to Painting: Figure

**FA 218** Composition & Painting

**FA 143** Silkscreen 1

**FA 420** Senior Portfolio Workshop/Professional Practices
ART HISTORICAL AWARENESS

LA 120  
LA 121  

CHOOSE TWO ADDITIONAL COURSES:

LA 117/LAN 117  
LA 118/IND 118  
LA 128  
LA 129  
LA 131/GAM 131  
LA 132/ANM 102  
LA 134/ANM 104  
LA 137/MS 137  
LA 147/PH 147  
LA 152/ILL 152  
LA 162  
LA 195/ILL 195  
LA 197/ILL 197  
LA 219  
LA 220  
LA 222  
LA 224  
LA 226 /AD 230  
LA 229/AD 231  
LA 242/GR 242  
LA 244/FSH 244  
LA 245/JEM 245  
LA 246/FSH 246  
LA 249  
LA 274  
LA 276  
LA 281/MPT 255  
LA 282/MPT 256  
LA 284  
LA 319  
LA 326  
LA 327  
LA 333  
LA 382  
LA 383  
LA 386  
LA 387  
LA 420  
LA 421  
LA 422  
LA 423  
LA 432  
LA 434  
LA 444  

Study Abroad: Art & Architecture of Renaissance Florence  
Seminar in Great Britain  
Film History 1: Pre-1940  
Film History 2: 1940-1974  
Evolution of the Horror Film  
History of the Built Environment 3: 1900 to Present  
Topics in World Art  
Art of the Classical World  
Art of the Middle Ages  
Film History 3: Contemporary Cinema  
World Cinema  
Exploring Science Fiction Cinema  
Women Directors in Cinema  
Survey of Asian Cinema  
Art of the Italian Renaissance  
Northern Renaissance Art  
Italian Baroque Art  
Art of the Dutch Golden Age  
Art of Spain: From El Greco to Picasso  
History of Asian Art  
Dada & Surrealism
Art Teaching Credential - Track I

UNIT REQUIREMENTS
MAJOR 18 UNITS
TOTAL 18 UNITS

ART TEACHING CREDENTIAL - TRACK I
MAJOR COURSES MAJOR COURSES
ARE 610 Teaching Audiences in a Diverse Society
ARE 611 Teaching Audiences with Special Needs
ARE 621 Instruction & Assessment of Academic Literacy
ARE 641 Student Teaching Seminar
ARE 901 Student Teaching in Public School Classroom (6 units)

ATC DEGREE REQUIREMENTS
• Minimum 3.0 cumulative GPA
• Minimum grade of C in all required 18 units

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

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

Art Teaching Credential - Track II

UNIT REQUIREMENTS
MAJOR 30 UNITS
TOTAL 30 UNITS

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

ATC CREDENTIAL DEGREE REQUIREMENTS
• Minimum 3.0 cumulative GPA
• Minimum grade of C in all required 30 units

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

*See Admissions Requirements for details of general graduate school entry requirements.
Master of Arts in Teaching (MAT) Degree & Credential Program – Track I

MAT ART EDUCATION UNIT REQUIREMENTS
MAJOR 21 UNITS
+ DIRECTED STUDY 6 UNITS
TOTAL 27 UNITS

MAT ART EDUCATION DEGREE & CREDENTIAL PROGRAM REQUIREMENTS – TRACK I
• Successful completion of Final Capstone Project
• Minimum 3.0 cumulative GPA
• Minimum grade of C in all required 27 units

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

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

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

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

MAT ART EDUCATION UNIT REQUIREMENTS
MAJOR 33 UNITS
+ DIRECTED STUDY 6 UNITS
TOTAL 39 UNITS

MAT ART EDUCATION DEGREE & CREDENTIAL PROGRAM REQUIREMENTS – TRACK II
• Successful completion of Final Capstone Project
• Minimum 3.0 cumulative GPA
• Minimum grade of C in all required 39 units

MAT TRACK II – ENTRY REQUIREMENTS*
• Minimum 2.5 GPA in an earned Bachelor’s Degree (or higher)
• Pass the CBEST Examination
• Pass the CSET/Art Examination
• TB Health Certificate
• CTC Clearance
• CPR & First Aid Workshop Certificate
• Resume
• 3 Letters of Recommendation

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

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

### MA UNIT REQUIREMENTS
- MAJOR: 27 UNITS
- GRADUATE LIBERAL ARTS: 3 UNITS
- STUDIO*: 6 UNITS
- TOTAL: 36 UNITS

### MA ART EDUCATION REQUIRED MAJOR COURSES
- APE 600 Educational Psychology
- APE 601 Overview of Art Education Theories and Practices
- APE 612 Addressing Language & Special Needs in an Inclusive Classroom
- APE 615 Integrating Technology into Art Education Settings
- APE 625 Curriculum Design and Planning
- APE 626 Innovative Instructional Design and Practices
- APE 640 Internship Placement & Concurrent Class Meetings
- APE 635 Capstone Project - Planning & Development
- APE 850 Capstone Project - Program Documentation

### MA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS
- ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
  - GLA 606 Crossing Borders: Art & Culture in a Global Society

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

### MA UNIT REQUIREMENTS
- MAJOR: 21 UNITS
- ART & DESIGN CORE: 24 UNITS
- DIRECTED STUDY: 6 UNITS
- GRADUATE LIBERAL ARTS: 6 UNITS
- ELECTIVE*: 3 UNITS
- TOTAL: 60 UNITS

*Per director approval

### MA ART EDUCATION REQUIRED MAJOR COURSES
- APE 600 Educational Psychology
- APE 601 Overview of Art Education Theories and Practices
- APE 612 Addressing Language & Special Needs in an Inclusive Classroom
- APE 615 Integrating Technology into Art Education Settings
- APE 625 Curriculum Design and Planning
- APE 626 Innovative Instructional Design and Practices
- APE 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 631 Book Arts
- GR 616 Making Ideas Visible
- PH 600 Digital Photography Concepts & Techniques

### MA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS
- ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
  - GLA 601 Classical Aesthetics and the Renaissance
- MAJOR DESIGNATED GRADUATE LIBERAL ARTS
  - GLA 606 Crossing Borders: Art & Culture in a Global Society
Undergraduate Courses

ARE 105 Overview of the Theories and Practices of Art Education
Understanding the full breadth of a program can help you prepare for success. Get insights into the history of art education, pedagogy, visual arts standards, advocacy, managing a classroom, and professional readiness.

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

ARE 310 Curriculum Development for the Art Classroom
Create lessons and curriculum for art classrooms, museums, and community settings. To support your Midpoint Review, you will organize your artwork, lessons, and journal reflections into an Art and Process Portfolio.

ARE 340 Learning to Talk About Art
Learn to engage your students’ critical thinking in a variety of settings. As part of your required fieldwork, you’ll gain experience leading engaging discussions about art in classrooms, museums, or community settings.

ARE 460 Senior Seminar in Art Education
Students in this final Art Education course will synthesize knowledge from previous coursework with comprehensive field experience in an art education setting i.e. turn theory into practice. Students will develop their own personal Art Education philosophy and mission statement as well as an advocacy plan. The course will also support preparation for their Final Review which will highlight their accomplishments as both an artist and educator.

ARE 515 Integrating Technology into Art Education Settings
Explore the full array of curriculum-based technologies being used in today’s art education settings. 21st century teachers need to be fluent in technology literacy. This course, like ARE 615, fulfills a California Art Teaching Credential requirement.

ARE 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

View the schedule, prerequisites, and course fees & register at https://catalog.academyart.edu
ARE 600 Educational Psychology
Effective teaching starts with healthy psychological principles. Explore educational practices, student development and characteristics, learning processes, and teaching strategies to better understand your students, and yourself. [This course is cross-listed with GLA 600, ARE 305 and LA 305.]

ARE 601 Overview of Art Education Theories and Practices
Understanding the full breadth of your graduate program can lay the foundation for future success. Get insights into the history of art education, pedagogy, visual arts standards, advocacy, teaching in diverse art education environments, and professional readiness.

ARE 610 Teaching Audiences in a Diverse Society
Meet the diverse educational needs of students in a public school classroom. You’ll learn strategies to identify student language needs—and how to adapt your lessons to address them—through course content, fieldwork, and observations.

ARE 611 Teaching Audiences with Special Needs
Effective public school teachers tailor their instruction to meet the specific needs of individual students in their classrooms. You will learn to adapt instruction for students with varying physical, social, and intellectual abilities.

ARE 612 Addressing Language & Special Needs in an Inclusive Classroom
Creating an inclusive classroom is both a requirement and a necessity in the 21st century. You’ll learn skills and strategies to meet the needs of a diverse mix of students.

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

ARE 621 Instruction & Assessment of Academic Literacy
It is the job of every Public School educator to improve a child’s success through development of their literacy skills. You’ll learn strategies to help your students improve their ability to read, speak, and write about art, using fundamentals of language acquisition theory, reading comprehension, and critical thinking.

ARE 625 Curriculum Design and Planning
Fill your art education toolbox with curriculum units, lesson plans, critique strategies, collaborative practices, and how to create art environments for diverse learners.

ARE 626 Innovative Instructional Design and Practices
Broaden your art education perspective beyond traditional ideas. You will develop innovative art lessons and original art programs that can be implemented in your Capstone Project courses and in your future classrooms.

ARE 640 Internship Placement & Concurrent Class Meetings
Put theory to practice by being immersed in a teaching environment. You will spend 90 hours (spread across the semester) practicing all that you have learned in a real-world Art education environment. Share your experiences—the strengths, challenges, and reflections—with classmates.

ARE 641 Student Teaching Seminar
Review the different components of your credential program so you can move from theory to practice in your dynamic and challenging classroom. With your instructor’s support, you will synthesize all that you have learned, so you can succeed as a student teacher.

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

ARE 810 GDS - MAT Capstone: The Artist/ Educator Documentary
Create a professional video documentary that highlights the breadth and depth of your skills as an artist and educator. You will integrate your art education philosophy, teaching experience and art portfolio into a dynamic digital tool for your professional career.

ARE 820 DS Mentorship Forum - MAT Capstone: The Art Advocacy Project
Advocate for Art Education! You will research and develop a multi-media presentation that provides evidence on the importance and necessity of art education in the 21st century.

ARE 835 Capstone Project - Planning & Development
You’ll concept, plan, develop, and implement an original art education program—and document it all. In this first part of a two-course sequenced Capstone project, enjoy the freedom to design HOW your program will run, and WHO, WHAT, and WHERE you teach.

ARE 850 Capstone Project - Program Documentation
Put your program to the test. This second Capstone course focuses on the implementation and documentation of the original Art Education program you created in ARE 835.

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

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
ART HISTORY
The masterpieces of the past set precedents for the future. Art historians curate inspiration for the next generation.

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

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

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

CAREER PATHS

- Art History instructor at the College or University level*
- Museum Curator*
- Gallery, Public Art, Corporate or private collection curator or Curatorial assistant, Art museum program assistant
- Teacher in public or private school**
- Historical preservationist, fine art auctioneer or appraiser, archivist
- Independent scholar, researcher, writer, consultant

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

Bachelor of Arts [BA] in Art History

BA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE  27 UNITS

MAJOR  9 UNITS

MAJOR ELECTIVES  24 UNITS

STUDIO  12 UNITS

LIBERAL ARTS**  36 UNITS

ELECTIVES  12 UNITS

TOTAL  120 UNITS

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

BA ART HISTORY DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:
  - 4 European Foreign Language courses
  - 1 Written Communications: Composition course
  - 1 Written Communications: Expository Writing course
  - 1 Western Civilization course
  - 1 Quantitative Literacy course
  - 1 Employment Communications & Practices course
  - 1 Cultural Ideas & Influences course

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

BA ART HISTORY CORE COURSES

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

BA ART HISTORY ADVANCED STUDIES IN ART HISTORY COURSES

CHOOSE THREE:

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: EXPOSITORY WRITING

CHOOSE ONE:

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

EUROPEAN FOREIGN LANGUAGE

CHOOSE FOUR FROM ONE LANGUAGE:

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

WESTERN CIVILIZATION

LA 171  Western Civilization

QUANTITATIVE LITERACY

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291  Designing Careers

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 292  Programming & Culture
LA 326  Topics in World Art
LA 328  World Literature
LA 343  Comparative Religion
LA 388  Experiencing Culture: Anthropology for Today’s Artist
LA 443  Picturing Culture: Film and Photography in Anthropology
LA 462  Power of Myth and Symbol
LA/FSH 494  Study Abroad: Fashion Culture and Industry

*Core Requirement
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:
  1. European Foreign Language courses
  2. Written Communications: Composition course
  3. Written Communications: Expository Writing course
  4. Western Civilization course
  5. Quantitative Literacy course
  6. Employment Communications & Practices course
  7. Cultural Ideas & Influences 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: EXPOSITORY WRITING
CHOOSE ONE:
- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer

EUROPEAN FOREIGN LANGUAGE
CHOOSE FOUR FROM ONE LANGUAGE:
- LA 260 French 1: Basic Grammar & Speech
- LA 262 French 2: Conversational French
- LA 267 Italian 1: Basic Grammar & Speech
- LA 268 Spanish 1: Basic Grammar & Speech
- LA 269 Italian 2: Conversational Italian
- LA 273 Spanish 2: Conversational Spanish
- LA 392 French 3: Reading & Writing
- LA 393 Spanish 3: Reading & Writing
- LA 397 Italian 3: Reading & Writing
- LA 492 French 4: Proficiency
- LA 493 Spanish 4: Proficiency
- LA 497 Italian 4: Proficiency

WESTERN CIVILIZATION
LA 171 Western Civilization

QUANTITATIVE LITERACY
CHOOSE ONE:
- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 233 Popular Topics in Health, Nutrition, & Physiology
- LA 254 Human-Centered Design
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 285 Discrete Mathematics
- LA 288 Vector, Matrices, & Transformations
- LA 293 Precalculus
- LA 296 Applied Physics

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers

CULTURAL IDEAS & INFLUENCES
CHOOSE ONE:
- LA 292 Programming & Culture
- LA 226 Topics in World Art
- LA 343 Comparative Religion
- LA 388 Experiencing Culture: Anthropology for Today’s Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 452 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

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

BFA ART HISTORY ADVANCED STUDIES IN ART HISTORY COURSES
CHOOSE THREE:
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 432 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 464 Dada & Surrealism

BFA UNIT REQUIREMENTS
MAJOR COURSWORK
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

Bachelor of Fine Arts [BFA] in Art History

ART HISTORY

AHS

158
STUDIO FOUNDATIONS
AHS 114 Traditional Materials, Tools, & Techniques in Art
FND 110 Analysis of Form
FND 112 Figure Drawing
FND 125 Color and Design
FND 131 Figure Modeling

STUDIO FOCUS

CHOOSE SIX:
FA 110 Still Life Painting 1
FA 121 Intermediate Figure Drawing
FA 143 Silk Screen 1
FA 145 Printmaking
FA 211 Introduction to Painting: Figure
FA 213 Introduction to Anatomy
FA 222 Heads & Hands
FA 224 Composition & Painting
FA 241 Book Arts 1
FA 325 Mixed Media Drawing & Painting 1
FA 345 Mixed Media / Printmaking
FA 463 Study Abroad
FA 463 Study Abroad: Painting in Florence, Italy
FASCU 130 Sculpture 1
FASCU 231 Ceramics: Expressions in Clay
FASCU 233 Moldmaking
FASCU 234 Head & Figure Sculpture
FASCU 270 Ecorche
FND 116 Perspective
ILL 120 Clothed Figure Drawing 1
ILL 220 Clothed Figure Drawing 2
ILL 493 Study Abroad
Master of Arts [MA] in Art History

MA UNIT REQUIREMENTS

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

MA ART HISTORY REQUIRED MAJOR COURSES

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

CHOOSE FIVE:
AHS 610  Ancient Greek Art: the Foundation of Western Civilization
AHS 612  Egyptian Art & Archaeology – To the Death of Cleopatra VII
AHS 613  Medieval Art: From Carolingian to Gothic
AHS 620  Italian Renaissance Art
AHS 621  Art of the Northern Renaissance
AHS 622  Art of the Italian Baroque
AHS 623  Art of the Dutch Golden Age
AHS 634  Dada and Surrealism
AHS 635  Chinese Painting: Ming to Modern
AHS 636  Modern Painting and Sculpture from 1850 to the 1990s
AHS 800  Directed Study
GLA 607  Art & Ideas of the Enlightenment
GLA 903  Seminar in Great Britain

STUDIO COURSES

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

MA ART HISTORY DEGREE REQUIREMENTS

• Successful completion of Final Thesis Project
• Minimum grade of C in all required 36 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirement:
  1. Art Historical Awareness & Aesthetic Sensitivity course
• Reading proficiency in one of the following languages: French, German, Italian or Spanish
*If proficient in another European language that is not listed, consult with Admissions Office.

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

MA ART HISTORY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 606  Crossing Borders: Art & Culture in a Global Society*  "Core Requirement"
AHS 466 Art History Senior Thesis
Research and write your final undergraduate art history thesis. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

AHS 600 Art History Methodologies & Theory
Learn art-historical methods and historiography, with an emphasis on historical development of current practices, interpretive methodology, critical theory, debates within the field, and cross-disciplinary dialogues. You will consider the definition and approach to art-historical problems from late Renaissance to the present.

AHS 630 Ancient Greek Art: the Foundation of Western Civilization
Study the art, archaeology, architecture, and ideology that comprised the foundation of the ancient Greek civilization and how it has influenced Western culture, becoming ingrained in the values and arts of today.

AHS 631 Medieval Art: From Carolingian to Gothic
Examine the art and architecture of Egypt from the earliest times to the death of Cleopatra VII. You will critically analyze Egyptian art and its influence in the West through the study of primary and secondary source material.

AHS 632 Egyptian Art & Archaeology - To the Death of Cleopatra VII
Examine the art and archaeology of Egypt from the earliest times to the death of Cleopatra VII. You will critically analyze Egyptian art and its influence in the West through the study of primary and secondary source material.

AHS 634 Dada & Surrealism
Study the art, philosophy and film of international Dada and Surrealist artists whose work became a turning point in the evolution of modern art history, and examine both movements through the lens of Modernism and postmodernism. [This course is cross-listed with LA 464.]

AHS 635 Chinese Painting: Ming to Modern
Study painted artworks from China Ming to present day, with a particular focus on works of the literati, the influence of the art market, and historical context, as well as the art revolution and the evolution of modern art history, and examine both movements through the lens of Modernism and postmodernism. [This course is cross-listed with LA 464.]

AHS 650 Art of the Classical World
Gain insights into the art, architecture, and history of the ancient classical era, Greece and Rome, Mesopotamia and Egypt, through a study of historical context, literary, and philosophical texts of the era.

AHS 652 Art of the Italian Baroque
Study Italian art and architecture from 1600 to 1700 through an appraisal of the art in its context alongside a close reading of primary and secondary source material.

AHS 653 Chinese Painting: Ming to Modern
Study painted artworks from China Ming to present day, with a particular focus on works of the literati, the influence of the art market, and historical context, as well as the art revolution and the interactions with the West.

AHS 654 Art History Senior Thesis
Research and write your final undergraduate art history thesis. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

AHS 600 Art History Methodologies & Theory
Learn art-historical methods and historiography, with an emphasis on historical development of current practices, interpretive methodology, critical theory, debates within the field, and cross-disciplinary dialogues. You will consider the definition and approach to art-historical problems from late Renaissance to the present.

AHS 630 Ancient Greek Art: the Foundation of Western Civilization
Study the art, archaeology, architecture, and ideology that comprised the foundation of the ancient Greek civilization and how it has influenced Western culture, becoming ingrained in the values and arts of today.

AHS 631 Medieval Art: From Carolingian to Gothic
Examine the art and architecture of Egypt from the earliest times to the death of Cleopatra VII. You will critically analyze Egyptian art and its influence in the West through the study of primary and secondary source material.

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AHS 635 Chinese Painting: Ming to Modern
Study painted artworks from China Ming to present day, with a particular focus on works of the literati, the influence of the art market, and historical context, as well as the art revolution and the interactions with the West.

Additional Art History courses are listed under Liberal Arts courses starting on page 620.

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

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
AHS 636 Modern Painting and Sculpture from 1850 to the 1960s
Examine modern art, primarily of Western Europe and the United States, from the mid-19th to the mid-20th century through a study of aesthetics of originality, nonconformity, and newness as well as how modern art is connected to major societal shifts that occurred during these periods.

AHS 650 Collections Care & Curatorial Practices
AHS 650 explores administrative practices within museums, and aspects of collections management, which are often influenced by the social and political values of society. Students will study the principles and practice of collections management and care, and gain familiarity with established professional standards concerning collections development, care, and curatorial practice that form the foundation for many museum activities.

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

AHS 750 Midpoint Thesis & Research
Students will prepare, research, and edit their thesis proposal, culminating in the presentation of their Midpoint Review. Passing the course and Midpoint Review will allow students to move on and enroll in their respective AHS Directed Study, in which they will work the work they’ve completed in AHS 750 to write an original MA Thesis.

AHS 800 Directed Study
As a Master of Arts degree candidate, you’ll complete course assignments to develop the writing and research skills needed to successfully complete your written MA thesis. You must have passed your midterm review. Director approval required. Fees and prerequisites will vary by topic.

AHS 810 Art History Thesis - Greek Art
Write an original thesis on Greek Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 812 Art History Thesis: 18th and 19th Century Art
Write an original thesis on a subject pertaining to the 18th and 19th century. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 821 Art History Thesis - Italian Renaissance
Write an original thesis on Italian Renaissance Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 822 Art History Thesis - Northern Renaissance
Write an original thesis on Northern Renaissance Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 824 Art History Thesis - Gothic Art & Architecture
Students will prepare, edit, and present original research in the form of a written thesis focusing on a topic particular to the Gothic period. Class meetings will include peer critique discussion. The course culminates in the completion of a final paper documenting their art historical research, analysis, and criticism.

AHS 825 Art History Thesis – High Renaissance / Mannerism / Baroque
Write an original thesis on High Renaissance / Mannerism / Baroque Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 826 Art History Thesis: Medieval Art
Write an original thesis on Medieval Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 827 Art History Thesis - Dutch Art
Write an original thesis on Dutch Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 828 Art History Thesis: Modern Art
Write an original thesis on Modern Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 829 Art History Thesis: American Art
Write an original thesis on American Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 830 Art History Thesis - 20th Century
Write an original thesis on 20th Century Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 845 Art History Thesis: American Art
Write an original thesis on American Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.

AHS 850 Art History Thesis - 20th Century
Write an original thesis on 20th Century Art. You will independently craft a scholarly argument, explore the scholarship, and thoughtfully write a final thesis with the support of an advisor.
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 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.

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.

CAREER PATHS

On Camera

Video host
Anchor
Sports reporter
Podcaster
Entertainment reporter
Live streaming host

Production

Producer/Director
Associate Producer
Motion Graphic Designer
Video Editor
Production Assistant
Live Streaming Tech

Social Media

Social Media Manager
Blogger
Community Director
Content Strategist
Brand Manager
Social Marketing Coordinator
Bachelor of Arts [BA] in Communications and Media Technologies

BA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS

- **MAJOR COURSEWORK**
  - **CORE** 36 UNITS
  - **MAJOR** 18 UNITS
  - **MAJOR ELECTIVES** 15 UNITS
  - **ELECTIVES** 9 UNITS
  - **LIBERAL ARTS** 42 UNITS

**TOTAL** 120 UNITS

**DEGREE REQUIREMENTS**

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

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

**BA COMMUNICATIONS AND MEDIA TECHNOLOGIES CORE COURSES**

- COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
- COM 103 You Media: Short Form Production 1
- COM 104 Your On-Camera Presence
- COM 105 Creative Writing for the Digital Landscape
- COM 150 Introduction to Radio/ Podcasting
- COM 200 Multisystem Content Creation
- COM 210 Multisystem Content Live
- COM 202 Social Media Production & Branding
- COM 400 In-Depth Project: The Competition

- COM 405 Your Media Portfolio: The Resume and Beyond
- GR 102 Design Technology: Digital Publishing Tools
- IXD 205 Motion Graphics 1

**HISTORICAL AWARENESS**

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

**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

**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.

**CULTURAL IDEAS & INFLUENCES**

- **CHOOSE ONE:**
  - LA 292 Programming & Culture
  - LA 326 Topics in World Art
  - LA 328 World Literature
  - LA 343 Comparative Religion
  - LA 388 Experiencing Culture: Anthropology for Today’s Artist
  - LA 443 Picturing Culture: Film and Photography in Anthropology
  - LA 462 Power of Myth and Symbol
  - LA/FSH 494 Study Abroad: Fashion Culture and Industry

**QUANTITATIVE LITERACY**

- **CHOOSE ONE:**
  - LA 124 Physics for Artists: Light, Sound, and Motion
  - LA 146 Anatomy of Automobiles
  - LA 233 Popular Topics in Health, Nutrition, & Physiology
  - LA 254 Human-Centered Design
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA 286 Discrete Mathematics
  - LA 288 Vector, Matrixes, & Transformations
  - LA 293 Precalculus
  - LA 296 Applied Physics
Master of Arts [MA] in Communications and Media Technologies

MA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>MAJOR</th>
<th>33 UNITS</th>
</tr>
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<tbody>
<tr>
<td>ELEKTIVES</td>
<td>3 UNITS</td>
</tr>
</tbody>
</table>

TOTAL 36 UNITS

* Per director approval

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES REQUIRED MAJOR COURSES

- COM 602 Visual Storytelling: Editing for Short-Form Video
- COM 603 Visual Storytelling Production
- COM 604 On-Camera Performance for Multiplatform Media
- COM 610 Media Production: Working with the Client
- COM 620 Multiplatform Specialty Writing
- COM 635 Social Media Production & Branding
- COM 650 Multiplatform Production: Original Series
- COM 690 Final Thesis: Your Media Portfolio
- IXD 613 Motion Graphics and Video
- + 2 Major courses

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
Sports journalism is evolving. You'll get up to speed with hands-on writing and reporting skills for studio, on location, and green screen work. Presentation skills, production know-how, interview techniques, camera and behind-the-camera to develop your vocal and visual platforms. 

Short, snackable video content is on the rise. You'll use your audio/video storytelling skills in a collaborative setting to produce, direct, shoot, and edit short form videos for a variety of media platforms. 

You'll gain basic editing skills—including importing, exporting, audio mixing, and color correction—to increase the emotional impact and user engagement of your videos. 

You'll get a 30-minute program on the air. 

You'll explore the impact storytelling has on various institutions, audiences, and events and study how telling stories across multiple mediums is shaping the future of multimedia communication. 

You'll explore the history, personalities, and trends and audience data to program, promote, and market. See what it takes to create live television programs. Working in studio and on location, you'll learn both creative and technical aspects of a broadcast as you perform the duties of each crew member. 

You'll gain basic audio editing associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities. 

Transmedia branding videos, influencers, product placement, social media, content that can be used in multi-platforms. 

You'll develop a comprehensive modern marketing campaign. You'll use the tech and tools to build a mobile app. You'll gain the design skills and aesthetic eye to create dynamic motion graphics and animation for compelling stories on broadcast, web, and mobile platforms. 

Learn the tech and tools to build a mobile app. You’ll gain skills in HTML, user interface, fonts, color models, image manipulation, vector drawing, interactive forms, animation, and other interactive media to make a unique working webapp. 

Learn the tech and tools to build a mobile app. You’ll gain skills in HTML, user interface, fonts, color models, image manipulation, vector drawing, interactive forms, animation, and other interactive media to make a unique working webapp. 

Explore the relationship between African American athletes and the media in the United States. It explores the careers of Muhammad Ali, Wilma Rudolph, Maya Moore, Colin Kaepernick and others through a historical, psychological, political, and social lens, with an eye toward outcomes and consequences. 

You'll explore how the shift to the audience becoming content creators—on social media, in film, television, and journalism—shapes social constructs, and learn to use various critical theories to deconstruct and analyze media. 

Create compelling play-by-play segments for fall sports. 

Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you’ll gain the advanced skills to create compelling play-by-play segments for spring sports. 

Explore podcasts from start to finish. You’ll write, host, record, and edit an original feature-length podcast to publish on iTunes and promote it using social media. Learn how concept development and various formats and styles affect a podcast. 

You’ll study the history, personalities, and current trends to design, pitch, and participate in an unscripted competition show based on your original concept. 

Students will be introduced to and gain hands-on experience with exciting capabilities presented by the emerging field of Small Unmanned Aerial Systems (sUAS). Students will conduct aerial cinematography exercises by flying various drones to create dynamic aerial footage. The course is divided between Ground School and the Flight Line Instruction. Topics include flight physics, aerial cinematography, flying in the National Airspace, FAA rules & regulations. 

Discover the power of storytelling. You’ll explore the impact storytelling has on various institutions, audiences, and events and study how telling stories across multiple mediums is shaping the future of multimedia communication. 

Explore the two sides of camera work. You’ll work both on-camera and behind-the-camera to develop your vocal and visual presentation skills, production know-how, interview techniques, and tips for studio, on location, and green screen work.

View the schedule, prerequisites, and course fees & register at https://catalog.academyart.edu
COM 420 In-Depth Project: Studio Entertainment Series
Live TV will keep you on your toes. You’ll experience various roles—host, on-camera talent, producer, videographer, and editor—to produce a weekly live studio series covering entertainment, fashion, or other specialty genres.

COM 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

COM 495 Your Media Portfolio: The Resume and Beyond
Artist-entrepreneurs wanted. To increase your hire-ability, you’ll develop a personal brand strategy that includes a resume, demo reel, website, social media plan, a unique logo, and a professional business name. You will also be interviewed by professional hiring managers.

COM 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

COM 499 Multimedia Communications Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

COM 500 Internship in Communications and Media Technologies
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

COM 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
GRADUATE COURSES

COM 602 Visual Storytelling: Editing for Short-Form Video Content
Editing is a powerful storytelling tool. You’ll gain and use audio and video editing skills, along with media management and distribution techniques, to tell your creative stories across all screens.

COM 603 Visual Storytelling Production
As a graduate student you’ll create a series of short pieces on a variety of topics such as entertainment, news, fashion, food, reality television, technology, sports, or art design.

COM 604 On-Camera Performance for Multiplatform Media
Go beyond broadcast performance. You’ll use live streaming, social networks, and mobile communications to acquire new techniques for engaging an audience. Industry insiders will coach you in voice and movement to draw out your personality and instill professional performance and directing skills.

COM 608 Dynamic Drone Imagery
Students will be introduced to and gain hands-on experience with exciting capabilities presented by the emerging field of Small Unmanned Aerial Systems (sUAS). Students will conduct aerial cinematography exercises by flying various drones to create dynamic aerial footage. The course is divided between Ground School and the Flight Line Instruction. Topics include flight dynamic aerial footage. The course is divided between Ground school, web, and mobile platforms.

COM 635 Social Media Production & Branding
Develop a comprehensive modern marketing campaign. You’ll use branding videos, influencers, product placement, social media, event marketing, analytics, and public speaking skills to promote your own product.

COM 650 Multiplatform Production: Original Series
Develop a binge-able series. Work as a series producer, associate producer, segment producer, and talent on your original series.

COM 690 Final Thesis: Your Media Portfolio
Prepare your portfolio for prime time. Applying your own creative and individual brand, you’ll work to align your professional reel, your personal web presence, and social network with the professional practices today’s media industry demands.

COM 695 Collaborative Project
If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project where you will put the knowledge and skills you have acquired to work in a real-world setting. Contact your student services advisor for details.

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

COM 700 In-Dept Project: The Competition
Come on down! You’ll study the history, personalities, and current trends to design, pitch, and participate in an unscripted competition show based on your original concept.

COM 702 Producing Live Media
The show must go on. See what it takes to create live television programs. Working in studio and on location, you’ll learn both creative and technical aspects of a broadcast as you perform the duties of each crew member.

COM 720 In-Dept Project: Studio Entertainment Series
Live TV will keep you on your toes. You’ll experience various roles—host, on-camera talent, producer, videographer, and editor—to produce a weekly live studio series covering entertainment, fashion, or other specialty genres.

COM 750 Podcast Production and Promotion
Explore podcasts from start to finish. You’ll write, host, record, and edit an original feature-length podcast to publish on iTunes and promote it using social media. Learn how concept development and various formats and styles affect a podcast. [This course is cross-listed with COM 250 and LA 250.]

COM 766 Play by Play – Fall Sports
Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you’ll gain the advanced skills to create compelling play-by-play segments for fall sports.

COM 767 Play by Play – Fall Sports
Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you’ll gain the advanced skills to create compelling play-by-play segments for fall sports.

COM 790 Internship in Communications and Media Technologies
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: M.S. Bachelor’s: 24 units total of completed major coursework, and director approved internship. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

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

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
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 Bernot 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 Assistant (Broadway)
Costume Designer, First Hand, Crafts Person, Milliner, Wardrobe Manager, Assistant Designer, Rental Manager, Stylist, Shopper

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

Fashion & Knitwear Design
VP of Design
VP of Technical Design
Senior Director of Technical Design, Head Patternmaker
Technical Design Director, Master Patternmaker, Director of Technical Design, Senior Technical Designer

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

Fashion Media
Creative Director, Editor in Chief
Fashion Director, Managing Editor

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., Merchandising Director
Senior Buyer, Senior Merchandiser
Merchandising 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
Divisional Planning & Sourcing, Sales Manager, Plan Manager
Senior Director Planning & Sourcing, Director Planning & Sourcing
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 depth/production)
Visual Merchandise Display (specific product)
Assistant Visual Store Display

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

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

Associate of Arts [AA] in Fashion Communication
(Effective 07/03/2023, formerly Associate of Arts [AA] in Fashion Journalism)

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

<table>
<thead>
<tr>
<th>CORE</th>
<th>33 UNITS</th>
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<tbody>
<tr>
<td>MAJOR</td>
<td>9 UNITS</td>
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<tr>
<td>+ LIBERAL ARTS</td>
<td>18 UNITS</td>
</tr>
<tr>
<td>TOTAL</td>
<td>60 UNITS</td>
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</tbody>
</table>

AA FASHION COMMUNICATION DEGREE REQUIREMENTS

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

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

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

DEGREE REQUIREMENTS

FSH 108  Foundations of Fashion Journalism
FSH 105  Introduction to the Fashion Business
FSH 118  Fashion Research & Reporting
FSH 120  Color Science and Fabric Technology
FSH 145  Fashion Marketing I
FSH 168  Digital Tools for Fashion Media
FSH 184  Styling
FSH 218  Blogging: Content Creation & Promotion
FSH 288  Fashion Features & Storytelling
PRC 314  Social Media Content Development
PH 103  Digital Photography for Artists
Associate of Arts [AA] in Fashion Marketing

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 33 UNITS

MAJOR 9 UNITS

+ LIBERAL ARTS 18 UNITS

TOTAL 60 UNITS

AA FASHION MARKETING DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education
  requirements:
  1 Art Historical Awareness course
  1 Written Communication: Composition course
  1 Written Communication: Critical Thinking course
  1 Employment Communications & Practices course
  1 Fundamental Math

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

AA FASHION MARKETING CORE COURSES

FSH 105 Introduction to the Fashion Business
FSH 107 Visual Communication Tools for Fashion
FSH 120 Color Science and Fabric Technology
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 210 Fashion Manufacturing
FSH 213 Fashion Marketing 2
FSH 215 Retailing and Management
FSH 252 Visual Merchandising 1
FSH 323 Fashion Trend Analysis
FSH 345 Brand Marketing

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century

FUNDAMENTAL MATH

LA 255 College Math

AA FASHION MARKETING REQUIRED CORE COURSES

FSH 105 Introduction to the Fashion Business
FSH 107 Visual Communication Tools for Fashion
FSH 120 Color Science and Fabric Technology
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 210 Fashion Manufacturing
FSH 215 Retailing and Management
FSH 250 Buying Fundamentals
FSH 252 Visual Merchandising 1
FSH 323 Fashion Trend Analysis
FSH 368 Accessories Merchandising

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century

FUNDAMENTAL MATH

LA 255 College Math

Associate of Arts [AA] in Fashion Merchandising

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 33 UNITS

MAJOR 9 UNITS

+ LIBERAL ARTS 18 UNITS

TOTAL 60 UNITS

AA FASHION MERCHANDISING DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education
  requirements:
  2 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Critical Thinking course
  1 Employment Communications & Practices course
  1 Fundamental Math

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

AA FASHION MERCHANDISING REQUIRED CORE COURSES

FSH 105 Introduction to the Fashion Business
FSH 107 Visual Communication Tools for Fashion
FSH 120 Color Science and Fabric Technology
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 210 Fashion Manufacturing
FSH 215 Retailing and Management
FSH 250 Buying Fundamentals
FSH 252 Visual Merchandising 1
FSH 323 Fashion Trend Analysis
FSH 368 Accessories Merchandising

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century

FUNDAMENTAL MATH

LA 255 College Math
### Associate of Arts [AA] in Fashion Product Development

**MAJOR COURSEWORK**

**CORE**

- 33 UNITS

**MAJOR**

- 9 UNITS

**+ LIBERAL ARTS**

- 18 UNITS

**TOTAL**

- 60 UNITS

### AA FASHION PRODUCT DEVELOPMENT CORE COURSES

- FSH 100 Drawing for Fashion
- FSH 101 Fashion Visual Research and Design Development
- FSH 109 Introduction to Fashion Product Design
- FSH 120 Color Science and Fabric Technology
- FSH 145 Fashion Marketing 1
- FSH 161 Digital Techniques for the Fashion Business
- FSH 164 Fashion Sewing Techniques
- FSH 209 Advanced Sketching and Line Development
- FSH 210 Fashion Manufacturing
- FSH 220 Construction/Draping/Flat
- FSH 259 Pre-Production

### GENERAL EDUCATION REQUIREMENTS

**WRITTEN COMMUNICATION: COMPOSITION**

**CHOOSE ONE:**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

**CHOOSE ONE:**

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Written Communication: Critical Thinking course
- Employment Communications & Practices course

**ART HISTORICAL AWARENESS**

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

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### Associate of Arts [AA] in Fashion Styling

**MAJOR COURSEWORK**

**CORE**

- 33 UNITS

**MAJOR**

- 9 UNITS

**+ LIBERAL ARTS**

- 18 UNITS

**TOTAL**

- 60 UNITS

### AA FASHION STYLING REQUIRED CORE COURSES

- FSH 105 Introduction to the Fashion Business
- FSH 108 Foundations of Fashion Journalism
- FSH 120 Color Science and Fabric Technology
- FSH 145 Fashion Marketing 1
- FSH 168 Digital Tools for Fashion Media
- FSH 184 Styling
- FSH 188 Editorial Makeup & Hair Styling
- FSH 252 Visual Merchandising 1
- FSH 280 Personal Styling
- FSH 391 Fashion Product Styling
- PH 103 Digital Photography for Artists

### GENERAL EDUCATION REQUIREMENTS

**WRITTEN COMMUNICATION: COMPOSITION**

**CHOOSE ONE:**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

**CHOOSE ONE:**

- LA 202 English Composition: Creative Persuasion & Argument
- LA 207 Persuasion & Argument for the Multilingual Writer
- LA 280 Writing for the Multilingual Artist
- Employment Communications & Practices course

**ART HISTORICAL AWARENESS**

- LA 120 Art History through the 15th Century
- LA 244 History of Fashion
Bachelor of Fine Arts [BFA] in Costume Design

**BFA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

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

**BFA COSTUME DESIGN CORE COURSES**

- FSH 100 Drawing for Fashion
- FSH 102 Drawing for Fashion 2
- FSH 120 Color Science and Fabric Technology
- FSH 140 Introduction to Costume Design
- FSH 161 Digital Techniques for the Fashion Business
- FSH 164 Fashion Sewing Techniques
- FSH 181 Costume Design for Film
- FSH 182 Costume Design for the Stage
- FSH 220 Construction/Draping/Flat Pattern 1
- FSH 241 Costume Production for Film
- FSH 274 Applied Textiles 1
- FSH 456 Fashion Portfolio

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

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

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**HISTORICAL AWARENESS**

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

**QUANTITATIVE LITERACY**

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

**CULTURAL IDEAS & INFLUENCES**

- **CHOOSE ONE:**
  - LA 292 Programming & Culture
  - LA 326 Topics in World Art
  - LA 328 World Literature
  - LA 343 Comparative Religion
  - LA 368 Experiencing Culture: Anthropology for Today’s Artist
  - LA 443 Picturing Culture: Film and Photography in Anthropology
  - LA 452 Power of Myth and Symbol
  - LA/FSH 494 Study Abroad: Fashion Culture and Industry

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291 Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO ADDITIONAL COURSES:

LA 117/LAN 117  Survey of Landscape Architecture
LA 118/IND 118  History of Industrial Design
LA 128   The Body As Art: History of Tattoo & Body Decoration
LA 129   History of Automotive Design
LA 131/GAM 131  History of Gaming
LA 132/ANM 102  History of Animation
LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
LA 137/JS 137  History of Visual Development
LA 147/PH 147  History of Photography
LA 152/ILL 152  History of American Illustration (20th Century)
LA 162   Genres in Film
LA 195/ILL 195  History of Comics: American Comics
LA 197/ILL 197  History of Comics: International and Alternative Comics
LA 219   History of the Built Environment 1: Ancient to Gothic
LA 220  American Art History
LA 222  20th Century Art
LA 224  Women, Art & Society
LA 226/AD 230  Survey of Traditional Interior Architecture
LA 229/AD 231  Survey of Contemporary Interior Architecture
LA 242/GR 242  History of Graphic Design
LA 244/FSH 244  History of Fashion
LA 245/JEM 245  History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246  History of Textiles
LA 248   History of the Built Environment 2: Renaissance to 1900
LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA 281/MPT 255  Film History 1: Pre-1940
LA 282/MPT 256  Film History 2: 1940-1974
LA 284  Evolution of the Horror Film
LA 319   History of the Built Environment 3: 1900 to Present.
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  Art of the Dutch Golden Age
LA 432  Art of Spain: From El Greco to Picasso
LA 434  History of Asian Art
LA 454  Dada & Surrealism
Bachelor of Fine Arts [BFA] in Fashion

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 UNIT REQUIREMENTS
MAJOR COURSEWORK
- CORE 36 UNITS
- MAJOR 33 UNITS
- ELECTIVES 9 UNITS
- LIBERAL ARTS 42 UNITS
TOTAL 120 UNITS

BFA FASHION CORE COURSES
- FSH 100 Drawing for Fashion
- FSH 101 Fashion Visual Research and Design Development
- FSH 102 Drawing for Fashion 2
- FSH 120 Color Science and Fabric Technology
- FSH 164 Fashion Sewing Techniques
- FSH 187 Introduction to Knitwear
- FSH 220 Construction/Draping/Flat Pattern 1
- FSH 221 Fashion Design Communication
- FSH 230 Construction/Draping/Flat Pattern 2
- FSH 266 Digital Design for Fashion
- FSH 274 Applied Textiles 1
- FSH 337 Construction/Draping/Flat Pattern 5

GENERAL EDUCATION REQUIREMENTS
- WRITTEN COMMUNICATION: COMPOSITION
  - CHOOSE ONE:
    - LA 107 Writing for the Multilingual Artist
    - LA 108 Composition for the Artist

- WRITTEN COMMUNICATION: CONTEXT & STYLE
  - CHOOSE ONE:
    - LA 110 English Composition: Narrative Storytelling
    - LA 133 Short Form Writing

- WRITTEN COMMUNICATION: CRITICAL THINKING
  - CHOOSE ONE:
    - LA 202 English Composition: Creative Persuasion & Argument
    - LA 207 Persuasion & Argument for the Multilingual Writer
    - LA 280 Perspective Journalism

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

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

CULTURAL IDEAS & INFLUENCES
- CHOOSE ONE:
  - LA 292 Programming & Culture
  - LA 326 Topics in World Art
  - LA 328 World Literature
  - LA 343 Comparative Religion
  - LA 368 Experiencing Culture: Anthropology for Today's Artist
  - LA 443 Picturing Culture: Film and Photography in Anthropology
  - LA 452 Power of Myth and Symbol
  - LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES
- LA 291 Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO ADDITIONAL COURSES:
LA 117/LAN 117 Survey of Landscape Architecture
LA 118/IND 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131/GAM 131 History of Gaming
LA 132/ANM 102 History of Animation
LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
LA 137/MG 137 History of Visual Development
LA 147/PH 147 History of Photography
LA 152/ILL 152 History of American Illustration (20th Century)
LA 162 Genres in Film
LA 195/ILL 195 History of Comics: American Comics
LA 197/ILL 197 History of Comics: International and Alternative Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 220 American Art History
LA 222 20th Century Art
LA 224 Women, Art & Society
LA 226/ART 230 Survey of Traditional Interior Architecture
LA 229/AD 231 Survey of Contemporary Interior Architecture
LA 242/GR 242 History of Graphic Design
LA 244/FSH 244 History of Fashion
LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246 History of Textiles
LA 249 History of the Built Environment 2: Renaissance to 1900

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 281/MPT 255 Film History 1: Pre-1940
LA 282/MPT 256 Film History 2: 1940-1974
LA 284 Evolution of the Horror Film
LA 319 History of the Built Environment 3: 1900 to Present
LA 326 Topics in World Art
LA 327 Art of the Classical World
LA 333 Art of the Middle Ages
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 386 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema
LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 Art of the Dutch Golden Age
LA 432 Art of Spain: From El Greco to Picasso
LA 434 History of Asian Art
LA 434 History of American Illustration (20th Century)
LA 464 Dada & Surrealism
Bachelor of Fine Arts [BFA] in Fashion Marketing

BFA FASHION MARKETING DEGREE REQUIREMENTS

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

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

BFA FASHION MARKETING CORE COURSES

FSH 105 Introduction to the Fashion Business
FSH 107 Visual Communication Tools for Fashion
FSH 120 Color Science and Fabric Technology
FSH 145 Fashion Marketing I
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 I
FSH 345 Brand Marketing
FSH 350 Private Label Product Design
FSH 390 Professional Practices and Portfolio for Fashion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 358 Experiencing Culture: Anthropology for Today’s Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 462 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

FUNDAMENTAL MATH

LA 255 College Math
## ART HISTORICAL AWARENESS

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<thead>
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<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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LA 281/MPT 255: Film History 1: Pre-1940
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LA 284: Evolution of the Horror Film
LA 319: History of the Built Environment 3: 1900 to Present.
LA 326: Topics in World Art
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LA 242/GR 242: History of Graphic Design
LA 244/FSH 244: History of Fashion
LA 245/JEM 245: History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246: History of Textiles
LA 249: History of the Built Environment 2: Renaissance to 1900
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 CORE COURSES
- FSH 105 Introduction to the Fashion Business
- FSH 107 Visual Communication Tools for Fashion
- FSH 120 Color Science and Fabric Technology
- FSH 145 Fashion Marketing 1
- FSH 161 Digital Techniques for the Fashion Business
- FSH 210 Fashion Manufacturing
- FSH 215 Retailing and Management
- FSH 250 Buying Fundamentals
- FSH 252 Visual Merchandising 1
- FSH 323 Fashion Trend Analysis
- FSH 368 Accessories Merchandising
- FSH 390 Professional Practices and Portfolio for Fashion

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.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

CULTURAL IDEAS & INFLUENCES

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
- LA 291 Designing Careers

FUNDAMENTAL MATH
- LA 255 College Math
# ART HISTORICAL AWARENESS

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Bachelor of Fine Arts [BFA] in Fashion Product Development

BFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS
• Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
• Minimum 2.0 GPA and the following general education requirements:
  4  Art Historical Awareness courses
  1  Written Communication: Composition course
  1  Written Communication: Context & Style course
  1  Written Communication: Critical Thinking course
  1  Historical Awareness course
  1  Fundamental Math
  1  Cultural Ideas & Influences course
  1  Employment Communications and Practices course
After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

BFA FASHION PRODUCT DEVELOPMENT CORE COURSES
FSH 100  Drawing for Fashion
FSH 101  Fashion Visual Research and Design Development
FSH 102  Drawing for Fashion 2
FSH 109  Introduction to Fashion Product Design
FSH 120  Color Science & Fabric Technology
FSH 161  Digital Techniques for the Fashion Business
FSH 164  Fashion Sewing Techniques
FSH 209  Advanced Sketching and Line Development
FSH 210  Fashion Manufacturing
FSH 220  Construction/Draping/Flat Pattern
FSH 259  Pre-Production
FSH 350  Professional Practices and Portfolio for Fashion

GENERAL EDUCATION REQUIREMENTS

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

WRITTEN COMMUNICATION: CONTEXT & STYLE
CHOOSE ONE:
LA 110  English Composition: Narrative Storytelling
LA 133  Short Form Writing

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

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

FUNDAMENTAL MATH
LA 255  College Math or LA Math Requirement

CULTURAL IDEAS & INFLUENCES
CHOOSE ONE:
LA 292  Programming & Culture
LA 326  Topics in World Art
LA 328  World Literature
LA 343  Comparatives & Religions
LA 358  Experiencing Culture: Anthropology for Today’s Artist
LA 443  Picturing Culture: Film and Photography in Anthropology
LA 462  Power of Myth & Symbol
LA/FSH 494  Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES
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- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 424 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 443 Dada & Surrealism
Bachelor of Fine Arts [BFA] in Fashion Communication & Styling
(Effective 07/03/2023, formerly Bachelor of Fine Arts [BFA] in Fashion Styling)

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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BFA FASHION COMMUNICATION & STYLING DEGREE REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

**WRITTEN COMMUNICATION: COMPOSITION**

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

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**HISTORICAL AWARENESS**

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

**QUANTITATIVE LITERACY**

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

**CULTURAL IDEAS & INFLUENCES**

- **CHOOSE ONE:**
  - LA 292 Programming & Culture
  - LA 326 Topics in World Art
  - LA 328 World Literature
  - LA 343 Comparative Religion
  - LA 368 Experiencing Culture: Anthropology for Today’s Artist
  - LA 443 Picturing Culture: Film and Photography in Anthropology
  - LA 452 Power of Myth and Symbol
  - LA/FSH 494 Study Abroad: Fashion Culture and Industry

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291 Designing Careers
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#### CHOOSE TWO ADDITIONAL COURSES:

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<td>Study Abroad: Art &amp; Architecture of Renaissance</td>
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<td>Florence</td>
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Bachelor of Fine Arts [BFA] in Textile Design

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

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

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

BFA TEXTILE DESIGN CORE COURSES
FSH 100  Drawing for Fashion
FSH 101  Fashion Visual Research and Design Development
FSH 102  Drawing for Fashion 2
FSH 120  Color Science and Fabric Technology
FSH 164  Fashion Sewing Techniques
FSH 187  Introduction to Knitwear
FSH 220  Construction/Draping/Flat Pattern 1
FSH 274  Applied Textiles 1
FSH 276  Applied Textiles 2
FSH 374  Applied Textiles 3
FSH 406  Fashion Portfolio
FSH 476  Applied Textiles 8: Senior Collection

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION
CHOOSE ONE:
- LA 107  Writing for the Multilingual Artist
- LA 108  Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE
CHOOSE ONE:
- LA 110  English Composition: Narrative Storytelling
- LA 133  Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING
CHOOSE ONE:
- LA 202  English Composition: Creative Persuasion & Argument
- LA 207  Persuasion & Argument for the Multilingual Writer
- LA 280  Perspective Journalism

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

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

CULTURAL IDEAS & INFLUENCES
CHOOSE ONE:
- LA 292  Programming & Culture
- LA 326  Topics in World Art
- LA 328  World Literature
- LA 343  Comparative Religion
- LA 368  Experiencing Culture: Anthropology for Today’s Artist
- LA 443  Picturing Culture: Film and Photography in Anthropology
- LA 452  Power of Myth and Symbol
- LA/FSH 494  Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES
CHOOSE ONE:
- LA 291  Designing Careers
## ART HISTORICAL AWARENESS

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<tbody>
<tr>
<td>LA 120</td>
<td>Art History through the 15th Century</td>
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### CHOOSE TWO ADDITIONAL COURSES:

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<td>Survey of Landscape Architecture</td>
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<td>History of Industrial Design</td>
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<td>LA 128</td>
<td>The Body As Art: History of Tattoo &amp; Body Decoration</td>
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<td>LA 129</td>
<td>History of Automotive Design</td>
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<td>LA 131/GAM 131</td>
<td>History of Gaming</td>
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<tr>
<td>LA 132/ANM 102</td>
<td>History of Animation</td>
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<tr>
<td>LA 134/ANM 104</td>
<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<td>LA 137/MS 137</td>
<td>History of Visual Development</td>
</tr>
<tr>
<td>LA 147/PH 147</td>
<td>History of Photography</td>
</tr>
<tr>
<td>LA 152/ILL 152</td>
<td>History of American Illustration (20th Century)</td>
</tr>
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<td>LA 162</td>
<td>Genres in Film</td>
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<td>LA 195/ILL 195</td>
<td>History of Comics: American Comics</td>
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<td>History of Comics: International and Alternative Comics</td>
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Certificate in Fashion

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

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

Certificate in Social Media Management

CERTIFICATE REQUIREMENTS
MAJOR 18 UNITS
TOTAL 18 UNITS

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

CERT SOCIAL MEDIA MANAGEMENT MAJOR COURSES
PRO 314 Social Media Content Development
PRO 315 Social Media Strategies
PRO 316 Social Media Data Analytics
PRO 317 Social Media Management
PRO 320 Social Media Law & Ethics
PRO 325 Social Media Professional Practices
### Master of Arts [MA] in Costume Design

**MA UNIT REQUIREMENTS**
- **MAJOR**: 33 UNITS
- **GRADUATE LIBERAL ARTS**: 3 UNITS
- **TOTAL**: 36 UNITS

**MA COSTUME DESIGN REQUIRED MAJOR COURSES**
- FSH 601  3D Design 1
- FSH 640  Fashion Drawing
- FSH 651  Fashion Construction
- or JEM 610  Jewelry & Metal Arts: Design & Fabrication
- FSH 661  Costume Design for Theater
- FSH 662  Experimental Costume Design
- FSH 663  Costume Design for Film
- FSH 664  Advanced Costume Design for the Film Industry
- FSH 665  Costume Design Production
- FSH 671  Renaissance Costume Construction
- FSH 676  Costume Crafts
- FSH 740  Portfolio for Costume Design

**MA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS**

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
- GLA 613  Fashion, Arts, and Influence

**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

### Master of Arts [MA] in Fashion Art Direction

**MA UNIT REQUIREMENTS**
- **MAJOR**: 33 UNITS
- **GRADUATE LIBERAL ARTS**: 3 UNITS
- **TOTAL**: 36 UNITS

**MA FASHION ART DIRECTION REQUIRED MAJOR COURSES**
- COM 602  Visual Storytelling: Editing for Short-Form Video Content
- FSH 626  Digital & Print Magazine Publishing
- FSH 629  Fashion Styling
- FSH 643  Digital Techniques for Fashion
- FSH 644  Fashion Photo Shoot and Video Production
- FSH 647  Creative Fashion Product Styling and Typography
- FSH 675  Visual Merchandising: Image & Brand
- FSH 700  Professional Practices & Portfolio for Fashion
- FSH 729  Fashion Art Direction
- FSH 744  Visual Curation and Branding
- PH 600  Digital Photography Concepts & Techniques

**MA FASHION ART DIRECTION GRADUATE LIBERAL ARTS REQUIREMENTS**

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
- GLA 613  Fashion, Arts, and Influence

**MA FASHION ART DIRECTION DEGREE REQUIREMENTS**
- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
  1. Art Historical Awareness & Aesthetic Sensitivity course
### MA FASHION 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 UNIT REQUIREMENTS
- MAJOR: 27 UNITS
- DIRECTED STUDY: 6 UNITS
- ELECTIVES: 6 UNITS
- GRADUATE LIBERAL ARTS: 3 UNITS
- TOTAL: 42 UNITS

*Per director approval*

### MA FASHION JOURNALISM REQUIRED MAJOR COURSES
- COM 602  Visual Storytelling: Editing for Short-Form Video Content
- FSH 617  Fundamentals of Fashion Journalism
- FSH 619  Developments & Current Debates in Fashion Journalism
- FSH 626  Digital & Print Magazine Publishing
- FSH 627  Fashion Research & Reporting
- FSH 628  Mobile & Social Media Journalism
- FSH 629  Fashion Styling
- FSH 630  Fashion Marketing Strategy
- FSH 700  Professional Practices & Portfolio for Fashion

### MA FASHION 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 UNIT REQUIREMENTS
- MAJOR: 33 UNITS
- GRADUATE LIBERAL ARTS: 3 UNITS
- TOTAL: 36 UNITS

### MA FASHION MERCHANDISING REQUIRED MAJOR COURSES
- FSH 616  Dynamics of Fashion
- FSH 630  Fashion Marketing Strategy
- FSH 631  Merchandising Principles
- FSH 633  Retail Management and Operations
- FSH 634  Textiles & Other Raw Materials
- FSH 637  Product Planning and Sourcing
- FSH 643  Digital Techniques for Fashion
- FSH 657  Online Retailing & e-Commerce
  or FSH 654  Integrated Fashion Marketing
- FSH 675  Visual Merchandising: Image & Brand
- FSH 700  Professional Practices & Portfolio for Fashion
- FSH 807  MA Final Project: Capstone Project

### MA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS
- ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
  GLA 613  Fashion, Arts, and Influence
MA FASHION MARKETING DEGREE REQUIREMENTS

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

MA FASHION MARKETING REQUIRED MAJOR COURSES

Adv 623  Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
or Fsh 637  Product Planning and Sourcing
or Fsh 638  Product Design and Development
or Fsh 654  Integrated Fashion Marketing Communications Strategy
or Ids 606  User Experience Design
Fsh 616  Dynamics of Fashion
Fsh 630  Fashion Marketing Strategy
Fsh 643  Digital Techniques for Fashion
Fsh 652  Global Consumer Trends in Fashion
Fsh 654  Integrated Fashion Marketing Communications Strategy
or Fsh 657  Online Retailing & e-Commerce
Fsh 655  Digital Marketing and Social Media
Fsh 658  Global Marketing & Emerging Markets
Fsh 677  Applied Financial and Business Analysis for Fashion
Fsh 700  Professional Practices & Portfolio for Fashion
Fsh 807  MA Final Project: Capstone Project

Master of Fine Arts [MFA] in Costume Design

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA COSTUME DESIGN REQUIRED MAJOR COURSES

Fsh 601  3D Design 1
Fsh 629  Fashion Styling
Fsh 640  Fashion Drawing
Fsh 661  Costume Design for Theater
Fsh 662  Experimental Costume Design
Fsh 663  Costume Design Design for Film
Fsh 664  Advanced Costume Design for the Film Industry
Fsh 665  Costume Design Production
Fsh 676  Costume Crafts
Fsh 740  Portfolio for Costume Design

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613  Fashion, Arts, and Influence

Master of Arts [MA] in Fashion Marketing

MFA UNIT REQUIREMENTS

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

MA FASHION MARKETING REQUIRED MAJOR COURSES

Adv 623  Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
or Fsh 637  Product Planning and Sourcing
or Fsh 638  Product Design and Development
or Fsh 654  Integrated Fashion Marketing Communications Strategy
or Ids 606  User Experience Design
Fsh 616  Dynamics of Fashion
Fsh 630  Fashion Marketing Strategy
Fsh 643  Digital Techniques for Fashion
Fsh 652  Global Consumer Trends in Fashion
Fsh 654  Integrated Fashion Marketing Communications Strategy
or Fsh 657  Online Retailing & e-Commerce
Fsh 655  Digital Marketing and Social Media
Fsh 658  Global Marketing & Emerging Markets
Fsh 677  Applied Financial and Business Analysis for Fashion
Fsh 700  Professional Practices & Portfolio for Fashion
Fsh 807  MA Final Project: Capstone Project

MFA COSTUME DESIGN DEGREE REQUIREMENTS

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

MFA COSTUME DESIGN REQUIRED MAJOR COURSES

Fsh 601  3D Design 1
Fsh 629  Fashion Styling
Fsh 640  Fashion Drawing
Fsh 661  Costume Design for Theater
Fsh 662  Experimental Costume Design
Fsh 663  Costume Design Design for Film
Fsh 664  Advanced Costume Design for the Film Industry
Fsh 665  Costume Design Production
Fsh 676  Costume Crafts
Fsh 740  Portfolio for Costume Design

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613  Fashion, Arts, and Influence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603  Anthropology: Experiencing Culture
GLA 605  Crossing Borders: Art & Culture in a Global Society
GLA 617  Mythology for the Modern World
GLA 627  The Global Design Studio: Past, Present, & Future
GLA 903  Seminar in Great Britain
GLA/Fsh 904  Study Abroad: Fashion Culture and Industry
GLA 905  Study Abroad: Art & Architecture of Renaissance Florence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603  Anthropology: Experiencing Culture
GLA 605  Crossing Borders: Art & Culture in a Global Society
GLA 617  Mythology for the Modern World
GLA 627  The Global Design Studio: Past, Present, & Future
GLA 903  Seminar in Great Britain
GLA/Fsh 904  Study Abroad: Fashion Culture and Industry
GLA 905  Study Abroad: Art & Architecture of Renaissance Florence

MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613  Fashion, Arts, and Influence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603  Anthropology: Experiencing Culture
GLA 605  Crossing Borders: Art & Culture in a Global Society
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MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613  Fashion, Arts, and Influence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

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MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

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MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

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MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613  Fashion, Arts, and Influence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

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GLA 603  Anthropology: Experiencing Culture
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GLA 613  Fashion, Arts, and Influence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

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GLA 903  Seminar in Great Britain
GLA/Fsh 904  Study Abroad: Fashion Culture and Industry
GLA 905  Study Abroad: Art & Architecture of Renaissance Florence

MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 613  Fashion, Arts, and Influence

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

GLA 605  Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

GLA 603  Anthropology: Experiencing Culture
GLA 605  Crossing Borders: Art & Culture in a Global Society
GLA 617  Mythology for the Modern World
GLA 627  The Global Design Studio: Past, Present, & Future
GLA 903  Seminar in Great Britain
GLA/Fsh 904  Study Abroad: Fashion Culture and Industry
GLA 905  Study Abroad: Art & Architecture of Renaissance Florence
Master of Fine Arts [MFA] in Fashion

MFA UNIT REQUIREMENTS
MAJOR 30 UNITS
+ DIRECTED STUDY 18 UNITS
+ ELECTIVES* 6 UNITS
+ GRADUATE LIBERAL ARTS 9 UNITS
TOTAL 63 UNITS
*Per director approval

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

MFA FASHION REQUIRED MAJOR COURSES
FSH 600A Fashion Design
FSH 601A 3D Design 1
FSH 602 Fashion Design 2
FSH 603 3D Design 2
FSH 604 Fashion Design 3
FSH 605 3D Design 3
FSH 606 Fashion Design 4
FSH 607 3D Design 4
FSH 609 Digital Design for Fashion
FSH 700 Professional Practices & Portfolio for Fashion

MFA FASHION DESIGN EMPHASIS
FSH 600 Fashion Design 1
FSH 601 3D Design 1
FSH 602 Fashion Design 2
FSH 603 3D Design 2
FSH 604 Fashion Design 3
FSH 605 3D Design 3
FSH 606 Fashion Design 4
FSH 607 3D Design 4
FSH 609 Digital Design for Fashion
FSH 700 Professional Practices & Portfolio for Fashion

FASHION MERCHANDISING EMPHASIS
FSH 630 Fashion Marketing Strategy
FSH 631 Merchandising Principles
FSH 632 Trend Analysis & Product Development
or FSH 638 Product Design and Development
FSH 634 Textiles & Other Raw Materials
FSH 635 Creating Competitive Strategy
FSH 637 Product Planning and Sourcing
FSH 643 Digital Techniques for Fashion
FSH 649 Entrepreneurship in Fashion: Strategic Brand Management
or FSH 633 Retail Management and Operations
FSH 675 Visual Merchandising: Image & Brand
FSH 700 Professional Practices & Portfolio for Fashion

MFA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS
ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 613 Fashion, Arts, and Influence
CROSS CULTURAL UNDERSTANDING
CHOOSE ONE:
GLA 603 Anthropology: Experiencing Culture
GLA 605 Crossing Borders: Art & Culture in a Global Society
GLA 617 Mythology for the Modern World
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 903 Seminar in Great Britain
GLA/FSH 904 Study Abroad: Fashion Culture and Industry
GLA 905 Study Abroad: Art & Architecture of Renaissance Florence
# Master of Fine Arts [MFA] in Fashion Marketing and Brand Management

## MFA UNIT REQUIREMENTS
- **MAJOR** 30 UNITS
  - DIRECTED STUDY 18 UNITS
  - ELECTIVES* 6 UNITS
  - GRADUATE LIBERAL ARTS 9 UNITS
- **TOTAL** 63 UNITS

*Per director approval

## MFA FASHION MARKETING AND BRAND MANAGEMENT DEGREE REQUIREMENTS
- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Art Historical Awareness & Aesthetic Sensitivity course
  1. Cross Cultural Understanding course

## MFA FASHION MARKETING AND BRAND MANAGEMENT REQUIRED MAJOR COURSES
- FSH 630 Fashion Marketing Strategy
- FSH 631 Merchandising Principles
- or FSH 677 Applied Financial and Business
- FSH 635 Creating Competitive Strategy
- FSH 637 Product Planning and Sourcing
- or FSH 638 Product Design and Development
- FSH 643 Digital Techniques for Fashion
- FSH 652 Global Consumer Trends in Fashion
- FSH 654 International Fashion Marketing Communications Strategy
- or ADV 623 Humans, Not Consumers: How Human Insights and Behavioral Science Can Inspire Creativity
- FSH 655 Digital Marketing and Social Media
- FSH 658 Global Marketing & Emerging Markets
- FSH 700 Professional Practices & Portfolio for Fashion

## MFA FASHION MARKETING AND BRAND MANAGEMENT GRADUATE LIBERAL ARTS REQUIREMENTS
- **ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
  - GLA 613 Fashion, Arts, and Influence
- **CROSS CULTURAL UNDERSTANDING**
  - **CHOOSE ONE:**
    - GLA 603 Anthropology: Experiencing Culture
    - GLA 606 Crossing Borders: Art & Culture in a Global Society
    - GLA 617 Mythology for the Modern World
    - GLA 627 The Global Design Studio; Past, Present, & Future
    - GLA 903 Seminar in Great Britain
    - GLA/FSH 904 Study Abroad: Fashion Culture and Industry
    - GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

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# 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 633 Retail Management and Operations
- FSH 634 Textiles & Other Raw Materials
- FSH 635 Creating Competitive Strategy
- FSH 637 Product Planning and Sourcing
- FSH 638 Product Design and Development
- FSH 643 Digital Techniques for Fashion
- FSH 675 Visual Merchandising: Image & Brand
- FSH 700 Professional Practices & Portfolio for Fashion

## MFA FASHION MERCHANDISING AND MANAGEMENT GRADUATE LIBERAL ARTS REQUIREMENTS
- **ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
  - GLA 613 Fashion, Arts, and Influence
- **CROSS CULTURAL UNDERSTANDING**
  - **CHOOSE ONE:**
    - GLA 603 Anthropology: Experiencing Culture
    - GLA 606 Crossing Borders: Art & Culture in a Global Society
    - GLA 617 Mythology for the Modern World
    - GLA 627 The Global Design Studio; Past, Present, & Future
    - GLA 903 Seminar in Great Britain
    - GLA/FSH 904 Study Abroad: Fashion Culture and Industry
    - GLA 905 Study Abroad: Art & Architecture of Renaissance Florence
Master of Fine Arts [MFA] in Fashion Product Development

MFA UNIT REQUIREMENTS

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**TOTAL**: 63 UNITS

*Per director approval

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MFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

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

MFA FASHION PRODUCT DEVELOPMENT REQUIRED MAJOR COURSES

- FSH 600 Fashion Design I
- FSH 609 Digital Design for Fashion
- FSH 616 Dynamics of Fashion
- FSH 632 Trend Analysis & Product Development
- FSH 634 Textiles & Other Raw Materials
- FSH 638 Product Design and Development
- FSH 650 Introduction to Fashion Design
- FSH 651 Fashion Construction
- FSH 685 Product Manufacturing & Sourcing
- or FSH 637 Product Planning and Sourcing
- FSH 700 Professional Practices & Portfolio for Fashion

MFA FASHION PRODUCT DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

- GLA 613 Fashion, Arts, and Influence

**CROSS CULTURAL UNDERSTANDING**

**CHOICE ONE:**

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

#### MFA UNIT REQUIREMENTS

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<tr>
<td><strong>Total</strong></td>
<td><strong>63 UNITS</strong></td>
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</tbody>
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*Per director approval*

#### MFA TEXTILE DESIGN REQUIRED MAJOR COURSES

- FA 603 Mixed Media/Printmaking
- FSH 600 Fashion Design 1
- FSH 602 Fashion Design 2
- FSH 610 Applied Textiles 1
- FSH 611 Applied Textiles 2
- FSH 612 Applied Textiles 3
- FSH 613 Applied Textiles 4
- FSH 620 Knitwear Design & Construction 1
- FSH 621 Knitwear Design & Construction 2
- FSH 700 Professional Practices & Portfolio for Fashion

#### MFA TEXTILE DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
- GLA 613 Fashion, Arts, and Influence

**CROSS CULTURAL UNDERSTANDING**

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

#### 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
**UNDERGRADUATE COURSES**

**FSH 100 Drawing for Fashion**
Develop foundational skills in design sketching through observation and replication. You will become familiar with body proportions, basic human anatomy, and figure balance.

**FSH 101 Fashion Visual Research and Design Development**
Fashion design is a process. You’ll build a firm foundation skills as you develop and use visual research to create, edit, and balance a collection.

**FSH 102 Drawing for Fashion 2**
Expand your design communication skills by using a variety of drawing media. You will focus on effective design communication through line quality, color accuracy, and rendering of pattern, texture, and shape. You will further develop your ability to draw fashion figures.

**FSH 105 Introduction to the Fashion Business**
You will be introduced to the concepts of fashion retail and wholesale merchandising, fashion materials, producers of fashion, and various fashion markets.

**FSH 107 Visual Communication Tools for Fashion**
Build foundational creative and critical thinking skills through hands-on projects, and explore a variety of traditional and contemporary media and techniques. Apply elements of visual literacy, including observational drawing and compositional fundamentals. Develop visual and verbal communication methods used in professional environments.

**FSH 108 Foundations of Fashion Journalism**
You will gain skills in runway reporting, interviewing, spotting stories, and using social media to create content that illuminates the ever-changing fashion landscape.

**FSH 109 Introduction to Fashion Product Design**
Bring your product ideas to market. You will research existing brands, conduct trend research, create storyboards, and sketch flats to develop ideas for new products. Learn consumer markets, fabrication, roles within the supply chain, product development, and fashion product categories.

**FSH 118 Fashion Research & Reporting**
Cultivate your journalistic voice in this hands-on journalism studio. You will gain essential reporting and writing skills and practice research strategies, fact-checking, drafting, and copy-editing techniques on a range of story types.

**FSH 119 Fabric and Fiber Technology**
Know your textiles. You will undertake hands-on analysis of fabric swatches and how they relate to performance and end use. [This course is cross-listed with LA 119.]

**FSH 120 Color Science and Fabric Technology**
Color and fabric are concepts that drive creativity, novelty, and innovation. You will explore how fashion professionals apply color and design principles at all levels of the industry. You will study how textile fibers and other fabric characteristics affect garment performance.

**FSH 124 Knitwear Design**
You will research knitwear trends, learn hand knitting techniques, knit swatches, and sketch garment designs to see how knitwear designers work in the fashion industry.

**FSH 128 Graphic Design in Fashion**
Expand your design abilities using graphics. You will learn to use graphics and graphic design to get more control over your garments and flexibility in your designs. You will learn how photography and digital imaging are used in fashion, clothing, and accessories.

**FSH 135 Digital Tools for Fashion Media**
Learn to tell a compelling fashion story. Using professional digital design techniques, you will learn to combine words, visuals, and aesthetic elements to create successful fashion spreads and lookbooks.

**FSH 137 Introduction to Fashion Retail and Wholesale Merchandising**
You will be introduced to the concepts of fashion retail and wholesale merchandising, fashion materials, producers of fashion, and various fashion markets.

**FSH 145 Fashion Marketing I**
Put fashion marketing theory to practice. You’ll develop marketing research techniques to determine consumer wants and to create fashion marketing strategies. You will learn to conceive, produce, promote, and move new fashion goods and services to consumers.

**FSH 148 Editorial Makeup & Hair Styling**
Add hair and makeup to your styling repertoire. You will gain effective hair styling and make-up techniques for use in editorial shoots by conceptualizing a beauty shoot which you will produce for your final project.

**FSH 150 Introduction to Costume Design**
Help bring film characters to life. You will create character identity by breaking down a script to develop a “look book” for actors using mood boards, color stories, and illustrations.

**FSH 155 Color and Fabric Technology**
Know your textiles. You will undertake hands-on analysis of fabric swatches and how they relate to performance and end use. [This course is cross-listed with LA 119.]

**FSH 163 Fashion Sewing Techniques**
Get the cutting and sewing skills for work in the apparel industry. You will learn both hand finishing and machine sewing techniques in wovens, and create a notebook documenting your new skills.

**FSH 164 Fashion Sewing Techniques**
Learn to work fluidly between programs to create fashion line layout, concept boards, and detailed specification for reproduction.

**FSH 165 Leatherworking Techniques for Footwear & Accessories**
Learn the fundamental leather working techniques necessary to develop and construct footwear and accessories. You will use industry-standard tools and equipment, producing simple bag constructions in a variety of different types of leather with hardware.

**FSH 168 Digital Tools for Fashion Media**
Learn to tell a compelling fashion story. Using professional design techniques, you will learn to combine words, visuals, and aesthetic elements to create successful fashion spreads and lookbooks.

**FSH 170 Introduction to Costume Design**
Help bring film characters to life. You will create character identity by breaking down a script to develop a “look book” for actors using mood boards, color stories, and illustrations.
FSH 203 Footwear Construction 1
Learn how to make shoes from start to finish. You will develop fundamental skills for constructing footwear. The complete process includes pattern drafting, construction techniques, material manipulation, prototype making, and production of final product.

FSH 204 Bag Construction 2
Create five different bag constructions using your pattern development, material manipulation, and technical advancement skills. You will develop and present a design portfolio containing a multi-piece bag collection.

FSH 209 Advanced Sketching and Line Development
You will focus on flat sketching for line development, line sheets, and specification sheets as you develop the skills to create industry standard flats for apparel and accessories.

FSH 210 Fashion Manufacturing
The manufacturing process is complex. Learn how apparel goes from design concept to consumer, including production, sourcing, control, planning, costing, resource allocation, and feasibility.

FSH 213 Fashion Marketing 2
Create marketing plans that bring brands to life. You will use real-life case studies and projects that focus on what fashion consumer want to develop an integrated marketing plan that includes control, planning, costing, resource allocation, and feasibility.

FSH 215 Retailing and Management
Get down to business management basics. You will learn how organization, control, planning, decision-making, leadership, training, communication, and ethics apply to real business situations through actual case studies.

FSH 218 Blogging: Content Creation & Promotion
Make your mark in the blogosphere. You will analyze various elements of successful blogging and get practical experience in producing, and marketing your own blog as a creative professional.

FSH 220 Construction/Draping/Flat Pattern 1
Create basic garment blocks using the principles of flat pattern drafting and pattern cutting. You will create seven muslin samples of your created blocks.

FSH 221 Fashion Design Communication
Learn to represent your creative design ideas as specification drawings (flats) and as fully colored illustrations. Develop the design skills to analyze current design trends and learn to render fabric and color accurately.

FSH 224 Knitwear Design 1: Foundational Skills
Improve your single-bed knitting, hand knit, and crochet skills. You will understand knitwear’s place in the fashion industry, and the foundational importance of material selection, color, stitch, and garment construction.

FSH 229 Computerized Product Design
Use professional digital tools to create garment technical sketches to meet industry standards. You will master the software to create, modify, store, and communicate your design ideas in precise sketches and drawings.

FSH 230 Construction/Draping/Flat Pattern 2
Advance your pattern cutting techniques and develop your construction skills. In this intermediate course, you will construct a dress, a basic shirt, a shirt with design variations, and a high-waisted skirt. We will emphasize industry standards for pattern making and construction techniques appropriate for industrial sewing equipment.

FSH 240 The Classical Tutu: Introduction
You will learn the history of the classical and romantic tutu, and construct a classic tutu including waistbands, knickers, ruffles, wiring, basque, top skirt, and bodice.

FSH 241 Costume Production for Film
You will collaborate with a film director and students from the School of Motion Pictures & Television to bring characters to life in a feature film. Be on set during filming to costume each character and fit the actors.

FSH 242 Costume Production for Stage
You will document your ability to realize 3D costumes from your 2D designs on paper. Collaborate with actors, directors, and other designers throughout the production process.

FSH 243 Costume Design for Dance
You will experience the history of costume for multiple dance genres while developing your own design. You will build a 3D tutu from unconventional materials and construct a dress for a dance production.

FSH 244 History of Fashion
Focus on key moments in fashion history across time and culture as reference points for current fashion and design. You will explore modes of dress and ideas of beauty by highlighting the sources of influence on current fashion. (This course is cross-listed with LA 244.)

FSH 246 History of Textiles
Study traditional textiles of Asia, Africa, and the Americas including western textile design from prehistory to the present. You will also focus on late 19th and early 20th century textile use in interiors, clothing, and cars.

FSH 250 Buying Fundamentals
Apply your basic math skills to the retail buying process. You will analyze various merchandising organizations to learn sales planning, open to buy, and components of profitability.

FSH 252 Visual Merchandising 1
Learn the techniques retail organizations use to sell product. You will learn about the visual tools available, including fixtures, mannequins, signage, lighting, and props.

FSH 258 Accessory Design: Handbags & Small Leather Goods
Study the dynamics of accessory design throughout fashion history. Learn who the players are in the handbag and small leather goods industry through original research and by creating working prototypes.

FSH 259 Pre-Production
Learn garment prototype development and approval prior to production. You will use the web-based PLM system to track product specs, production package, and bill of materials, and learn advanced line development including cost and construction details.

FSH 262 Fashion Designer Ready-to-Wear
You will develop your drawing, design, and presentation skills to reflect your unique point of view while understanding about price points and differences in domestic and international markets.

FSH 265 Clothing Construction and Quality
Learn how to set up quality procedures for prototyping, sample-making, preproduction sampling, and final production. You will evaluate quality and control during the production process.

FSH 266 Digital Design for Fashion
Use digital design tools for illustration, flat sketches, specification drawing, presentations, and storyboards.

FSH 274 Applied Textiles 1
Explore textiles in both home furnishing and fashion. You will develop skills in silkscreen and heat transfer printing while learning about opportunities for a successful career in the textile industry.
Skills & Basic Construction Techniques
Interpret basic construction processes to master intermediate single-bed machine, hand knit, double-bed knitting machine, and crochet techniques. Plus, you will interpret and develop ideas in knitwear textile and design projects.

Advanced Techniques
Understand personal styling. Hands-on projects will help you analyze and practice real life situations, gaining the creative and organizational skills to style personal clients and celebrities.

FSH 280 Personal Styling
Understand personal styling. Hands-on projects will help you analyze and practice real life situations, gaining the creative and organizational skills to style personal clients and celebrities.

FSH 282 Knitwear Design 2: Intermediate Knitwear Skills & Basic Construction Techniques
Interpret basic construction processes to master intermediate single-bed machine, hand knit, double-bed knitting machine, and crochet techniques. Plus, you will interpret and develop ideas in knitwear textile and design projects.

FSH 284 Photo Shoot and Video Production
Aspiring stylists must know how to produce photo shoots and videos. You will conceptualize, produce, art direct, and style a fashion photo shoot with model as well as a video.

FSH 286 3D Design for Knitwear 1
Turn two-dimensional designs into three-dimensional garments. You will take a drafted flat pattern, drape it on a form, make new patterns, and finish it into a knit garment. Plus, experiment with knit fabric manipulation.

FSH 287 Knitwear Design 3: Design Philosophy & Advanced Techniques
Strengthen your design philosophy. You will create knitwear design drawings (flats) and fully colored illustrations. Plus, gain advanced techniques on single-bed machine, hand knit, crochet, and Dusted machine.

FSH 288 Fashion Features & Storytelling
Either write something worth reading, or do something worth writing about. You will increase your writing skills, pitch ideas, adapt straight news leads, and write feature-length articles in a simulated editorial setting.

FSH 289 Corsery & Underpinnings
Create corsetry as both outer garment and underpinning. You will cut and construct different styles and shapes of corsets to use with draped design ideas, producing finished pieces.

FSH 292 Handbag Construction 1
Learn the process of bag construction from start to finish. You’ll develop the fundamental skills of making bags, including pattern drafting, construction techniques, material manipulation, prototype making, and production of final product. Five bag constructions will be covered.

FSH 295 Sustainable and Ethical Design
You will learn the issues facing today’s fashion industry while developing creative solutions and alternatives. You will create designs that address ecological and social sustainability issues.

FSH 297 Visual Merchandising: Tools & Materials
Get the tools to build effective displays for visual merchandising. You will learn to use shop tools safely, and practice skills to create visual merchandising that promotes and sells.

FSH 300 Product Development: Shoe Collection
Create your footwear collection. You will study measuring and fitting, footwear components, the product development process, specification and technical sheets, and product line presentation.

FSH 301 Denim Design
You will explore denim fashion, fabric, and fit to design your own denim collection. Study denim history, trends, washes and finishes, patterns, sample manufacturing, brand identity, merchandising, and marketing.

FSH 302 Creative Concepts for Fashion
Focus on original and creative hands-on development for collections. Color, fabrics, proportion, silhouette, customer, and wearing occasion are explored through 2D and 3D development.

FSH 303 Footwear Construction 2
Learn five different footwear constructions to create a footwear collection portfolio. Building on skills, you will make complex footwear constructions, gain pattern development techniques, and master use of different materials.

FSH 305 Fashion Public Relations
Use PR as a fashion marketing tool. You will learn the history of the public relations industry, the influences of its visionary leaders, and the changes driven by technology that impact fashion PR today.

FSH 306 Accessory Design: Senior 1
Work on industry set projects, research, and develop unique fabrications and techniques for your final collection.

FSH 307 Visual Merchandising: Creative Concepts
Creative strategies for dynamic window displays. You will be inspired by literature, music, current events, pop culture, art, fashion, and film history to create effective visual narratives.

FSH 309 Fabrication, Sourcing, & Production
You will gain line development skills utilizing web-based PLM software, and learn about technical packets and line sheets, fabric sourcing, cost estimating, evaluating product constructions, and fashion manufacturing.

FSH 311 Millinery
Millinery is hat making. You will learn specialized techniques in a variety of materials to make wildly creative or strictly traditional hat constructions, and fashion manufacturing.

FSH 316 International Retailing/Global Marketing
Understand the global economy through international retailers. You will study merchandising, retailing, and marketing.

FSH 323 Fashion Trend Analysis
Learn tips for anticipating trends. You will study the evolutionary nature and cultural context affecting products, and learn to collect, analyze, and synthesize data to predict and understand fashion trends.

FSH 326 Virtual Garment Development for Product Design
Create garments using leading 3D-design software. Learn CLO3D to develop individual looks and garments in a virtual space with the potential of creating them in real life. You will apply the tools and functions of this fashion-industry software to your own work.

FSH 330 Construction/Draping/Flat Pattern 3
Augment your pattern cutting and construction techniques to create original designs. You will learn to cut and construct tailored garments, work on draping projects, and practice the correct way to handle fashion fabrics.

FSH 331 Construction/Draping/Flat Pattern 4
You will combine key elements from an existing designer’s runway look with your own two-dimensional designs to create customized patterns. Plus, you will construct, fit, and correct garments to industry standards using new construction and finishing techniques.

FSH 335 Computerized Patternmaking
Use Gerber AccuMark software to create and digitally alter patterns for a variety of silhouettes. You will also grade patterns for a large range of sizes.

FSH 337 Construction/Draping/Flat Pattern 5
Create a pre-collection. You will learn the principles of manual grading, work with a fit model, learn work production patterns for industry, and increase new construction and finishing techniques.
FSH 340 Fashion Industry-Based Design Competitions
You will analyze your individual strengths and philosophy as a designer, and gain the technical skills to showcase your point of view.

FSH 342 Costume Design Production
Theatre is collaboration. You will work with the script, directors, actors, lighting crews, fellow costume designers, and others to produce original costumes for a real production locally or at the Academy. Learn to develop designs on paper, realize them in 3D, and provide appropriate documentation.

FSH 344 Fabric and Form
Drape fabric on the mannequin to create design possibilities. You will learn experimental fabric manipulation techniques to transform geometric planes of fabric into garment design for the body.

FSH 345 Brand Marketing
Build brand equity. You will gain skills in brand building, management, and marketing to develop a marketing plan for a brand that includes your visual identity, tone of voice, a brand promise, and the overall essence of your brand.

FSH 346 Fashion Design
Discover your design strengths and philosophies by pushing the boundaries of creative knitwear design. You will refine your technical and presentation skills and learn basic stitch construction on the Stoll industrial machine.

FSH 347 Inventory Management & Planning
Become a master forecaster. You will gain the inventory management skills to analyze profitability, inventory turnover, purchasing, planning, and more giving you a competitive advantage.

FSH 348 Digital Marketing and Social Media
Marketing via social media can be tricky. You will leverage the power of digital and social media platforms by developing a digital marketing strategy that is integrated with traditional marketing channels.

FSH 350 Private Label Product Design
Learn by doing. You will experience the entire product development cycle—from identifying an appropriate product, to sourcing, costing, sampling and more.

FSH 352 Visual Merchandising: Space Planning and Directives
Visualize concepts using 3D industry software. You will develop skills in creative space utilization and appropriate representation for multiple product categories, a full season concept, and adjacent products.

FSH 363 Special Event and Promotion
Create memorable customer experiences. You will plan, pitch, develop, and execute as you discover what it takes to produce a successful fashion event, product launch, promotion, or marketing initiative.

FSH 368 Accessories Merchandising
You will explore fascinating accessory categories including leather goods, jewelry, scarves, millinery, underwear to learn the important role of accessories in various retail environments.

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

FSH 374 Applied Textiles 3
Expand your printing abilities. You will design a finished collections of fabric designs by expanding your printing techniques using screen printing with heat transfer paints.

FSH 375 Fashion Merchandising Strategies
Adapt your point of view to meet the target market. You will learn successful strategies for fashion assortment building and product selection in both wholesale and retail spaces.

FSH 376 Applied Textiles 4
Expand your textile design skills for fashion and furnishings as you build up your fabric design collection.

FSH 377 Visual Merchandising 2
Put your visual merchandising theory and standards of execution into practice in hands-on projects. You will learn how to provide visual directives for an original retail concept.

FSH 379 Tailoring Techniques
Construct tailored menswear like a pro. Learn how different tailoring and construction techniques are used in today's menswear industry for both ready-to-wear and bespoke.

FSH 380 3D Design for Knitwear 2
Turn your 2D designs into 3D garments. Develop traditional trimming, variations of trimming designs, and draping skills to construct the neck, armholes, and sleeves on 3D forms. Gain hand knitted and crochet construction techniques as well.

FSH 382 Knitwear Design 4: Design Development of Individual Creative Style
Discover your design strengths and philosophies by pushing the boundaries of creative knitwear design. You will refine your technical and presentation skills and learn basic stitch construction on the Stoll industrial machine.

FSH 384 Menswear Styling
Master menswear styling techniques. You will learn to create tailored and casual looks for men by working on photo shoots.

FSH 385 Marketing Promotion Strategy
Promotional strategies for fashion. You will create an integrated marketing plan including advertising, direct mail, publicity, public relations, personal selling, special events, and social networking.

FSH 386 3D Design for Knitwear 3
Test your skills to create a complex pre-collection. You will master cutting methods and advanced hand sewing/finnishing techniques to fit contemporary design garments and correct garments to industry standards.

FSH 387 Knitwear Design 5: Pre-Collection
Prepare for a career in fashion. Your strengths and design philosophies will reflect your progress as you begin developing your senior collection. Increase your skills in Stoll industrial machine operation, knit programming, and swatch knitting.

FSH 390 Professional Practices and Portfolio for Fashion
Explore careers in fashion. You will examine career options, develop personal branding and resumes, prepare for job interviews, and build digital and physical portfolios to support your transition from student to professional in the fashion industry.

FSH 391 Fashion Product Styling
Become a product and e-commerce stylist. You will style garments, accessories, and beauty products without a model for still life fashion photography.

FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures
Learn how to use mannequins, forms, and alternatives to style for product presentations. You will use various fashion products, including apparel, fashion accessories, and home furnishings.

FSH 398 Computers for Textiles
Use computers as design tool. You will use Photoshop and Illustrator to create textile designs, colorways, and repeats.

FSH 400 Construction/Draping/Flat Pattern: Senior Thesis
Enter the designer workroom to develop a collection of designer clothing from sportswear to eveningwear.
FSH 404 Construction/Draping/Flat Pattern 4: 3D Design
You will produce a true replica of a jacket by taking one apart to analyze the detailed construction. Plus learn to create block patterns from your own draped forms.

FSH 409 Advanced Line Development
Learn targeted product development strategies by developing full collections. You will use advanced digital and hand skills and industry software to present a complete product package in line with a specific brand identity.

FSH 410 E-Commerce
Become an online entrepreneur. Learn e-commerce technologies, web-based business models, marketing innovations, and customer interface techniques to sell fashion products online. [This course is cross-listed with LA 410.]

FSH 424 Construction/Draping/Flat Pattern 3: 3D Design
You will learn three different areas of garment cut and construction: tailored forms, structured gowns, and forms in woven and knit fabrics. Plus, you will do complex analysis and reproduction of form using flats, sketches, flat pattern, drape, and sewn samples.

FSH 427 Visual Merchandising: Graphics for Presentation
You will use graphic design tools to create specifying and building signage for retail, wholesale, trade-show, in-store display, sales promotions. Plus, learn to develop dynamic graphic communication for window displays.

FSH 430 Fashion Design Studio: Senior Thesis
Solidify your personal design philosophy as you develop your thesis project. You will learn how continuity of style within design, presentation skills, and trend analysis will help target specific market segments.

FSH 434 Construction/Draping/Flat Pattern 6: 3D Design
Repurpose complex garments. Using designer garments as your guide, you will create accurate paper patterns, toiles, and fabric samples using complex cutting and hand-sewing techniques.

FSH 438 Fashion Criticism & Runway Reporting
Fashion criticism is powerful. You will study the fashion industry through the lens and language of fashion criticism, and learn how personalities, brands, institutions, and media help make fashion an economic and cultural phenomenon.

FSH 441 Renaissance Costume Construction
Creating period garments is enlightening. You will build theatrical costumes using Renaissance-era garment construction abilities, patterning and rigging techniques, along with corset construction skills. [This course is cross-listed with FSH 671.]

FSH 442 Computer Aided Design for Textiles
Develop digital skills for textile design. You will learn advanced tools and techniques in Photoshop and Illustrator to support your design concepts and to further develop your skill set for the textile design industry.

FSH 450 Entrepreneurship in Fashion
Become a fashion entrepreneur. By identifying market opportunities and establishing a unique point of view, you will develop a business plan to market and sell your own product or service.

FSH 456 Fashion Portfolio
Fine tune your graphic design skills to establish a web portfolio, develop collateral, and otherwise bring your portfolio to a professional fashion industry level. You will also learn to develop line sheets and tech packs for your collections.

FSH 460 Industry Collaboration for Fashion
Collaborate with the cross-functional teams and working professionals. You will develop leadership skills to become a successful merchant, product developer, or marketer of retail and wholesale fashion brands.

FSH 464 Fashion Apprenticeship: Retail Management and Operations
Experience how to run, operate, and manage a real fashion retail e-commerce business andbrick-and-mortar stores. You will merchandise the online store and a selling floor, manage sales, oversee inventory, plan promotions, present products in stores, and address client issues while working on teams.

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

FSH 471 Knitwear Studio
Work on an individual project under the guidance of your instructor.

FSH 472 Visual Merchandising 3
Apply visual merchandising strategies and techniques to conceive and execute visual planning and communication projects for a retail environment.

FSH 474 Applied Textiles 5
Expand your printing and fabric manipulation skills. You will learn the qualities and performance of different types of fabrics as you continue to produce collections of textile designs.

FSH 476 Fashion Portfolio: Textiles 6:
Senior Collection
Find your voice in printed fabrics. You will fine tune the many printing methods you have learned to create a collection of printed fabrics for your senior portfolio.

FSH 477 Visual Merchandising: Project Studio
Put your education on display. You will develop a visual program for a brand assortment that spans window design and installation, in-store feature presentations, wall merchandising, floor plan layout, future design, and graphic signage system.

FSH 478 Editorial Styling
Conceptualize, style, and produce innovative photo shoots. You will study key editorial stylists and magazines, submit your photo shoots to magazines for publication, and create a fashion magazine.

FSH 481 Contemporary Crochet Techniques
Apply crochet techniques to create fabrics. You will create sample swatches and select materials, colors, crochet stitch patterns, and finishing techniques to complete a design project.

FSH 482 Knitwear Design: Senior Thesis
Perseve your knitwear design portfolio to the standard of excellence expected in the industry.

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

FSH 488 Magazine & Digital Media Publishing
Learn the art of self-publication. You will conceptualize, design, produce, and publish a digital and print magazine.

FSH 493 Study Abroad: Fashion
Immerse yourself in the global fashion industry. Explore the fashion capital and discover the rich history of craft, design, materiality, and manufacturing. Study key brands, conduct comparative shopping, visit exhibits and markets, spot trends, and source materials. You will compile resources and ideas, and build contacts to apply to future work, with projects tailored to your area of study.
FSH 499TDS Textile Design Studio
You will create collections of textile designs for your portfolio.

FSH 500 Internship in Fashion
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit,” you must have junior status, a minimum 3.0 cumulative GPA, and 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

FSH 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites vary by topic.

FSH 605 3D Design 3
You will study alongside students from different disciplines to explore various approaches to design and illustration.

FSH 609 Digital Design for Fashion
Use digital design tools for illustration, flat sketches, specification drawing, presentations, and storyboards.

FSH 610 Applied Textiles 1
Explore various fabric printing methods used in the textile industry including silkscreen and heat transfer printing.

FSH 611 Applied Textiles 2
Develop your understanding of fabric and printing techniques. You will learn advanced surface treatments on cloth.

FSH 612 Applied Textiles 3
Expand your printing abilities. You will design a finished collection of fabric designs by expanding your printing techniques using screen printing with heat transfer paints.

FSH 613 Applied Textiles 4
Expand your textile design skills for fashion and furnishings as you build up your fabric design collection.

FSH 615 Textile Design
Create a textile design collection. You will get an overview of textile history, and learn various textile design methods and production techniques used in the industry today.
FSH 616 Dynamics of Fashion
The business of fashion is complex. You will get a comprehensive look at how various components of fashion business—product development, sourcing, buying, marketing, and retailing—are intertwined to create a powerful industry.

FSH 617 Fundamentals of Fashion Journalism
Tell fantastic fashion stories. You will break down the best writing to examine how journalists skillfully craft voice, structure, angles, and fashion jargon together to tell a compelling story.

FSH 618 Knitwear Design
You will use beginning and intermediate hand knitting techniques to design two knitwear collections. You will also research knitwear in the fashion industry and focus on the work of a knitwear designer.

FSH 619 Developments & Current Debates in Fashion Journalism
Explore the role of fashion journalism in culture. In roundtable discussions led by student facilitators, you’ll examine current media events and learn the industry’s social challenges, scandals, and controversies.

FSH 620 Knitwear Design & Construction 1
Knitwear design is technical, diverse, and creative work. Using both hand knitting and domestic machine techniques, you’ll learn how knitwear pros use yarns, color, pattern, texture, and shape for fabric development and illustration.

FSH 621 Knitwear Design & Construction 2
Create an original garment from concept to finished piece. You will work with flat pattern and 3D design; to incorporate color and pattern while investigating diversity of basic silhouette; and will work with flat pattern and 3D design; first designing within the constraints of the fitted silhouette, and then investigating the function of double-bed fabrics to explore silhouette.

FSH 622 Knitwear Design & Construction 3
Using industrial knitting machines, you’ll produce two garments with double-bed fabrics and 3D design; first designing within the constraints of the fitted silhouette, and then investigating the function of double-bed fabrics to explore silhouette.

FSH 623 Knitwear Design & Construction 4
Solidify your personal style. You will work self-motivated projects to perfect your portfolio and hone your skills to prepare for your final collection.

FSH 624 Digital & Print Magazine Publishing
Explore the power of print by conceptualizing your own media publication. You will bring images and words together to tell impactful stories by creating your print and digital magazine.

FSH 625 Fashion Research & Reporting
You will gain essential research and reporting skills to deliver in-depth fashion storytelling based on verified information, interviews, digital and social research techniques, and facts.

FSH 626 Mobile & Social Media Journalism
Report from where the action is. You will focus on the digital tools that empower today’s journalists to produce real-time, interactive news stories. By end of the semester, you’ll create an online writing portfolio using popular apps.

FSH 627 Fashion Styling
Styling is visual storytelling. You will develop concept drawings from cultural references and assemble compelling outfits to create fashion imagery. You will put the foundations of personal, product, and editorial styling into practice.

FSH 628 Retail Management and Operations
Develop a competitive retail business strategy. You will study the global retail environment, analyzing consumer, competition, leadership, and management issues in the contemporary fashion industry today.

FSH 629 Fashion Marketing & Promotion
You will learn to gather and apply trend information to develop new and fashionable products for the marketplace. Bring an original product from concept to completion via research, sourcing, costing, merchandising, and marketing.

FSH 630 Fashion Marketing Strategy
Marketing plays a critical role in any fashion organization. Learn how fashion companies successfully engage customers and competitors by establishing well-defined and strategic marketing approaches. You will gather, analyze, and synthesize research and data to create new opportunities in dynamic fast-changing markets.

FSH 631 Merchandising Principles
Put your math skills to work. In the role of a buyer, you will create a successful retail business through seasonal financial planning, assortment planning, vendor negotiation, and inventory management.

FSH 632 Trend Analysis & Product Development
You will learn to gather and apply trend information to develop new and fashionable products for the marketplace. Bring an original product from concept to completion via research, sourcing, costing, merchandising, and marketing.

FSH 633 Digital Techniques for Fashion
You will learn to work fluidly between graphic design software programs and create concept boards, branding, merchandising and production documentation, and marketing collateral to communicate information effectively.

FSH 634 Fashion Photo Shoot and Video Production
Those who create fashion images have considerable control over the creative vision of a project. You will learn and use production logistics and protocols to concept, organize, and style a fashion photo shoot and video.
FSH 647 Creative Fashion Product Styling and Typography
Part art installation and part commerce, fashion still life augments the fashion product using color, composition, handicraft props, and backgrounds. You’ll combine imagery and innovative typography to create a fashion still life that is both eye-catching and informative.

FSH 648 Sustainability & Society
Know the sustainability challenges and policies affecting the fashion and design industries today. It will help you develop the educational, lifestyle, and technological strategies to impact sustainability in society tomorrow.

FSH 649 Entrepreneurship in Fashion: Strategic Brand Management
Build a contemporary fashion brand and change the game. You will develop a brand strategy based on in-depth research, industry-best practices, trends, market analysis, and the entrepreneurial mindset necessary to succeed in today’s business environments.

FSH 650 Introduction to Fashion Design
Fashion design is a process. You will learn the basic steps of design development, editing, and balancing a ready to wear (RTW) collection. Plus, you’ll develop your technical, visual, and verbal presentation skills.

FSH 651 Fashion Construction
In the design workshop setting, you use your garment construction and flat pattern drafting skills to create garments that are pattern cut and made to today’s commercial standards.

FSH 652 Global Consumer Trends in Fashion
The ability to predict trends can be profitable. You will learn to develop the educational, lifestyle, and technological strategies to impact sustainability in society tomorrow.

FSH 653 Integrated Fashion Marketing Communications Strategy
Become a marketing communication professional. You will develop an integrated marketing communication strategy for a fashion business that targets new customers and reflects current trends and new technologies in today’s dynamic environment.

FSH 654 Digital Marketing and Social Media
Marketing via social media can be tricky. You will leverage the power of digital and social media platforms by developing a digital marketing strategy that is integrated with traditional marketing channels.

FSH 655 Fashion and Sustainability
Leave your mark on the fashion world; but only if that mark is made with sustainable practices, using 100% natural fibers and eco-friendly dyes. You’ll learn to actively integrate eco-strategies into your fashion business, marketing, and product development goals.

FSH 656 Online Retailing & e-Commerce
Achieve online success. You will apply marketing, merchandising, and customer experience strategies to gain in-depth knowledge of how consumers and products connect in the world of e-commerce.

FSH 657 Costume Design for Theater
Theatre is collaboration. You will work with the script, directors, actors, lighting crews, fellow costume designers, and others to produce original costumes for a real production locally or at the Academy. Learn to develop designs on paper, realize them in 3D, and provide appropriate documentation.

FSH 658 Global Marketing & Emerging Markets
Go global. You will examine the best practices of global and regional retailers to develop a marketing strategy for fashion organizations focused on global and emerging markets.

FSH 660 Experimental Costume Design
Create costumes for musical, dance, and experimental theatre. You will learn to connect design to movement and voice, and see how performance can break down the wall between audience and actor. Develop your portfolio to show a range of design capabilities across a number of theatrical mediums.

FSH 661 Costume Design for Film Industry
Design costumes for film and TV. Examining comedy, horror, and drama, you’ll learn how color and silhouette affect the audiences’ perception of character, and how continuity and fabric choices can address the specific needs of film design.

FSH 662 Costume Design for Film
Create costumes for three specific film genres: fantasy, period drama, and science fiction. You will learn to manipulate traditional research, explore unconventional costume materials, and investigate specific details for increased accuracy as you transform your 2D paper projects into 3D samples and realized designs.

FSH 663 Costume Design Production
Theatre is collaboration. You will work with the script, directors, actors, lighting crews, fellow costume designers, and others to produce original costumes for a real production locally or at the Academy. Learn to develop designs on paper, realize them in 3D, and provide appropriate documentation.

FSH 664 Advanced Costume Design for the Film Industry
Create costumes for film and TV. Examining comedy, horror, and drama, you’ll learn how color and silhouette affect the audiences’ perception of character, and how continuity and fabric choices can address the specific needs of film design.

FSH 665 Costume Design Production
Theatre is collaboration. You will work with the script, directors, actors, lighting crews, fellow costume designers, and others to produce original costumes for a real production locally or at the Academy. Learn to develop designs on paper, realize them in 3D, and provide appropriate documentation.

FSH 666 Footwear Construction 1
Learn how to make shoes from start to finish. You will develop fundamental skills for constructing footwear. The complete process includes pattern drafting, construction techniques, material manipulation, prototype making, and production of final product.

FSH 667 Renaissance Costume Construction
Creating period garments is enlightening. You will build theatrical costumes using Renaissance-era garment construction abilities, pattern-making and rigging techniques, along with corset construction skills. (This course is cross-listed with FSH 441.)

FSH 668 Advanced Footwear Construction
Make four bags or four pairs of shoes from start to finish. Expand on skills gained in FSH 666 to make four, more complex constructions using pattern development and material manipulation. You will present a multi-piece, portfolio-ready collection.

FSH 670 Introduction to Sustainability in Fashion
You will explore the ethical and environmental implications of fashion. You will learn how to design and produce garments that are sustainable and socially responsible.

FSH 671 Fashion Sustainability & Society
You will develop a brand strategy based on in-depth research, industry-best practices, trends, market analysis, and the educational, lifestyle, and technological strategies to impact sustainability in society tomorrow.

FSH 672 Experimental Costume Design
Create costumes for musical, dance, and experimental theatre. You will learn to connect design to movement and voice, and see how performance can break down the wall between audience and actor. Develop your portfolio to show a range of design capabilities across a number of theatrical mediums.

FSH 673 Costume Design for Film Industry
Design costumes for film and TV. Examining comedy, horror, and drama, you’ll learn how color and silhouette affect the audiences’ perception of character, and how continuity and fabric choices can address the specific needs of film design.

FSH 674 Fashion Sustainability & Society
You will develop a brand strategy based on in-depth research, industry-best practices, trends, market analysis, and the educational, lifestyle, and technological strategies to impact sustainability in society tomorrow.

FSH 675 Visual Merchandising: Image & Brand
Master the visual image for fashion branding. You will conceptualize and execute visual merchandising designs and visual displays for a commercial environment.

FSH 676 Costume Crafts
Expand your artisan skill set. You will learn theatrical craft techniques—to make makes, armor, and fabric distressing—that can be applied to a variety of unconventional projects.

FSH 677 Applied Financial and Business Analysis for Fashion
Analyze the financial statements and reports that decision-makers in fashion business use to solve complex business and marketing problems. You will apply theoretical concepts and financial analysis tools to measure, forecast, and evaluate business operations and marketing activities to create a fashion business plan.

FSH 678 Computerized Product Development
Get versed on product lifecycle management software (PLM) and 3D garment visualization software. You will explore the garment prototype development and approval prior to production using industry software. Create style information, including bill of materials, and style specifications in PLM, and create 3D garments from your style details using visualization software.

FSH 679 Product Manufacturing & Sourcing
You will develop a global product manufacturing and sourcing structure strategy that aligns with a specific company’s goals, target market, products, material sourcing, import/export regulations, distribution channels, and more.

FSH 680 Product Manufacturing & Sourcing
You will develop a global product manufacturing and sourcing structure strategy that aligns with a specific company’s goals, target market, products, material sourcing, import/export regulations, distribution channels, and more.
FSH 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

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

FSH 699ADS Fashion Art Direction Studio
Produce, style, and direct fashion images and videos for your art direction portfolio. You will explore fashion art direction topics including product styling, editorial styling, typography and layout design, photo shoot and video production, advertising, and photo shoot art direction.

FSH 699DS1 MFA Fashion Design Studio 1
Study alongside students from different disciplines to explore approaches to research and design development. You will learn the basic steps of concept development, visual communication, editing, and balancing a fashion collection.

FSH 699DS2 MFA Fashion Design Studio 2
Increase your awareness of the marketplace and build your technical skills. You will collaborate on small teams on a project for a specific target market.

FSH 699FBS Fashion Business Studio
Focus on the aspects of your individual final thesis project. You’ll refine your thesis through peer critique and instruction in market research, product development, sourcing and assortment planning and merchandise display.

FSH 699FWS Footwear & Accessory Studio
Complete portfolio pieces in this self-directed course. You’ll use your knowledge of footwear and accessory design techniques, finishes, and construction to include the work that best reflects your unique design point of view and identity.

FSH 699TDS Textile Design Studio
You will create collections of textile designs for your portfolio.

FSH 700 Professional Practices & Portfolio for Fashion
Explore and prepare for your career in fashion. You will develop professional personal branding, job search materials, digital and physical portfolios, and prepare for job interviews.

FSH 702 Creative Concepts for Fashion
Focus on original and creative hands-on development for collections. Color, fabrics, proportion, silhouette, customer, and wearing occasion are explored through 2D and 3D development.

FSH 740 Portfolio for Costume Design
Create the portfolio that lands the job. You will refine your previous costume projects to highlight your skills for photographing work, portfolio layout, and presenting ideas to potential employers.

FSH 729 Fashion Art Direction
Fashion art directors are the multi-disciplinary creatives behind the content creation of a fashion brand or magazine. You’ll conceptualize the visual communication of a targeted project, then direct, produce, and style a fashion photo shoot or video using custom typography and layouts.

FSH 740 Portfolio for Costume Design
Create the portfolio that lands the job. You will refine your previous costume projects to highlight your skills for photographing work, portfolio layout, and presenting ideas to potential employers. (This course is cross-listed with FSH 440.)

FSH 744 Visual Curation and Branding
Welcome to the digital revolution in fashion. You will create innovative retail experiences using imagery, installations, and branding, and translate your concepts for a multitude of platforms. Plus, gain advanced skills in art direction, styling, visual merchandising, project management, website creation, and branding.

FSH 764 Fashion Apprenticeship: Retail Management and Operations
Experience how to run, operate, and manage a real fashion retail e-commerce business and brick-and-mortar stores. You will merchandise the online store and a selling floor, manage sales, oversee inventory, plan promotions, present products in stores, and address client issues while working on teams.

FSH 771 Knitwear Studio
Work on an individual project under the guidance of your instructor.

FSH 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FSH 807 MA Final Project: Capstone Project
Apply skills, concepts, theories, and current trends to develop a complete capstone project. You will research, synthesize, develop, and present a complete marketing or merchandising project related to the global fashion industry.

FSH 809PLM Group Directed Study
Get versed on product lifecycle management software (PLM) and 3D garment virtualization software. You will explore prototype development and approval prior to production using industry software. Create style information, including all materials, and style specifications in PLM, and create 3D garments from your style details using virtualization software.

FSH 811 Thesis/Portfolio: Design
Make a plan to finish your thesis project and/or design portfolio in this self-directed course. You’ll use skills obtained throughout the program to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.

FSH 815 Thesis/Portfolio: 3D Design
Make a plan to finish your thesis project and/or 3D design portfolio in this self-directed course. You’ll use skills obtained throughout the program to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.

FSH 821 Thesis/Portfolio: Textiles
Make a plan to finish your thesis project and/or textile design portfolio in this self-directed course. You’ll use skills obtained throughout the program to expand your printing knowledge and explore fabric qualities and performance. This course may be repeated to complete the thesis or portfolio.

FSH 825 Thesis/Portfolio: Knitwear
Make a plan to finish your thesis project and/or knitwear design portfolio in this self-directed course. You’ll use your knowledge of professional knitwear design techniques, finishes, and construction to include the work that best reflects your unique design point of view and identity. This course may be repeated to complete the thesis or portfolio.
FSH 850 Market Research
For your final thesis projects, you will use various research methods to develop the framework for a business plan. Plus, learn to identify and refine industry, target market, and customer profiles.

FSH 851 Product Sourcing & Assortment
Focus on sourcing products and services for your individual final project. You’ll look at global location, quality, minimums, lead times, pricing, assortment variety, and assortment size to find the best suppliers based on your specific fashion business plan.

FSH 852 Product Development
Focus on product development for your individual final project. Using knowledge about fabrication, silhouettes, color, sampling, sourcing, and costing, you will analyze target markets, research, and trends to create your product lines.

FSH 853 Visual Merchandising: Brand and Image
Focus on the visual branding aspects of your individual final project. You’ll refine your thesis through peer critique and instruction on merchandise display, layout and flow, materials, lighting, furnishing and fixtures, and all brand collateral: logo, signage, packaging, and other detail brand atmospherics.

FSH 854 Advanced Computerized Product Line Development
Present your thesis project professionally. You will use advanced digital and hand design skills to complete a pre-production package and technical specification sheet for your product line. Show you know industry standard software and web-based product data management tools.

FSH 855 Marketing Strategy & Plan
You will use market research to develop a marketing strategy, budget, and plan.

FSH 856 Financial Planning
Profitability and cash flow. You will take a deep dive into the financial aspects of your approved business plan to make improvements for your final thesis project.

FSH 857 Thesis Wrapup
Place the finishing touches on your thesis project. Prepare a professional presentation to share with the thesis committee.

FSH 860 Trends & Market Research
A focused look at fashion trend analysis and market research. You will collect, analyze, and synthesize research on the evolutionary nature of products, cultural contexts in fashion, and market trend forecasting to apply your findings to your product line.

FSH 863 Costing & Logistics
You will identify vendors and suppliers to develop samples and prototypes appropriate to your target market, product types, and distribution channels. Plus, you’ll develop costing, logistics plans, and requirements to get your product line from manufacturing to store.

FSH 864 Advanced Computerized Product Line Development
Present your thesis project professionally. You will use advanced digital and hand design skills to complete a pre-production package and technical specification sheet for your product line. Show you know industry standard software and web-based product data management tools.

FSH 871 Costume Design Thesis
Make a plan to finish your thesis project and portfolio in this self-directed course. You will use skills obtained throughout the program to develop and realize costume design for a performance art production and develop existing projects into a portfolio.

FSH 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

FSH 903 Study Abroad: Fashion
Immerse yourself in the global fashion industry. Explore the fashion capital and discover the rich history of craft, design, materiality, and manufacturing. Study key brands, conduct comparative shopping, visit exhibits and markets, spot trends, and source materials. You will compile resources and ideas, and build contacts to apply to future work, with projects tailored to your area of study.

FSH 904 Study Abroad: Fashion Culture and Industry
Discover the impact of this global region on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study.

FSH 906 Thesis & 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.
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, burn-king sander and sand-blast 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 MIFO 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

Painting Related
- College Instructor
- Appraisal, Restoration
- Commercial Art, Specialty Illustration
- Gallery or Museum Worker
- Commercial Art, Private Instruction

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 Masks/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

<table>
<thead>
<tr>
<th>CORE</th>
<th>33 UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAJOR</td>
<td>9 UNITS</td>
</tr>
<tr>
<td>* LIBERAL ARTS</td>
<td>18 UNITS</td>
</tr>
<tr>
<td>TOTAL</td>
<td>60 UNITS</td>
</tr>
</tbody>
</table>

AA FINE ART DEGREE REQUIREMENTS

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

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

AA FINE ART CORE COURSES

FA 110 Still Life Painting 1
FA 143 Silkscreen 1
FA 145 Printmaking
or IND 138 Model Making 1
or IND 132 Sketch Modeling
FA 211 Introduction to Painting: Figure
or FASOU 130 Sculpture 1
FA 213 Introduction to Anatomy
FA 224 Composition & Painting
or FASOU 230 Sculpture 2
FND 110 Analysis of Form
FND 112 Figure Drawing
FND 125 Color and Design
FND 131 Figure Modeling
ILL 133 Digital Media: Digital Manipulation

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Fine Art

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS

MAJOR 33 UNITS

+ ELECTIVES 9 UNITS

+ LIBERAL ARTS 42 UNITS

TOTAL 120 UNITS

BFA FINE ART DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:
  1. Art Historical Awareness courses
  2. Written Communication: Composition course
  3. Written Communication: Context & Style course
  4. Written Communication: Critical Thinking course
  5. Historical Awareness course
  6. Quantitative Literacy course
  7. Cultural Ideas & Influences course
  8. Employment Communications and Practices course

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

BFA FINE ART CORE COURSES

FA 110 Still Life Painting 1
FA 143 Silkscreen 1
FA 145 Printmaking
or IND 138 Model Making 1
or IND 132 Sketch Modeling
FA 211 Introduction to Painting: Figure
or FASCU 130 Sculpture 1
FA 213 Introduction to Anatomy
FA 224 Composition & Painting
or FASCU 230 Sculpture 2
FA 420 Senior Portfolio Workshop/Professional Practices
FND 110 Analysis of Form
FND 112 Figure Drawing
FND 131 Figure Modeling

FND 125 Color and Design
ILL 133 Digital Media: Digital Manipulation

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOICE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOICE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOICE ONE:

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

HISTORICAL AWARENESS

CHOICE ONE:

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

QUANTITATIVE LITERACY

CHOICE ONE:

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

CULTURAL IDEAS & INFLUENCES

CHOICE ONE:

LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today's Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 452 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOICE ONE:

LA 291 Designing Careers
## ART HISTORICAL AWARENESS

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>LA 120</td>
<td>Art History through the 15th Century</td>
</tr>
<tr>
<td>LA 121</td>
<td>Art History through the 19th Century</td>
</tr>
</tbody>
</table>

### CHOOSE TWO ADDITIONAL COURSES:

- LA 117/LAN 117  Survey of Landscape Architecture
- LA 118/IND 118  History of Industrial Design
- LA 128  The Body As Art: History of Tattoo & Body Decoration
- LA 129  History of Automotive Design
- LA 131/GAM 131  History of Gaming
- LA 132/ANM 102  History of Animation
- LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
- LA 137/MS 137  History of Visual Development
- LA 147/PH 147  History of Photography
- LA 152/ILL 152  History of American Illustration (20th Century)
- LA 162  Genres in Film
- LA 195/ILL 195  History of Comics: American Comics
- LA 197/ILL 197  History of Comics: International and Alternative Comics
- LA 219  History of the Built Environment 1: Ancient to Gothic
- LA 220  American Art History
- LA 222  20th Century Art
- LA 224  Women, Art & Society
- LA 226 /AD 230  Survey of Traditional Interior Architecture
- LA 229/AD 231  Survey of Contemporary Interior Architecture
- LA 242/GR 242  History of Graphic Design
- LA 244/FSH 244  History of Fashion
- LA 245/JEM 245  History of Jewelry and Metal Arts from Around the World
- LA 246/FSH 246  History of Textiles
- LA 249  History of the Built Environment 2: Renaissance to 1900

### Certificate in Fine Art

**Certificate Requirements**

**Major Core (Follow BFA Core)**
- 36 UNITS

**Major**
- 42 UNITS
- + By Advancement: 24 UNITS
- + Electives: 12 UNITS
- + Art History: 6 UNITS

**Total**
- 120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses
Master of Arts [MA] in Fine Art

MA UNIT REQUIREMENTS

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

MA FINE ART DEGREE REQUIREMENTS

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

MA FINE ART REQUIRED MAJOR COURSES

FA 600  Figure Studio
FA 601  Drawing
FA 602  Head Drawing
or FA 608  Abstract Painting
FA 604  Figurative Painting
or FA 605  Landscape Painting
FA 606  Still Life Painting
FA 609  Painting
FA 616  Portrait Painting
or FA 644  Quick Studies
FA 630  Color Theory
FA 626  Chiaroscuro
FA 644  Quick Studies
FA 655  MFA Thesis Preparation/MA Portfolio Review

DRAWING & PAINTING EMPHASIS

FA 600  Figure Studio
FA 601  Drawing
FA 604  Figurative Painting
FA 605  Landscape Painting
FA 606  Still Life Painting
FA 609  Painting
FA 626  Chiaroscuro
FA 630  Color Theory
FA 655  MFA Thesis Preparation/MA Portfolio Review
+ 2 Major courses

SCULPTURE EMPHASIS

FA 600  Figure Studio
FA 601  Drawing
FA 622  Anatomy for Artists
FASCU 620  Figure Modeling
FASCU 622  Moldmaking
FASCU 624  Ceramics: Expressions in Clay
FASCU 630  Advanced Head & Figure Sculpture
FASCU 644  Portfolio Development Seminar
+ 3 Major courses

MA FINE ART GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 601  Classical Aesthetics and the Renaissance
or GLA 602  The Art & Ideology of the 20th Century
Master of Fine Arts [MFA] in Fine Art

MFA UNIT REQUIREMENTS
- MAJOR 30 UNITS
- DIRECTED STUDY 18 UNITS
- ELECTIVES* 6 UNITS
- GRADUATE LIBERAL ARTS 9 UNITS
TOTAL 63 UNITS

*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:
  - Art Historical Awareness & Aesthetic Sensitivity course
  - Cross Cultural Understanding course
  - Professional Practices & Communications course

MFA FINE ART REQUIRED MAJOR COURSES
FA 600 Figure Studio
FA 601 Drawing
FA 604 Figurative Painting
FA 605 Landscape Painting
FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review + 1 Major course

PAINTING EMPHASIS
FA 600 Figure Studio
FA 601 Drawing
FA 604 Figurative Painting
FA 605 Landscape Painting
FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review + 1 Major course

SCULPTURE EMPHASIS
FA 600 Figure Studio
FA 601 Drawing
FA 622 Anatomy for Artists
FA 655 MFA Thesis Preparation/MA Portfolio Review
FASCU 620 Figure Modeling
FASCU 622 Moldmaking
FASCU 624 Ceramics: Expressions in Clay
FASCU 630 Advanced Head & Figure Sculpture + 1 Major course

MFA FINE ART GRADUATE LIBERAL ARTS REQUIREMENTS
- ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
  - CHOOSE ONE:
    - GLA 601 Classical Aesthetics and the Renaissance
    - GLA 602 The Art & ideology of the 20th Century
    - GLA 605 Motion Picture Theory & Style
    - GLA 606 Crossing Borders: Art & Culture in a Global Society
    - GLA 607 Art & Ideas of the Enlightenment
    - GLA 613 Fashion, Arts, and Influence
    - GLA 615 History of Graphic Design
    - GLA 621 History & Techniques of Character Animation
    - GLA 622 History & Techniques of VFX
    - GLA 623 History and Techniques of Games
    - GLA 624 History of Visual Development
    - GLA 625 History of Photography
    - GLA 629 150 Years of American Illustration
    - GLA 637 Theory & Movements in Traditional Interior Architecture
    - GLA 638 Theory & Movements in Contemporary Interior Architecture
    - GLA 716 Fast & Furious: The World of Shorts
    - GLA 903 Seminar in Great Britain
    - GLA/FSH 904 Study Abroad: Fashion Culture and Industry
    - GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

CROSS CULTURAL UNDERSTANDING
- CHOOSE ONE:
  - GLA 603 Anthropology: Experiencing Culture
  - GLA 605 Crossing Borders: Art & Culture in a Global Society
  - GLA 617 Mythology for the Modern World
  - GLA 627 The Global Design Studio; Past, Present, & Future
  - GLA 637 Theory & Movements in Traditional Interior Architecture
  - GLA 903 Seminar in Great Britain
  - GLA/FSH 904 Study Abroad: Fashion Culture and Industry
  - GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS
- GLA 674 Professional Practices for Fine Artists
UNDERGRADUATE COURSES

FA 110 Still Life Painting I
Learn the indication of form, color, light and shadow through still life painting. Create interesting compositions along with various concepts relating to all majors.

FA 121 Intermediate Figure Drawing
Obtain basic figure drawing skills studying the nude model. You’ll learn gesture, structure, form, and proportion, and examine light and shadow as it applies to defining form and anatomy.

FA 134 Silkscreen I
Learn to use the direct photo emulsion stencil method of printing with water-based inks. You’ll learn to use a variety of papers and inks to create works of fine art and contemporary communications.

FA 145 Printmaking
Know your print mediums. You’ll learn traditional printmaking processes like etching, silkscreen, monotype, book arts, lithography, and relief printing to produce a portfolio and a book of prints.

FA 211 Introduction to Painting: Figure
Paint the human figure using oils or acrylics. You’ll gain skills in value, color, form, shape, structure, and composition relating to the figure.

FA 213 Introduction to Anatomy
Humans have 206 bones and 650 muscles. You’ll learn the dynamics of anatomical form and how it relates to figurative art through drawing from models.

FA 220 Watercolor
A technical, historical, and practical survey of watercolors will inform your painting choices. You’ll gain skills specific to watercolors, including transparent application, value underpainting techniques, flat wash, dry brush, and wet-on-wet techniques.

FA 222 Heads & Hands
Attention Illustration, Visual Development, Animation, and Fine Art students: take this class. You’ll focus on the form and structure of the head and hands to create dynamic drawings that include expressions and emotions.

FA 224 Composition & Painting
Increase the quality, scope, and breadth of your imaginative compositions. Make better paintings through a better understanding of the creative process and a deep dive into composition, value, pattern, tone, staging, mood, and color theories.

FA 241 Book Arts
How does the art of bookmaking relate to your work and direction? You’ll develop answers to that question through a critical examination of the concept of bookmaking and an exploration of diverse binding forms.

FA 310 Intermediate Painting Studio
This course will focus upon the artist’s individual interest. This will enable each student to begin to develop a body of work and explore their individual approach to their chosen subjects.

FA 311 Clothed Figure Painting I
Learn to understand the body under clothing. You’ll revisit proportion, gesture, light, shadow, value, and color relationships to structure, mass, and form. Plus, learn various properties of clothing, drapery, and the relation of the figure to its environment.

FA 313 Wildlife Painting I
Take a walk on the wild side. This course is open to Illustrators, Painters, and Animators. Visit zoos, ranches, farm, or wildlife sanctuaries to observe, sketch, photograph, and develop color studies on animals. Using the medium of your choice, you’ll create strong compositional paintings of animals and real or imaginary characteristics you observed. [This course is cross-listed with FA 713/313.]

FA 320 Watercolor Painting 2
Explore several watercolor media and techniques. You’ll have the individual freedom to complete ambitious projects.

FA 321 Head Painting I
To paint the human head with accuracy, you’ll analyze head structure and traditional techniques, and explore the development of head forms through mass, value, shape, texture, and color.

FA 322 Quick Studies
Develop your intuitive skills for paint handling by producing painted quick studies. These on-the-fly studies in acrylics or oils will give you color, composition, paint handling, and quick indication-of-subject abilities, capturing the essence of the subject.

FA 325 Mixed Media Drawing & Painting I
Discover new possibilities. By varying surfaces and mixing media, you’ll discover how the descriptive and expressive qualities of line, alone or combined with tone and color, can give dimension, texture, and vitality to your work.

FA 328 Landscape Painting
Refine your approach and response to natural and man-made environments. You’ll paint landscapes from locations and photographic references in studio.

FA 335 Mixed Media/Printmaking
Interested in experimenting with mixed media and varied surface techniques? You’ll explore practical, technical, and conceptual applications for printmaking, painting, and drawing using water and oil-based mediums and contemporary transfer techniques. [This course is cross-listed with FA 603.]

FA 348 Paper Sculpture
Create a bas-relief paper sculpture using a variety of imagery. You’ll gain the skills and learn techniques to sketch, design, cut, bend, and mount paper to create the illusion of three-dimensional images. You’ll love this truly unique, super popular contemporary art course.

FA 350 Mural Painting
Experience the full mural production process and the business side of public art. You’ll learn surfaces, mediums, materials, and methods to concept, budget, design, site survey, and produce a real mural for a real client.

FA 368 Urban Landscape
Citiescapes are dynamic, complicated places. Learning to paint cars and buses, buildings, and people as objects or shapes will help you develop the principles of dramatic light and shadow, atmospheric perspective, focal point and perspective. [This course is cross-listed with FA 607.]

FA 420 Senior Portfolio Workshop/Professional Practices
Become an artist-entrepreneur. You’ll increase your business acumen in resume and biography preparation, invoicing, commission work, grant applications, public relations, income tax, contracts, insurance, and portfolio assembly.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
FA 423 Abstract Painting
You’ll explore modern art from its inception to today, discovering how form and color was distorted to elicit an emotional response, then applying this to your own painting interpretations.

FA 424 Techniques of the Masters I
Learn the techniques of the masters. You’ll study painters who were influential in the modification of painting methods, and receive hands-on instruction working in the painting processes of the masters.

FA 450 Advanced Painting Studio
You will be given an opportunity to expand upon your chosen direction along with producing in class work and homework. You will be guided in terms of quality, concept, and your own personal vision.

FA 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

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

FA 493A Painting Study Abroad, Florence Italy
Immerse yourself in inspiration. By painting outdoors in several locations throughout the cultural center of Florence, Italy, you’ll learn composition, drawing, value, colors, and technique.

FA 498 Collaborative Project
Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

FA 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

FA 500 Internship in Fine Arts
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

FA 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
FA 600 Figure Studio
Represent the human figure in pictorial space based on your observations and your study of the human form. You’ll gain skills in proportional accuracy, foreshortening, and form and cast shadows to achieve convincing three-dimensional form of the figure.

FA 601 Drawing
Demonstrate your understanding of perspective, proportion, gesture, and foreshortening. You’ll learn to depict objects, architecture, and figures using line, tone, and begin modeling.

FA 602 Head Drawing
Learn basic drawing principles for fine artists and illustrators. You’ll draw the human head to learn composition, perspective, proportion, focal point, value pattern, and the use of light and shadow.

FA 603 Mixed Media/Printmaking
Interested in experimenting with mixed media and varied surface techniques? You’ll explore practical, technical, and conceptual applications for printmaking, painting, and drawing using water and oil-based mediums and contemporary transfer techniques. (This course is cross-listed with FA 345.)

FA 604 Figurative Painting
Fine tune your fine art figure painting skills. Learn the basics and expand your personal style by experimenting with composition, color theory, form, and structure.

FA 605 Landscape Painting
Refine your approach and responses to natural and man-made environments. You’ll paint landscapes from locations and photographic references in studio.

FA 606 Still Life Painting
Develop your paint handling skills in value and color as you explore different organizational and compositional approaches to painting still life arrangements.

FA 607 Urban Landscape
Cityscapes are dynamic, complicated places. Learning to paint cars and busses, buildings, and people as objects or shapes will help you develop the principles of dramatic light and shadow, atmospheric perspective, focal point and perspective. [This course is cross-listed with FA 308.]

FA 608 Abstract Painting
You’ll explore modern art from its inception to today, discovering approaches like realism and impressionism. You’ll demonstrate value and value relationships, and inform painting exploration of diverse binding forms.

FA 609 Painting
Know the painting process. Using various brushes, painting mediums, and surfaces, you’ll create simple compositions that explore monochromatic and limited pallet color schemes, demonstrate value and value relationships, and inform painting approaches like realism and impressionism.

FA 610 Contemporary Painting
Step out of your comfort zone. After a deep dive into the work of contemporary artists, you’ll be challenged to experiment with a variety of approaches focusing on the relationships between style and subject matter.

FA 616 Portrait Painting
Take a classical approach to formal portraiture. You’ll explore both alla prima and chiaroscuro approaches to portrait painting.

FA 618 Still Life Painting
Develop your paint handling skills in value and color as you explore different organizational and compositional approaches to painting still life arrangements.

FA 622 Anatomy for Artists
Understand the skeletal and muscular systems of the human body. You’ll investigate the complexities of the human form to enhance your figurative drawing skills.

FA 626 Chiaroscuro
Apply classical drawing principles to render a 3D form. You’ll delve deep into the 5-value system of tonal rendering, composition, value pattern, variation of form, cast shadow edges, and light and shadow relationships.

FA 630 Color Theory
Get an education in color. You’ll enhance your capacity to make informed color choices in your artwork by studying scientific research (theory) and through a series of hands-on projects (practice) designed to help you personalize color.

FA 631 Book Arts
How does the art of bookmaking relate to your work and direction? You’ll develop answers to that question through a critical examination of the concept of bookmaking and an exploration of diverse binding forms.

FA 633 Book Arts
How does the art of bookmaking relate to your work and direction? You’ll develop answers to that question through a critical examination of the concept of bookmaking and an exploration of diverse binding forms.

FA 644 Quick Studies
Develop your intuitive skills for paint handling by producing painted quick studies. These on-the-fly studies in acrylics or oils will give you color, composition, paint handling, and quick indication-of subject abilities, capturing the essence of the subject.

FA 650 Mural Painting
Experience the full mural production process and the business side of public art. You’ll learn surfaces, mediums, materials, and methods to concept, budget, design, site survey, and produce a real mural for a real client.

FA 653 Mural Painting
Experience the full mural production process and the business side of public art. You’ll learn surfaces, mediums, materials, and methods to concept, budget, design, site survey, and produce a real mural for a real client.

FA 654 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

FA 655 MFA Thesis Preparation/MA Portfolio Review
As an MFA student, you’ll refine your thesis concept and prepare works to include in your midpoints review. Once you finalize a thesis concept, you will write content and prepare work for individualized instruction and critique. As an MA student, you’ll prepare for your final portfolio presentation by completing 3 focused works in a single genre of painting. You will also compose an artist statement, a letter to a gallery, and a professional cover letter supporting your work. MA Students will complete 3 works focused on a specific concept in a single genre of painting. Students will compose a written Artist statement to support these works, a letter to a gallery to introduce their body of work, and a professional cover letter for presentation in job applications.

FA 665 Watercolor
A technical, historical, and practical survey of watercolors will inform your painting choices. You’ll gain skills specific to watercolors, including transparent application, value underpainting techniques, flat wash, dry brush, and wet-on-wet techniques.

FA 693 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

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

206
FA 699 Special Topics
Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

FA 713 Wildlife Painting I
Take a walk on the wild side. This course is open to Illustrators, Painters, and Animators. Visit zoos, ranches, farms, or wildlife sanctuaries to observe, sketch, photograph, and develop color studies on animals. Using the medium of your choice, you’ll create strong compositional paintings of animals and real or imaginary characteristics you observed. [This course is cross-listed with FA 713/313.]

FA 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FA 811 Process & Thesis Development
Begin a successful thesis project. In addition, regular instructor critiques, you will discuss approaches to you Final Portfolio and/or Thesis Project with graduate student peers. The goal is project cohesiveness, work quality, concept strength, and process through critique and feedback. Each Group Directed Study (GDS) course requires a minimum of 3 paintings, graded only for this class.

FA 820 Master Thesis
Interact with your instructor and fellow students in pursuit of your approved written thesis. Your instructor and peers will help give your project direction.

FA 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

FA 903 Study Abroad
Travel to an inspirational location to practice your craft. You’ll create art that reflects your personal insights about the place.

FA 903A Painting Study Abroad, Florence Italy
Immerse yourself in inspiration. By painting outdoors in several locations throughout the cultural center of Florence, Italy, you’ll learn composition, drawing, value, colors, and technique.

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

FASCU 130 Sculpture 1
Explore the nature of three-dimensional form. You’ll create a sculpture to gain technical skills, hands-on experience, and a knowledge of sculptural materials.

FASCU 150 Animal Sculpture
Learn to sculpt mammals and other animals. Exploring both anatomical realism and abstracted gestural movement of various animals, you’ll use aspects of design, finish, and personal style to create portfolio-ready work.

FASCU 230 Sculpture 2
This course is Fine Arts Sculptures midpont skills assessment class. Students will be evaluated on assignments designed to be challenging both in concept and technical skills, as well as problem-solving abilities. Students will model in clay and fabricate in cardboard volumetric constructions. Students will make three gallery-ready portfolio works; six models; and a written artist statement.

FASCU 231 Ceramics: Expressions in Clay
Clay is an expressive medium. Using various sculptural techniques, you’ll gain mastery of the medium and an understanding of the materials and processes involved. Emphasis will be placed on experimenting with different techniques and styles to create unique and interesting works of art.

FASCU 233 Moldmaking
Gain essential moldmaking and casting skills. You’ll practice single-piece, simple two-piece, complex three-or-more-piece rigid molds, and rubber mold-making techniques. Plus, you’ll learn slip cast, hollow, and solid casting techniques.

FASCU 234 Head & Figure Sculpture
Express your personal creative ideas with clay. You’ll develop skills in modeling gesture, figures, and proportions as you learn to sculpt the head, torso, and figure.

FASCU 270 Ecorche
Learn skeletal construction and musculature by sculpting an anatomical representation of the human body with the skin removed. Using plastiline figures, you’ll explore morphology, structural concepts, and rhythmic proportion. [This course is cross-listed with FASCU 623.]

FASCU 330 Clay, Advanced Techniques
This course introduces the techniques of hand building with clay, as well as covering important related topics such as clay bodies, kiln firing, and an overview of the contemporary ceramic scene. Special attention will be paid to the painterly application of dry and textured surfaces, especially suited to sculptural forms.

FASCU 334 Advanced Head & Figure Sculpture
Create sculptures that represent unique and personal interpretations of the human form. You’ll work representationally and expressively to develop formal head and figure techniques.

FASCU 337 Bronze Casting
Use shell molds to cast a variety of metals. You’ll learn to prepare waxes for casting, and how to apply different patinas to the completed casting. [This course is cross-listed with FASCU 637.]

FASCU 338 Wheel Formed Sculpture
Gain the ability to make cylinders, bowls, and discs on a potter’s wheel. You’ll use these shapes to create sculptures, an practice low temperature firings like raku.

FASCU 356 Expressive Large Scale Figure
You will focus on mid-sized ceramic figurative form. Working from a model, you will design and create large scale armatures to support 300 pounds of clay. While building up from maquettes to a large scale finished piece you will express your understanding of proportion, gesture and basic anatomical knowledge. These pieces will be entirely unique to you, while developing expressive gestures and fine detailing of surfaces. Additionally, you will learn how to properly photograph and pose live models with studio lighting for your personal reference.

FASCU 361 Glaze Technology
Glazes protect and aesthetically enhance clay objects. Working in a variety glaze recipes and temperatures, you’ll learn how to mix, test and manipulate glazes to create exciting new effects.

FASCU 411 Advanced Firing & Glazing Techniques
Master advanced glazing, raku, and pit firing techniques to develop your artistic, conceptual, and technical skills.

FASCU 438 Advanced Wheel Formed Sculpture
In this advanced ceramic class, you will focus on creating portfolio quality sculptures using advanced wheel throwing and firing techniques. You will practice various ceramic construction processes, glazing, surfacing, and preparation of ceramic sculptures. You will learn to prepare sculptures for gallery presentations, installations, and photography.

FASCU 461 Ceramics Portfolio
Get real-world professional experience creating an exhibition-level body of work. You’ll present a proposal that establishes your ability to set and achieve goals, articulates your understanding of conceptual frameworks, and shows a high level of skill in the ceramic medium.

FASCU 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

FASCU 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites may vary by topic.

FASCU 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information.

FASCU 500 Internship in Sculpture
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an Internship you must have senior status, a minimum 3.0 cumulative GPA, or successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

FASCU 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

FASCU 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites may vary by topic.

FASCU 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information.

Course fees and prerequisites may vary by topic.

FASCU 500 Internship in Sculpture
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an Internship you must have senior status, a minimum 3.0 cumulative GPA, or successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
FASCU 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

FASCU 620 Figure Modeling
You’ll develop personal interpretations of the human form.

FASCU 622 Moldmaking
Gain essential moldmaking and casting skills. You’ll practice single-piece, simple two-piece, complex three-or-more-piece rigid molds, and rubber mold making techniques. Plus, you’ll learn slip cast, hollow, and solid casting techniques.

FASCU 624 Ceramics: Expressions in Clay
Clay is an expressive medium. Using various sculptural techniques, you’ll gain a variety of painterly and contemporary low fire abilities.

FASCU 630 Advanced Head & figure Sculpture
Create sculptures that represent unique and personal interpretations of the human form. You’ll work representationally and expressively to develop formal head and figure techniques.

FASCU 632 Ecorche
Learn skeletal construction and musculature by sculpting an anatomical representation of the human body with the skin removed. Using plasteline figures, you’ll explore morphology, structural concepts, and rhythmic proportion. [This course is cross-listed with FASCU 270.]

FASCU 637 Bronze Casting
Use shell molds to cast a variety of metals. You’ll learn to prepare waxes for casting, and how to apply different patina to the completed casting. [This course is cross-listed with FASCU 337.]

FASCU 638 Advanced Firing & Glazing Techniques
Master advanced glazing, raku, and pit firing techniques to develop your artistic, conceptual, and technical skills.

FASCU 668 Wheel Formed Sculpture
Gain the ability to make cylinders, bowls, and discs on a potter’s wheel. You will use these shapes to create sculptures, an practice low temperature firings like raku.

FASCU 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

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

FASCU 730 Expressive Large Scale Figure
You will focus on mid-sized ceramic figurative form. Working from a model, you will design and create large scale armatures to support 300 pounds of clay. While building up from maquettes to a large scale finished piece you will express your understanding of proportion, gesture and basic anatomical knowledge. These pieces will be unique to you, while developing expressive gestures and fine detailing of surfaces. Additionally, you will learn how to properly photograph and pose live models with studio lighting for your personal reference.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
FASCU 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

FASCU 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

FASCU 990 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.
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 well-rounded education in the arts and sciences with an emphasis on applying techniques in Game Design, Programming, Concept Art, 3D Modeling and Animation.

Specialized Knowledge: After mastering the foundations, students develop innovative game mechanics and learn challenging 3D technology. Students can further their specialized training in game design, concept art, modeling, animation, and programming.

Master Game Design and Production Principles: Students learn and drill in design fundamentals for both 2D and 3D gameplay such as risk and reward, level layout and flow, balancing compelling gameplay, technical scripting and building suspense through story. As students progress, they learn specialized aspects of design such as monetization, unique control types, rapid development via iteration and production methods working in teams.

Master 2D & 3D Art Principles: This program builds on the foundations of traditional drawing, painting, and visual storytelling to develop conceptual skills. Students will have a solid grasp of fundamental game art principles, including advanced concep ting, 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 Director, Cinematics Director
Lead Character Artist, Lead Environment Artist, Lead Concept Artist, Lead Animator, Technical Art Lead, Rigging Lead, Effects Lead Designer
Senior Character Artist, Senior Environment Artist, Senior Animator, Senior Technical Artist, Senior Rigging Artist, Senior Effects Artist, UI Artist
3D Artist, Character Artist, Environment/Props Artist, Environment Architect, Animator, Character Animator

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

Associate of Arts [AA] in Game Design
(Effective 07/03/2023, formerly Associate of Arts [AA] in Game Development)

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

AA GAME DESIGN DEGREE REQUIREMENTS
• Minimum grade of C- in all core courses, major courses, and major course
• 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 DESIGN CORE COURSES
GAM 105 Introduction to Maya
GAM 107 Game Engines
GAM 110 Introduction to Game Development
GAM 111 2D Tools for Game Development
GAM 115 Elements of Scripting
GAM 150 Game Design, Theory & Analysis
GAM 170 Level Design for Video Games 1
GAM 201 3D Modeling for Games 1
GAM 215 Scripting for 3D Games 1
GAM 225 2D Level Design and Mechanics
GAM 310 Portfolio for Games 1

GENERAL EDUCATION REQUIREMENTS

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers

ART HISTORICAL AWARENESS
LA 120 Art History through the 15th Century
LA 131 History of Gaming
Bachelor of Fine Arts [BFA] in Game Design  
(Effective 07/03/2023, formerly Bachelor of Fine Arts [BFA] in Game Development)

### BFA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th>36 UNITS</th>
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<tr>
<td>CORE</td>
<td>36 UNITS</td>
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<td>MAJOR</td>
<td>33 UNITS</td>
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<td>ELECTIVES</td>
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<td>LIBERAL ARTS</td>
<td>42 UNITS</td>
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<td>TOTAL</td>
<td>120 UNITS</td>
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</table>

### BFA GAME DESIGN CORE COURSES

- GAM 105 Introduction to Maya
- GAM 107 Game Engines
- GAM 110 Introduction to Game Development
- GAM 111 2D Tools for Game Development
- GAM 115 Elements of Scripting
- GAM 150 Game Design, Theory & Analysis
- GAM 170 Level Design for Video Games 1
- GAM 201 3D Modeling for Games 1
- GAM 215 Scripting for 3D Games 1
- GAM 235 2D Level Design and Mechanics
- GAM 310 Portfolio for Games 1
- GAM 405 Games Portfolio Preparation

### BFA GAME DESIGN DEGREE REQUIREMENTS

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

**CHOICE ONE:**
- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

#### WRITTEN COMMUNICATION: CONTEXT & STYLE

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

#### WRITTEN COMMUNICATION: CRITICAL THINKING

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

#### HISTORICAL AWARENESS

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

### QUANTITATIVE LITERACY

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

### CULTURAL IDEAS & INFLUENCES

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

### EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers
<table>
<thead>
<tr>
<th>Course Code</th>
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<tr>
<td>LA 120</td>
<td>Art History through the 15th Century</td>
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<td>LA 121</td>
<td>Art History through the 19th Century</td>
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<tr>
<td>LA 131</td>
<td>History of Gaming</td>
</tr>
<tr>
<td>LA 117/LAN 117</td>
<td>Survey of Landscape Architecture</td>
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<tr>
<td>LA 116/IND 118</td>
<td>History of Industrial Design</td>
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<tr>
<td>LA 128</td>
<td>The Body As Art: History of Tattoo &amp; Body Decoration</td>
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<tr>
<td>LA 129</td>
<td>History of Automotive Design</td>
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<tr>
<td>LA 132/ANM 102</td>
<td>History of Animation</td>
</tr>
<tr>
<td>LA 134/ANM 104</td>
<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<td>LA 137/MS 137</td>
<td>History of Visual Development</td>
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<tr>
<td>LA 147/PH 147</td>
<td>History of Photography</td>
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<tr>
<td>LA 152/ILL 152</td>
<td>History of American Illustration (20th Century)</td>
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<td>LA 162</td>
<td>Genres in Film</td>
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<td>LA 195/ILL 195</td>
<td>History of Comics: American Comics</td>
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<td>LA 197/ILL 197</td>
<td>History of Comics: International and Alternative Comics</td>
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<tr>
<td>LA 219</td>
<td>History of the Built Environment 1: Ancient to Gothic</td>
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<td>LA 220</td>
<td>American Art History</td>
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<td>LA 222</td>
<td>20th Century Art</td>
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<td>LA 224</td>
<td>Women, Art &amp; Society</td>
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<tr>
<td>LA 226 /AD 230</td>
<td>Survey of Traditional Interior Architecture</td>
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<tr>
<td>LA 229/AD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
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<tr>
<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
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<tr>
<td>LA 244/FSH 244</td>
<td>History of Fashion</td>
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<tr>
<td>LA 245/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<td>LA 246/FSH 246</td>
<td>History of Textiles</td>
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<tr>
<td>LA 249</td>
<td>History of the Built Environment 2: Renaissance to 1900</td>
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</tbody>
</table>

**Additional Courses:**

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 284 Evolution of the Horror Film
- LA 319 History of the Built Environment 3: 1900 to Present
- LA 326 Topics in World Art
- LA 327 Art of the Classical World
- LA 333 Art of the Middle Ages
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 Art of the Dutch Golden Age
- LA 432 Art of Spain: From El Greco to Picasso
- LA 434 History of Asian Art
- LA 454 Dada & Surrealism
Bachelor of Fine Art [BFA] in Game Art

**BFA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

<table>
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<th>CORE</th>
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<th>ELECTIVES</th>
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<td>36</td>
<td>33</td>
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**TOTAL** 120 UNITS

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**BFA GAME ART CORE COURSES**

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<th>Course Code</th>
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<tr>
<td>FND 108</td>
<td>Digital Drawing for Entertainment</td>
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<tr>
<td>FND 112</td>
<td>Figure Drawing</td>
</tr>
<tr>
<td>GAM 105</td>
<td>Introduction to Maya</td>
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<td>3D Modeling for Games 1</td>
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<td>GAM 233</td>
<td>Elements of Digital Painting</td>
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<td>GAM 238</td>
<td>The Power of Composition</td>
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<tr>
<td>GAM 241</td>
<td>Introduction to Digital Sculpting</td>
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<tr>
<td>GAM 310</td>
<td>Portfolio for Games 1</td>
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<td>GAM 405</td>
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**BFA GAME ART DEGREE REQUIREMENTS**

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

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

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**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
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- LA 280 Perspective Journalism

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**CHOOSE ONE:**

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

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**QUANTITATIVE LITERACY**

**CHOOSE ONE:**

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

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**CULTURAL IDEAS & INFLUENCES**

**CHOOSE ONE:**

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

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**EMPLOYMENT COMMUNICATIONS & PRACTICES**

**CHOOSE ONE:**

- LA 291 Designing Careers
### Bachelor of Science [BS] in Game Programming

**BS UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>Core</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major coursework</td>
<td>36</td>
</tr>
<tr>
<td>Electives</td>
<td>9</td>
</tr>
<tr>
<td>Liberal Arts</td>
<td>45</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>120</strong></td>
</tr>
</tbody>
</table>

**BS GAME PROGRAMMING CORE COURSES**

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

**BS GAME PROGRAMMING DEGREE REQUIREMENTS**

- Minimum grade of C- in all major coursework and the following:
  - LA 107 Writing for the Multilingual Artist
  - or LA 108 Composition for the Artist
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA 286 Discrete Mathematics
  - LA 289 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

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
LA 276  Seminar in Great Britain
LA 359  Urban Sociology

CULTURAL IDEAS & INFLUENCES

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

ART HISTORICAL AWARENESS

CHOOSE ONE:
LA 117/LAN 117  Survey of Landscape Architecture
LA 118/IND 118  History of Industrial Design
LA 120  Art History through the 15th Century
LA 121  Art History through the 19th Century
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA 131/GAM 131  History of Gaming
LA 132/ANM 102  History of Animation
LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
LA 137/MS 137  History of Visual Development
LA 147/PH 147  History of Photography
LA 152/ILL 152  History of American Illustration (20th Century)
LA 162  Genres in Film
LA 195/ILL 195  History of Comics: American Comics
LA 197/ILL 197  History of Comics: International and Alternative Comics
LA 219  History of the Built Environment 1: Ancient to Gothic
LA 220  American Art History
LA 222  20th Century Art
LA 224  Women, Art & Society
LA 226/AD 230  Survey of Traditional Interior Architecture
LA 229/AD 231  Survey of Contemporary Interior Architecture
LA 242/GR 242  History of Graphic Design
LA 244/FSH 244  History of Fashion
LA 245/JEM 245  History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246  History of Textiles
LA 249  History of the Built Environment 2: Renaissance to 1900

LA 274  Study Abroad: Art & Architecture of Renaissance
LA 276  Seminar in Great Britain
LA 281/MPT 255  Film History 1: Pre-1940
LA 282/MPT 256  Film History 2: 1940-1974
LA 284  Evolution of the Horror Film
LA 319  History of the Built Environment 3: 1900 to Present
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  Art of the Dutch Golden Age
LA 432  Art of Spain: From El Greco to Picasso
LA 434  History of Asian Art
LA 454  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 REQUIRED MAJOR COURSES**
- ANM 623 3D Modeling & Animation 1 (Maya)
- GAM 601 Elements of Video Games
- GAM 602 Game Design Principles
- GAM 605 Scripting for Video Games 1
- GAM 606 Rapid Game Development
- GAM 607 Action Adventure & RPG Level Design
- GAM 608 Drawing Bootcamp for Games: The Human Figure
- GAM 651 Prototype Game Development
- GAM 655 Scripting for Games 2
- GAM 778 Professional Portfolio & Career Development
- IDS 606 User Experience Design

**MA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS**

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
- GLA 623 History and Techniques of Games

**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

### Master of Fine Arts [MFA] in Game Development

**MFA UNIT REQUIREMENTS**
- **MAJOR** 30 UNITS
- **DIRECTED STUDY** 18 UNITS
- **ELECTIVES** 6 UNITS
- **GRADUATE LIBERAL ARTS** 9 UNITS
- **TOTAL** 63 UNITS

*Per director approval

**MFA GAME DEVELOPMENT REQUIRED MAJOR COURSES**
- GAM 601 Elements of Video Games
- GAM 602 Game Design Principles
- GAM 605 Scripting for Video Games 1
- GAM 606 Rapid Game Development
- GAM 607 Action Adventure & RPG Level Design
- GAM 608 Drawing Bootcamp for Games: The Human Figure
- GAM 631 Thesis Project Preparation
- GAM 651 Prototype Game Development
- GAM 655 Scripting for Games 2
- GAM 778 Professional Portfolio & Career Development

**MFA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS**

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
- GLA 623 History and Techniques of Games

**CROSS CULTURAL UNDERSTANDING**

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

**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
**GAM 105 Introduction to Maya**  
Learn the fundamental concepts of 3D modeling for games. Using modeling tools and methods in a conventional 3D application, you will create a variety of polygonal objects and how to apply basic lighting and materials to your scenes.

**GAM 111 2D Tools for Game Development**  
Learn the two-dimensional tools used in the game industry. You will gain fundamental composition, color, layout, and presentation skills to develop different pieces using contemporary methods of digital image creation.

**GAM 115 Elements of Scripting**  
Learn fundamental scripting elements for game development. You will explore the tools and approaches used to create game logic in both traditional and visual scripting systems.

**GAM 119 Elements of User Interface Design**  
User interface (UI) design can make or break a game. Using traditional and visual scripting systems. will explore the tools and approaches used to create game logic in digital image creation.

**GAM 131 History of Gaming**  
Understanding game history helps modern developers make good design choices. You will study ancient board games, modern consoles, upcoming technologies, and a broad overview of the companies that have defined the video game industry.

**GAM 150 Game Design, Theory & Analysis**  
Effective game design is about creativity, communication, and determining fun through the creation and balance of systematic rules. In this class, you will learn fundamental, practical principals of game design through the creation of table top games and role playing.

**GAM 170 Level Design for Video Games 1**  
Gain a solid understanding of level design for first- and third-person video games. You will create levels and game experiences— from initial concept phase to block mesh, and multiple passes of scripting—using the Unreal engine game.

**GAM 190 Mobile UI and UX**  
To design an intuitive UI (user interface) and UX (user experience) you must know your audience and your medium. You will learn how to create wireframes and interface elements fitting for mobile games.

**GAM 201 3D Modeling for Games 1**  
Model immersive scenes that include multiple props. Using a conventional 3D application, you will deepen your skillset in UV coordinate mapping, different surfacing methods, and layout. Present your work in a real-time rendering application.

**GAM 215 Scripting for 3D Games 1**  
Learn to apply coding standards and practices, automation, inter- mediate scripting features, and design patterns commonly found in scripted game logic. You will examine different approaches to scripting through short-form projects.

**GAM 225 Visual Effects for Games 1**  
Want to make cool attacks and explosions? Start here! Visual Effects (VFX) are a huge and exciting part of any game. You will learn to create amazing effects in a game engine, making you a valuable asset in the game industry.

**GAM 233 Elements of Digital Painting**  
Gain the skills to digitally paint individual elements like skin, hair, facial features, wood, metal, stone, environments, and more.

**GAM 235 2D Level Design and Mechanics**  
2D level design covers genres from platformers to dungeon crawlers. In this class you will learn how to create fun and functional 2D level designs and gameplay mechanics through multiple projects.

**GAM 238 The Power of Composition**  
Use your composition and design skills to create powerful concept art. You’ll analyze the work of old masters, famous illustrators, and contemporary concept artists to improve your work.

**GAM 241 Introduction to Digital Sculpting**  
Learn the concepts and methods used to produce digital sculpting. You will learn to create organic and hard-surface objects in a digital sculpting application, explore 3D painting, and practice concept ideation. [This course is cross-listed with GAM 623.]

**GAM 244 Digital Environment Sketching**  
Each landscape has an unique anatomy. You’ll study the architectural style of various cultures and time periods, and learning to use drafting tools, mood, story, symbolism, proportion, spatial relationships, and other environmental principles in your work.

**GAM 245 Mobile Game Development**  
Program and deploy games for mobile using professional-grade software. You will build interfaces for multiple screen sizes, debug, profile, and optimize a mobile application for Android or iOS touch-screen devices.

**GAM 250 Accelerated Digital Drawing Intensive for Concept Art**  
Get the full range of figure-drawing skills to develop a cohesive, distinct cast of characters. Working from various live models, you’ll use line, shape, and color to design characters and communicate various character traits and types.

**GAM 252 Systems Design**  
Explore the formal systems structures of games. You will model complex game systems based on high-level game concepts and balance variables of systems using systems theory, the MDA model, core and compulsion loops, combat systems, narrative architecture, social systems, game economies, and more.

**GAM 255 Rapid Ideation Creation Sketching for Concept Art**  
We call it a boot camp, but there’s nothing basic about our training. As a prospective concept artist, you’ll gain the skills required to create thumbnails, ideations, and concept drawings with speed and accuracy. You’ll produce volumes of sketches along the journey.

**GAM 260 Prop & Weapon Design for Games**  
Create believable props and weapons for characters and creatures in a video game. You’ll learn the aesthetics and function of weapons and props from different genres and time periods.

**GAM 266 Digital Figure Painting**  
Expand your digital painting abilities. You’ll use color theory and various painting techniques to realistically render shapes and shadows, establish color harmony, and create mood.

**GAM 269 Color and Light for Concept Art**  
Dive into color and light. You’ll examine how various light sources interact with objects and environments, and learn to apply color and light principles to create concept art, imagery, and design.

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**UNDERGRADUATE COURSES**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
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<td>Learn the fundamental concepts of 3D modeling for games.</td>
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<td>2D Tools for Game Development</td>
<td>Learn the two-dimensional tools used in the game industry.</td>
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**VIEW the schedule, prerequisites, and course fees & REGISTER at**  
https://catalog.academyart.edu
GAM 270 Level Design for Video Games 2
Learn to create stealth, trap, hub, and multi-player levels to expand your advanced level design skills. You will work through a professional level design test to complete the course.

GAM 288 C3: Character, Costume, & Creature
Gain character, costume, and creature design skills. You will examine fantasy, horror, and sci-fi genres to create provocative and memorable characters.

GAM 301 3D Modeling for Games 2
Create more sophisticated hard-surface and organic 3D objects. Industry-standard methods will be applied, such as Sub-D modeling and digital sculpting. Content will also focus on the essential steps of the 3D game asset pipeline, including retopology, UV layout, and map baking.

GAM 303 Creature Rigging
Take your rigging skills to the next level by learning to rig usual creatures and creature features. You will learn to rig wings, tentacles, multiple legs, and gain the skills to do any rigging challenge that comes your way.

GAM 310 Portfolio for Games 1
It's never too early to start planning for a portfolio and establishing a brand. In this midpoint class, you will learn the basics of creating a portfolio through a combination of professional techniques and feedback from fellow student peers and instructors.

GAM 315 Advanced Scripting
Technical design is all about problem solving through a combination of creativity, tools, and logic. In this class, you will use advanced scripting techniques to identify and overcome scripting hurdles in multiple game genres.

GAM 318 Virtual Reality and New Technology 1
Use virtual reality, emerging technologies, and new technology as dynamic and versatile platforms!

GAM 322 Stylistic Character Design & Drawing for Games
Gain the skills to design styled, simplified characters for video games. You'll practice simplifying your character designs using good design principles to create appealing styles and characters.

GAM 325 Visual Effects for Games 2
Create real-time visual effect in game engines. You will build 3D effects for environments, props, vehicles, and (of course) character attacks. Fire! Smoke! Explosions!

GAM 328 Monsters vs. Mechs
Think you've got what it takes? Prove it by designing original monsters and mechs (robots) good enough to win the Monster vs. Mech battle royale! Only the vehicles and creatures with the best common aesthetics, existing concept art, and anatomy will survive.

GAM 332 Texture & Light
Create and manage textures using hand-painted and procedural methods in 2D and 3D applications. You will identify textures that define the different properties of 3D surfaces and use UV mapping techniques to correctly apply 2D textures to a 3D object. [This course will be cross-listed with GAM 621.]

GAM 333 Story in Video Games
Games are what we play and story is why we play them. You’ll learn to use specific storytelling skills to create immersive narratives, define memorable heroes and villains, and empower player agency.

GAM 340 3D Character Modeling 1
Study the game character pipeline from start to finish. Using game character ideation, low-resolution modeling techniques, UV layouts, and 2D and 3D surfacing for characters to create your own low-res, 3D game character. [This course is cross-listed with GAM 603.]

GAM 342 Game Environment Production 1
Use the environment asset pipeline to create real-time, 3D interior and exterior scenes. You will gain the storytelling, prop development, modularity, and composition skills to create compelling real-time environments. Plus, study scene management and iterative development. [This course is cross-listed with GAM 620.]

GAM 344 Digital Environment Painting
Build production-ready concept art for game environments. Using 3D and photo reference material, value speed studies, style guides, and digital painting brushes you’ll create finished environment paintings. Plus, increase your composition, lighting, mood, and storytelling abilities.

GAM 350 Rapid Game Development
Become an effective game designer through multi-week projects in different genres. You will learn best practices for time management, effective communication, and project organization in a collaborative setting. [This course is cross-listed with GAM 606.]

GAM 353 Game Freemium & Monetization
Learn the principles behind freemium game design and how to use monetized gameplay mechanics to generate revenue. You will gain the skills to evaluate the profitability of social and mobile free-to-play games.

GAM 360 Environmental Modeling for Games 2
Build current-generation, real-time environments. Employing the environment art pipeline for games, you will gain lighting and rendering techniques, learn foliage creation, and present your work in a game engine.

GAM 401 Hard Surface Modeling 1
Sculpt characters and organic environmental objects for games. Using conventional 3D and digital sculpting applications, you will create and manage dense polycounts to describe strong silhouettes, recognizable sculpted forms, and detailed relief in this high-resolution process.

GAM 405 Games Portfolio Preparation
As a senior, you will organize and enhance your accumulated work to create a portfolio that showcases your skills and accomplishments. Plus, learn professional practices and how to apply for employment.

GAM 410 Rapid Game Development 2
The pros use rapid prototyping to determine if a game will be fun, compelling, and well suited for production. Working collaboratively, you will create games on quick, two- and four-week cycles to learn scheduling, the responsibilities of different roles, and much more.

GAM 416 Combat Design
Learn to create a semester long 2D melee focused brawler or hack-n-slash game. The combat itself will be focused around a 3 hit melee combo with supplemental ranged attacks. The hero of the game can be anything from a cute sword wielding knight to a bare knuckle brawling street fighter. Enemy archetypes are discussed and implemented to compliment and counter the heroes own combat abilities. The semester and project ends with implementation of a climactic boss fight.

GAM 418 Augmented Reality Design and Technology
Explore how to design games and interactive experiences for Augmented Reality platforms. Learn to design for one of the most dynamic and versatile platforms!
Houdini. You will learn character ideation, digital sculpting, hair and clothing, retopology, UV layout, and both 2D and 3D surfacing properties using the full game character pipeline.

**GAM 464 High Resolution Asset Studio**

Produce assets that meet industry standards and timelines. Starting with existing and original concept art, you’ll use each step of the game asset pipeline to deepen your knowledge of current workflows.

**GAM 471 Game Studio – Art (Fall)**
The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Art will generate concepts and 2D and 3D assets with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Fall section of the Co-Lab covers the Alpha and Beta phases of development with a focus on polishing and finalizing projects.

**GAM 472 Game Studio – Game Design (Fall)**
The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Fall section of the Co-Lab covers the Alpha and Beta phases of development. The Summer section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

**GAM 473 Game Studio – Art (Spring)**
The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Art will generate concepts and 2D and 3D assets with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Spring section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

**GAM 474 Game Studio – Game Design (Spring)**
The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Spring section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

**GAM 475 Game Studio – Art (Summer)**
The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Art will generate concepts and 2D and 3D assets with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Summer section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

**GAM 476 Game Studio – Game Design (Summer)**
The Collaborative Project class models the workflows, pipelines, and interdisciplinary environment of a professional game development studio. Students studying Game Design will create gameplay mechanics, game systems, level layouts, and design documentation with the goals of creating portfolio-ready work and potentially releasable, published projects on a variety of platforms. The Summer section of the Co-Lab covers the pre-production and production phases of development with a focus on project structure, prototyping, and iteration.

**GAM 480GD Collaborative Game Development**
Collaborate with artists, designers, and programmers to create a video game prototype. You will use professional tools, techniques, and workflows to create a portfolio-quality project as a team.

**GAM 499 Special Topics**
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

**GAM 500 Internship in Game Design**
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

**GAM 590 Enhanced Studies**
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
Greetings! We are thrilled to announce the launch of our new Game Development curriculum. Our program is designed to equip students with the skills and knowledge necessary to thrive in the fast-paced world of game development. We have combined the best of both worlds—traditional programming education with an emphasis on game-specific skills. Here’s what you can expect:

**UNDERGRADUATE COURSES**

**GAP 120 Principles of Computer Science**
Learn to think like a programmer. You’ll write programs to move a robot, and learn numbering systems, problem solving, API design, and other concepts foundational to programming. Designed to support GAP 125 but topics apply to all forms of programming.

**GAP 125 Programming for Games 1**
Become proficient in C++. To learn the game industry’s most-used language, you’ll write text-based games using variables, branching, looping, console input/output, pointers, heap allocation, and more.

**GAP 201 Programming Languages**
Broaden your skills writing simple programs in several popular programming languages. You’ll gain a versatile set of abililies in Lua, C#, Python, and some development tools and writing automation scripts.

**GAP 225 Programming for Games 2**
Increase your abilities using the most common C++ language features. You’ll learn to write preprocessor directives, unit tests, custom operators, file I/O, and templates.

**GAP 235 Data Structures & Algorithms**
Take the leap from coder to software engineer. You will learn about asymptotic analysis of the various algorithms involved with arrays, linked lists, queues, stacks, strings, hash tables, trees, graphs, and more.

**GAP 255 Object-Oriented Programming & Design**
Learn essential techniques for organizing code into classes. Explore common design patterns used throughout game programming to facilitate in writing scalable, maintainable code.

**GAP 275 Programming for Games 3**
Make a simple 2D game. You’ll learn to solve specific game programming challenges using 2D graphics, capturing player input, basic audio programming, simple physics and collision, and more.

**GAP 285 AAA Game Engine Architecture**
Make simple games using the Unreal Engine to learn about AAA game architecture. You’ll get a behind the scenes look at how Unreal works, and why it was built this way.

**GAP 288 Vector, Matrices, & Transformations**
Solve linear systems using various applications. You’ll learn the mathematics of 3D vectors, including dot and cross product operations, and use Matrix operations for transformations like translations, rotations, and scale.

**GAP 295 Low-Level Programming & Optimization**
Learn the internals of the CPU and memory systems in modern computers and consoles. You’ll study optimization theory and gain hands-on experience with concurrency and multi-threaded programming.

**GAP 301 Programming Game Engines**
Design your own game engine. You’ll follow a step-by-step process to build a stable, scalable, reusable engine that will form the foundation for future classes.

**GAP 305 Programming for Production**
Build two games, one using an engine from GAP 301 and another using a tool of your choice. Learning the role of engineer, you’ll work in a team using industry-standard tools and methodologies to produce the games.

**GAP 311 Fundamentals of Computer Graphics**
Learn the foundations of modern Computer Graphics including points, lines, polygons, and how to color and light them. You’ll explore different types of Shaders—the foundation for rendering CG objects—using basic lighting, texturing, types of textures, and environmental mapping.

**GAP 321 Artificial Intelligence**
AI brings non-player character behavior to life in a simulated world. Building AI for a variety of game types, you’ll create a simulation game incorporating AI layering, behavior trees, planning, and communication that allows multiple AI agents to conspire against the player.

**GAP 331 Network Programming**
Build a simple two player game to be played over a network. You’ll learn network protocols, server client architecture, and peer-to-peer interaction.

**GAP 351 Indie Game Programming**
Learn to approach one of the world’s most popular “black box” game engine like an engineer. Discover how you can still make informed technical choices to create efficient systems and tools, despite limited access to source code.

**GAP 361 Programming for Game UI and Tools**
Create user interfaces for both behind-the-scenes game designers, and front-facing game players. You’ll make functional widgets including buttons, list boxes, and text fields.

**GAP 391 Procedural Content Generation**
This course will cover the basics of procedural content generation. Students will build systems to generate everything from worlds to terrain to quests.

**GAP 477 Fall Portfolio Project: Programming**
You will work on your portfolio project, contributing programming architecture and implementation to a real project. The Collaborative Project class is a real game development studio working on real games to complete and publish. You will gain essential studio experience by completing a game production cycle, hone your development skills, and create professional-grade portfolio material.

**GAP 490 Portfolio Enhancement**
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

**GAP 498 Collaborative Project**
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

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

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GAME DEVELOPMENT
GAP 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

GAP 500 Internship in Game Programming
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

GAP 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
GAM 601 Elements of Video Games
Prepare to enter the video game industry. Studying professional practices and techniques, you’ll find differences between large and small companies, genres, and types of games. Plus, create your own game design document that shows what you’ve learned.

GAM 602 Game Design Principles
Develop a set of creative tools based on games, film, art, and music from around the world. You will learn how to effectively brainstorm, prototype, and iterate on original ideas using industry standard practices on your own cultural background.

GAM 603 3D Character Modeling 1
Study the game character pipeline from start to finish. Using game character ideation, low-resolution modeling techniques, UV layouts, and 2D and 3D surfaces for characters to create your own low-res, 3D game character. (This course is cross-listed with GAM 340.)

GAM 604 Environment Modeling for Games: Principles
Study 3D game art production for environments. You will gain your own low-res, 3D game character. (This course is cross-listed with GAM 340.)

GAM 605 Scripting for Video Games 1
Is your focus on level design or game design? You will examine player interaction and events in video games using C# and game engines, and learn to break down problems and systematically build solutions individually and in teams.

GAM 606 Rapid Game Development
Become an effective game designer through multi-week projects in different genres. You will learn best practices for time management, effective communication, and project organization in a collaborative setting. (This course is cross-listed with GAM 350.)

GAM 607 Action Adventure & RPG Level Design
Gain a solid understanding of level design for 1st and 3rd person video game levels. You will create levels and game experiences from initial concept phase through block mesh and multiple passes of scripting using the Unreal game engine.

GAM 608 Drawing Bootcamp for Games: The Human Figure
Improve your concept art skills by drawing the figure and becoming familiar with human anatomy and figure drawing concepts.

GAM 610 Drawing Bootcamp: Dynamic Sketching
Improve your ability to create concept art by sketching various hard surfaces and organic subjects. You’ll start your own library of reference materials including animals, vehicles, buildings, people, and assorted materials.

GAM 611 Visual Communication for Game Designers
This course focuses on developing visual design and communication skills for video game designers. Topics include: wireframes, graphic design, UV, basic sketching, and verbal presentation. Students use industry-standard digital tools and vocabulary to efficiently and accurately convey their game play ideas and create graphic presentations.

GAM 612 Concept Art for Games
Apply your drawing and color skills to game-specific subjects. You’ll increase your visual language, drawing, and digital painting skills to create asset model packs and designs for 3D modeling production.

GAM 613 Textures & Light
Create and manage textures using hand-painted and procedural methods in 2D and 3D applications. You will identify textures that define the different properties of 3D surfaces and use UV mapping techniques to correctly apply 2D textures to a 3D object. (This course will be cross-listed with GAM 352.)

GAM 623 Introduction to Digital Sculpting
Learn the concepts and methods used to produce digital sculptures. You will learn to create organic and hard-surface objects in a digital sculpting application, explore 3D painting, and practice concept ideation. (This course is cross-listed with GAM 241.)

GAM 626 Game Environment Production 1
Use the environment asset pipeline to create real-time, 3D interior and exterior scenes. You will gain the storytelling, prop development, modularity, and composition skills to create compelling real-time environments. Plus, study scene management and iterative development. (This course is cross-listed with GAM 342.)

GAM 627 2D Level Design and Mechanics
2D level design covers genres from platformers to dungeon crawlers. In this class you will learn how to create fun and functional 2D environments and gameplay mechanics through multiple projects.

GAM 628 Game Environment Production 2
Gain an in-depth understanding of 3D modeling and animation practice for a given environment. (This course will be cross-listed with GAM 342.)

GAM 631 Thesis Project Preparation
Prepare for the midproject review. You will develop an independent thesis plan, perfect your portfolio, and complete your thesis project proposal to showcase your accumulated skills and work over the first part of the program.

GAM 632 Advanced Textures & Materials
Go beyond an object’s standard features to define wear and tear, weathering, and age. You will apply industry-standard texturing and rendering methods like map baking, 3D painting, and procedural and node-based material creation to original 3D artwork. will be demonstrated. (This course is cross-listed with GAM 432.)

GAM 633 Dynamic Figure Sculpting for Games
Breathe life into your characters by sculpting expressive forms. Successful character artists have a firm foundation in human anatomy. You will use digital sculpting tools to study proportions and muscle groups, create strong silhouettes, simplify anatomy, and learn proper posing techniques.

GAM 643 Environment Modeling for Games: Production
Build real-time environments using current practices and the environment art pipeline for games. You will gain foliage creation, lighting, and rendering skills, and present your work in a game engine.

GAM 651 Prototype Game Development
Student teams will work in a model production environment to build a working first playable. Students will have hands-on experience with a game engine to create their prototype game. Time management, organization, export and import pipeline, bug tracking and fixing will be refined.

GAM 652 Combat Design
Learn to create a semester long 2D melee focused brawler or hack-n-slash game. The combat itself will be focused around a 3 hit melee combo with supplemental ranged attacks. The hero of the game can be anything from a cute sword wielding knight to a bare knuckles brawling street fighter. Enemy archetypes are discussed and implemented to complement and counter the heroes own combat abilities. The semester and project ends with implementation of a climactic boss fight.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
GAM 655 Scripting for Games 2
Learn complex, efficient, and specialized practices for scripting gameplay mechanics. You will develop several video games featuring systems of moderate complexity from scratch.

GAM 660 Digital Painting Principles
Rapidly improve your digital painting skills to create believable concept art. You'll paint the human figure and other types of materials to learn basic color theory.

GAM 665 Color & Composition for Game Art
A working knowledge of the three most important elements of concept art—color, cinematic lighting, and composition—will help you create mood and emotion in your designs.

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

GAM 778 Professional Portfolio & Career Development
As you reach the completion of your degree, it's time to prepare for your career in professional game development by compiling your best work into a portfolio, establishing a personal brand, and preparing all the materials you will need to apply for jobs in a very competitive industry.

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

GAM 810 Pipeline Process for Thesis
Make a plan to finish your thesis. With help from your instructor and peers you'll work to refine your concept, address challenges, and do the visual, verbal, and written work to advance your thesis toward completion.

GAM 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
GRAPHIC DESIGN
If You Want a Portfolio that Lands you the Job, Apply Here

Graphic design is art for the people. It’s the mark that symbolizes your trusted brands, the homepage of your well-loved website and the label on your favorite products.

Here, our graphic design department is second to none. From day one, you’ll be treated like a working designer—taught by professionals at the top of their field. Apply yourself and you’ll leave with a portfolio that has something very important that goes with it: a job.
WHAT WE OFFER

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

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

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

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

Green Design: Green strategies are very much a part of the program. Issues of sustainability are strongly considered throughout our curriculum.

CAREER PATHS

Graphic Design

VP Creative Director:
Strategic Branding, Design as Problem Solving Creative (Entrepreneur, Academia)

Design Director: Print, Package/ID/Brand, Web (Design lead at multidisciplinary or non-design specific Company)

Senior Designer: Print, Package/ID/Brand, Web/Flash (Potential to use design expertise outside of the world of design)

Designer: Print, Package/ID/Brand, Web/Flash

Junior Designer: Print/Production, Package/ID/Brand, Web Production Flash
DEGREE REQUIREMENTS

Associate of Arts [AA] in Graphic Design

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

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

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

AA GRAPHIC DESIGN CORE COURSES
COM 102  Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149  Introduction to Design Thinking
GR 102  Design Technology: Digital Publishing Tools
GR 122  Typography 1: Hierarchy and Form
GR 150  Introduction to Visual Communication
GR 221  Graphic Design 1: Visual Communication
GR 310  Typography 2: Formalizing Structure
GR 321  Package Design 1: 3D Thinking/Making
GR 327  Graphic Design 2: Integrating Principles
IXD 105  Design Technology: Visual Design Tools
PH 103  Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 242  History of Graphic Design
Bachelor of Fine Arts [BFA] in Graphic Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS
MAJOR 33 UNITS
+ ELECTIVES 9 UNITS
+ LIBERAL ARTS 42 UNITS

TOTAL 120 UNITS

BFA GRAPHIC DESIGN DEGREE REQUIREMENTS

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

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

BFA GRAPHIC DESIGN CORE COURSES

COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149 Introduction to Design Thinking
GR 102 Design Technology: Digital Publishing Tools
GR 150 Introduction to Visual Communication
GR 122 Typography 1: Hierarchy and Form
GR 221 Graphic Design 1: Visual Communication
GR 310 Typography 2: Formalizing Structure
GR 321 Package Design 1: 3D Thinking/MAking
GR 327 Graphic Design 2: Integrating Principles
GR 460 Senior Portfolio
IXD 106 Design Technology: Visual Design Tools
PH 103 Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

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

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today’s Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 452 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:
LA 291 Designing Careers
# Certificate in Graphic Design

**Certificate Requirements**

**Major Core (Follow BFA Core)**

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tbody>
<tr>
<td>MAJOR</td>
<td>36</td>
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</table>

- **Major**
  - By Advisement: 24 Units
  - Electives: 12 Units
  - Art History: 6 Units

**Total**

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

### ART HISTORICAL AWARENESS

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tbody>
<tr>
<td>LA 120 Art History through the 15th Century</td>
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<tr>
<td>LA 121 Art History through the 19th Century</td>
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<tr>
<td>LA 242 History of Graphic Design</td>
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**Choose One Additional Course:**

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<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tr>
<td>LA 117/LAN 117 Survey of Landscape Architecture</td>
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<tr>
<td>LA 118/IND 118 History of Industrial Design</td>
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<tr>
<td>LA 128 The Body As Art: History of Tattoo &amp; Body Decoration</td>
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<tr>
<td>LA 129 History of Automotive Design</td>
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<td>LA 131/GAM 131 History of Gaming</td>
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<td>LA 132/ANM 102 History of Animation</td>
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<td>LA 134/ANM 104 History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<td>LA 137/MS 137 History of Visual Development</td>
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<td>LA 147/PH 147 History of Photography</td>
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<tr>
<td>LA 152/ILL 152 History of American Illustration (20th Century)</td>
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<td>LA 152 Generis in Film</td>
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<tr>
<td>LA 195/ILL 195 History of Comics: American Comics</td>
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<tr>
<td>LA 197/ILL 197 History of Comics: International and Alternative Comics</td>
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<tr>
<td>LA 219 History of the Built Environment 1: Ancient to Gothic</td>
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<td>LA 220 American Art History</td>
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<td>LA 222 20th Century Art</td>
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<td>LA 224 Women, Art &amp; Society</td>
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<tr>
<td>LA 226/AAD 230 Survey of Traditional Interior Architecture</td>
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<tr>
<td>LA 229/AAD 231 Survey of Contemporary Interior Architecture</td>
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<tr>
<td>LA 244/FSH 244 History of Fashion</td>
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<tr>
<td>LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World</td>
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<td>LA 246/FSH 246 History of Textiles</td>
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<tr>
<td>LA 249 History of the Built Environment 2: Renaissance to 1900</td>
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<tr>
<td>LA 274 Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
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<tr>
<td>LA 276 Seminar in Great Britain</td>
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<tr>
<td>LA 281/MPT 255 Film History 1: Pre-1940</td>
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<td>LA 282/MPT 256 Film History 2: 1940-1974</td>
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<tr>
<td>LA 284 Evolution of the Horror Film</td>
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<tr>
<td>LA 319 History of the Built Environment 3: 1900 to Present</td>
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<td>LA 326 Topics in World Art</td>
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<td>LA 327 Art of the Classical World</td>
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<td>LA 328 Art of the Middle Ages</td>
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<td>LA 329 Film History 3: Contemporary Cinema</td>
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<td>LA 333 World Cinema</td>
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<td>LA 382 Exploring Science Fiction Cinema</td>
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<td>LA 383 Women Directors in Cinema</td>
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<tr>
<td>LA 385 Survey of Asian Cinema</td>
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<tr>
<td>LA 386 Art of the Italian Renaissance</td>
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<td>LA 387 Northern Renaissance Art</td>
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<td>LA 420 Italian Baroque Art</td>
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<td>LA 421 Art of the Dutch Golden Age</td>
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<td>LA 422 Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 423 History of Asian Art</td>
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<tr>
<td>LA 424 Dada &amp; Surrealism</td>
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</table>

**Certificate in Graphic Design**

**Value**

- 120 Units
Master of Fine Arts [MFA] in Graphic Design

MAJOR UNIT REQUIREMENTS
- 30 UNITS
- DIRECTED STUDY 15 UNITS
- ELECTIVES* 6 UNITS
- GRADUATE LIBERAL ARTS 12 UNITS
TOTAL 63 UNITS
*Per director approval

MA GRAPHIC DESIGN AND DIGITAL MEDIA
REQUIRED MAJOR COURSES
GR 600  Visual Communications Lab
GR 601  Type Systems
GR 605  Digital Design Studio 1
GR 613  Type Experiments
GR 616  Making Ideas Visible
GR 617  Type Forms
GR 618  Visual Literacy
GR 619  Type Composition
GR 620  Visual Thinking
GR 700  MA Portfolio Seminar
IXD 606  User Experience Design
+ 1 Major course

MA GRAPHIC DESIGN AND DIGITAL MEDIA
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

MA GRAPHIC DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS
ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 615  History of Graphic Design

MFA GRAPHIC DESIGN DEGREE REQUIREMENTS
• Successful completion of Final Thesis Project
• Minimum grade of C in all required 63 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1  Art Historical Awareness & Aesthetic Sensitivity course
  1  Cross Cultural Understanding course
  1  Professional Practices & Communications course
  1  Major Designated Graduate Liberal Arts course

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

PROFESSIONAL PRACTICES & COMMUNICATIONS
GLA 676  Professional Practices for Designers & Advertisers

MAJOR DESIGNATED GRADUATE LIBERAL ARTS
GLA 612  Writing and Research for the Master’s Student
Great graphic designers are creative problem solvers with passion and perseverance. Through research and experimentation, you’ll shape the past and inform the current state of visual communication. You will also build a vocabulary for design that will be critical to your success in studio classes.

GR 310 Typography 2: Formalizing Structure
Transform text into visually engaging communications for both print and screen experiences. Building on Typography 1, you’ll focus on building more complex typographic compositions through an understanding of page and paragraph aesthetics, legibility across various media, typographic expression, and integration of visual imagery.

GR 321 Package Design 1: 3D Thinking/Making
Apply your design skills to three-dimensional packages. You’ll build a solid foundation of the process and materials necessary to develop packages and prototype templates that account for three dimensions, material properties, and structural considerations.

GR 322 Package Design 2: Executing 3D Design
Package design is the part of a brand that you actually touch. Building upon Package Design 1, you’ll make more effective use of your design skills to align branding concepts to more complex three-dimensional design formats.

GR 324 Branding Principles
A brand is the gut feeling you have about a company, product, or service. Most brands are defined by their visual properties—which makes this valuable business asset heavily dependent upon designers. You’ll explore the principles of branding and identity design by creating brand expressions for new products, services, environments, and experiences.

GR 327 Graphic Design 2: Integrating Principles
Recognize the power of design. You’ll gain more conceptual expertise and a stronger command of typography and visual language. Combined with solid craftsmanship skills, you’ll begin to produce projects that comprise a professional body of work.

GR 330 Typography 3: Complex Hierarchy
Building on the skills learned in Typography 1 and 2, you will begin to construct larger systems of typographic representation in the form of linear narrative structures, non-linear interactive formats and coordinated typographic expressions. You will learn to develop typographic communications and technical solutions for more diverse and sophisticated platforms.

GR 350 Visual Systems 1
Expand your design skills into complex business, cultural and sociological systems. Your formal design abilities, conceptual fluency, and technical know-how will enable you to construct meaningful imagery and resonant experiences that can be extended into broader patterns of reader and user engagement.

GR 360 Graphic Design 3: Nature of Interaction
In today’s world, brands are defined by the experiences that they provide. The proliferation of mobile devices means that many of those experiences are delivered as digital products. Through careful research, persona development and design strategies, you’ll create mobile design experiences around which much of Silicon Valley revolves.

GR 365 Strategies for Branding
Brands are the means by which organizations differentiate themselves. Building on skills learned in Branding Principles, you will find new ways to bring brands to life, extend brands into new territory and make brands more interesting, engaging and relevant.

GR 370 Package Design 3: Advanced 3D Branding
Extend your knowledge of packaging by developing a full-fledged product line. Using market research, product analysis, brand development, photography, and illustration you’ll design portfolio-worthy products for today’s demanding marketplace.

GR 425 Visual Systems 2
Designers who can develop meaningful and engaging design solutions for complex communication problems are in high demand. You’ll use your mastery of type, composition, and image construction to create portfolio-ready pieces that integrate a wide variety of media into a cohesive whole.

GR 429 Information Design
Our increasingly complex world needs designers to make sense of it all. You’ll learn to use your visual skills to present information in dynamic fashion by bringing interest, meaning and clarity to complex ideas through graphic representations of data sets and information.

GR 434 Typography 4: Refinement of Form
Many designers aspire to typographic mastery. In this capstone typography class, you will use your well-honed typographic skills to create portfolio-worthy artifacts that showcase your abilities.

GR 435 Typography in Motion
Motion design is a powerful tool for designers. You’ll command greater attention for your work by creating animations, videos and motion graphics that are dynamic, fluid and engaging.

GR 460 Senior Portfolio
The portfolio is the final step in your Graphic Design BFA program. You’ll develop a comprehensive print and digital visual system that shows off your design skills, and a robust social media presence to effectively promote your strengths to the world.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
GR 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

GR 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

GR 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

GR 500 Internship in Graphic Design
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

GR 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

GR 600 Visual Communications Lab
Declare a thesis topic for your graduate studies. To secure your place in the MFA program and the opportunity to further develop your ideas — you will identify, explore and propose a suitable thesis topic as a midpoint proposal.

GR 601 Type Systems
Building on the skills learned in Type Forms and Type Composition, you will learn to construct larger systems of typography through the development of linear narrative structures, non-linear interactive formats and coordinated brand expressions. You will develop typographic communications and technical solutions for a wider array of mediums and platforms.

GR 604 The Nature of Identity
Learn to create the identity and branding systems crucial to the success of businesses, organizations, products, goods and services. Through careful strategy, development and implementation of brand and identity assets, you’ll create the visual assets critical to survive the contemporary business world.

GR 605 Digital Design Studio 1
Graphic design and technical innovation are inseparable, providing today’s designer myriad ways to communicate ideas and develop experiences. You’ll explore how design works across various technical systems, platforms and digital devices.

GR 612 Integrated Communications - Message Synthesis
Learn to develop fully integrated messaging across various media. Drawing upon your highly developed creative abilities, this advanced studio class will identify and address interdisciplinary challenges by delivering a complex, multifaceted portfolio project.

GR 613 Type Experiments
Expand your typographic range. Having learned the rules of typography in Type Forms, Composition and Systems — now you’ll learn how to break the rules and push for unusual typographic solutions that emphasize the experimental, conceptual, and emotional dimensions of typography.

GR 616 Making Ideas Visible
Understand the conceptual foundations of design as a discipline. Through a variety of historical, social, and cultural contexts, you’ll acquire the design thinking and visual development skills necessary to create unique design solutions that accomplish their intended goals.

GR 617 Type Forms
Learn typography at the atomic level. Through knowledge of letterforms, proportion, hierarchy, legibility, structure, and aesthetics — you’ll learn to create typographic solutions to design problems.

GR 618 Visual Literacy
Become fluent in visual language. You’ll master the universal design principles, communication theory techniques, and critical skills to create meaning and understanding from the complex information that surrounds us.

GR 619 Type Composition
Take a deeper dive into the theory and applications of typography. You’ll increase your ability to communicate content and meaning of text using organization, hierarchy, layout, and grid-system skills.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
GR 620 Visual Thinking
Use design to put it all together and get things done. Through specific process development techniques, you’ll use your design thinking and visual development abilities to create unique design solutions that accomplish their intended goals.

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

GR 700 MA Portfolio Seminar
The portfolio is the final step in your Graphic Design MA program. You’ll develop a comprehensive print and digital visual system that shows off your design skills, and a robust social media presence to effectively promote your strengths to the world.

GR 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

GR 810 Thesis
Embark upon your graphic design thesis journey through conceptualization, research and prototyping. You’ll use questionnaires, interviews, and observations to chart the course your thesis problem and begin formulating solutions.

GR 830 Thesis 2 - Exploration
Continue your graphic design thesis journey by means of exploration and implementation. Building on the assets created in Thesis 1, you’ll finalize a visual system and complete half of your designated thesis materials. You’ll conduct user testing to refine, focus, and validate your solutions. [This course is cross-listed with GR 810 and GR 850.]

GR 850 Thesis 3 - Refinement
The last step in your graphic design thesis project is to refine everything for final delivery. You’ll finish any remaining thesis materials, coordinate it with your final portfolio and online persona — then create a final review presentation to secure approvals. [This course is cross-listed with GR 810 and GR 830.]

GR 875 Design Seminar/Portfolio
The portfolio is the final step in your Graphic Design MFA program. You’ll develop a comprehensive print and digital visual system that shows off your design skills, and a robust social media presence to effectively promote your strengths to the world.

GR 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit,” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
Your Very Own Spot in the Creative Marketplace

Illustration spans a broad range from fine art to graphic novels and from motion books to advertising. We offer you the best of all possible worlds—a balanced education of classical skills and the newest media, plus the ability to specialize in the illustration field of your choice: from children's books to comics and creature design.

Our curriculum is geared to the ever-changing needs of the creative marketplace. You'll find yourself mastering a broad range of tools from the humble pencil to industry-standard software and the all important conceptual skills needed to be a professional. You'll also learn how to market yourself, and how to make a living as an illustrator, whether a freelancer, staffer, or startup entrepreneur.
WHAT WE OFFER

Industry Events: The School of Illustration holds events year-round geared toward the industry. These include: Career Nights, Network Night events, 24 Hour Comics, Costume Carnival, and Comics Summit.

Industry Guest Speakers: Every semester, the School of Illustration continues its speaker series with legendary artists such as Brom, Iain McCaig, James Gurney, Frank Cho, and many others.

Real-World Projects: Numerous inter-departmental projects take place yearly between illustration, advertising, animation, and others. Each collaborative project focuses on real-world goals and real-world expectations.

Professional Faculty: The School of Illustration boasts a prestigious faculty that currently includes Roman Muradov, award winning editorial illustrator; Dan Cooney, award winning comics artist and author; Julie Downing, award winning children’s book illustrator and author; Tony Christov, Art Director at Pixar; and many other top illustrators.

State-of-the-Art Facilities: Our facilities are more expansive than any other illustration school, complete with Maclabs, Cintiq labs, all of the software needed for drawing and digital arts, and the latest lighting and full costume/prop collection in studio classrooms.

CAREER PATHS

Illustration

Freelance Illustrator, Concept Artist/Art Director, Author/Illustrator for Books, Graphic Novels/Comics, Visual Development/Story Artist for Film & Games, Surface Design and Licensed Art

Advertising, Bookcover, Children’s Book & Royalties, Fantasy, Editorial Art, Comic: Penciller, Inker, Colorist

Technical Illustrator: Scientific, Architectural, Medical; Motion Books and Animated Stills

Web Design/Icons & Motion/New Media, Design Illustration, Avatar Designer

Storyboards Comp Artist, Icon Illustrator, Webgraphics, Greeting Cards
DEGREE REQUIREMENTS

Associate of Arts [AA] in Illustration

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

AA ILLUSTRATION DEGREE REQUIREMENTS
• Minimum grade of C- in all core courses, major courses, and
  LA 107 Writing for the Multilingual Artist or 108 Composition
  for the Artist
• Minimum 2.0 GPA and the following general education
  requirements:
  3  Art Historical Awareness courses
  1  Written Communication: Composition course
  1  Written Communication: Critical Thinking course
  1  Employment Communications & Practices course
  After above general education requirements are met, take Liberal
  Arts electives as needed to fulfill the Liberal Arts unit requirement.

AA ILLUSTRATION CORE COURSES
FND 110  Analysis of Form
FND 112  Figure Drawing
FND 116  Perspective
FND 122  Color Fundamentals
GAM 233  Elements of Digital Painting
ILL 101  Introduction to Illustration
ILL 120  Clothed Figure Drawing 1
ILL 133  Digital Media: Digital Manipulation
ILL 202  Process and Illustration
ILL 232  Studio 1
ILL 333  Digital Media 3: Digital Paint

GENERAL EDUCATION REQUIREMENTS

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 121  Art History through the 19th Century
LA 152/ILL 152  History of American Illustration (20th Century)
Bachelor of Fine Arts [BFA] in Illustration

BFA ILLUSTRATION DEGREE REQUIREMENTS

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

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

BFA ILLUSTRATION CORE COURSES

- FND 110 Analysis of Form
- FND 112 Figure Drawing
- FND 116 Perspective
- FND 122 Color Fundamentals
- GAM 233 Elements of Digital Painting
- ILL 101 Introduction to Illustration
- ILL 120 Clothed Figure Drawing 1
- ILL 133 Digital Media: Digital Manipulation
- ILL 202 Process and Illustration
- ILL 232 Studio 1
- ILL 333 Digital Media 3: Digital Paint
- ILL 491 Portfolio Preparation and Self Promotion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

GENERAL EDUCATION REQUIREMENTS

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

CULTURAL IDEAS & INFLUENCES

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today’s Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 452 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

QUANTITATIVE LITERACY

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

CHOOSE ONE:

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

CHOOSE ONE:

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today’s Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 452 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

CHOOSE ONE:

- LA 291 Designing Careers

CHOOSE ONE:

- LA 291 Designing Careers
## ART HISTORICAL AWARENESS

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>LA 120</td>
<td>Art History through the 15th Century</td>
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<tr>
<td>LA 121</td>
<td>Art History through the 19th Century</td>
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<tr>
<td>LA 152/ILL 152</td>
<td>History of American Illustration (20th Century)</td>
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**CHOOSE ONE ADDITIONAL COURSE:**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>LA 117/LAN 117</td>
<td>Survey of Landscape Architecture</td>
</tr>
<tr>
<td>LA 118/IND 118</td>
<td>History of Industrial Design</td>
</tr>
<tr>
<td>LA 128</td>
<td>The Body As Art: History of Tattoo &amp; Body Decoration</td>
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<tr>
<td>LA 129</td>
<td>History of Automotive Design</td>
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<tr>
<td>LA 131/GAM 131</td>
<td>History of Gaming</td>
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<td>LA 132/ANM 102</td>
<td>History of Animation</td>
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<td>LA 134/ANM 104</td>
<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<td>LA 137/MIS 137</td>
<td>History of Visual Development</td>
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<td>LA 147/PH 147</td>
<td>History of Photography</td>
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<tr>
<td>LA 182</td>
<td>Genres in Film</td>
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<td>LA 197/ILL 197</td>
<td>History of Comics: International and Alternative Comics</td>
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<tr>
<td>LA 219</td>
<td>History of the Built Environment 1: Ancient to Gothic</td>
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<tr>
<td>LA 220</td>
<td>American Art History</td>
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<td>LA 222</td>
<td>20th Century Art</td>
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<tr>
<td>LA 224</td>
<td>Women, Art &amp; Society</td>
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<tr>
<td>LA 226 /IAD 230</td>
<td>Survey of Traditional Interior Architecture</td>
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<tr>
<td>LA 229/AAD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
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<tr>
<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
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<tr>
<td>LA 244/FSH 244</td>
<td>History of Fashion</td>
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<tr>
<td>LA 245/SEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<tr>
<td>LA 246/FSH 246</td>
<td>History of Textiles</td>
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<tr>
<td>LA 249</td>
<td>History of the Built Environment 2: Renaissance to 1900</td>
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<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>LA 274</td>
<td>Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
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<tr>
<td>LA 276</td>
<td>Seminar in Great Britain</td>
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<tr>
<td>LA 281/MPT 255</td>
<td>Film History 1: Pre-1940</td>
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<tr>
<td>LA 282/MPT 256</td>
<td>Film History 2: 1940-1974</td>
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<td>LA 284</td>
<td>Evolution of the Horror Film</td>
</tr>
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<td>LA 319</td>
<td>History of the Built Environment 3: 1900 to Present</td>
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<td>LA 326</td>
<td>Topics in World Art</td>
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<td>LA 327</td>
<td>Art of the Classical World</td>
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<td>LA 333</td>
<td>Art of the Middle Ages</td>
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<td>LA 382</td>
<td>Film History 3: Contemporary Cinema</td>
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<td>LA 383</td>
<td>World Cinema</td>
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<td>LA 386</td>
<td>Exploring Science Fiction Cinema</td>
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<td>LA 387</td>
<td>Women Directors in Cinema</td>
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<tr>
<td>LA 388</td>
<td>Survey of Asian Cinema</td>
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<td>LA 420</td>
<td>Art of the Italian Renaissance</td>
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<td>LA 421</td>
<td>Northern Renaissance Art</td>
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<td>LA 422</td>
<td>Italian Baroque Art</td>
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<td>LA 423</td>
<td>Art of the Dutch Golden Age</td>
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<tr>
<td>LA 423</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 434</td>
<td>History of Asian Art</td>
</tr>
<tr>
<td>LA 454</td>
<td>Dada &amp; Surrealism</td>
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## 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

<table>
<thead>
<tr>
<th>MAJOR</th>
<th>33 UNITS</th>
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<tr>
<td>+ GRADUATE LIBERAL ARTS</td>
<td>3 UNITS</td>
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<tr>
<td>TOTAL</td>
<td>36 UNITS</td>
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MA ILLUSTRATION REQUIRED MAJOR COURSES

- FA 630 Color Theory
- FA 626 Chiaroscuro
- ILL 602 Concept, Technique and Illustration
- ILL 610 Clothed Figure Drawing
- ILL 625 Perspective for Characters & Environment
- ILL 660 Digital Painting
  +5 Major courses

MA ILLUSTRATION 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 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

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#### MFA ILLUSTRATION DEGREE REQUIREMENTS

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

#### MFA ILLUSTRATION 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 605 | Crossing Borders: Art & Culture in a Global Society |
| GLA 617 | Mythology for the Modern World |
| GLA 627 | The Global Design Studio; Past, Present, & Future |
| GLA 903 | Seminar in Great Britain |
| GLA/FSH 904 | Study Abroad: Fashion Culture and Industry |
| GLA 905 | Study Abroad: Art & Architecture of Renaissance Florence |

**PROFESSIONAL PRACTICES & COMMUNICATIONS**

| GLA 675 | Professional Practices for Illustrators |

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**COMICS EMPHASIS**

- **FA 630** Color Theory
- **FA 626** Chiaroscuro
- **ILL 602** Concept, Technique and Illustration
- **ILL 610** Clothed Figure Drawing
- **ILL 625** Perspective for Characters & Environment
- **ILL 660** Digital Painting
- **VIS 611** The Visual Elements of Story
- + 3 Major courses
ILL 192 Graphic Novel/Comic Book 1
Tell your stories sequentially. You’ll investigate the mechanics and structures of comics, storyboards, illustrated books, and film to create your own graphic short stories. [This course is cross-listed with ILL 620.]

ILL 193 History of Comics: American Comiconics
Some argue comics are uniquely American. By studying significant American comic strips, comic books, and graphic novels, you’ll learn the styles, trends, and subject matter of cartoonists, illustrators, and authors and see how social conditions and comics align.

ILL 197 History of Comics: International and Alternative Comiconics
Go beyond superheroes. You’ll take a deep dive into the history of comics and graphic novels from the UK, Spain, France, Russian, and more. Plus, you’ll analyze manga, manhwa, bande dessinée, and underground and alternative comics for style and content.

ILL 202 Process & Illustration
Illustrators are creative problem solvers. Building on concepts for various topics and aimed at different markets, you’ll hone your compositional skills while exploring different techniques for creating compelling art for various markets.

ILL 217 Writing for Comic Books & Graphic Novels
Gain professional comic book scripting skills. You’ll study graphic novels, the physical space words occupy, and critical writing about comics, to produce a completed comic book script in one semester. [This course is cross-listed with LA 217/ILL 672.]

ILL 220 Clothed Figure Drawing 2
Use value to draw the clothed figure. You’ll learn to see and use shapes in value to create patterns and develop a sense of staging, with a focus on structure, drapery and the ways light reveals form.

ILL 232 Studio 1
Use a clear concept, professional procedures, and core design principles to develop illustrations. You’ll learn the process, media, tools, and current industry techniques in black & white, waterbased media, and mixed media in color.

ILL 238 Drawing the Fantastic Figure
Increase your figure drawing skills. Focusing on anatomy, exaggeration, and the human form, you’ll create a set of portfolio-quality pieces that bring your imagination to life. Merge both live models and photo references, and both classical and modern approaches to enhance your character development.

ILL 243 Advanced Perspective for Illustration, Film & Games
Draw convincing backgrounds, architecture, and set treatments from multiple angles. You’ll learn to draw credible perspective relationships in any medium and from any point of view to create realistic, fascinating, and unusual art.

ILL 267 Animal Anatomy
Learn to realistically depict animals—both real and imaginary. You’ll focus on animal fur, skin, feathers, textures, skeletons, muscles, movements, rhythms, expressions, and basic structures. [This course is cross-listed with ILL 639.]

ILL 270 Digital Clothed Figure
Draw the clothed figure using digital media. You’ll practice the principles of clothed figure drawing with greater emphasis on value, construction, the design of shapes, drapery, opinion and editing.

ILL 292 Graphic Novel /Comic Book 2
Successful comic book artists are expert storytellers. You’ll learn the creation of style, story arc, page layout, script, color, and camera, and mood and time expression techniques needed to work with major or independent publications or to self-publish.

ILL 312 The Rendered Figure
Learn proportions and structure of the human figure. Gain chiaroscuro skill in the correct application of light and shadow, centering as well as advancing / receding light—to describe the figure as dimensional form. Draw from both nude and clothed figure focusing on proportions, rhythm, stretch, compression, and expression. Learn to edit, idealize, and make artistic calls to improve the illusion of reality.

ILL 315 Location Drawing & Painting
Draw inspiration from the world outside of your studio. You’ll use your composition, drawing, value, and color techniques to create unique and compelling illustrative drawings or paintings in various media. Animation students welcome!

ILL 318 Writing for Picture Books
Can picture books reflect the momentous moments in a child’s life? You’ll explore universal themes of family, friendship, sibling rivalry, and independence to develop picture book characters and stories that speak to children’s interests and validate their emotions.

ILL 323 Vector Illustration & Motion
Companies need illustrators with specific skills. You’ll use vector-based tools to create illustrations that integrate digital images into interactive practice for use on the web. [This course is cross-listed with ILL 665.]

ILL 333 Digital Media 3: Digital Paint
Preproduction art, print illustration, and web imagery work requires digital painting skills. Using industry standard bitmap/raster painting software, you’ll create figurative, still life, and landscape digital paintings that include the illusion of three-dimensional form and depth in digital environments.
ILL 378 Editorial Illustration
You will develop a personal communication approach to viewpoints on a specific subject or situation in this course. This includes an exploration of visual design used to illustrate words while creating portfolio pieces for the magazine market. [This course is cross-listed with ILL 700.]

ILL 380F Fantasy Illustration
Creatively bring your individual style and imagination to life in the fantasy genre. Combining reference and invented elements, you’ll learn to design and depict believable characters, creatures, environments, and apparatus while producing five portfolio-quality images.

ILL 380X Narrative Illustration Portfolio
Become an illustrative storyteller. Increase the narrative impact of your work by combining your composition, design, and perspective techniques with solid drawing and painting skills. You’ll use research, photography, sketches, and multiple techniques.

ILL 383 Book Illustration
You will use different media and techniques to create original cover art from photo reference for genres encompassing science-fiction fantasy: fairy tales, cyber punk, space; fiction: teen and young adult, historical fiction, gothic horror; romance: enemies to lovers, cyber punk, space; fiction: teen and young adult, historical fiction, gothic horror; romance: enemies to lovers, and more. This course is cross-listed with ILL 783.

ILL 388 Surface Design and Licensing
It’s fun to see your illustrations at major resale markets. You’ll use vector programs and traditional art mediums to create lifestyle surface art for products like greeting cards, paper products, home furnishings, wall decor, giftware, clothing and more. Plus, study the art licensing industry. [This course is cross-listed with ILL 670.]

ILL 392 Refining Layouts in Ink
Working either traditionally or digitally, use inking to elevate your work. You’ll give the inking skills to create mood, add definition, and convey a sense of dimension to augment your penciled sequential images.

ILL 475A Portfolio Graphic Novel/Comic Book
Create a unified comic world, where characters and settings complement one another for maximum effect. Using your comic illustration and coloring skills, you’ll craft complex original portfolio-worthy material that shows you know sequential art.

ILL 475B Portfolio Graphic Novel/Comic Book B
Pitch your comic to publishers. Armed with your finished original comic script and an idea for a comic miniseries, you’ll craft an original comic book proposal for comic publishers.

ILL 485 Children’s Book Illustration 2
Publishing a book is a complex process. We’ll cover it all: from thumbnail layout of your book and dynamic character and environment pencil studies; to a picture book submission package including book layout, character sketches, and final full-color art.

ILL 489 Advanced Art Licensing & Portfolio Building
This course enables students to further create additional 6-7 art collections for their art licensing portfolios. The students will also reach out for Agent Representation and Manufacturer Art Submissions for licensing their work during the course of the semester with follow-up.

ILL 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ILL 491 Portfolio Preparation and Self Promotion
Make illustration your business. Most working illustrators also have skills in accounting, interviewing, taxes, legal matters, self-marketing, agent selection, self-promotion, and more. You’ll learn to reproduce, present and sell your artwork.

ILL 493 Study Abroad
Travel to an inspirational location to practice your craft. You’ll create portfolio ready art that reflects your personal insights about the location, people, lifestyle and customs.

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

ILL 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

ILL 500 Internship in Illustration
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

ILL 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the course grade syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
ILL 655 Vector Illustration & Motion
Companies need illustrators with specific skills. You’ll use vector-based tools to create illustrations that integrate digital images into interactive practice for use on the web. (This course is cross-listed with ILL 332.)

ILL 670 Surface Design and Licensing
It’s fun to see your Illustrations at major resale markets. You’ll work programs and traditional art mediums to create lifestyle surface art for products like greeting cards, paper products, home furnishings, wall decor, gifware, clothing and more. Plus, study the art licensing industry. (This course is cross-listed with ILL 670.)

ILL 672 Writing for Comic Books & Graphic Novels
Gain professional comic book scripting skills. You’ll study graphic novels, the physical space words occupy, and critical writing about comics, to produce a completed comic book script in one semester. (This course is cross-listed with ILL 217/LA 217.)

ILL 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

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

ILL 704 Narrative Illustration Portfolio
Become an illustrative storyteller. Increase the narrative impact of your work by combining your composition, design, and perspective techniques with solid drawing and painting skills. You’ll use research, photography, sketches, and multiple techniques.

ILL 706 Editorial Illustration
You will develop a personal communication approach to viewpoints on a specific subject or situation in this course. This includes an exploration of visual design used to illustrate words while creating portfolio pieces for the magazine market. (This course is cross-listed with ILL 378.)

ILL 730 Children’s Book Illustration
Find your voice as an illustrator of children’s books. You’ll analyze different types of children’s books to determine which illustration style works best for different age groups. You will study character design and also increase your pen and ink, watercolor, and acrylic paint abilities. (This course is cross-listed with ILL 385.)

ILL 783 Book Illustration
You will use different media and techniques to create original cover art from photo reference for genres encompassing science-fiction fantasy: fairy tales, cyber punk, space; fiction: teen and young adult, historical fiction, gothic horror; romance: enemies to lovers, romantic suspense, forbidden love; mystery and suspense, and children’s book. (This course is cross-listed with ILL 383.)

ILL 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.
ILL 805P Skill Enhancement: Advanced Digital Painting
Preproduction art, print illustration, and web imagery work requires digital painting skills. You'll create digital paintings that include the illusion of three-dimensional form and depth in digital environments.

ILL 810 Thesis Procedure
Get individual, specific direction to finish your thesis. We'll help you use comments from the review committee to improve your theses, address personal skill issues, and make a plan to complete the project successfully.

ILL 821 Children's Book Illustration
Build the professional skills for a career in the exciting world of children's books. You will learn the history of children's literature and gain self-promotion and marketing skills to develop a 32-page picture book.

ILL 822A Portfolio Graphic Novel/Comic Book
In this course, students will refine their thesis concepts in comics (graphic novel). An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 822B Portfolio Graphic Novel/Comic Book B
In this course, students will refine their thesis concepts in comics (graphic novel). An emphasis will be placed on building the depth of the project, setting target goals, and keeping to a production cycle.

ILL 830 Final Review Preparation
A comprehensive critique of your final thesis project will help your review go smoothly and successfully. You'll learn specific areas you may wish to address to enhance the caliber of your entire presentation.

ILL 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

ILL 903 Study Abroad
Travel to an inspirational location to practice your craft. You’ll create portfolio ready art that reflects your personal insights about the location, people, lifestyle and customs.
Gain the Skills to Design a Better Future

Ask your grandfather to describe his double-edged safety razor and compare it to the sleek, pivoting shaving tools of today. The function remains the same, but the form has evolved. Now think of things that never existed 20 years ago. Think of new ways to design a cell phone, an electric car and a flatscreen. Think beyond the present to the gizmos and gadgets of tomorrow. Because what’s going to happen tomorrow, you’ll be doing today.
WHAT WE OFFER

Holistic Curriculum: In Industrial Design, students spend a lot of time learning to build the things that they design, and this helps them to better understand the processes that shape a mass-produced object. It also gives them the 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 are 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 the 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
FND 149  Introduction to Design Thinking
IND 111  Perspective for Industrial Design
IND 123  Computer Drafting
IND 152  Sketch Modeling
or IND 138  Model Making 1
IND 151  Design Drawing 1
IND 163  Introduction to Digital Imaging
IND 180  Development of Form
or IND 182  Digital Development of Form
IND 211  Design Drawing 2
IND 223  Digital 3D Modeling 1
IND 232  Footwear and Soft-Goods Modeling
or IND 271  Product Modeling

GENERAL EDUCATION REQUIREMENTS

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

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

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th>24 UNITS</th>
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</tr>
</thead>
<tbody>
<tr>
<td>CORE</td>
<td>18 UNITS</td>
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<tr>
<td>MAJOR</td>
<td>18 UNITS</td>
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<tr>
<td>+ LIBERAL ARTS</td>
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<td><strong>TOTAL</strong></td>
<td><strong>60 UNITS</strong></td>
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</table>

### 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:
  - Written Communication: Composition course
  - Written Communication: Critical Thinking course
  - Automotive Design History course
  - Quantitative Mechanics course
  - Employment Communications and Practices course

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

### AA AUTOMOTIVE RESTORATION CORE COURSES

- AUT 120 Vintage Vehicle Woodworking Restoration
- AUT 140 Machining Technology & Visual Documentation
- AUT 159 Vintage Vehicle Disassembly Processes
- AUT 160 Vintage Vehicle Electrical Systems
- AUT 170 Automotive Sheet Metal Restoration
- AUT 177 Vintage Vehicle Body Restoration
- AUT 207 Vintage Vehicle Paint Restoration
- AUT 280 Vintage Vehicle Restoration Assembly

### GENERAL EDUCATION REQUIREMENTS

#### WRITTEN COMMUNICATION: COMPOSITION

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

#### WRITTEN COMMUNICATION: CRITICAL THINKING

- **CHOOSE ONE:**
  - LA 202 English Composition: Creative Persuasion & Argument
  - LA 280 Perspective Journalism

#### AUTOMOTIVE DESIGN HISTORY

- LA 129 History of Automotive Design

#### 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

<table>
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<th>MAJOR COURSEWORK</th>
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<td>CORE</td>
<td>36 UNITS</td>
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<tr>
<td>MAJOR</td>
<td>42 UNITS</td>
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<td>+ ELECtIVES</td>
<td>9 UNITS</td>
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<td>+ LIBERAL ARTS</td>
<td>45 UNITS</td>
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<td>TOTAL</td>
<td>132 UNITS</td>
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BFA INDUSTRIAL DESIGN CORE COURSES

<table>
<thead>
<tr>
<th>FND 122</th>
<th>Color Fundamentals</th>
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<tbody>
<tr>
<td>FND 149</td>
<td>Introduction to Design Thinking</td>
</tr>
<tr>
<td>IND 111</td>
<td>Perspective for Industrial Design</td>
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<tr>
<td>IND 123</td>
<td>Computer Drafting</td>
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<tr>
<td>IND 152</td>
<td>Sketch Modeling</td>
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<tr>
<td>or IND 138</td>
<td>Model Making 1</td>
</tr>
<tr>
<td>IND 151</td>
<td>Design Drawing 1</td>
</tr>
<tr>
<td>IND 163</td>
<td>Introduction to Digital Imaging</td>
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<tr>
<td>IND 180</td>
<td>Development of Form</td>
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<tr>
<td>or IND 182</td>
<td>Digital Development of Form</td>
</tr>
<tr>
<td>IND 211</td>
<td>Design Drawing 2</td>
</tr>
<tr>
<td>IND 223</td>
<td>Digital 3D Modeling 1</td>
</tr>
<tr>
<td>IND 251</td>
<td>Design Drawing 3</td>
</tr>
<tr>
<td>IND 381</td>
<td>Graphics &amp; Portfolio</td>
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GENERAL EDUCATION REQUIREMENTS

written communication: composition

<table>
<thead>
<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 107 Writing for the Multilingual Artist</td>
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<tr>
<td>LA 108 Composition for the Artist</td>
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</table>

written communication: context & style

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<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 110 English Composition: Narrative Storytelling</td>
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<tr>
<td>LA 133 Short Form Writing</td>
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written communication: critical thinking

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<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 202 English Composition: Creative Persuasion &amp; Argument</td>
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<tr>
<td>LA 207 Persuasion &amp; Argument for the Multilingual Writer</td>
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<tr>
<td>LA 280 Perspective Journalism</td>
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historical awareness

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<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 171 Western Civilization</td>
</tr>
<tr>
<td>LA 270 U.S. History</td>
</tr>
<tr>
<td>LA 274 Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
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<tr>
<td>LA 276 Seminar in Great Britain</td>
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<tr>
<td>LA 359 Urban Sociology</td>
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quantitative literacy

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<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 124 Physics for Artists: Light, Sound, and Motion</td>
</tr>
<tr>
<td>LA 146 Anatomy of Automobiles</td>
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<tr>
<td>LA 233 Popular Topics in Health, Nutrition, &amp; Physiology</td>
</tr>
<tr>
<td>LA 254 Human-Centered Design</td>
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<tr>
<td>LA 255 College Math</td>
</tr>
<tr>
<td>LA 271 College Algebra with Geometry</td>
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<tr>
<td>LA 286 Discrete Mathematics</td>
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<tr>
<td>LA 288 Vector, Matrices, &amp; Transformations</td>
</tr>
<tr>
<td>LA 293 Precalculus</td>
</tr>
<tr>
<td>LA 296 Applied Physics</td>
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cultural ideas & influences

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<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 292 Programming &amp; Culture</td>
</tr>
<tr>
<td>LA 326 Topics in World Art</td>
</tr>
<tr>
<td>LA 328 World Literature</td>
</tr>
<tr>
<td>LA 343 Comparative Religion</td>
</tr>
<tr>
<td>LA 368 Experiencing Culture: Anthropology for Today’s Artist</td>
</tr>
<tr>
<td>LA 443 Picturing Culture: Film and Photography in Anthropology</td>
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<tr>
<td>LA 452 Power of Myth and Symbol</td>
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<tr>
<td>LA/FSH 494 Study Abroad: Fashion Culture and Industry</td>
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</tbody>
</table>

employment communications & practices

| LA 291 Designing Careers |
Certificate in Industrial Design

**CERTIFICATE REQUIREMENTS**

**MAJOR CORE (FOLLOW BFA CORE)**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>LA 120</td>
<td>Art History through the 15th Century</td>
</tr>
<tr>
<td>LA 121</td>
<td>Art History through the 19th Century</td>
</tr>
<tr>
<td>LA 128</td>
<td>The Body As Art: History of Tattoo &amp; Body Decoration</td>
</tr>
<tr>
<td>LA 274</td>
<td>Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
</tr>
<tr>
<td>LA 276</td>
<td>Seminar in Great Britain</td>
</tr>
<tr>
<td>LA 281/MPT 255</td>
<td>Film History 1: Pre-1940</td>
</tr>
<tr>
<td>LA 282/MPT 256</td>
<td>Film History 2: 1940-1974</td>
</tr>
<tr>
<td>LA 284</td>
<td>Evolution of the Horror Film</td>
</tr>
<tr>
<td>LA 319</td>
<td>History of the Built Environment 3: 1900 to Present.</td>
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<tr>
<td>LA 326</td>
<td>Topics in World Art</td>
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<td>LA 327</td>
<td>Art of the Classical World</td>
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<td>LA 333</td>
<td>Art of the Middle Ages</td>
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<tr>
<td>LA 382</td>
<td>Film History 3: Contemporary Cinema</td>
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<td>LA 383</td>
<td>World Cinema</td>
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<td>LA 386</td>
<td>Exploring Science Fiction Cinema</td>
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<td>LA 387</td>
<td>Women Directors in Cinema</td>
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<td>LA 388</td>
<td>Survey of Asian Cinema</td>
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<tr>
<td>LA 420</td>
<td>Art of the Italian Renaissance</td>
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<tr>
<td>LA 421</td>
<td>Northern Renaissance Art</td>
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<tr>
<td>LA 422</td>
<td>Italian Baroque Art</td>
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<tr>
<td>LA 423</td>
<td>Art of the Dutch Golden Age</td>
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<tr>
<td>LA 423</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 434</td>
<td>History of Asian Art</td>
</tr>
<tr>
<td>LA 454</td>
<td>Dada &amp; Surrealism</td>
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</table>

**TOTAL**

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

**MAJOR**

- **42 UNITS**
  - BY ADVISEMENT
  - **24 UNITS**
  - ELECTIVES
  - **12 UNITS**
  - ART HISTORY
  - **6 UNITS**

**Art Historical Awareness**

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

MFA UNIT REQUIREMENTS
- MAJOR  33 UNITS
- DIRECTED STUDY  15 UNITS
- ELECTIVES*  6 UNITS
- GRADUATE LIBERAL ARTS  9 UNITS
- TOTAL  63 UNITS

*Per director approval

MFA INDUSTRIAL DESIGN DEGREE REQUIREMENTS
- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1 Cross Cultural Understanding course

MFA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES
- IND 610  Industrial Design Processes
- IND 612  Industrial Design Drawing 1: Perspective
- IND 621  Model Making
- IND 630  Design Project 1
- IND 651  Materials and Processes
- IND 662  Design Drawing 2
- IND 680  Design Project 2
- IND 712  Design Drawing 3
- IND 730  Design Project 3
  + 2 Major courses

MA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING
- GLA 627  The Global Design Studio: Past, Present, & Future

Master of Arts [MA] in Industrial Design

MA UNIT REQUIREMENTS
- MAJOR  33 UNITS
- GRADUATE LIBERAL ARTS  3 UNITS
- TOTAL  36 UNITS

MA INDUSTRIAL DESIGN DEGREE REQUIREMENTS
- Successful completion of Final Thesis Project
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1 Cross Cultural Understanding course

MA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES
- IND 610  Industrial Design Processes
- IND 612  Industrial Design Drawing 1: Perspective
- IND 621  Model Making
- IND 630  Design Project 1
- IND 651  Materials and Processes
- IND 662  Design Drawing 2
- IND 680  Design Project 2
- IND 712  Design Drawing 3
- IND 730  Design Project 3
  + 2 Major courses

MA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING
- GLA 627  The Global Design Studio: Past, Present, & Future

MA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES
- IND 610  Industrial Design Processes
- IND 612  Industrial Design Drawing 1: Perspective
- IND 621  Model Making
- IND 630  Design Project 1
- IND 651  Materials and Processes
- IND 662  Design Drawing 2
- IND 680  Design Project 2
- IND 712  Design Drawing 3
- IND 780  Thesis Preparation
- IND 850  Implementation
  + 1 Major course

MFA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING
- GLA 627  The Global Design Studio: Past, Present, & Future

PROFESSIONAL PRACTICES & COMMUNICATIONS
CHOOSE ONE:
- GLA 614  Architectural Professional Practices
- GLA 626  Business Practices & Principles for Photographers
- GLA 634  Professional Practices for Interior Designers
- GLA 674  Professional Practices for Fine Artists
- GLA 675  Professional Practices for Illustrators
- GLA 676  Professional Practices for Designers & Advertisers
- GLA 679  Professional Practices for Visual Development
UNDERGRADUATE COURSES

AUT 120 Vintage Vehicle Woodworking Restoration
Practice essential woodworking safety. You’ll learn planning, fabrication, laser cutting, and finishing to make replicas of vintage vehicle interior wooden parts and frames with various joint types.

AUT 140 Machining Technology & Visual Documentation
Precision measurement, visual documentation, and operating metal lathes and milling machines are all important skills. You’ll use these skills to reproduce a component for a car, focusing on common industrial metals used in the machining process, and machine tool maintenance.

AUT 159 Vintage Vehicle Disassembly Processes
There’s nothing worse than having car parts left over. To get it back together properly, you’ll do practical historical research, outline a restoration plan, disassemble, visual inspection, and written and photographic documentation to restore vintage automobiles.

AUT 160 Vintage Vehicle Electrical Systems
Study the electrical systems used in classic cars. You’ll explore Ohm’s law, electrical circuits, battery power, electrical circuit components restoration, and preservation strategies to diagnose, repair, and replace electrical components.

AUT 170 Automotive Sheet Metal Restoration
Cut, bend, form, and weld auto body panels. You’ll learn to form sheet metal and use rivets and thread fasteners to create and assemble new sheet metal components for vintage cars.

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

CHOOSE ONE:

GLA 600 Educational Psychology
GLA 601 Classical Aesthetics and the Renaissance
GLA 602 The Art & Ideology of the 20th Century
GLA 603 Anthropology: Experiencing Culture
GLA 605 Motion Picture Theory & Style
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 607 Art & Ideas of the Enlightenment
GLA 612 Writing & Research for the Master’s Student
GLA 613 Fashion, Arts, and Influence
GLA 615 History of Graphic Design
GLA 616 Sacred Geometry
GLA 617 Mythology for the Modern World
GLA 618 Film Music History: The Art of the Film Score
GLA 621 History & Techniques of Character Animation
GLA 622 History & Techniques of VFX
GLA 623 History and Techniques of Games
GLA 624 History of Visual Development
GLA 625 History of Photography
GLA 627 The Global Design Studio: Past, Present, & Future
GLA 629 150 Years of American Illustration
GLA 630 Survey of Sustainable Design
GLA 636 Acting for Animators
GLA 648 Sustainability & Society
GLA 685 Crowdfunding and Social Media Marketing for Entertainment
GLA 689 Special Topics
GLA 705 Breaking through the Noise of Social Media
GLA 716 Fast & Furious: The World of Shorts
GLA 903 Seminar in Great Britain
GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

AUT 177 Vintage Vehicle Body Restoration
Learn metal body repairs and panel finishing. You’ll evaluate body components, outline appropriate repair procedures, strip existing finishes, and repair them.

AUT 207 Vintage Vehicle Paint Restoration
Pull off a perfect paint job. You’ll gain vintage vehicle paint restoration skills, focusing on panel preparation, paint systems, equipment care, application, documentation, and evaluation of surface faults. Plus, learn to correct painted surface faults.

AUT 217 Vintage Vehicle Metal Casting & Bright Work Restoration
You’ll learn to cast, restore, and polish hard trim moldings and hard trim components.

AUT 230 Vintage Vehicle Upholstery Restoration
Upholstery and interior restoration professionals are always in demand. You’ll disassemble and assemble seats, interior components, and gain skills in stitch patterns, carpeting, welding, binding, padding, material specifications, and sewing machines.

AUT 250 Vintage Vehicle Component Restoration
Restoration is a process. You’ll learn to create technical drawings, diagnose component condition, disassemble, repair, rebuild, refresh, and reassemble vintage car components.

AUT 280 Vintage Vehicle Restoration Assembly
Learn about the various tools, equipment, supplies, and subskills required to properly assemble a vehicle. Focus on understanding the many subsystems within a car and learning how to properly bring them all together.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
**IND 290 Vintage Vehicle Detailing**
Become a master detailer. Your goal is to achieve visually correct finishes for presentation and car shows. You’ll learn detailing products, equipment, techniques, and procedures for final conditioning of interior and exterior components and surfaces.

**IND 299 Apprenticeship**
If you are a qualified second-year student, apply for an apprenticeship to work in a restoration-related field.

**IND 490 Portfolio Enhancement**
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

**IND 499 Special Topics**
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

**IND 499VBR Special Topics: Advanced Vintage Vehicle Body Restoration**
Learn metal body repairs and panel finishing. You’ll evaluate body components, outline appropriate repair procedures, strip existing finishes, and repair them.

**UNDERGRADUATE COURSES**

**IND 111 Perspective for Industrial Design**
Learn to create line drawings accurately. Following plans and elevations, you will gain one-point, two-point, and three-point perspective skills, and practice plotting light, shadow, and reflection.

**IND 118 History of Industrial Design**
It’s important to know your design history. You’ll examine the social ramifications of historic events, periods, and people that influenced contemporary design, from the Industrial Revolution, to the birth of Industrial Design in the 30’s and 40’s, to the industry today.

**IND 123 Computer Drafting**
Learn drafting and mechanical drawing techniques to represent three-dimensional objects. You’ll practice product and mechanical drawing using drafting and dimensioning principles.

**IND 129 History of Automotive Design**
Automotive innovation and technological advancement are inseparable. Placing car design within a historical and cultural context, you’ll learn how innovations like the assembly line influenced transportation design.

**IND 132 Sketch Modeling**
The ability to communicate your design ideas in quick and accurate ways is a valuable skill. Through design and modeling projects, you will learn to make sketch models for industrial design purposes.

**IND 138 Model Making 1**
Hands-on experience working with wood, acrylic, rigid foam, sheet styrene, and casting resin will look good on your resume. You’ll gain power tools, heat bending, spray gun, vacuum forming, and casting skills to make accurate models and high-quality finishes.

**IND 147 Design Problem Solving**
Industrial designers are creative problem solvers. Following the creative design process, you’ll use critical thinking and idea generation skills to research, define problems, challenge parameters, analyze, brainstorm, and evaluate matrices to solve problems.

**IND 151 Design Drawing 1**
Develop industrial design-quality drawing skills to visually communicate your ideas as three-dimensional forms. You’ll improve the quality of your sketches and gain perspective skills by focusing on rendering, craftsmanship, accurate perspective, contrast, and composition.

**IND 163 Introduction to Digital Imaging**
Learn the digital tools of the trade. Using 2D vector and raster software, you’ll gain drawing and communication skills doing hands-on image retouching, rapid digital sketching, vector art, and 2D digital presentation work.

**IND 180 Development of Form**
Create a professional quality physical model. After learning the language of form, you’ll bring your ideas to life using skills in laser cutting and etching, clay modeling, mold making, surface evaluation and preparation, drawing, software-aided design, and more.

**VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu**
IND 182 Digital Development of Form
Improve your digital drawing and sketch modeling skills. You’ll create concepts, develop ideas, and learn the language of form.

IND 211 Design Drawing 2
Practical freehand sketching abilities are a valuable asset. You’ll apply line, light, shade, shadow, value and contrast to shapes found in manufactured products, and begin the use of color. [This course is cross-listed with IND 662.]

IND 223 Digital 3D Modeling 1
Turn your 2D design sketches into digital 3D models. You’ll use NURBS solid 3D modeling software, modeling tools and techniques to create digital 3D models.

IND 232 Footwear and Soft-Goods Modeling
Create digital model of shoes and bags, and generate photo-realistic renderings. You will acquire skills to operate MODO, a high-end SubD modeling software, while working on your projects creating an athletic footwear and soft-goods.

IND 240 Product Design: Ergonomics
There’s a lot to consider when designing hand-held consumer products. Ergonomics will be discussed in-depth and you will apply research, ideation and problem solving to develop your concepts. You will apply all skills learned to your final presentations including developmental sketches, orthographic drawings, sketch models and sketch renderings.

IND 249 Transportation Design 1
Improve your sketching skills by studying the history of car design, automotive styling trends, and design philosophies. You’ll learn to sketch and render with accurate perspective and proportion, based on the packaging of occupants and components.

IND 251 Design Drawing 3
Rapid freehand sketching techniques will improve your work. You’ll quickly sketch free and geometric forms focusing on textures and material delineation. [This course is cross-listed with IND 712.]

IND 263 Digital 3D Modeling 2
Dip into the 3D design and modeling world. You will develop digital models of your own designs and create presentation renderings using advanced-level NURBS surface modeling software with rendering capabilities.

IND 271 Product Modeling
Turn a product you designed in IND 280 into a professional quality model. You’ll get hands-on experience with the machine lathe and vertical mill, make RTV molds, and cast duplicate parts focusing on dimensional accuracy and visual quality.

IND 279 Traditional Transportation Modeling 1
Build a clay model for the car you designed in IND 289. You’ll make tools used in clay modeling to construct a 1/5 scale automotive clay model including tires and wheels.

IND 280 Product Design: Creative Process
Process is your friend. After conducting intensive market research to develop your concept, you’ll put your project management, collaboration, business, and design skills to work to create your design. You will apply all skills learned to your final presentation including developmental sketches, orthographic drawings, sketch models, sketch renderings and hard models.

IND 285 Graphics and Portfolio
Learn the basics of graphic design layout, portfolio organization, and the importance and art of storytelling in your portfolio. You will develop a portfolio for BFA Mid-Point Review/AA Final Review and layout is applicable for internship applications while learning basics on graphic design and layout.

IND 289 Transportation Design 2
Put your skills to work. You’ll develop your sketch and rendering skills using accurate proportion based on packaging of occupants and components. You’ll develop a three-view tape drawing and accurate rendition in a 1/5 scale clay model. Plus you’ll learn the history, evolution, and influence of car design and automotive styling.

IND 311 Product Drawing
Refine your rapid visualization, perspective, and rendering skills of products in a highly professional digital process.

IND 319 Transportation Drawing
Draw automotive interiors and exteriors like the pros. Referencing real-life cars, you’ll learn how light and reflections appear on car surfaces of differing color and form. You’ll also learn to design various interior textures and materials using pen, pencil, marker and chalk.

IND 323 Digital Solid Modeling
Learn fundamental solid modeling, advanced part assembly, and how to export data for CNC output. You’ll generate orthographic drawings from 3-D data created in class. [This course is cross-listed with IND 773.]

IND 325 Digital 3D Modeling 3
Build on techniques you learned in IND 263 to design and create complex digital 3D models of products, cars, aircraft, and boats.

IND 329 Materials and Processes
Develop your understanding of materials, the manufacturing process, and how both play a part in the design process. You’ll investigate the major types of plastics and metal categories and their respective characteristics, and how they’re used in various product manufacturing processes. [This course is cross-listed with IND 651.]

IND 330 Model Making 3
Leveraging the machining knowledge from IND 271, you’ll further refine your modeling skills to create a functional prototype. You will combine appropriate hard modeling and electronic components to create a high-quality looks-like/works-like model.

IND 339 Traditional Transportation Modeling 2
Focus on your clay modeling, finishing, and painting techniques to complete a high-quality finished model of your car design. To help you improve, twelve hours of homework will be assigned for each class session. Take this class together with Transportation Design 3.

IND 340 Product Design: Invention & Innovation
The challenge is to design a product that does not currently exist. You’ll focus on invention, innovation, sustainability, and intensive research. You’ll apply all skills learned to your final presentations including developmental sketches, orthographic drawings, sketch models, sketch renderings and either digital 3D models or hard models.

IND 349 Transportation Design 3
You’ll be presented a complete painted clay model car design and a portfolio-style project book that aligns with the brand identity provided, including the mechanical and occupant layouts.

IND 363 Digital Imaging
Fine tune your design process by making it portfolio-ready. You’ll evaluate past and current work to determine which projects best showcase your abilities using a comprehensive digital process. [This course is cross-listed with IND 763.]

IND 369 Digital Transportation Modeling 1
Learn to create automotive exteriors. Working digitally, you’ll develop advanced rendering skills as you progress from concept sketches of your car design, to final wire frame model.

IND 380 Product Design: Sustainability
Design non-consumer products, like medical or industrial equipment. You’ll conduct intensive business research and create sketch models and/or study models to present portfolio-quality hard models (full-scale or scaled) and/or digital models.
IND 381 Graphics & Portfolio
Increase your graphic design abilities to improve your professional portfolio and learn useful techniques for interviewing.

IND 384 Portfolio Development
Get approval to work alone or collaborate with a group on a proposed project that caters to your needs and interests.

IND 385 Footwear Design
In this advanced course, students will create a marketable portfolio piece for the shoe design industry. Topics will include anatomy of footwear, considerations specific to footwear, branding, technical drawings, patterns, and the business of footwear. Students will generate technical drawings and patterns for footwear and communicate with sample makers for prototyping.

IND 389 Transportation Design 4
Improve your automotive interior design abilities. You’ll develop package skills for human factors and package layouts for your car design, culminating in a digital or physical model for final portfolio-ready presentation.

IND 440 Product Design: Consumer Products
Design a portfolio-worthy product within specified manufacturing constraints. You’ll apply all skills learned to achieve a studio level presentation complete with renderings and a final full-size appearance model. Corporate sponsorship may apply.

IND 445 Industrial Design Portfolio
Learn how to prepare an Industrial Design portfolio for job application. You will be reevaluating your design projects generated in other courses and enhancing your design storytelling abilities. Your design pieces will be organized in a portfolio showcasing not just your design abilities, but also various skill sets you possess.

IND 449 Transportation Design 5
Branding, positioning, and theme development are essential to the automotive design process. You’ll create a professional studio level presentation with 2-D artwork and a 3-D model of your car design. Corporate sponsorship may apply.

IND 480 Product Design: Enterprise
Propose a project based on your interests. You’ll use the product design process to brand, position, and present a portfolio-quality project that features the complete design story. Corporate sponsorship may apply.

IND 485 Transportation Design 6
Propose an advanced marketing strategy for a car design that includes branding, positioning, and theme development. You’ll create a professional studio level presentation with sketch renderings, package layouts, and digital 3D models. Corporate sponsorship may apply.

IND 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

IND 494 Corporate Sponsored Project
Propose design solutions for a project with a corporate sponsor. You will gain valuable feedback and critique from an industry partner as you apply your professional-level design and technology skills. Industry partners, fees, and prerequisites change each semester depending on topic.

IND 494XD Corporate Sponsored Project: Product Design
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce product design concepts based on the sponsor’s project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 494MCD Corporate Sponsored Project: Motorcycle Design
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce motorcycle design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 494PRD Corporate Sponsor Product Studio
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 494TRN Corporate Sponsor Transportation Studio
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

IND 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

IND 499ACM Automotive Clay Modeling
In this class you will build an automotive clay model using professional industry practices. You’ll make tools used in clay modeling to construct a 1/5 scale automotive clay model including, details, tires and wheels.

IND 499ADS Automotive Design Studio
You will learn the creative process of automotive design, from doing market research to design sketching to digital and clay modeling. You will finalize a design in the appropriate media for your project that meets your design objective established by your research.

IND 499PD Special Topics: Product Design Studio
Self-assess your current portfolio and propose a project based on your career goals. You’ll use the product design process to create a marketable portfolio project for your area of interest. The final portfolio project will cover empathy, logic, and appropriate aesthetics for the brand and use in a succinct design narrative.

IND 500 Internship in Industrial Design
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and secure departmental approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

IND 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive graduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
IND 651 Materials and Processes
Develop your understanding of materials, the manufacturing process, and how both play a part in the design process. You’ll investigate the major types of plastics and metal categories and their respective characteristics, and how they’re used in various product manufacturing processes. [This course is cross-listed with IND 503.]

IND 662 Design Drawing 2
Practical freehand sketching abilities are a valuable asset. You’ll apply line, light, shade, shadow, value, and contrast to shapes found in manufactured products, and begin the use of color. [This course is cross-listed with IND 211.]

IND 680 Design Project 2
Merge your more advanced drawing, model making and digital modeling skills to explore your personal and professional interest within a broad topic through a more sophisticated design process.

IND 694 Corporate Sponsored Project
In this corporate sponsored project, you’ll produce design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. You’ll also focus on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 694MCD Corporate Sponsored Project: Motorcycle Design
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce motorcycle design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 694PRD Corporate Sponsor Product Studio
In this corporate sponsored project, students will be given a project directly by the sponsor, Delve. Students will produce design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 694TRN Corporate Sponsored Project: Transportation
In this corporate sponsored project, students will be given a project directly by the sponsor. Students will produce design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. Emphasis will be placed on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

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

IND 699PD Special Topics: Graduate Design Studio
Propose a project based on your career goals. You’ll use the industrial design process to identify problems, set design objectives and design criteria to guide you through the design processes. The final portfolio piece cover empathy, logic, and appropriate aesthetics for the brand and user in a succinct design narrative.

IND 712 Design Drawing 3
Rapid freehand sketching techniques will improve your work. You’ll quickly sketch free and geometric forms focusing on textures and material delineation. [This course is cross-listed with IND 251.]

IND 725 Introduction to Digital 3D Modeling
Learn digital 3D modeling using industry standard NURBS solid modeling software. You’ll explore basic tools and techniques to transform 2D design sketches into digital 3D models.

IND 730 Design Project 3
Apply your advanced skills and sophisticated understanding of the design process to a topic of your choice. Prepare for MA final review or MFA mid-point reviews. Finish with a comprehensive portfolio piece.

IND 745 Portfolio Development
Get approval to work alone or collaborate with a group on a proposed project that caters to your needs and interests.

IND 763 Digital Imaging
Fine tune your work to make it portfolio-ready. You’ll evaluate past and current work to determine which projects best showcase your abilities using a comprehensive digital process. [This course is cross-listed with IND 363.]

IND 773 Digital Solid Modeling
Learn fundamental solid modeling, advanced part assembly, and how to export data for CNC output. You’ll generate orthographic drawings from 3-D data created in class. [This course is cross-listed with IND 503.]

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
**IND 780 Thesis Preparation**
Perform rigorous research to defend your midpoint proposals. You’ll exercise a variety of research methodologies and communication skills to prepare your midpoint review for committee approval.

**IND 800 Directed Study**
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

**IND 810 Research**
Design research is the first phase of any industrial design project. Collaborate with classmates and faculty to prepare a comprehensive product requirement document with the results of your research, testing, and prototyping.

**IND 830 Design**
Begin the most critical phase of your thesis project based on faculty and classmate feedback. You will develop and present creative design solutions using various tools and methodologies including sketch models, sketching, rendering, and 3D modeling.

**IND 850 Implementation**
Refine and implement your thesis project. You will modify, improve, and finalize an exhibit-style presentation that includes flat work, final model, resume, business cards, and documentation.

**IND 900 Internship**
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
INTERIOR ARCHITECTURE & DESIGN
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.

Interiors Included:
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 Relamp 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

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th>CORE</th>
<th>33 UNITS</th>
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<tbody>
<tr>
<td>MAJOR</td>
<td>9 UNITS</td>
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<tr>
<td>* LIBERAL ARTS</td>
<td>18 UNITS</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>60 UNITS</strong></td>
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</tr>
</tbody>
</table>

### AA INTERIOR ARCHITECTURE & DESIGN CORE COURSES

- FND 113 Sketching for Communication
- FND 122 Color Fundamentals
- FND 149 Introduction to Design Thinking
- IAD 140 Introduction to Construction Documents
- IAD 200 Spatial Development Studio
- IAD 210 Digital Imaging
- IAD 240 Building Codes & Systems
- IAD 245 Materials
- IAD 260 Computer Aided Drafting
- IAD 280 BIM & Design Graphics
- LAN 375 Sketching for Idea Development

### 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.

### 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**

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CORE</strong></td>
<td>36 UNITS</td>
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<tr>
<td><strong>MAJOR</strong></td>
<td>33 UNITS</td>
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<tr>
<td>+ <strong>ELECTIVES</strong></td>
<td>9 UNITS</td>
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<tr>
<td>+ <strong>LIBERAL ARTS</strong></td>
<td>42 UNITS</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>120 UNITS</td>
</tr>
</tbody>
</table>

**BFA INTERIOR ARCHITECTURE & DESIGN CORE COURSES**

- FND 113  Sketching for Communication
- FND 122  Color Fundamentals
- FND 149  Introduction to Design Thinking
- IAD 140  Introduction to Construction Documents
- IAD 200  Spatial Development Studio
- IAD 210  Digital Imaging
- IAD 240  Building Codes & Systems
- IAD 245  Materials
- IAD 260  Computer Aided Drafting
- IAD 280  BIM & Design Graphics
- IAD 450  IAD Portfolio Preparation
- LAN 375  Sketching for Idea Development

**BFA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS**

- Minimum grade of C- in all core courses, major courses, and LA 107 or LA 108, LA 226/IAD 230, & LA 229/IAD 231.
- Minimum 2.0 GPA and the following general education requirements:
  - 2 Art Historical Awareness courses
  - 1 Interior Architecture History: Traditional course
  - 1 Interior Architecture History: Contemporary course
  - 1 Employment Communications and Practices course
  - 1 Written Communication: Composition course
  - 1 Written Communication: Context & Style course
  - 1 Written Communication: Critical Thinking course
  - 1 Historical Awareness course
  - 1 Quantitative & Human Factors course
  - 1 Cultural Ideas & Influences course

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

- Choose one:
  - LA 107  Writing for the Multilingual Artist
  - LA 108  Composition for the Artist

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**HISTORICAL AWARENESS**

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

**ART HISTORICAL AWARENESS**

BL 120  Art History through the 15th Century
LA 121  Art History through the 18th Century

**INTERIOR ARCHITECTURE HISTORY: TRADITIONAL**

LA 226/IAD 230  Survey of Traditional Interior Architecture

**INTERIOR ARCHITECTURE HISTORY: CONTEMPORARY**

LA 229/IAD 231  Survey of Contemporary Interior Architecture

**QUANTITATIVE & HUMAN FACTORS**

- LA 254  Human-Centered Design

**CULTURAL IDEAS & INFLUENCES**

- Choose one:
  - LA 292  Programming & Culture
  - LA 326  Topics in World Art
  - LA 328  World Literature
  - LA 343  Comparative Religion
  - LA 368  Experiencing Culture: Anthropology for Today’s Artist
  - LA 443  Picturing Culture: Film and Photography in Anthropology
  - LA 452  Power of Myth and Symbol
  - LA/FSH 494  Study Abroad: Fashion Culture and Industry

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291  Designing Careers
**Certificate in Interior Architecture & Design**

**CERTIFICATE REQUIREMENTS**

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Units</th>
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<td>Major Core (Follow BFA Core)</td>
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<td>Major</td>
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<tr>
<td>+ Electives</td>
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<td>+ Art History</td>
<td>6</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>120</strong></td>
</tr>
</tbody>
</table>

- 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
REQUIREMENT 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

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
CHOOSE ONE:
GLA 602 The Art and Ideology of the 20th Century
GLA 637 Theory & Movements in Traditional Interior Architecture
GLA 638 Theory & Movements in Contemporary Interior Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS
GLA 634 Professional Practices for Interior Designers

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

MA INTERIOR ARCHITECTURE AND DESIGN
REQUIREMENT 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
GRADUATE LIBERAL ARTS REQUIREMENTS
PROFESSIONAL PRACTICES & COMMUNICATIONS
GLA 634 Professional Practices 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 Foundations Studio - The Roots of Design
Design is a process. Design uses tools. Design applies process and tools to create engaging interior environments. You will develop and apply your industry knowledge and use of tools to a design project.

IAD 140 Introduction to Construction Documents
Hand draft your interior architectural construction documents including floor, lighting, electrical, furniture, and finish plans. You'll apply lettering, line weight, dimensions, and graphic symbols to interior sections, elevations, details, and schedules.

IAD 148 The Classical and the Contemporary
Learn the language of classical design and expand your observational skills, with new insight into designing with purpose! What you see today in the built environment is the evolution of a broad historical phenomenon: classicism. Explore the fundamentals of classical principles in architecture, interiors, and landscape, and see how all spaces are organically interconnected.

IAD 161 The Golden Section and Sacred Geometry
Witness the symbolic and practical structure of the universe as it impacts your career. You'll apply the artistic, mathematical, philosophical, and aesthetic aspects of the unique geometric constructions and proportions to your projects. Open to all majors.

IAD 200 Spatial Development Studio
The power of dynamic space planning propels design. You will gain problem solving, idea extrapolation, and commercial and residential spatial developments through schematic design tools such as diagramming, bubble drawings, and model-making. Plus, explore how factors such as circulation, accessibility, adjacencies, and universal design impacts human beings and their environment.

IAD 210 Digital Imaging
Enter the gateway into Imaging software. You will develop skills to enhance presentations, create graphic layouts, and integrate various media into your design projects.

IAD 215 Model Making in the Design Process
Explore 3D visualization for interior environments. You will develop conceptual, sketch/working, structural, and final presentation models for all stages of the design process.

IAD 230 Survey of Traditional Interior Architecture
Know your design history. Focusing on major movements and innovations, you'll examine the societal, political, environmental, and economical influences that impacted architecture, design, furniture, and materials until the early 19th century. [This course is cross-listed with LA 226.]

IAD 231 Survey of Contemporary Interior Architecture
Expand your design history knowledge. Focusing on major movements and innovations, you'll examine the societal, political, environmental, and economical influences that impacted architecture, design, furniture, and materials from the Industrial Revolution to today.

IAD 240 Building Codes & Systems
Gain technical experience with building codes and systems while working on a commercial building renovation. You'll learn about structural, mechanical, electrical, plumbing, and acoustical systems. Develop your skills in detailing, fire ratings, and zoning and coordinating holistically with a design team.

IAD 241 Perspective Drawing Techniques
The design you see in your mind will flow through your hand. Learn expert visual communication skills to convey your design solutions to colleagues and clients. You will create ideation and conceptualization hand drawings and perspective sketches to represent your interior design concepts.

IAD 245 Materials
Cultivate your sense of materiality. You'll gain knowledge to select and specify finishes, fabrics, and furnishings based on aesthetics, durability, environmental attributes, and industry standards.

IAD 260 Computer Aided Drafting
Enhance your drafting and design skills with CAD. You'll create construction documents for a design project.

IAD 270 3D Digital Modeling
Enrich your virtual environments using geometry, materials, light, and shadow. You'll learn techniques to transform your digital spatial visualizations into rendered models of your own designs.

IAD 280 BIM & Design Graphics
BIM is Building Information Modeling. You'll create digital 3D models and develop advanced skills in construction documentation.

IAD 310 Residential Design Studio
Create an embracing and sumptuous residence that meets your client's needs and desires. In your first major studio, you'll develop plans and drawings, select furniture and materials, and produce a digital presentation based on programming and your conceptual design.

IAD 330 Introduction to Lighting Design
Light is an art and a science. You'll develop lighting designs, technical drawings, and specifications for residential and commercial interiors that use light to illuminate colors, forms, and textures, while adhering to energy codes and illumination guidelines.

IAD 340 Commercial Design Studio
Create a functional and imaginative workplace for your commercial client. In your second major studio, you'll develop plans and drawings, select furniture and materials, and produce construction documents for a dynamic presentation based on programming and your conceptual design.

IAD 345 Color Rendering Techniques
Create authentic versions of your designs using professional rendering techniques. Working in a variety of graphic communication mediums, you'll increase your ability to depict effects of color, light, material, and texture in the built environment.

IAD 363 Furniture & Case Goods Design
Turn your furniture ideas into reality. You'll study furniture construction, details, joinery and the materials and techniques used to create custom-made furniture.

IAD 380 Survey of Sustainable Design
Solidify your personal philosophy on sustainability. You'll examine facts and establish opinions to create a design project that applies 21st century ideals to sustainable design and environmental issues.

IAD 410 Advanced Commercial Design Studio
Open your heart to others working on projects that embrace inclusive and universal design. You'll create innovative interiors that illustrate sensitive solutions for all inhabitants, regardless of ability.

IAD 430 Professional Practice for Interior Design
Gain the business skills needed in an interior design firm. You'll learn about professional ethics, fee structures, scope of services negotiations, and project management, setting a foundation for your entrepreneurial spirit.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
IAD 440 Comprehensive Design Studio
Interior architectural designers are creative problem solvers. In this 6-unit class, you’ll identify specific design problems, research case studies for innovative design solutions, apply design knowledge and skills to formulate and document a solution for a complex commercial project and develop a complete presentation across a range of media.

IAD 450 IAD Portfolio Preparation
Showcase your strengths, abilities, professional readiness, and personal style with a polished portfolio. You’ll develop a graphic representation that reflects your range and overall approach to projects.

IAD 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

IAD 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

IAD 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

IAD 500 Internship in Interior Design
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

IAD 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
Design is a process. Design uses tools. Design applies process and tools to create engaging interior environments. You will develop and apply your industry knowledge and use of tools to a design project.

IAD 601 Fundamentals of Design Documentation
Produce your interior architectural construction documents including floor, lighting, electrical, furniture, and finish plans. You’ll apply lettering, line weight, dimensions, and graphic symbols to interior sections, elevations, details, and schedules.

IAD 602 Building Systems and Codes
Gain technical experience with building codes and systems by working on a commercial building renovation. You’ll learn to coordinate holistically with a design team on structural, mechanical, electrical, plumbing, acoustical systems, detailing, fire ratings, and zoning and more.

IAD 603 Sketching & Perspective for Interior Environments
The design you see in your mind will flow through your hand. Learn expert visual communication skills to convey your design solutions to colleagues and clients. You will create ideation and conceptualization hand drawings and perspective sketches to represent your interior design concepts.

IAD 604 Lighting Design
Lighting is an art and a science. You’ll develop lighting designs, technical drawings, and specifications for residential and commercial interiors that use light to illuminate colors, forms, and features, while adhering to energy codes and illuminance guidelines.

IAD 608 Digital Imaging
Immerse yourself in the world of imaging software. You will develop skills to enhance presentations, create graphic layouts, and integrate various media into your design projects.

IAD 610 Studio 2
Create a functional and imaginative workplace for your commercial client. In your second major studio, you’ll develop plans and drawings, select furniture and materials, produce construction documents, and produce a dynamic presentation based on programming and your conceptual design.

IAD 611 BIM - Building Information Modeling
Master BIM. Using BIM as a tool to convey geometry, spatial relationships, geographic information, and building components, you’ll learn to maintain project data within a single file that generates plans, sections, and elevations.

IAD 612 Material Use
Cultivate your sense of materiality. You’ll learn to select and specify finishes, fabrics, and furnishings based on aesthetics, durability, environmental attributes, and industry standards.

IAD 613 Studio 3
Create a functional and imaginative workplace where your commercial client will thrive! In your final major studio, you’ll develop plans and drawings, select furniture and materials, and produce construction documents for a dynamic presentation based on your conceptual design.

IAD 621 3D Modeling
Use Autodesk Viz to render your designs and improve your ability to produce architectural visualizations.

IAD 625 Survey of Sustainable Design
Solidify your personal philosophy on sustainability. You’ll examine facts and establish opinions to create a design project that applies 21st century ideals to sustainable design and environmental issues.

IAD 640 Light & Color Perception
Design is a responsibility. As a designer, you’ll learn to harness the power of light and color to impact human emotional responses, influence way finding, and play a role in behavioral modification. Plus, explore how color and light affect perception and the interior environment, and learn to use this knowledge responsibly.

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

IAD 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

IAD 810 Programming
Study what you want! For your thesis project, you will research the needs of a community in a building site or a specialty area to create a programming booklet and presentation of your findings. You must first pass your mid-point review.

IAD 812 Schematic Design and Space Planning
Building on your work in IAD 810, you will complete the schematic design for your thesis project including 2D and 3D space plan development, a schematic design process book, and a schematic design visual and oral presentation.

IAD 830 Design Development to Documentation
Utilizing design decisions and work done in IAD810, IAD812, and IAD634. You will create a design development presentation featuring construction drawings that include plans, elevations, and details.

IAD 834 Materiality: FF & E, Finishes and Lighting
Put your sense of materiality and product knowledge to work. You will select finishes, fabrics, and furnishings based on aesthetics, durability, and environmental factors to produce specifications and construction drawings for your final thesis project.

IAD 838 Thesis Visualization
Develop authentic interiors for your final thesis project. For your final presentation, you will use 3-D modeling techniques to digitally render main interior areas, and document the process in your journal.

IAD 850 Thesis Implementation
You’ll enjoy individual instruction, receive directed critiques, and learn to master the written and graphic portions of your final thesis project and portfolio.

IAD 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.Arch: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
IAD 990 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.
INTERACTION & UI/UX DESIGN
Welcome to the new Interaction & UI/UX Design graduates are strategic thinkers, producers, and creative technologists poised to lead innovation.

Think you’ve got what it takes to build the next generation of web sites, mobile apps, and motion graphics? Then join us on a journey into the future, where you are poised to lead innovation on a global scale!
WHAT WE OFFER

With industry professionals in every classroom, you’ll learn from the best. Hands-on tutorials, professional mentoring and in-person critiques make learning exciting.

The latest in software and equipment is standard. We keep up with current advancements in technology and industry practices. Whatever the pros are using, that’s what you will find in our classrooms and studios.

CAREER PATHS

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 Interaction & UI/UX Design

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE  33 UNITS

MAJOR  6 UNITS

+ LIBERAL ARTS  21 UNITS

TOTAL  60 UNITS

AA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:
  2 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Critical Thinking course
  1 Employment Communications & Practices course

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

AA INTERACTION & UI/UX DESIGN CORE COURSES

COM 102  Visual Storytelling: Editing Fundamentals for Short-Form Video Content

FND 149  Introduction to Design Thinking

GR 102  Design Technology: Digital Publishing Tools

GR 150  Introduction to Visual Communication

IXD 105  Design Technology: Visual Design Tools

IXD 120  User Experience 1

IXD 205  Motion Graphics 1

IXD 210  Visual Design 1

IXD 249  Web Design 1

IXD 282  Midpoint Portfolio

PH 103  Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291  Designing Careers

ART HISTORICAL AWARENESS

LA 120  Art History through the 15th Century
LA 242  History of Graphic Design
Bachelor of Fine Arts [BFA] in Interaction & UI/UX Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE  36 UNITS

MAJOR  33 UNITS

+ ELECTIVES  9 UNITS

+ LIBERAL ARTS  42 UNITS

TOTAL  120 UNITS

BFA INTERACTION & UI/UX DESIGN CORE COURSES

COM 102  Visual Storytelling: Editing Fundamentals for Short-Form Video Content
FND 149  Introduction to Design Thinking
GR 102  Design Technology: Digital Publishing Tools
GR 150  Introduction to Visual Communication
IXD 105  Design Technology: Visual Design Tools
IXD 120  User Experience 1
IXD 205  Motion Graphics 1
IXD 210  Visual Design 1
IXD 249  Web Design 1
IXD 282  Midpoint Portfolio
IXD 482  Portfolio 2
PH 103  Digital Photography for Artists

BFA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

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

QUANTITATIVE LITERACY

CHOOSE ONE:

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

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:

LA 291  Designing Careers
Certificate in Interaction & UI/UX Design

**CERTIFICATE REQUIREMENTS**

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

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

**ART HISTORICAL AWARENESS**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Title</th>
</tr>
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<tbody>
<tr>
<td>LA 120</td>
<td>Art History through the 15th Century</td>
</tr>
<tr>
<td>LA 121</td>
<td>Art History through the 19th Century</td>
</tr>
<tr>
<td>LA 242</td>
<td>History of Graphic Design</td>
</tr>
<tr>
<td>LA 117/LAN 117</td>
<td>Survey of Landscape Architecture</td>
</tr>
<tr>
<td>LA 118/IND 118</td>
<td>History of Industrial Design</td>
</tr>
<tr>
<td>LA 128</td>
<td>The Body As Art: History of Tattoo &amp; Body</td>
</tr>
<tr>
<td>LA 129</td>
<td>History of Automotive Design</td>
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<tr>
<td>LA 131/GAM 131</td>
<td>History of Gaming</td>
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<td>LA 132/ANM 102</td>
<td>History of Animation</td>
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<td>LA 134/ANM 104</td>
<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<td>LA 137/VIS 137</td>
<td>History of Visual Development</td>
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<td>LA 147/PH 147</td>
<td>History of Photography</td>
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<td>LA 152/ILL 152</td>
<td>History of American Illustration (20th Century)</td>
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<td>LA 152</td>
<td>Genre in Film</td>
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<td>LA 195/ILL 195</td>
<td>History of Comics: American Comics</td>
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<td>LA 197/ILL 197</td>
<td>History of Comics: International and Alternative Comics</td>
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<tr>
<td>LA 219</td>
<td>History of the Built Environment 1: Ancient to Gothic</td>
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<td>LA 220</td>
<td>American Art History</td>
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<td>LA 222</td>
<td>20th Century Art</td>
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<tr>
<td>LA 224</td>
<td>Women, Art &amp; Society</td>
</tr>
<tr>
<td>LA 226/AAD 230</td>
<td>Survey of Traditional Interior Architecture</td>
</tr>
<tr>
<td>LA 229/AAD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
</tr>
<tr>
<td>LA 244/FSH 244</td>
<td>History of Fashion</td>
</tr>
<tr>
<td>LA 245/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<tr>
<td>LA 246/FSH 246</td>
<td>History of Textiles</td>
</tr>
<tr>
<td>LA 249</td>
<td>History of the Built Environment 2: Renaissance to 1900</td>
</tr>
<tr>
<td>LA 274</td>
<td>Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
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<tr>
<td>LA 276</td>
<td>Seminar in Great Britain</td>
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<td>LA 281/MPT 255</td>
<td>Film History 1: Pre-1940</td>
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<td>Film History 2: 1940-1974</td>
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<td>Evolution of the Horror Film</td>
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<td>LA 326</td>
<td>Topics in World Art</td>
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<td>LA 327</td>
<td>Art of the Classical World</td>
</tr>
<tr>
<td>LA 333</td>
<td>Art of the Middle Ages</td>
</tr>
<tr>
<td>LA 382</td>
<td>Film History 3: Contemporary Cinema</td>
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<td>LA 383</td>
<td>World Cinema</td>
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<td>LA 385</td>
<td>Exploring Science Fiction Cinema</td>
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<td>Northern Renaissance Art</td>
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<td>Italian Baroque Art</td>
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<tr>
<td>LA 423</td>
<td>Art of the Dutch Golden Age</td>
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<tr>
<td>LA 432</td>
<td>Art of Spain: From El Greco to Picasso</td>
</tr>
<tr>
<td>LA 434</td>
<td>History of Asian Art</td>
</tr>
<tr>
<td>LA 464</td>
<td>Dada &amp; Surrealism</td>
</tr>
</tbody>
</table>
MA INTERACTION & UI/UX DESIGN REQUIRED MAJOR COURSES

- ADV 605  Digital Graphics
- IXD 601  Tech 1: Front-End
- IXD 605  Visual Design & Typography 1
- IXD 606  User Experience Design
- IXD 608  Tech 2: Back-End
- IXD 613  Motion Graphics and Video
- IXD 755  Masters Portfolio
  + 4 Major course

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

MA INTERACTION & UI/UX DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 615  History of Graphic Design
Master of Fine Arts [MFA] in Interaction & UI/UX Design

MFA UNIT REQUIREMENTS

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

TOTAL 63 UNITS

*Per director approval

MFA INTERACTION & UI/UX DESIGN DEGREE REQUIREMENTS

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

MFA INTERACTION & UI/UX DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

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

**IXD 105 Design Technology: Visual Design Tools**
Take a deep dive into the skills behind industry-standard design and production: vector graphics and typography, color manipulation, finding workflow techniques, presentation and output methods, and more.

**IXD 120 User Experience 1**
User-centered design is where it all starts. It’s a process consisting of: research, personas, user journeys, use cases, wire-framing, and more. You’ll start with defining and empathizing with the user then use design techniques to create visually appealing prototypes.

**IXD 205 Motion Graphics 1**
Whether it’s movie titles, commercials, teaser videos, or sports scores, you’re constantly experiencing motion graphics. You’ll learn basic 2D animation—of type, symbols, shapes, and color—that opens the door to mastery of industry-leading motion software.

**IXD 210 Visual Design 1**
Get the skills to design beautiful, intuitive interactive interfaces and publications. Using great visual design principles, you’ll learn how to compose compelling screen layouts, brand identities, evocative typographic treatments, and interactive prototypes with the industry’s leading design tools.

**IXD 249 Web Design 1**
HTML and CSS are the backbone of the web. As you develop your coding skills, you’ll learn strategies in site architecture, interaction design, interface design, brand identity, and interactive product design.

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

**IXD 250 Web Design 2**
With a focus on functionality, mobility, and scalability, you’ll learn more HTML and CSS along with JavaScript to create web experiences optimized for devices from mobile to desktop. You’ll also use web standards and design fundamentals to produce web-based apps.

**IXD 282 Midpoint Portfolio**
Your portfolio is everything. You’ll take the first step into creating and presenting your own portfolio website and personal branding system. You’ll review, revamp, revise, and add to past work to create a portfolio that reflects the skills you’ve gained.

**IXD 290 User Experience 2**
User experience is the heart of everything we do as designers in tech. You’ll follow the information architecture process to make a product that is usable, intuitive, and a delightful solution for the user.

**IXD 305 Motion Graphics 2**
Enter the world of advanced motion graphics. Using industry-standard software, you’ll design and produce compelling time-based motion experiences for broadcast, web, and mobile platforms.

**IXD 310 Visual Design 2**
Combine innovative technologies with the power of traditional design techniques to communicate meaningful concepts to an audience. You’ll learn to use visual structures like type, imagery, graphics, interface design, brand identity, and interactive product design.

**IXD 320 Human Computer Interaction for UX**
Human Computer Interaction (HCI) is understanding what it means to be a human user of technology and therefore how to create screen-based products that have a seamless user experience. To achieve an intuitive experience students will learn about human psychology, emotional design, specialized design processes, various UX principles, and much more.

**IXD 349 Web Design 3**
Build professional websites using current web standards and scripting tools. You’ll develop the design, user interaction, user experience, and coding skills necessary to produce large scale websites using standard frameworks, libraries, and content management systems.

**IXD 356 Web Design 4**
Build interactive websites that deliver dynamic data and a cohesive user experience. You’ll implement your design ideas to develop a complex database-driven website, and use PHP server-side scripting and MySQL databases to manage content.

**IXD 380 Senior Project**
This is the culminating assignment of your college career—a semester-long exploration of the design work you’re most passionate about doing. Using your concepts, you’ll create production schedules, storyboards, user research, design iterations, prototypes, and marketing to show a final design that is the capstone of your portfolio.

**IXD 390 Advanced User Experience Design**
This course provides an in-depth exploration of the user experience design process and exposes students to advanced concepts, methods, and techniques. The course covers topics in user interface/interaction design, information architecture, and user research for different devices and platforms.

**IXD 415 Virtual Reality Experiences & Prototyping**
Learn virtual and augmented reality design and development for commercial and artistic applications. Students gain knowledge about the options available for building WebXR for various devices. Interaction design and technical development will prepare students for the growing field of immersive experiences.

**IXD 482 Portfolio 2**
Perfect your professional portfolio. You’ll fine tune completed projects, create identity elements and leave-behinds, and hone your presentation and interview skills.

**IXD 490 Portfolio Enhancement**
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

**IXD 498AUX Collaborative Project: Automotive UI**
You will collaborate with Industrial Design students to explore high-level concepts and challenges of emerging areas of UI/UX in the automotive industry. Creative problem solving, automotive interior design, and user interfaces will be emphasized. Lectures and demos will cover design principles and professional practices. (This course is cross-listed with WNM 695AUX.)

**IXD 500 Internship in Web Design & New Media**
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.
**IXD 590 Enhanced Studies**
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

**GRADUATE COURSES**

**IXD 601 Tech 1: Front-End**
Learn the technology basics and vocabulary required for the industry. You’ll also gain HTML, CSS, and JavaScript skills by creating stunning interactive web experiences.

**IXD 605 Visual Design & Typography 1**
Communicate with type. You’ll briefly explore the history of type, and gain the composition, grid, and aesthetic skills needed to create high-resolution, legible, and beautiful screen-based media.

**IXD 606 User Experience Design**
To design an intuitive user interface, you must know your users and your medium. You’ll learn the process: research, empathize with users, design from user requirements, and test your design. You’ll also learn to evaluate the usability of interactive products.

**IXD 608 Tech 2: Back-End**
Students will be introduced to Responsive Design and Database Driven Website Application Development. User Interface, Interaction Design, and Project Management will be put into practice with a combination of Front-end and Back-end code. Languages include HTML, CSS, PHP, MySQL, and Javascript.

**IXD 610 Balancing Creativity and Profitability**
Show that you have mastered the skills to steer the creative direction for an organization’s web or mobile presence. You’ll study what makes an organization’s presence succeed or fail.

**IXD 617 Advanced Tech: Mobile Web**
Create a mobile web app. Using HTML, CSS, JavaScript, and frameworks, you’ll design and develop responsive and mobile web applications and conduct user testing to produce a mobile web app for virtually any mobile device.

**IXD 618 Advanced Tech: CMS**
Develop a unique interactive website with the major industry strategies, applications, and practices. You’ll use industry standard content management systems and other client/server technologies, including PHP and MySQL.

**IXD 620 Human Computer Interaction for UX**
Human Computer Interaction (HCI) is understanding what it means to be a human user of technology and therefore how to create screen-based products that have a seamless user experience. To achieve an intuitive experience students will learn about human psychology, emotional design, specialized design processes, various UX principles, and much more.

**IXD 622 Digital Capture**
Get the technical and artistic skills for the most common photography applications. You’ll master the digital camera controls and features to make better image capture decisions.

**IXD 635 Visual Design & Typography 2**
Be a creative problem solver for interactive products. Using critical thinking, UI design, typography, and industry-standard design tools, you’ll execute design strategies and create compelling graphic elements and content.

**VIEW the schedule, prerequisites, and course fees & REGISTER at**
https://catalog.academyart.edu
IXD 643 MFA Thesis Ideation and Preparation
Evaluate and define your MFA thesis project using the skills and tools you’ve gained to date. You’ll fulfill your midpoint thesis requirements by creating a meaningful thesis project proposal to present at midpoint.

IXD 663 Advanced Topics in Motion Graphics
Learn contemporary trends and practices in motion graphics. Using advanced motion graphics techniques and tools and a pre and post production process, you’ll create character animations, integrate 2D and 3D animations, and animate user interactions.

IXD 695AUI Collaborative Project: Automotive UI
You will collaborate with Industrial Design students to explore high-level concepts and challenges of emerging areas of UI/UX in the automotive industry. Creative problem solving, automotive interior design, and user interfaces will be emphasized. Lectures and demos will cover design principles and professional practices.

IXD 700 User Experience: Human Centered Design
Gain creative problem-solving skills within the frameworks of Design Thinking. You’ll use a human-centered design approach to create innovative, effective, and sustainable interactive products and solutions.

IXD 755 Masters Portfolio
Create a portfolio that shine. You’ll strengthen the weak points of your portfolio by developing your personal brand, including business cards, a design-focused resume, logo, and a new case-study. You’ll also examine past portfolio projects, changing, removing, and adding to them as necessary.

IXD 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

IXD 810 User Experience
Learn and apply user experience concepts and processes to your thesis project. Working through all stages of your interactive thesis project with fellow graduate students, you’ll solidify the research, target audience, personas, information architecture, wireframes, and more via an iterative workflow.

IXD 820 Technical Implementation
Develop the technical implementation for your thesis project. Through a guided exploration with your instructor, you will learn techniques in coding and technologies that will allow you to take your interactive prototypes to proof of concept.

IXD 830 Visual Design
Fundamental design research and implementation are an essential part of the creative process. Using mood boards, experimentation with typography, composition, color, balance, layout, legibility, and more you’ll define the overall visual style of your thesis project.

IXD 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
JEWELRY & METAL ARTS
“One should either be a work of art, or wear a work of art.”

–Oscar Wilde

Enter a Jewelry & Metal Arts school like no other, where the next generation designs and crafts unique objects, jewelry and prototypes for mass production. Through these creative jewelry and metal arts courses, students will find and cultivate their artistic voices as they create one-of-a-kind pieces utilizing techniques ranging from traditional jewelry design skills to the latest in digital 3D printing and laser cutting.

The School of Jewelry & Metal Arts degree program provides a hands-on environment in which students can develop their jewelry and metal design skills and concepts, plus collaborate with students from many different programs including the School of Fashion, School of Photography and School of Fine Art Sculpture, among others.
WHAT WE OFFER

Academy of Art University offers an innovative curriculum that is built for artists who have a love of shape, textures, color, wearable form, and enjoy working three dimensionally. Rooted on a rigorous commitment to personal vision, the Jewelry & Metal Arts degree program encourages self-inquiry and critical thinking in pursuing ideas, and the skill and self-discipline to bring them to life. The program is enriched by interdisciplinary collaboration which emphasizes investigation and dialogue at this state-of-the-art Jewelry & Metal Arts school.

CAREER PATHS

As students earn their Jewelry and Metal Arts degree, they will develop a portfolio and well-rounded set of skills that will prepare them for professional opportunities such as:

- Artist Assistant
- Business Owner
- Casting-Shop Manager
- Commission Artist
- Designer of ‘One-of-A Kind’ High-End Functional & Non Functional Objects
- Fashion Accessory Designer
- Gallery Assistant
- Gallery Curator
- Gallery Owner
- Jewelry Design Assistant
- Jewelry Designer of One-of-A Kind, High-End Fashion Accessories
- Jewelry Mold-Making Shop Manager
- Jewelry Production Assistant
- Jewelry Repair Specialist
- Limited Edition Caster
- Limited Edition Jewelry Designer
- Mass Production Shop Manager
- Metal Fabricator
- Mold-Maker
- Product Developer
- Product Development
- Product Manager
- Production Specialist
- Small Object Mold-Maker
- Styling Assistant
- Toy Modeler/Assistant
- Unique Metal Prototype Designer
- And More!
DEGREE REQUIREMENTS

Associate of Arts [AA] in Jewelry & Metal Arts

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

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<tbody>
<tr>
<td>CORE</td>
<td>33 UNITS</td>
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<tr>
<td>MAJOR</td>
<td>9 UNITS</td>
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<td>+ LIBERAL ARTS</td>
<td>18 UNITS</td>
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MAJOR COURSEWORK

FSH 161  Digital Techniques for the Fashion Business
FND 113  Sketching for Communication
JEM 108  Wax Carving and Introduction to Casting
JEM 110  Jewelry & Metal Arts 1
JEM 155  Jewelry & Fashion
JEM 210  Jewelry & Metal Arts 2
JEM 224  Exploring Textile Techniques in Metal
JEM 233  Digital Design: Laser Cutting and Milling
JEM 240  Enameling 1
JEM 249  Introduction to Metal Casting
JEM 344  Moving Metal 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291  Designing Careers

ART HISTORICAL AWARENESS

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

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.
# Bachelor of Fine Arts [BFA] in Jewelry & Metal Arts

## BFA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th>36 UNITS</th>
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<td>CORE</td>
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<tr>
<td>LIBERAL ARTS</td>
<td>42 UNITS</td>
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<td><strong>TOTAL</strong></td>
<td><strong>120 UNITS</strong></td>
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</table>

## 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:
  1. Art Historical Awareness courses
  2. Written Communication: Composition course
  3. Written Communication: Context & Style course
  4. Written Communication: Critical Thinking course
  5. Historical Awareness course
  6. Quantitative Literacy course
  7. Cultural Ideas & Influences course
  8. Employment Communications and Practices course

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

## BFA JEWELRY & METAL ARTS CORE COURSES

- FSH 161 Digital Techniques for the Fashion Business
- FND 113 Sketching for Communication
- JEM 105 Wax Carving and Introduction to Casting
- JEM 110 Jewelry & Metal Arts 1
- JEM 155 Jewelry & Fashion
- JEM 210 Jewelry & Metal Arts 2
- JEM 240 Enameling 1
- JEM 224 Exploring Textile Techniques in Metal
- JEM 233 Digital Design: Laser Cutting and Milling
- JEM 249 Introduction to Metal Casting
- JEM 344 Moving Metal 1
- JEM 450 Jewelry & Metal Arts Portfolio Project

## GENERAL EDUCATION REQUIREMENTS

### WRITTEN COMMUNICATION: COMPOSITION

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

### WRITTEN COMMUNICATION: CONTEXT & STYLE

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

### WRITTEN COMMUNICATION: CRITICAL THINKING

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

### HISTORICAL AWARENESS

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

### QUANTITATIVE LITERACY

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

### CULTURAL IDEAS & INFLUENCES

**CHOOSE ONE:**
- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today’s Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 452 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

### EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO ADDITIONAL COURSES:
LA 117/LAN 117  Survey of Landscape Architecture
LA 118/IND 118  History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA 131/GAM 131  History of Gaming
LA 132/ANM 102  History of Animation
LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
LA 137/MS 137  History of Visual Development
LA 147/PH 147  History of Photography
LA 152/ILL 152  History of American Illustration (20th Century)
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LA 195/ILL 195  History of Comics: American Comics
LA 197/ILL 197  History of Comics: International and Alternative Comics
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LA 229/AD 231  Survey of Contemporary Interior Architecture
LA 242/GR 242  History of Graphic Design
LA 244/FSH 244  History of Fashion
LA 245/JEM 245  History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246  History of Textiles
LA 249  History of the Built Environment 2: Renaissance to 1900

LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA 281/MPT 255  Film History 1: Pre-1940
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LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  Art of the Dutch Golden Age
LA 424  Art of Spain: From El Greco to Picasso
LA 434  History of Asian Art
LA 454  Dada & Surrealism
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 625  Modern & Contemporary Design & Techniques
JEM 644  Project Development
JEM 649  Introduction to Metal Casting
JEM 660  Introduction to 3D Printing and Modeling
JEM 668  Digital Design: Laser Cutting and Milling

JEWELRY & METAL ARTS DEGREE REQUIREMENTS

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

MA FINE ARTS LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601  Classical Aesthetics and the Renaissance
GLA 602  The Art & Ideology of the 20th Century
GLA 605  Motion Picture Theory & Style
GLA 606  Crossing Borders: Art & Culture in a Global Society
GLA 607  Art & Ideas of the Enlightenment
GLA 613  Fashion, Arts, and Influence
GLA 615  History of Graphic Design
GLA 621  History & Techniques of Character Animation
GLA 622  History & Techniques of VFX
GLA 623  History and Techniques of Games
GLA 624  History of Visual Development
GLA 625  History of Photography
GLA 629  150 Years of American Illustration
GLA 637  Theory & Movements in Traditional Interior Architecture
GLA 638  Theory & Movements in Contemporary Interior Architecture
GLA 716  Fast & Furioso: The World of Shorts
GLA 903  Seminar in Great Britain
GLA 905  Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674  Professional Practices for Fine Artists
Master of Fine Arts [MFA] in Jewelry & Metal Arts

MFA UNIT REQUIREMENTS

MAJOR
- DIRECTED STUDY 30 UNITS
- ELECTIVES 18 UNITS
- GRADUATE LIBERAL ARTS 6 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
  1. Professional Practices & Communications course

MFA JEWELRY & METAL ARTS REQUIRED MAJOR COURSES

FA 601 Drawing
JEM 605 Forging & Forming
JEM 608 Max Model Making and Introduction to Casting
JEM 610 Jewelry & Metal Arts: Design & Fabrication
JEM 620 Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 620 Innovations in Materials and Processes
JEM 644 Project Development
JEM 649 Introduction to Metal Casting
JEM 668 Digital Design: Laser Cutting and Milling

+1 Major course

MFA JEWELRY & METAL ARTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:
- GLA 601 Classical Aesthetics and the Renaissance
- GLA 602 The Art & Ideology of the 20th Century
- GLA 605 Motion Picture Theory & Style
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 607 Art & Ideas of the Enlightenment
- GLA 613 Fashion, Arts, and Influence
- GLA 615 History of Graphic Design
- GLA 621 History & Techniques of Character Animation
- GLA 622 History & Techniques of VFX
- GLA 623 History and Techniques of Games
- GLA 624 History of Visual Development
- GLA 625 History of Photography
- GLA 629 150 Years of American Illustration
- GLA 637 Theory & Movements in Traditional Interior Architecture
- GLA 638 Theory & Movements in Contemporary Interior Architecture
- GLA 716 Fast & Furious: The World of Shorts
- GLA 903 Seminar in Great Britain
- GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:
- GLA 603 Anthropology: Experiencing Culture
- GLA 605 Crossing Borders: Art & Culture in a Global Society
- GLA 617 Mythology for the Modern World
- GLA 627 The Global Design Studio; Past, Present, & Future
- GLA 903 Seminar in Great Britain
- GLA/FSH 904 Study Abroad: Fashion Culture and Industry
- GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674 Professional Practices for Fine Artists
JEM 235 Kinetics and Mechanics
Add movement and interactivity to your projects to engage your audience. Learn to use mechanisms like gears, cams, pulleys, and linkages to create, convert, and control the movement of mechanical sculptures, automata, and wearables.

JEM 230 Papermaking/Mixed Media
Paper is a powerful, creative tool. Using historical and contemporary techniques, you’ll learn how natural and raw plant materials become unique papers. Turn these papers into amazing projects for book arts, sculpture, printmaking, photography, and wearables. [This course is cross-listed with JEM 638.]

JEM 239 Introduction to Contemporary Jewelry Rendering
Design, render, and professionally present your original jewelry collection. Learn to hand-render gemstones and metals using watercolor, colored pencils, digital media, and illustrative historical references. Impress your clients as you collaborate on their custom designs.

JEM 240 Enameling 1
Enameling is the art of fusing powdered glass onto metal to create colorful designs and surfaces. The beauty of tradition and the excitement of the contemporary, both are yours to combine with your metalworking skills.

JEM 243 Introduction to 3D Printing and Modeling
Gain professional rapid prototyping techniques using a 3D printer. Learn it all: 3D modeling and scanning, the various options in printing materials, various printing processes, preparing files for 3D printing, and post-processing methods.

JEM 245 History of Jewelry and Metal Arts from Around the World
Jewelry and metal arts has changed over time, but in many ways it stays the same. Study the contributions and signature styles of historical and contemporary artisans and examine how materials, techniques, craftsmanship, and the digital era continue to transform the profession.

JEM 249 Introduction to Metal Casting
Gain skills in both ancient and modern casting techniques. Working with bronzes, silver, and gold, you’ll learn both centrifugal and vacuum techniques, injection mold making, gating, investing, metal pouring, and finishing.

JEM 255 Electronics and the Wearable Form
Welcome to the world of light, motion, and sound-activated artwork. Today’s jewelry designers, sculptors, fine artists, and fashion designers are integrating technology into their work. Use analog and digital inputs/outputs and electronic components for all your projects.

JEM 275 Welding and Smithing
Gas, Arc, MIG, TIG. Working from maquettes, you’ll use these welding techniques and combine them with smithing to create wearable forms, free-standing sculptures, or wall pieces.

JEM 310 Innovations in Materials and Processes
Experiment with innovative concepts, materials, and techniques to create a sophisticated body of work. Learn to combine materials such as rubber, wood, fiber, cement, resin, and plastic to produce a unique professional outcome. [This course is cross-listed with JEM 630.]

JEM 320 The Jeweler’s Lathe: Technique and Application
Do you enjoy learning fun technical and mechanical processes? Practice applications that require mechanical tolerances, and learn to lathe turn perfect forms then expertly combine them with a variety of materials using a broad selection of cold connections.

JEM 333 Advanced 3D Modeling and Printing
Precision and accuracy matter. Gain more hands-on 3D modeling and rapid prototyping experience to create a cohesive collection of intricate and complex forms for your professional-level portfolio.

JEM 340 Enameling 2
Expand your enameling skills and apply them to your individually tailored projects. Experiment with innovative techniques and finishes, and learn to expertly combine your enameling and metalworking skills.

JEM 335 Modern & Contemporary Design & Techniques
Integrate historical techniques and styles to create projects for this class. Through research, analysis, and fabrication of jewelry and related objects, you’ll gain an understanding of the concepts underpinning various trends.

JEM 344 Moving Metal 1
Use hammers and stakes to move and shape metal. Create jewelry and hollowware forms using fundamental metal-forming techniques like raising, planishing, forging, sinking, seaming, and fold forming. In addition, you’ll explore the classical Japanese technique mokume-gane.
JEM 365 Advanced Casting for Jewelry and Sculpture
Master advanced centrifugal and vacuum casting techniques, from complex molds to mechanical finishing. Develop production finishing skills, including multiple-part molds and metal alloying.

JEM 420 Advanced Techniques: Metalworking
As an advanced student, learn exciting new metalworking techniques including reticulation, chasing and repoussé, ball clasp, and hinges. You’ll also work with high-carat gold using bimetal and Korean keum-boo.

JEM 422 Advanced Stone Setting
Set gemstones like a professional. Sharpen your stone-setting skills and create basket, prong, channel, bead, and pave settings.

JEM 450 Jewelry & Metal Arts Portfolio
Make your portfolio shine. Update your website and professional materials. You’ll photograph and refine your collection for exhibitions, competitions, and professional presentations.

JEM 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

JEM 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

JEM 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

JEM 499FFPP Fall Portfolio Project
Develop a portfolio showing a strong relationship between material, technique, and concept development. In this stimulating and supportive environment, you will not only develop a unique body of work but will also practice and learn how to confidently and professionally present your portfolio.

JEM 500 Internship in Jewelry & Metal Arts
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

JEM 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

JEM 600 Wax Model Making and Introduction to Casting
Metal casts take on the exact image of wax models. Use waxes, tools, and finishes to create quality wax models for successful metal castings for jewelry and sculptural forms.

JEM 605 Forging & Forming
Shape non-ferrous metals through forging and the magic of fold forming to make jewelry, functional and non-functional objects. Gain a greater understanding of the malleability of metals and learn to make tools specific to project needs.

JEM 608 Wax Model Making and Introduction to Casting
Metal casts take on the exact image of wax models. Use waxes, tools, and finishes to create quality wax models for successful metal castings for jewelry and sculptural forms.

JEM 609BPP Fall Portfolio Project
Develop a portfolio showing a strong relationship between material, technique, and concept development. In this stimulating and supportive environment, you will not only develop a unique body of work but will also practice and learn how to confidently and professionally present your portfolio.

JEM 610 Jewelry & Metal Arts: Design & Fabrication
Learn soldering, fabrication, stone setting, texturing, patination, and lost wax casting techniques to develop thematically related jewelry or sculptural forms. Use sketchbooks and journals to document your ideas and inspirations.

JEM 620 Jewelry & Metal Arts: Advanced Design & Fabrication
Continue to develop your conceptual and technical skills. Building on your knowledge of the materials, techniques, styles, and movements learned in JEM 610, you’ll work on individually tailored projects using new skills in chain making, etching, intermediate stone setting, and advanced clasps.

JEM 624 Exploring Textile Techniques in Metal
Jewelers, textile artists, sculptors – using fine wires and metal, learn to weave, knit, crochet, and braid to adapt textile techniques to your jewelry, fashion, and sculptural forms.

GRADUATE COURSES

JEM 625 Innovations in Materials and Processes
Experiment with innovative concepts, materials, and techniques to create a sophisticated body of work. Learn to combine materials such as rubber, wood, fiber, cement, resin, and plastic to produce a unique professional outcome. (This course is cross-listed with JEM 310.)

JEM 635 Modern & Contemporary Design & Techniques
Integrate historical techniques and styles to create projects for this class. Through research, analysis, and fabrication of jewelry and related objects, you’ll gain an understanding of the concepts underpinning various trends.

JEM 638 Papermaking/Mixed Media
Paper is a powerful, creative tool. Using historical and contemporary techniques, you’ll learn how natural and raw plant materials become unique papers. Turn these papers into amazing projects for book arts, sculpture, printmaking, photography, and wearables. (This course is cross-listed with JEM 238.)

JEM 640 Advanced Stone Setting
Set gemstones like a professional. Sharpen your stone-setting skills and create basket, prong, channel, bead, and pave settings.

JEM 644 Project Development
Create a portfolio that demands attention. Use rigorous conceptual and technical skills to evaluate your current body of work, discover areas for growth, and create new pieces for your final presentation. Plus, you’ll develop an inspiration journal documenting your research, dialogue, and process.

JEWELRY & METAL ARTS PROGRAMS
You’ll make your portfolio shine. Update your website and professional materials. You’ll photograph and refine your collection for exhibitions, competitions, and professional presentations.
**JEM 649 Introduction to Metal Casting**
Gain skills in both ancient and modern casting techniques. Working with bronze, silver, and gold, you’ll learn both centrifugal and vacuum techniques, injection mold making, gating, investing, metal pouring, and finishing.

**JEM 659 Advanced Casting for Jewelry and Sculpture**
Master advanced centrifugal and vacuum casting techniques, from complex molds to mechanical finishing. Develop production finishing skills, including multiple-part molds and metal alloying.

**JEM 660 Introduction to 3D Printing and Modeling**
Gain professional rapid prototyping techniques using a 3D printer. Learn it all: 3D modeling and scanning, the various options in printing materials, various printing processes, preparing files for 3D printing, and post-processing methods.

**JEM 668 Digital Design: Laser Cutting and Milling**
Using industry-standard software and digital fabrication techniques, you’ll develop vectors and rasters to be laser cut or machined with a CNC mill into precise, intricate designs in a variety of materials. Enhance your individualized projects with these new contemporary techniques. (This course is cross-listed with JEM 233.)

**JEM 670 Advanced 3D Modeling and Printing**
Precision and accuracy matter. Gain more hands-on 3D modeling and rapid prototyping experience to create a cohesive collection of intricate and complex forms for your professional-level portfolio.

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

**JEM 699FPP Fall Portfolio Project**
Develop a portfolio showing a strong relationship between material, technique, and concept development. In this stimulating and supportive environment, you will not only develop a unique body of work but will also practice and learn how to confidently and professionally present your portfolio.

**JEM 800 Directed Study**
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midterm review, Director approval required. Fees and prerequisites will vary by topic.

**JEM 810 Group Directed Study**
Your instructors and fellow graduate student peers provide insights and critiques to help you put the finishing touches on your final projects.

**JEM 900 Internship**
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
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:
DEGREE REQUIREMENTS

Associate of Arts [AA] in Landscape Architecture

AA UNIT REQUIREMENTS

MAJOR COURSEWORK
- CORE 33 UNITS
- MAJOR 3 UNITS
- LIBERAL ARTS 24 UNITS
- TOTAL 60 UNITS

AA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following courses:
  - LA 107 Writing for the Multilingual Artist
  - LA 108 Composition for the Artist
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
- Minimum 2.0 GPA and the following general education requirements:
  - 2 History of the Built Environment courses
  - 1 Written Communication: Composition course
  - 1 Written Communication: Critical Thinking course
  - 1 Fundamental Math course
  - 1 Applied Math course
  - 1 Employment Communications & Practices course
  - After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

FUNDAMENTAL MATH

- CHOOSE ONE: LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA 293 Pre-calculus

APPLIED MATH

LA 271 College Algebra with Geometry

HISTORY OF THE BUILT ENVIRONMENT

LA 219 History of the Built Environment 1: Ancient to Gothic
  - LA 249 History of the Built Environment 2: Renaissance to 1900
Bachelor of Fine Arts [BFA] in Landscape Architecture

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

<table>
<thead>
<tr>
<th>CORE</th>
<th>36 UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAJOR</td>
<td>33 UNITS</td>
</tr>
<tr>
<td>ELECTIVES</td>
<td>9 UNITS</td>
</tr>
<tr>
<td>LIBERAL ARTS</td>
<td>42 UNITS</td>
</tr>
<tr>
<td>TOTAL</td>
<td>120 UNITS</td>
</tr>
</tbody>
</table>

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
  - LA 108 Composition for the Artist
  - LA/LAN 115 The Natural World 1
  - LA/LAN 117 Survey of Landscape Architecture
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA/LAN 297 People & the Environment

- Minimum 2.0 GPA and the following general education requirements:
  - 3 History of the Built Environment courses
  - 1 Written Communication: Composition course
  - 1 Written Communication: Context & Style course
  - 1 Written Communication: Critical Thinking course
  - 1 Fundamental Math course
  - 1 Applied Math course
  - 1 Landscape Social Factors course
  - 1 Historical Awareness course
  - 1 Cultural Ideas & Influences course
  - 1 Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

HISTORICAL AWARENESS

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

HISTORY OF THE BUILT ENVIRONMENT

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

LANDSCAPE ARCHITECTURE

LAN

LA 249 History of the Built Environment 2: Renaissance to 1900
LA 319 History of the Built Environment 3: 1900 to Present

LANDSCAPE SOCIAL FACTORS

LA/LAN 297 People & the Environment

CULTURAL IDEAS & INFLUENCES

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

FUNDAMENTAL MATH

CHOOSE ONE:
- LA 255 College Math
- LA 271 College Algebra with Geometry
- LA 293 Precalculus

APPLIED MATH

LA 271 College Algebra with Geometry

APR 110 Studio 1: Conceptual Design Studio
FND 149 Introduction to Design Thinking
IAD 210 Digital Imaging
LAN 115 The Natural World 1: The Base Layer
LAN 180 Plants in the Landscape 1
LAN 190 Landscape Drawing & Drafting
LAN 223 Digital Graphics for Landscape Architecture
LAN 235 Site Inventory & Analysis
LAN 250 Landscape Design Studio
LAN 260 Site Engineering
LAN 311 Landscape Architecture Design Studio
LAN 412 Landscape Architecture Site Design Studio

APR 110 Studio 1: Conceptual Design Studio
FND 149 Introduction to Design Thinking
IAD 210 Digital Imaging
LAN 115 The Natural World 1: The Base Layer
LAN 180 Plants in the Landscape 1
LAN 190 Landscape Drawing & Drafting
LAN 223 Digital Graphics for Landscape Architecture
LAN 235 Site Inventory & Analysis
LAN 250 Landscape Design Studio
LAN 260 Site Engineering
LAN 311 Landscape Architecture Design Studio
LAN 412 Landscape Architecture Site Design Studio
### Master of Arts [MA] in Landscape Architecture

**MA UNIT REQUIREMENTS**
- **MAJOR**: 36 UNITS
- **TOTAL**: 36 UNITS

### MA LANDSCAPE ARCHITECTURE REQUIRED MAJOR COURSES
- IAD 608  Digital Imaging
- LAN 605  Drawing as Process
- LAN 609  Ecological Foundations of Design 1
- LAN 610  Landscape Architecture Design Studio
- LAN 611  Landscape Architecture Design Studio
- LAN 612  Landscape Architecture Sustainable Studio
- LAN 617  Site Engineering
- LAN 619  Ecological Foundations of Design 2
- LAN 665  Digital Graphics for Landscape Architecture
- LAN 678  People & the Environment
- LAN 679  Advanced Landscape Graphics
- LAN 700  Professional Practice for Landscape Architecture

### Master of Fine Arts [MFA] in Landscape Architecture

**MFA UNIT REQUIREMENTS**
- **MAJOR**: 57 UNITS
- + **DIRECTED STUDY**: 6 UNITS
- **TOTAL**: 63 UNITS

### MFA LANDSCAPE ARCHITECTURE REQUIRED MAJOR COURSES
- GR 700  MA Portfolio Seminar
- IAD 608  Digital Imaging
- LAN 605  Drawing as Process
- LAN 607  Historical Precedents of Landscape Architecture
- LAN 609  Ecological Foundations of Design 1
- LAN 610  Landscape Architecture Design Studio
- LAN 611  Landscape Architecture Design Studio
- LAN 612  Landscape Architecture Sustainable Studio
- LAN 617  Site Engineering
- LAN 619  Ecological Foundations of Design 2
- LAN 665  Digital Graphics for Landscape Architecture
- LAN 678  People & the Environment
- LAN 679  Advanced Landscape Graphics
- LAN 683  Landscape Architectural Construction Documents
- LAN 688  Emerging Topics & Research Methods
- LAN 700  Professional Practice for Landscape Architecture
- LAN 711  Landscape Architecture Public Spaces Studio
- LAN 712  Landscape Architecture Site Design Studio

### 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

### 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
LAN 115 The Natural World 1: The Base Layer
How do natural systems influence design decisions? While developing a deep understanding of natural systems, you’ll explore landscapes in your region to learn how to develop strategies for mapping and recording soil types, geological forms, watersheds, and other natural features.

LAN 135 The Natural World 2: Climate & Plant Communities
Gain the skills to begin to read, record, and interpret existing site conditions. You’ll learn to identify the opportunities and constraints of a site through the processes of site inventory and site analysis.

LAN 193 Landscape Drawing & Drafting
Communicating ideas through accurate plans, sections, elevations and other drawings is a fundamental skill for any designer. Students will develop strong foundations in mechanical and freehand drawing by applying professional graphic conventions to a variety of projects. Connecting information on 2D drawings to 3D spaces will be developed.

LAN 180 Plants in the Landscape 1
Landscape architects need to know their plants. Identifying the origin and growth requirements of a variety of trees, shrubs, ground covers, vines, and grasses will help you make responsible and appropriate design decisions.

LAN 213 Digital Rendering
Learn to express your spatial design ideas digitally. You’ll gain a foundation of digital illustration skills to create landscape models that can be rendered by hand or digitally. Plus, learn basic color theory and presentation strategies.

LAN 223 Digital Graphics for Landscape Architects
You’ll learn to digitally draft plans, sections, elevations, axonometrics and renderings. You’ll become proficient in the same software that today’s design professionals use to produce legible, accurate, and well organized digital documents. [This course is cross-listed with LAN 665.]

LAN 235 Site Inventory & Analysis
This course focuses on the process of conducting site inventories and site analyses that generate relevant and effective site plans and master plans which will guide subsequent design decisions. Information gained through observing and analyzing any site will result in planning and design decisions that truly reflect its unique nature.

LAN 240 Planting Design
Plants create space, drama and visual interest in the landscape throughout the seasons. Learn how to select the right plant to achieve the desired effect. You’ll apply your drafting and rendering skills to present planting plans and planting details.

LAN 250 Landscape Design Studio
All landscape designs need an organizing concept. Where do these “big ideas” come from? Using diagrams, study models, and scaled drawings, you’ll learn to translate your design concepts into design proposals.

LAN 260 Site Engineering
This course focuses on strategies and calculations for controlling stormwater. Students will create accurate grading plans and models in a variety of scales to test their designs. Students will be challenged to incorporate both functionality and aesthetics. Topics will include stormwater calculations, innovative sustainable technologies, road alignments and construction details.

LAN 297 People & the Environment
This course focuses on the relationship of individuals, communities, and societies to the landscape and the importance of promoting a user-oriented approach to design. Specific needs of under-represented populations will be discussed. Students will learn methods to observe, record, and analyze human interaction with their surroundings.

LAN 300 Design of Urban Places Studio
You now have the know-how to combine your graphic skills, technical knowledge, and design principles to tackle more complex projects. You’ll use the design process to create innovative, sustainable, and beautiful urban outdoor spaces.

LAN 311 Landscape Architecture Design Studio
Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

LAN 312 Landscape Architecture Sustainable Studio
Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process.

LAN 323 Advanced Landscape Graphics
Landscape architects use digital renderings to communicate with everyone involved in a project. You’ll learn to use the same state-of-the-art modeling and rendering software that the pros use to explore and communicate ideas at any scale.

LAN 330 The Technical World 2: Materials & Details
The beauty of an object or space is a combination of quality materials, craftsmanship, and attention to detail. Based on research, you’ll create detailed drawings that integrate innovative ideas and sustainable construction materials into outdoor designs.

LAN 350 Sustainable Designs & Practices Studio
Landscape architects are perfectly poised to help mitigate the effects of climate change. You’ll explore ways to integrate green infrastructure strategies into your designs, and enhance your presentation skills to effectively present defensible design decisions.

LAN 360 Landscape Architectural Construction Documents
Learn what it takes to put together an accurate set of construction documents. You’ll create plans, details, schedules and specifications to communicate your design intent and provide the detailed information required to permit, build and install a project. Strategies for sustainable construction and installation will be emphasized. [This course is cross-listed with LAN 663.]

LAN 375 Sketching for Idea Development
Design sketching is a universal language. Using color rendering techniques, you will advance your sketching skills to clearly communicate your design ideas and imaginative solutions.

LAN 391 Portfolio Preparation
Your portfolio is a graphic representation of your range of abilities, communication skills, and your individual style. You’ll develop a portfolio— including resume and cover letter—that presents your strengths and professional readiness.

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**VIEW the schedule, prerequisites,** and course fees & REGISTER at https://catalog.academyart.edu
LAN 392 Professional Practices
Landscape architecture is a business. By reviewing case studies, you'll learn specific business principles that lead to a successful and profitable professional practice. You'll also learn about the important process of becoming a licensed professional.

LAN 398 Community Design Studio
Landscape architects are creative problem solvers. As part of a collaborative team, you'll work closely with a real client to analyze a site, identify its unique challenges, and propose a creative and sustainable design solution.

LAN 400 Regional Planning Studio
Students learn methods and strategies required to solve increasingly complex issues of planning at the regional scale along the wildland edges. The focus is on recording and analyzing site inventory to define objectives, integrating landscape structure and ecology, developing conceptual alternatives and creating relevant proposals for more livable, sustainable regions.

LAN 411 Landscape Architecture Public Spaces Studio
You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 412 Landscape Architecture Site Design Studio
You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 450 Advanced Design Studio
Apply everything that you’ve learned to your final planning and design project. Tap into the research strategies, timelines, and presentation skills needed to execute a professional-quality project and portfolio.

LAN 498 Collaborative Project
Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

LAN 498EC Equitable Cities
Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process to achieve these goals.

LAN 498HC Habitable Cities
Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

LAN 498SL Collaborative Project: Sustainable Landscape Studio
You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 499 LAN Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

LAN 500 Internship in Landscape Architecture
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

LAN 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
LAN 605 Drawing as Process
Communicating ideas through accurate plans, sections, elevations and other drawings is a fundamental skill for any designer. Students will develop strong foundations in mechanical and freehand drawing by applying professional graphic conventions to a variety of projects. Connecting information on 2D drawings to 3D spaces will be developed.

LAN 607 Historical Precedents of Landscape Architecture
Human history is recorded in the landscape. You’ll explore the factors that have converged at various points in time to create the iconic landscape spaces and traditions that continue to influence the profession today.

LAN 609 Ecological Foundations of Design 1
All life depends on soil, water, and plants. You’ll gain mapping, observation, and recording skills while exploring the scientific characteristics, ecological relationships, and the tolerances for human development on natural systems.

LAN 610 Landscape Architecture Design Studio
Designers create spaces with meaning and purpose. Using design principles and processes, you will explore methods of spatial composition and gain tools for ideation, organizing, and presenting your work.

LAN 611 Landscape Architecture Design Studio
Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of public outdoor spaces that are sustainable, accessible, and equitable. Emphasis will be placed on effectively applying each step of the design process.

LAN 612 Landscape Architecture Sustainable Studio
Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process.

LAN 617 Site Engineering
This course focuses on strategies and calculations for controlling stormwater. Students will create accurate grading plans and models in a variety of scales to test their designs. Students will be challenged to incorporate both functionality and aesthetics. Topics will include stormwater calculations, innovative sustainable technologies, road alignments and construction details.

LAN 619 Site Inventory & Analysis
This course focuses on the process of conducting site inventories and site analyses that generate relevant and effective site plans and site analyses which will guide subsequent design decisions. Information gained through observing and analyzing any site will result in planning and design decisions that truly reflect its unique nature.

LAN 620 Site Design Studio
Create a strong site plan using newly acquired research techniques, design abilities, and observational and analytical skills. You’ll develop spaces that appropriately reflect their context by working on a range of project scales.

LAN 638 Landscape Architecture Design Theory
Examine the ideas, theories, and history central to the landscape architecture profession. Through intensive research and writing, you’ll gain both an historical and contemporary view of the profession.

LAN 660 Designing Public Spaces Studio
Explore the strategies and processes of creating livable urban public spaces. You’ll learn to develop and clearly communicate defensible solutions through the design process.

LAN 665 Digital Graphics for Landscape Architecture
You’ll learn to digitally draft plans, sections, elevations, axonometrics and renderings. You’ll become proficient in the same software that today’s designers use to produce legible, accurate, and well organized digital documents. [This course is cross-listed with LAN 223.]

LAN 670 Regional Planning Studio
Students learn methods and strategies required to solve increasingly complex issues of planning at the regional scale along the wildland edges. The focus is on recording and analyzing site inventory to define objectives, integrating landscape structure and ecology, developing conceptual alternatives and creating relevant proposals for more livable, sustainable regions.

LAN 678 People & the Environment
This course focuses on the relationship of individuals, communities, and societies to the landscape and the importance of promoting a user-oriented approach to design. Specific needs of under-represented populations will be discussed. Students will learn methods to observe, record, and analyze human interaction with their surroundings.

LAN 679 Advanced Landscape Graphics
Landscape architects use digital renderings to communicate with everyone involved in a project. You’ll learn to use the same state-of-the-art modeling and rendering software that the pros use to explore and communicate ideas at any scale.

LAN 680 Site Planning & Sustainable Design Studio
Sustainability matters. After reviewing several case studies and conducting your own research, you’ll integrate strategies and systems of green infrastructure in your studio projects.

LAN 683 Landscape Architectural Construction Documents
Learn what it takes to put together an accurate set of construction documents. You’ll create plans, details, schedules and specifications to communicate your design intent and provide the detailed information required to permit, build and install a project. Strategies for sustainable construction and installation will be emphasized. [This course is cross-listed with LAN 390.]

LAN 688 Emerging Topics & Research Methods
It’s the Midpoint Review—time to formulate a focus for your thesis project. You’ll research a wide range of relevant topics including new developments and current challenges faced by the profession.

LAN 690 Advanced Professional Design Studio
Fine tune your thesis project. You’ll use strategies and tactics to successfully produce a professional-quality graduate thesis and portfolio.

LAN 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

LAN 695EC Equitable Cities
Building upon the various skills and knowledge gained in previous courses, students will collaboratively focus on the creation of public outdoor spaces that are sustainable, equitable, and accessible to all. Emphasis will be placed on examining each step of the design process to achieve these goals.

LAN 695HC Habitable Cities
Building upon research gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
LAN 695SL Collaborative Project: Sustainable Landscapes Studio
You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

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

LAN 700 Professional Practice for Landscape Architecture
Get the professional business skills and knowledge necessary to be a successful and licensed landscape architect. You’ll learn how professional ethics, insurance, legalities, and contractual arrangements impact the design and construction process.

LAN 711 Landscape Architecture Public Spaces Studio
You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 712 Landscape Architecture Site Design Studio
You will build upon various skills and knowledge gained in previous courses, and collaboratively create public outdoor spaces that not only integrate green infrastructure but are equitable and accessible to all. Focus will be placed on exploring each step of the planning and design process to achieve these goals.

LAN 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

LAN 900 Internship in Landscape Architecture
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
MOTION PICTURES & TELEVISION
Write
Produce
Direct
Shoot
Edit

What’s all here for the taking

Lights. Camera. Action! Here you’ll learn the ins and outs of all three. And, you’ll learn them in a real-world studio setting where there’s a momentum to turn the theoretical into the actual.

You’ll be able to experiment, but it will be under the guidance of people who are currently working in the industry; people who know that flights of fancy are the foundation of the future, but budgets are now.

What’s more, you’ll be working with the same equipment used by major film studios and video production companies. You’ll have access to the latest in computer-assisted effects and animation. You’ll learn acting from some of the most respected talent in the industry. You’ll be part of the most complex, best-equipped film school in America. You’ll be treated like a professional from the start and expected to be professional because amateur doesn’t cut it here.
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.

WHAT WE OFFER

CAREER PATHS
AA MOTION PICTURES & TELEVISION

DEGREE REQUIREMENTS

Associate of Arts [AA] in Motion Pictures & Television

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 33 UNITS

MAJOR 9 UNITS

+ LIBERAL ARTS 18 UNITS

TOTAL 60 UNITS

AA MOTION PICTURES & TELEVISION 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 225 Edit 2: Avid Fundamentals
or MPT 288 Development: Finding Material and Influencing Writers
MPT 159 Cinematography 1
MPT 204 Breaking through the Noise of Social Media
MPT 205 Introduction to Producing
MPT 225 Sound Design
MPT 234 Scene Production Laboratory
MPT 285 Production Design Foundations
MPT 330 Directing Actors for Film & TV
WRT 188 Characters & Backstory

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

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.
Bachelor of Fine Arts [BFA] in Motion Pictures & Television

**BFA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

- **CORE** 36 UNITS
- **MAJOR** 33 UNITS
- **ELECTIVES** 6 UNITS
- **LIBERAL ARTS** 45 UNITS

**TOTAL** 120 UNITS

**BFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS**

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

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

**BFA MOTION PICTURES & TELEVISION CORE COURSES**

- MPT 105 Cinematic Storytelling
- MPT 106 Edit 1: The Art of Editing
- MPT 140 Lighting 1: The Art of Seeing Light
- MPT 236 Edit 2: Avid Fundamentals
- MPT 288 Development: Finding Material and Influencing Writers
- MPT 159 Cinematography 1
- MPT 204 Breaking through the Noise of Social Media
- MPT 205 Introduction to Producing
- MPT 225 Sound Design
- MPT 234 Scene Production Laboratory
- MPT 285 Production Design Foundations
- MPT 330 Directing Actors for Film & TV
- MPT 495 Into the Industry
- WRI 188 Characters & Backstory

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

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

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

- **CHOOSE ONE:**
  - LA 202 English Composition: Creative Persuasion & Argument
  - LA 207 Persuasion & Argument for the Multilingual Writer
  - LA 290 Perspective Journalism

**HISTORICAL AWARENESS**

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

**GENERAL EDUCATION REQUIREMENTS**

**QUANTITATIVE LITERACY**

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

**CULTURAL IDEAS & INFLUENCES**

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

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291 Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO ADDITIONAL COURSES:
LA 117/LAN 117 Survey of Landscape Architecture
LA 118/IND 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131/GAM 131 History of Gaming
LA 132/ANM 102 History of Animation
LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
LA 137/MG 137 History of Visual Development
LA 147/PH 147 History of Photography
LA 152/ILL 152 History of American Illustration (20th Century)
LA 162 Genres in Film
LA 195/ILL 195 History of Comics: American Comics
LA 197/ILL 197 History of Comics: International and Alternative Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 220 American Art History
LA 222 20th Century Art
LA 224 Women, Art & Society
LA 226 /AD 230 Survey of Traditional Interior Architecture
LA 229/AD 231 Survey of Contemporary Interior Architecture
LA 242/GR 242 History of Graphic Design
LA 244/FSH 244 History of Fashion
LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246 History of Textiles
LA 249 History of the Built Environment 2: Renaissance to 1900

Study Abroad: Art & Architecture of Renaissance Florence

LA 274

LA 276 Seminar in Great Britain
LA 281/MPT 255 Film History 1: Pre-1940
LA 282/MPT 256 Film History 2: 1940-1974
LA 284 Evolution of the Horror Film
LA 319 History of the Built Environment 3: 1900 to Present.
LA 326 Topics in World Art
LA 327 Art of the Classical World
LA 333 Art of the Middle Ages
LA 362 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 385 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema
LA 410 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 Art of the Dutch Golden Age
LA 432 Art of Spain: From El Greco to Picasso
LA 434 History of Asian Art
LA 454 Dada & Surrealism

Certificate in Motion Pictures & Television

MAJOR REQUIREMENTS

36 UNITS

MAJOR

42 UNITS

+ BY ADVISEMENT

24 UNITS

+ ELECTIVES

12 UNITS

+ ART HISTORY

6 UNITS

TOTAL

120 UNITS

- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses
Master of Arts [MA] in Writing & Directing for Film

MA UNIT REQUIREMENTS
MAJOR 33 UNITS
+ GRADUATE LIBERAL ARTS 3 UNITS
TOTAL 36 UNITS

MA WRITING & DIRECTING FOR FILM DEGREE REQUIREMENTS
• Successful completion of Final Portfolio Review
• Minimum grade of C in all required 36 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Major Designated Graduate Liberal Arts course

MA WRITING & DIRECTING FOR FILM MAJOR DESIGNATED GRADUATE LIBERAL ARTS REQUIREMENTS
MAJOR DESIGNATED GRADUATE PUBLIC ARTS
GLA 716 Fast & Furious: The World of Shorts

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 I
MPT 625 Editing Concepts and Creative Solution
MPT 641 Visual Storytelling
MPT 644 Directors Rehearsing Actors
MPT 664 Organic Blocking for Camera
MPT 677 Shot in a Day
MPT 705 Breaking through the Noise of Social Media
MPT 750 Production Central*

*Year-long course taken over two consecutive semesters

MA WRITING & DIRECTING FOR FILM GRADUATE LIBERAL ARTS REQUIREMENTS

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

MFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS
• Successful completion of Final Thesis Project
• Minimum grade of C in all required 63 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Art Historical Awareness & Aesthetic Sensitivity course
  1. Cross Cultural Understanding course
  1. Major Designated Graduate Liberal Arts course

MFA MOTION PICTURES & TELEVISION REQUIRED MAJOR COURSES
MPT 605 Film Language Studio
MPT 616 Directing Actors for Motion Pictures
MPT 618 Writer-Director Intensive I
MPT 625 Editing Concepts and Creative Solution
MPT 641 Visual Storytelling
MPT 644 Directors Rehearsing Actors
MPT 651 A Director Prepares
MPT 664 Organic Blocking for Camera
MPT 688 Development: Finding Material and Influencing Writers
MPT 773 Securing Rights & Agreements for Film

MFA MOTION PICTURES & TELEVISION MAJOR DESIGNATED GRADUATE PUBLIC ARTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 605 Motion Picture Theory & Style
or GLA 716 Fast & Furious: The World of Shorts

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

MAJOR DESIGNATED GRADUATE PUBLIC ARTS
Any GLA course in major

MFA MOTION PICTURES & TELEVISION GRADUATE LIBERAL ARTS REQUIREMENTS

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

MFA MOTION PICTURES & TELEVISION DEGREE REQUIREMENTS
• Successful completion of Final Thesis Project
• Minimum grade of C in all required 63 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Art Historical Awareness & Aesthetic Sensitivity course
  1. Cross Cultural Understanding course
  1. Major Designated Graduate Liberal Arts course
MPT 105 Cinematic Storytelling
Get hands-on experience with the entire filmmaking process. Functioning in a range of creative and technical roles including: Director, Cinematographer and Editor, you’ll collaborate with other students to produce a piece of digital content.

MPT 106 Edit 1: The Art of Editing
Video editing can be a very powerful visual storytelling tool. Using Adobe Premiere Pro, you will use montage, screen direction, continuity, and stylistic concepts to edit a narrative scene as you prepare for the Adobe Premiere ACA exam.

MPT 140 Lighting 1: The Art of Seeing Light
Explore the dynamics of lighting for narrative motion picture. Shooting in BW and Color, film and digital formats, you will learn how diffusion, contrast ratios, exposure control, light placement, electricity and safety, and other factors affect the overall design of your work.

MPT 159 Cinematography 1
This course offers you hands-on practice in lighting, staging scenes and blocking for the camera, as seen from the director of photography’s perspective. Your projects will be 16mm color film or digital with dialog recorded.

MPT 166 The Power of Story
Storytellers are powerful people. They wield character development, dialogue, conflict, and structure to tell stories that change the world. You’ll develop these storytelling skills by creating an outline and beginning to write a short film.

MPT 204 Breaking through the Noise of Social Media
No matter what you make—app, fashion line, game, product, film—social media marketing creates an impact. You’ll learn to secure funds, and practice building your brand, attracting supporters, and navigating multitudes of social media channels to bring your dream project to life. [This course is cross-listed with MPT 705.]

MPT 205 Introduction to Producing
Are you creative producer material? You’ll learn to identify and acquire the rights to material, how to raise financing and secure distribution, create a marketing plan, and work as a creative producer in all stages of production.

MPT 225 Sound Design
Sound is 50% of the motion picture experience. Learn to record, edit and mix soundtrack elements like dialog, sound effects and music. You will use industry standard audio production tools and understand how to create compelling soundtracks in sync with the moving image. [This course is cross-listed with MPT 632.]

MPT 234 Scene Production Laboratory
Develop the skills necessary to become a productive member of a film crew. You’ll collaborate to write, produce, direct, and edit short scenes within a fixed schedule and a set budget.

MPT 246 Breaking the Mold: Avid Fundamentals
Do you have the chops to work as an editor in Hollywood, and/or to work with professional editors? Avid Media Composer is the industry-recognized standard for nonlinear editing, and Avid itself designed this course to build the skills and competencies needed to become a fluent, professional-level editor. We added some creative projects to challenge you with a more complex dialogue scene and a short documentary, and key editorial concepts are explored through screenings and discussion. You will prepare for and take the certification exam to become a Certified Avid User. When bidding for a gig, Certification serves as a validation of your expertise. Real skills, proven.

MPT 246 Scheduling and Budgeting a Feature Film
Think you’ve got what it takes to be an Assistant Director? What about a Unit Production Manager? Let’s find out! Working with budgets, unions, guilds, and contracts, you’ll make schedules, practice problem solving, write detailed reports, attend to cast, direct extras, and oversee the crew for each shot.

MPT 250 Set Management
Producers are creative problem solvers. You will acquire the tools to lead a production through the challenges of finding and managing locations, acting as a member of the AD team, managing cast and crew, directing extras, coordinating transportations, stunt and special effects.

MPT 255 Film History 1: Pre-1940
This course explores the major movements in cinema from 1895 to 1940, from the silent era to the advent of color film. Students will learn the fundamental forms of cinema as developed by Eisenstein and Griffith, while being introduced to the concepts of ‘mise-en-scene’, montage editing, expressionism, and film noir.

MPT 256 Film History 2: 1940-1974
This course explores the major movements in the Golden Age of Cinema from 1940 to 1974 including Neo-Realism, the French New Wave, Cinema Verite, and A New Golden Age of Hollywood. The work of Vittorio DeSica, Billy Wilder, Francois Truffaut, Akira Kurosawa, Mike Nichols, Francis Ford Coppola, and other great directors will be examined. Lectures and screenings are accompanied by assigned readings.

MPT 259 Film Cinematography 2
This course offers an investigation into lighting, staging of scenes and blocking for the camera, as seen from the director of photography’s perspective. Projects will be in 16mm color film with dialog recorded.

MPT 271 Lighting 2: Film + Digital
The focus of the class will be lighting and photographing actors on stage and in real world situations. Student assignments will be shot on 16mm film. Assignment topics include matching lighting for coverage, the Director of Photography’s role on a production, and the relationship to the gaffer.

MPT 272 Advanced Studio Lighting
Students will build on the skills acquired in Lighting 1, focusing on advanced lighting and photographing actors on stage with discussions of real world situations. Homework assignments will be shot on digital cameras that students must provide. [This course is cross-listed with MPT 715.]

MPT 275 Production Design Foundations
While learning all about how a movie art department operates under the leadership of the Production Designer, you will have the opportunity to develop the visual style of how you “see” stories come to life. The basic roles and responsibilities of the creative team will be explored allowing you to experience what it takes to create sets for filming.

MPT 285 Introduction to Producing
Watch an array of movies and discuss the roles and responsibilities of a film producer. This hands-on course will teach you how to find and develop ideas, finance and distribute a project, and work with professional producers, directors, writers, actors and other key production personnel to bring your project to life.

MPT 286 Edit 2: Avid Fundamentals
Do you have the chops to work as an editor in Hollywood, and/or to work with professional editors? Avid Media Composer is the industry-recognized standard for nonlinear editing, and Avid itself designed this course to build the skills and competencies needed to become a fluent, professional-level editor. We added some creative projects to challenge you with a more complex dialogue scene and a short documentary, and key editorial concepts are explored through screenings and discussion. You will prepare for and take the certification exam to become a Certified Avid User. When bidding for a gig, Certification serves as a validation of your expertise. Real skills, proven.

MOTION PICTURES & TELEVISION

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
MPT 286 Art Department Organization
The Art Department team has many moving parts and lots of creative talent. You will get the details of how to set up a functioning art department that includes scheduling, planning, research and more. You’ll put your knowledge and skills to the test with opportunities to prepare sets for various projects, selecting decorations and props and working on sets.

MPT 288 Development: Finding Material and Influencing Writers
Learn how to find, option, and develop material for feature films and television. Practice composing effective script notes to help writers, and learn to evaluate the appropriate marketplace for your developed content. [This course is cross-listed with MPT 688.]

MPT 299 Organic Blocking for Camera
As the second half of a two-part class joined with MPT 644/MPT 378 Directors Rehearsing Actors, you’ll not only learn how to direct scenes in a professional, efficient manner, you’ll experience the technical side of making a television set, working on a professional film set. Shooting will be done in both digital and film formats. [This course is cross-listed with MPT 815.]

MPT 301 Makeup: Street & Special Effects
Master makeup for film. You will create realistic contemporary makeup, and gain character, special effects, and medical makeup skills for beauty, fashion, film and television.

MPT 303 Makeup: Character & FX
Learn to create special effects makeup for film. You’ll follow a screenplay to create character-specific, fashion, and advanced special effects makeup.

MPT 304 Crowdfunding and Social Media Marketing for Entertainment
This course will throw you into the game-changing world of crowdfunding and social media. No matter what project you are creating - a film, an app, fashion line, game, product, or another endeavor - you will build a crowdfunding campaign from the ground up, from inception to launch! You will learn how to define your brand, find your target audience, build a social media community, pitch your project to fundraise, and bring your dream to life.

MPT 315 Experimental Filmmaking 1
This course focuses on expression ideas and emotions within the constraints of moving images. Students will reassign meaning to found footage and creatively combine sound and image for a visual experience. The evolution of experimental film will be studied in a sociological context.

MPT 330 Directing Actors for Film & TV
Gain experience being a director by working with actors on film sets. While concentrating on screenplay analysis, you’ll direct actors through the rehearsal process and shooting of a basic scene. You’ll learn the best way to communicate with actors to become “an actor’s director”.

MPT 341 Making the Documentary
Become a documentary filmmaker. In this course you will explore the roots and trajectory of this ever-expanding form of filmmaking. You will watch numerous award-winning documentaries to examine how the genre pushes boundaries to tell real stories. You will conceptualize, shoot and edit your own documentary projects. [This course is cross-listed with MPT 603.]

MPT 342 Digital Cinematography 2
Students will explore the tools and skills that a Cinematographer employs to create and control the image and tell a story. Professional cameras, digital technology, lighting for digital and photographic technique will be discussed with an emphasis on producing stylistic quality products. [This course is cross-listed with MPT 639.]

MPT 343 Documentary Editing
Editing a story without a script is the documentary editor’s greatest challenge. This course will teach you practical skills to discover and craft compelling stories in all documentary genres.

MPT 351 Exterior Lighting
In this course, students will learn creative and technical approaches in lighting exteriors for day and night. Students will gain hands-on experience with the operational procedures of working on a professional film set. Shooting will be done in both digital and film formats. [This course is cross-listed with MPT 815.]

MPT 359 Film Cinematography 3
In this course, students will be taught 35mm techniques in both Arrilex and Mitchell formats from the viewpoint of the first assistant cameraman.

MPT 363 Traditional & Social Media Marketing of Feature Films
Discover what sells and how to bring films into the marketplace. You’ll study film acquisitions, distribution, marketing, and exhibition to learn the interconnected qualities of filmmaking.

MPT 367 Securing Rights & Agreements for Film
Learn the business side of show business. You’ll write option/purchase, submission, producer, employment, non-disclosure, and negotiating agreements. Plus, you’ll explore right-to-work laws, insurance requirements, financing, intellectual property protection, negotiating fees, profit participation, compensation, and more. [This course is cross-listed with MPT 773.]

MPT 371 After Effects for Professional Editors
Build the skills you need to create innovative effects, composing, and motion graphics. You’ll get a working knowledge of industry-standard editing software, gaining the skills that are in high demand worldwide.

MPT 372 Advanced After Effects
Master Adobe After Effects by learning motion tracking, chroma keying, expression scripting, and 3D motion graphics.

MPT 377 Principles of Directing
Directing a motion picture requires proficiency in a wide range of filmmaking techniques - from analyzing the script to crafting the shot. Here, you will make multiple short films, exploring directorial craft and professional practice.

MPT 378 Directors Rehearsing Actors
You will learn to capture incredible performances from actors by thoroughly analyzing your script and mastering the techniques of holding auditions. Actors have a special language, and your job as a director is to know how to guide them to get their best performance on screen. This is the first half of a two-part class coupled with MPT 664/MPT 299 Organic Blocking for Camera. [This course is cross-listed with MPT 644.]

MPT 391 Production Design: Fundamentals
Designing sets for television takes enhanced skills and creativity. You will be building upon your foundations as you develop set sketches, models, graphics, storyboards and more. While taking an idea from a simple drawing through the technical design and making it ready to be constructed, you will experience how they get things done on professional shows.
MPT 392 Production Design: Features
Using notable feature films from the 21st Century, you will explore how to create the visual style or “look” of a movie. As you analyze successful Production Design and come to understand the collaborative process with the Director and Cinematographer, you will breakdown feature length scripts to create original design concepts showing color palettes, decor, and visual ideas from your research.

MPT 431 Editing for Genre
Editing is a powerful and essential storytelling tool for films across all genres. In this course you will examine and put into action how editing decisions enhance, refine and accentuate the performance of your best work, industry-standard resume, and business cards.

MPT 432 Production Hub
In this course students will collaborate to create professional quality PSAs, commercials, branded content and fashion videos for a range of clients, Projects, and clients, vary per semester.

MPT 434 Advanced Editing: Fall
In this advanced class, you will apply your skills to edit original narrative and documentary projects shot by students in the film schools and sometimes by outside clients. You will gain extensive hands-on experience of the final post-production process. Students will work collaboratively to produce, direct, shoot, production design, and edit multiple formats from the viewpoint of the first assistant cameraman along with how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Specially cinematography is discussed, including underwater, car mounts, rigs, and aerials.

MPT 450 Making the Music Video
Discover what it takes to create a music video. After you focus on breaking down and timing out a song and presenting initial concepts, you will concept, storyboard, shoot, edit, and complete a music video.

MPT 455 Editing: Advanced Color Correction
This course is designed to teach digital video color correction tips and techniques as performed in a variety of color correction software applications. Learn to adjust poorly exposed shots, create shots with color casts, create looks, match shots, and master secondary color correction techniques. Students will use color correction to advance a story.

MPT 456 Assistant Editing: Your First Job
Master the state-of-the-art pre-production process. You’ll learn all assistant editing responsibilities, processes and technical acumen that will set you up to become the “go-to” person in any post-production situation. You will take a further deep dive into emerging tools and applications that will set you on the path towards becoming an assistant editor.

MPT 457 Movie Trailer Production
Learn professional trailer, teaser, and promo editing and practice editing techniques that relate to this unique form of storytelling. This course will guide you in the process of pitching, writing, pre-vis, music cutting, titles, and VFX needed to cut promos for research.

MPT 459 Advanced Cinematography Workshop
This course examines the relationships during production between the Director, Cinematographer, and instructors in a hands-on production environment to produce, direct, or write your short, taking it from preproduction, through production, and then post-production. This high-quality short film can be submitted to film festivals.

MPT 469 Advanced Cinematography Workshop
(Fall)
You will be taught 35mm techniques in both Arri and Mitchell formats from the viewpoint of the first assistant cameraman along with how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Specially cinematography is discussed, including underwater, car mounts, rigs, and aerials.

MPT 471 Senior Narrative A
In this course, students will work collaboratively to produce senior narrative films. Emphasis will be placed on preparing and shooting high quality films. Students will prepare a professional production book, finalize a production team, and build social media campaigns. Films will go through post-production in MPT 472.

MPT 472 Senior Narrative B
In this portfolio class you will work collaboratively with your peers and instructors in a hands-on production environment to produce, direct, or write your short, taking it from preproduction, through production, and then post-production. This high-quality short film can be submitted to film festivals.

MPT 477 Shot in a Day
Astronaut training camp for directors! Here, you’ll guide a professional cast and crew through a professional shoot day. Tackling 5-7 page scenes and working within a set time-frame, you will learn industry methods and protocol, taking your directional skills to the real level. As close as it gets to the real thing! [This course is cross-listed with MPT 677.]

MPT 479 Set Procedure & Protocol
This course examines the relationships during production between four crew positions and departments; Camera Operator, Camera Assistant, Gaffer, and Grip. Students work in digital video format with professional cameras, lighting, and grip gear to practice their production skills. The course teaches students to recognize and execute industry standards as a unified crew. [This course is cross-listed with MPT 679.]

MPT 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

MPT 495 Into the Industry
Develop the professional tools to work in the entertainment industry. You’ll create a professional website, polished demo reel of your best work, industry-standard resume, and business cards. You will develop a social media presence, and acquire networking and interview skills designed to gain employment in the entertainment industry. [This course is cross-listed with ACT 710.]

MPT 498 Collaborative Project
Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

MPT 498SWS Shooting the Web Series
Students will work in a real world television series environment to produce, direct, shoot, production design, and edit multiple episodes of a web series. [This course is cross-listed with MPT 498SWS.]

MOTION PICTURES & TELEVISION

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Using notable feature films from the 21st Century, you will explore how to create the visual style or “look” of a movie. As you analyze successful Production Design and come to understand the collaborative process with the Director and Cinematographer, you will breakdown feature length scripts to create original design concepts showing color palettes, decor, and visual ideas from your research.

# MPT 431 Editing for Genre
Editing is a powerful and essential storytelling tool for films across all genres. In this course you will examine and put into action how editing decisions enhance, refine and accentuate the performance particularly in the narrative form. You’ll use dailies from classes to practice cutting scenes for critiques.

# MPT 432 Production Hub
In this course students will collaborate to create professional quality PSAs, commercials, branded content and fashion videos for a range of clients, Projects, and clients, vary per semester.

# MPT 434 Advanced Editing: Fall
In this advanced class, you will apply your skills to edit original narrative and documentary projects shot by students in the film schools and sometimes by outside clients. You will gain extensive hands-on experience of the final post-production process. Students will work collaboratively to produce, direct, shoot, production design, and edit multiple formats from the viewpoint of the first assistant cameraman along with how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Specially cinematography is discussed, including underwater, car mounts, rigs, and aerials.

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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.

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Master the state-of-the-art pre-production process. You’ll learn all assistant editing responsibilities, processes and technical acumen that will set you up to become the “go-to” person in any post-production situation. You will take a further deep dive into emerging tools and applications that will set you on the path towards becoming an assistant editor.

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This course examines the relationships during production between the Director, Cinematographer, and instructors in a hands-on production environment to produce, direct, or write your short, taking it from preproduction, through production, and then post-production. This high-quality short film can be submitted to film festivals.

# MPT 469 Advanced Cinematography Workshop
(Fall)
You will be taught 35mm techniques in both Arri and Mitchell formats from the viewpoint of the first assistant cameraman along with how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Specially cinematography is discussed, including underwater, car mounts, rigs, and aerials.

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In this course, students will work collaboratively to produce senior narrative films. Emphasis will be placed on preparing and shooting high quality films. Students will prepare a professional production book, finalize a production team, and build social media campaigns. Films will go through post-production in MPT 472.

# MPT 472 Senior Narrative B
In this portfolio class you will work collaboratively with your peers and instructors in a hands-on production environment to produce, direct, or write your short, taking it from preproduction, through production, and then post-production. This high-quality short film can be submitted to film festivals.

# MPT 477 Shot in a Day
Astronaut training camp for directors! Here, you’ll guide a professional cast and crew through a professional shoot day. Tackling 5-7 page scenes and working within a set time-frame, you will learn industry methods and protocol, taking your directional skills to the real level. As close as it gets to the real thing! [This course is cross-listed with MPT 677.]

# MPT 479 Set Procedure & Protocol
This course examines the relationships during production between four crew positions and departments; Camera Operator, Camera Assistant, Gaffer, and Grip. Students work in digital video format with professional cameras, lighting, and grip gear to practice their production skills. The course teaches students to recognize and execute industry standards as a unified crew. [This course is cross-listed with MPT 679.]

# MPT 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

# MPT 495 Into the Industry
Develop the professional tools to work in the entertainment industry. You’ll create a professional website, polished demo reel of your best work, industry-standard resume, and business cards. You will develop a social media presence, and acquire networking and interview skills designed to gain employment in the entertainment industry. [This course is cross-listed with ACT 710.]

# MPT 498 Collaborative Project
Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

# MPT 498SWS Shooting the Web Series
Students will work in a real world television series environment to produce, direct, shoot, production design, and edit multiple episodes of a web series. [This course is cross-listed with MPT 498SWS.]
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

**MPT 499 Special Topics**

In this advanced class, you will apply your skills to edit original narrative and documentary projects shot by students in the film schools and sometimes by outside clients. You will gain extensive hands-on experience of the final post-production process under the mentorship of an industry editor and showrunner. Focus on advanced aesthetics and techniques, using music and sound effects to shape your project, and giving and applying notes in a professional manner.

**MPT 500 Internship in Motion Pictures & Television**

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

**MPT 590 Enhanced Studies**

You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
MPT 600 Fast & Furious: The World of Shorts

Shorts are everywhere - in this course you will explore the wild and wonderful world of shorts. From the early days of cinema to what's currently streaming, you will see short shorts of 10 seconds up to long shorts that run 20 minutes or longer. As you watch, analyze and develop shorts, you will understand the importance of characters and their stories.

MPT 605 Film Language Studio

Gain visual storytelling skills by shooting and directing short scenes. You'll use the camera as an optical tool to learn framing, composition, and more.

MPT 615 Lighting

You will learn how to light actors on the set. You will learn how to light the moving master shot. You will learn how to design lighting set-ups for different film genres such as horror, romance, comedy and more. With a full lighting and camera crew rotating positions week to week, you will employ exposure control, contrast ratio, color temperature manipulations and staggering key techniques to design the master, medium, close-up and reverse angles of short scenes selected from feature films released by the motion picture industry.

MPT 616 Directing Actors for Motion Pictures

In this hands-on directing class you will learn how to direct actors in a movie or TV show. You will gain the techniques and communication skills needed to work with the actors on set. While mastering the process of communicating your vision of the story to your actors.

MPT 618 Writer-Director Intensive 1

Students will generate ideas for a short film. They will acquire the skills necessary to tell stories in a logical and emotionally connective way. Students will develop original ideas or ideas adapted from existing material, through the outline stage.

MPT 624 Scheduling and Budgeting a Feature Film

This course will prepare you for the Adobe Premiere ACA exam.

MPT 625 Editing Concepts and Creative Solutions

Learn to edit using non-linear Adobe Premiere Pro. You will explore the roots and theory of montage editing, screen direction, continuity, and elements of style across all genres. You will additionally learn how to create titles, basic color correction and visual effects. This course will prepare you for Adobe Premiere ACA exam.

MPT 630 Film Cinematography 1

Experiment with camera concepts to develop your personal direction. Explore the advanced techniques in film and digital camera work. You’ll produce a 16mm color film that tells a story without dialogue.

MPT 632 Sound Design

Sound is 50% of the motion picture experience. Learn to record, edit and mix soundtrack elements like dialog, sound effects and music. You will use industry standard audio production tools and understand how to create compelling soundtracks in sync with the moving image. [This course is cross-listed with MPT 225.]

MPT 634 Digital Cinematography 1

The purpose of this class is to produce films that tell stories cinematically without the use of dialogue. This course is designed to give students an introduction to the technical and conceptual aspects of DV cinematography through short format filmmaking.

MPT 636 Film Cinematography 2

This course offers an investigation into lighting, staging of scenes and blocking for the camera, as seen from the director of photography’s perspective. Projects will be in 16mm color film with dialog recorded.

MPT 639 Digital Cinematography 2

Students will explore the tools and skills that a Cinematographer employs to create and control the image and tell a story. Professional cameras, digital technology, lighting for digital and photographic technique will be discussed with an emphasis on producing stylistic quality products. [This course is cross-listed with MPT 342.]

MPT 641 Visual Storytelling

Discover the power of visual storytelling by studying the work of great directors and cinematographers. You will make numerous short films demonstrating a variety of pictoral concepts, refining your visual vocabulary.

MPT 644 Directors Rehearsing Actors

You will learn to capture incredible performance from actors by thoroughly analyzing your script and mastering the techniques of holding audition. Actors have a special language, and your job as a director is to know how to guide them to get their best performance on screen. This is the first half of a two-part class coupled with MPT 645/MPT 293 Organic Blocking for Camera. [This course is cross-listed with MPT 378.]

MPT 645 Overview of Production Design

Using notable production design from movies and television shows, you will explore how Production Design contributes to the overall “look” of a production. As you learn about the roles of the creative team in the art department, you will have opportunities to work on student projects, developing the visual style and preparing the sets for filming.

MPT 646 Film Cinematography 3

In this course, students will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman.

MPT 649 Editing with Motion Graphics & Visual Effects

Gain the skills to use After Effects to create state-of-the-art effects, lay effects, layering, titles, motion graphics, compositing, and color enhancement.

MPT 651 A Director Prepares

All professional directors plan their shoots in great detail. Here, you will learn to be fully prepared, creatively and practically. You’ll pre-plan an entire shoot, venture into production, and tackle real-world obstacles in order to successfully complete a short film.

MOTION PICTURES & TELEVISION

GRADUATE COURSES

MPT 600 Fast & Furious: The World of Shorts

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MPT 651 A Director Prepares

All professional directors plan their shoots in great detail. Here, you will learn to be fully prepared, creatively and practically. You’ll pre-plan an entire shoot, venture into production, and tackle real-world obstacles in order to successfully complete a short film.
MPT 654 Managing a Set
Experience the lives of Location Managers, Assistant Directors, Unit Production Managers, Script Supervisors and Transportation Coordinators. You’ll learn first-hand the most effective ways to prep, budget, schedule, shoot, and manage a feature-length motion picture by following the paths of these key professionals who ultimately hold a set together.

MPT 657 Production Hub
This course students will collaborate to create professional quality PSAs, commercials, branded content and fashion videos for a range of clients. Projects, and clients, vary per semester.

MPT 664 Organic Blocking for Camera
As the second half of a two-part class joined with MPT 644/MPT 378 Directors Rehearsing Actors, you’ll not only learn how to direct scenes in a professional, efficient manner, you’ll experience the technical side of movie-making by decorating sets, operating camera, lighting performers, and recording sound. Follow that up with editing the scenes you’ll direct, and you’re experiencing the filming process from all sides. [This course is cross-listed with MPT 299.]

MPT 677 Shot in a Day
Astronaut training camp for directors! Here, you’ll guide a professional cast and crew through a professional shoot day. Tackling 5-7 page scenes and working within a set time-frame, you will learn industry standard methods and protocol, taking your directional skills to the next level. As close as it gets to the real thing! [This course is cross-listed with MPT 477.]

MPT 679 Set Procedure & Protocol
This course examines the relationships during production between four crew positions and departments; Camera Operator, Camera Assistant, Gaffer, and Grip. Students work in digital video format with professional cameras, lighting, and grip gear to practice their production skills. The course teaches students to recognize and execute industry standards as a unified crew. [This course is cross-listed with MPT 478.]

MPT 685 Crowdfunding and Social Media Marketing for Entertainment
This course will throw you into the game-changing world of crowdfunding and social media. No matter what project you are creating—a film, an app, fashion line, game, product, or another endeavor—you will be building a crowdfunding campaign from the ground up, from inception to launch! You will learn how to define your brand, find your target audience, build a social media community, pitch your project to fundraiser, and bring your dream to life.

MPT 688 Development: Finding Material and Influencing Writers
Learn how to find, option, and develop material for feature films and television. Practice composing effective script notes to help writers, and learn to evaluate the appropriate marketplace for your developed content. [This course is cross-listed with MPT 288.]

MPT 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

MPT 695BD Business of Drones
This course will provide the student with the skills required to complete the FAA Part 107 Drone Operator Test. Students will be placed on designing a business model that the student can utilize for income generation. Various industries will be explored including motion pictures, newsgathering, regulatory and architecture.

MPT 695DD Immersive Drone Production for Directors
Participants in this course will develop the ability to utilize drone and underwater vehicles in a safe and creative manner. Students need not have experience with drones or remote operated vehicles prior to taking this class. Students will work in collaborative teams to work with real world clients.

MPT 695SWS Shooting the Web Series
Students will work in a real world television series environment to produce, direct, shoot, production design, and edit multiple episodes of a web series. [This course is cross-listed with MPT 498SW.]

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

MPT 705 Breaking through the Noise of Social Media
No matter what you make—app, fashion line, game, product—social media marketing creates an impact. You’ll learn how to secure funds, and practice building your brand, attracting supporters, and navigating multitudes of social media channels to bring your dream project to life. [This course is cross-listed with MPT 204.]

MPT 715 Advanced Studio Lighting
Learn professional trailer, teaser, and promo editing and practice editing techniques that relate to this unique form of storytelling. This course will guide you in the process of pitching, writing, pre-vis, cutting, titles, and VFX, needed to cut documentary, narrative, series, and more. [This course is cross-listed with MPT 457.]

MPT 766 Certification Preparation for Avid Media Composer
Do you have the chops to work as an editor in Hollywood, and/or to work with professional editors? Avid Media Composer is the industry-recognized standard for nonlinear editing, and Avid itself designed this course to build the skills and competencies needed to become a fluent, professional-level editor. You will prepare for and take the certification exam to become a Certified Avid User. When bidding for a gig, Certification can serve as a validation of your expertise. Real skills, proven.

MPT 735 VR/360 Production
Learn to communicate in Virtual Reality! You’ll follow the workflow unique to VR/360 productions and learn basic stitching and editing techniques to create a video in this exciting medium.

MPT 750 Production Central
This two-semester portfolio course feels like a real-world production company, where youconnect, direct, or produce at least 2 different projects: an assessment scene, and a thesis film. In this hands-on advanced production environment writers, directors, and producers collaborate to develop scripts in the first semester along with writing and shooting assessment scenes. In the second semester they collaborate to prepare, shoot, and post-produce high-quality projects that are suitable for film festival release.

MPT 757 Movie Trailer Production
Learn professional trailer, teaser, and promo editing and practice editing techniques that relate to this unique form of storytelling. This course will guide you in the process of pitching, writing, pre-vis, cutting, titles, and VFX, needed to cut documentary, narrative, series, and more. [This course is cross-listed with MPT 457.]

MPT 766 Certification Preparation for Avid Media Composer
Do you have the chops to work as an editor in Hollywood, and/or to work with professional editors? Avid Media Composer is the industry-recognized standard for nonlinear editing, and Avid itself designed this course to build the skills and competencies needed to become a fluent, professional-level editor. You will prepare for and take the certification exam to become a Certified Avid User. When bidding for a gig, Certification can serve as a validation of your expertise. Real skills, proven.
MPT 773 Securing Rights & Agreements for Film
Learn the business side of show business. You’ll write option/purchase, submission, producer, employment, non-disclosure, and negotiating agreements. Prerequisite: You’ll explore the legal, financial, intellectual property, and grantwriting aspects of a project. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

MPT 803M Content Creation: Traditional & Social Media Marketing of Feature Films
You will learn the importance of social media marketing for your film. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

MPT 804D Content Creation: Art Department Organization
The Art Department team has many moving parts and lots of creative talent. You will get the details of how to set up a functioning art department that includes scheduling, planning, research, and more. You’ll put your knowledge and skills to the test with opportunities to prepare sets for various projects, selecting decorations and props and working on sets.

MPT 804F Content Creation: Production Design: Features
Using notable feature films from the 21st Century, you will explore how to create the visual style or “look” of a movie. As you analyze successful Production Design and come to understand the collaborative process with the Director and Cinematographer, you will breakdown feature length scripts to create initial design concepts showing color palettes, decor, and visual ideas from your research.

MPT 805A Content Creation: Making the Documentary
Become a documentary filmmaker. In this course you will explore the roots and trajectory of this ever-expanding form of filmmaking. You will watch numerous award-winning documentaries to examine how the genre pushes boundaries to tell real stories. You will conceptualize, shoot and edit your own documentary projects.

MPT 805C Content Creation: T.V. Commercial Production
Collaborate with ADV and MPT students to produce solid commercials. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

MPT 806N Advanced Editing
This course is designed to teach digital video color correction 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 808WSD Directed Study: Content Creation: Writing for Producing: Shot In A Day
Write and develop material for production. You’ll create and write short films focusing on three-dimensional character development that can be shot on our sound stages as class projects and thesis films.
MPT 810 Content Creation: Into the Industry
Develop the professional tools to work in the entertainment industry. You’ll create a professional website, polished demo reel of your best work, industry-standard resume, and business cards. You will develop a social media presence, and acquire networking and interviewing skills designed to gain employment in the entertainment industry.

MPT 815 Exterior Lighting
In this course, students will learn creative and technical approaches in lighting exteriors for day and night. Students will gain hands on experience with the operational procedures of working on a professional film set. Shooting will be done in both digital and film formats. [This course is cross-listed with MPT 351.]

MPT 830 Cinematography: The True Visual
In this course, students will focus on their final thesis project and specifically, concentrate on the visual aspects of their film. Students will receive guidance on the successful completion of their thesis film.

MPT 850 Content Creation: Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and post projects. Students will troubleshoot and solve development and production problems working in assigned roles. Students will become adept at implementing notes to improve projects, as in a studio model.

MPT 855 Production Design for Short Films
In this course, students will work on their individual production design styles and how to apply them to real student thesis projects. Working in student productions, they will be able to understand how to apply their style to the director’s vision.

MPT 856 Advanced Cinematography Workshop (Spring)
In this course, students will learn how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Different types of specialty cinematography are discussed, including underwater, car mounts, rigs, and aerials.

MPT 870 Writing the Feature Film 1 (Fall)
Gain the skills to generate feature film ideas, develop characters, craft an outline, and begin your screenplay.

MPT 872 Writing the Feature Film 1 (Spring)
Complete the work on your original screenplay that you began in Writing the Feature Film 1 (Fall).

MPT 894 Content Creation: Overview of Production Design
This course explores the importance of production design on the overall impact of a motion picture. Discussion topics will include interaction with the director, the importance of color, set design, period design, the budgetary process and other production issues.

MPT 896 Content Creation: Aesthetics of Editing
Based on image selection, character development, pace, and story principles, students will learn how editing rewrites a film. Students will study various editors and editing styles to study each style’s purpose. A variety of film and editing theories and how they relate to film production and editing will be covered.

MPT 890 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

MPT 890 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director and advisors. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites vary by topic.
MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA

The Hell Patrol - Cue 11B - "Fletcher"

Bradley H.
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

<table>
<thead>
<tr>
<th>COURSE</th>
<th>UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CORE</td>
<td>33</td>
</tr>
<tr>
<td>MAJOR</td>
<td>9</td>
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<tr>
<td>+ LIBERAL ARTS</td>
<td>18</td>
</tr>
<tr>
<td>TOTAL</td>
<td>60</td>
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</tbody>
</table>

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
  2. Written Communication: Critical Thinking course
  3. Employment Communications & Practices course
  4. Music Historical Awareness course

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

AA MUSIC PRODUCTION CORE COURSES

- MUS 102 Soundtrack Industry Overview
- MUS 105 Pro Tools User Certification Preparation
- MUS 110 Harmony 1
- MUS 120 Music Production 1
- MUS 125 Audio Production
- MUS 140 Music Notation and Score Preparation
- MUS 170 Music Production 2
- MUS 179 History of the Recording Industry
- MUS 188 Rhythm & Beat Production
- MUS 205 Pro Tools 2 Operator Certification Preparation
- MUS 370 Editing Music for Entertainment Media

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

CHOOSE ONE:

- LA 142 Film Music Appreciation
- LA 179 History of the Recording Industry
- LA 258 Creative Perspectives in Sound Design
## Associate of Arts [AA] in Sound Design

### AA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>Core</th>
<th>33 Units</th>
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<td>Major</td>
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<tr>
<td>Liberal Arts</td>
<td>18 Units</td>
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<td><strong>Total</strong></td>
<td><strong>60 Units</strong></td>
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</table>

### AA Sound Design Core Courses

- MPT 106  Edit 1: The Art of Editing
- MPT 225  Sound Design
- MUS 102  Soundtrack Industry Overview
- MUS 105  Pro Tools User Certification Preparation
- MUS 125  Audio Production
- MUS 179  History of the Recording Industry
- MUS 195  Sound Design for Games
- MUS 205  Pro Tools 2 Operator Certification Preparation
- MUS 258  Creative Perspectives in Sound Design
- MUS 320  Creative Sound Design for Visual Media
- MUS 370  Editing Music for Entertainment Media

### General Education Requirements

#### Written Communication: Composition

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

#### Written Communication: Critical Thinking

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

#### Employment Communications & Practices

- LA 291  Designing Careers

#### Music Historical Awareness

- LA 142  Film Music Appreciation
- LA 179  History of the Recording Industry
- LA 258  Creative Perspectives in Sound Design

### AA Sound Design Degree Requirements

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

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.
Bachelor of Fine Arts [BFA] in Music Production

**BFA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th>CORE</th>
<th>36 UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAJOR</td>
<td>33 UNITS</td>
<td></td>
</tr>
<tr>
<td>ELECTIVES</td>
<td>9 UNITS</td>
<td></td>
</tr>
<tr>
<td>LIBERAL ARTS</td>
<td>42 UNITS</td>
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<td><strong>TOTAL</strong></td>
<td>120 UNITS</td>
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**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:
  - Written Communication: Composition course
  - Written Communication: Context & Style course
  - Written Communication: Critical Thinking course
  - Historical Awareness course
  - Quantitative Literacy course
  - Cultural Ideas & Influences course
  - Employment Communications and Practices course
  - Music Historical Awareness course

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

**BFA MUSIC PRODUCTION CORE COURSES**

- MUS 102 Soundtrack Industry Overview
- MUS 105 Pro Tools User Certification Preparation
- MUS 110 Harmony I
- MUS 120 Music Production 1
- MUS 125 Audio Production
- MUS 140 Music Notation and Score Preparation
- MUS 170 Music Production 2
- MUS 179 History of the Recording Industry
- MUS 188 Rhythm & Beat Production
- MUS 205 Pro Tools 2 Operator Certification Preparation
- MUS 370 Editing Music for Entertainment Media
- MUS 480 Music Demo Reel

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

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<td>LA 107      Writing for the Multilingual Artist</td>
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**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 110      English Composition: Narrative Storytelling</td>
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<td>LA 133      Short Form Writing</td>
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**WRITTEN COMMUNICATION: CRITICAL THINKING**

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<td>LA 202      English Composition: Creative Persuasion &amp; Argument</td>
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<td>LA 207      Persuasion &amp; Argument for the Multilingual Writer</td>
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**QUANTITATIVE LITERACY**

<table>
<thead>
<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 124      Physics for Artists: Light, Sound, and Motion</td>
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<td>LA 146      Anatomy of Automobiles</td>
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<td>LA 233      Popular Topics in Health, Nutrition, &amp; Physiology</td>
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<td>LA 288      Vector, Matrices, &amp; Transformations</td>
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<td>LA 293      Pre-calculus</td>
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<td>LA 296      Applied Physics</td>
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**CULTURAL IDEAS & INFLUENCES**

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<td>LA 292      Programming &amp; Culture</td>
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<td>LA 326      Topics in World Art</td>
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<tr>
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<td>LA 443      Picturing Culture: Film and Photography in Anthropology</td>
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<tr>
<td>LA 462      Power of Myth and Symbol</td>
</tr>
<tr>
<td>LA/FSH 494  Study Abroad: Fashion Culture and Industry</td>
</tr>
</tbody>
</table>

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

| LA 291  | Designing Careers |

**MUSIC HISTORICAL AWARENESS**

<table>
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<td>LA 142      Film Music Appreciation</td>
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<td>LA 179      History of the Recording Industry</td>
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<tr>
<td>LA 258      Creative Perspectives in Sound Design</td>
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</table>

**HISTORICAL AWARENESS**

<table>
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<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 171      Western Civilization</td>
</tr>
<tr>
<td>LA 270      U.S. History</td>
</tr>
<tr>
<td>LA 274      Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
</tr>
<tr>
<td>LA 276      Seminar in Great Britain</td>
</tr>
<tr>
<td>LA 359      Urban Sociology</td>
</tr>
</tbody>
</table>
Bachelor of Fine Arts [BFA] in Music Scoring & Composition

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

• CORE 36 UNITS
• MAJOR 33 UNITS
• ELECTIVES 9 UNITS
• LIBERAL ARTS 42 UNITS

TOTAL 120 UNITS

BFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

• 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
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  1. Employment Communications and Practices course
  1. Music Historical Awareness course

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

BFA MUSIC SCORING & COMPOSITION CORE COURSES

MUS 102 Soundtrack Industry Overview
MUS 105 Pro Tools User Certification Preparation
MUS 110 Harmony 1
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 140 Music Notation and Score Preparation
MUS 170 Music Production 2
MUS 188 Rhythm & Beat Production
MUS 265 Orchestration – used to be major
MUS 360 Songwriting in Popular Music
MUS 370 Editing Music for Entertainment Media
MUS 480 Music Demo Reel

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

• Choose one:
  LA 107 Writing for the Multilingual Artist
  LA 108 Composition for the Artist

WRITTEN COMMUNICATION: CONTEXT & STYLE

• Choose one:
  LA 110 English Composition: Narrative Storytelling
  LA 133 Short Form Writing

WRITTEN COMMUNICATION: CRITICAL THINKING

• Choose one:
  LA 202 English Composition: Creative Persuasion & Argument
  LA 207 Persuasion & Argument for the Multilingual Writer
  LA 280 Persuasive Journalism

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

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

CULTURAL IDEAS & INFLUENCES

• Choose one:
  LA 292 Programming & Culture
  LA 326 Topics in World Art
  LA 328 World Literature
  LA 343 Comparative Religion
  LA 368 Experiencing Culture: Anthropology for Today’s Artist
  LA 443 Picturing Culture: Film and Photography in Anthropology
  LA 452 Power of Myth and Symbol
  LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

• Choose one:
  LA 291 Designing Careers

MUSIC HISTORICAL AWARENESS

• Choose one:
  LA 142 Film Music Appreciation
  LA 179 History of the Recording Industry
  LA 258 Creative Perspectives in Sound Design
### Bachelor of Fine Arts [BFA] in Sound Design

**BFA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

- **CORE**
  - 36 UNITS
- **MAJOR**
  - 33 UNITS
- **ELECTIVES**
  - 9 UNITS
- **LIBERAL ARTS**
  - 42 UNITS

**TOTAL**

- 120 UNITS

### BFA SOUND DESIGN CORE COURSES

- **MPT 106** Edit 1: The Art of Editing
- **MPT 225** Sound Design
- **MUS 102** Soundtrack Industry Overview
- **MUS 105** Pro Tools User Certification Preparation
- **MUS 125** Audio Production
- **MUS 179** History of the Recording Industry
- **MUS 195** Sound Design for Games
- **MUS 205** Pro Tools 2 Operator Certification Preparation
- **MUS 258** Creative Perspectives in Sound Design
- **MUS 320** Creative Sound Design for Visual Media
- **MUS 370** Editing Music for Entertainment Media
- **MUS 480** Music Demo Reel

### GENERAL EDUCATION REQUIREMENTS

**WRITTEN COMMUNICATION: COMPOSITION**

**CHOICE ONE:**

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

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

**CHOICE ONE:**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

**CHOICE ONE:**

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

**HISTORICAL AWARENESS**

**CHOICE ONE:**

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

**QUANTITATIVE LITERACY**

**CHOICE ONE:**

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- LA 233 Popular Topics in Health, Nutrition, & Physiology
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- LA 255 College Math
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**CULTURAL IDEAS & INFLUENCES**

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- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 452 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291 Designing Careers

**MUSIC HISTORICAL AWARENESS**

**CHOICE ONE:**

- LA 142 Film Music Appreciation
- LA 179 History of the Recording Industry
- LA 258 Creative Perspectives in Sound Design
**Master of Arts [MA] in Music Scoring & Composition**

**MA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR</th>
<th>33 UNITS</th>
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<tbody>
<tr>
<td>GRADUATE LIBERAL ARTS</td>
<td>3 UNITS</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>36 UNITS</strong></td>
</tr>
</tbody>
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**MA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS**

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Major Designated Graduate Liberal Arts course

**MA MUSIC SCORING & COMPOSITION REQUIRED MAJOR COURSES**

- MUS 600  Fundamentals of Harmony
- MUS 602  Soundtrack Industry Overview
- MUS 605  Music Notation and Score Preparation
- MUS 609  Music Production 1
- MUS 610  Harmony: Advanced Techniques
- MUS 620  The Art of Counterpoint
- MUS 625  Orchestration
- MUS 635  MIDI Orchestration
- MUS 639  Music Production 2
- MUS 640  Music Scoring for Film
- MUS 780  Music and Sounds Design Professional Practices

**MA MUSIC SCORING & COMPOSITION GRADUATE LIBERAL ARTS REQUIREMENTS**

- GLA 618  Film Music History: The Art of the Film Score

**Master of Arts [MA] in Sound Design**

**MA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR</th>
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<tbody>
<tr>
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</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>36 UNITS</strong></td>
</tr>
</tbody>
</table>

**MA SOUND DESIGN DEGREE REQUIREMENTS**

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Major Designated Graduate Liberal Arts course

**MA SOUND DESIGN REQUIRED MAJOR COURSES**

- MPT 632  Sound Design
- MUS 601  Pro Tools User Certification Preparation
- MUS 602  Soundtrack Industry Overview
- MUS 616  Audio Production 1
- MUS 617  Sound Design for Games
- MUS 629  Music Editing for Visual Media
- MUS 643  Creative Sound Design for Visual Media
- MUS 705  Experimental Sound Design & Synthesis
- MUS 780  Music and Sound Design Professional Practices
  + 2 Major courses

**MA SOUND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS**

- GLA 658  Creative Perspectives in Sound Design
Master of Fine Arts [MFA] in Music Scoring & Composition

MFA UNIT REQUIREMENTS
- MAJOR: 30 UNITS
  - DIRECTED STUDY: 18 UNITS
  - ELECTIVES*: 6 UNITS
  - GRADUATE LIBERAL ARTS: 9 UNITS
- TOTAL: 63 UNITS
*Per director approval

MFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS
- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Art Historical Awareness & Aesthetic Sensitivity course
  1. Cross-Cultural Understanding course
  1. Major Designated Graduate Liberal Arts course

MFA MUSIC SCORING & COMPOSITION REQUIRED MAJOR COURSES
- MUS 600 Fundamentals of Harmony
- MUS 602 Soundtrack Industry Overview
- MUS 605 Music Notation and Score Preparation
- MUS 609 Music Production 1
- MUS 610 Harmony: Advanced Techniques
- MUS 625 Orchestration
- MUS 635 MIDI Orchestration
- MUS 639 Music Production 2
- MUS 640 Music Scoring for Film
- MUS 780 Music and Sound Design Professional Practices

MFA MUSIC SCORING & COMPOSITION GRADUATE LIBERAL ARTS REQUIREMENTS
- ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
  - GLA 605 Motion Picture Theory & Style
- CROSS CULTURAL UNDERSTANDING
  - GLA 603 Anthropology: Experiencing Culture
  - GLA 606 Crossing Borders: Art & Culture in a Global Society
  - GLA 617 Mythology for the Modern World
  - GLA 627 The Global Design Studio; Past, Present, & Future
  - GLA 903 Seminar in Great Britain
  - GLA/FSH 904 Study Abroad: Fashion Culture and Industry
  - GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

- MAJOR DESIGNATED GRADUATE LIBERAL ARTS
  - GLA 618 Film Music History: The Art of the Film Score

Master of Fine Arts [MFA] in Sound Design

MFA UNIT REQUIREMENTS
- MAJOR: 33 UNITS
  - DIRECTED STUDY: 18 UNITS
  - ELECTIVES*: 6 UNITS
  - GRADUATE LIBERAL ARTS: 6 UNITS
- TOTAL: 63 UNITS
*Per director approval

MFA SOUND DESIGN DEGREE REQUIREMENTS
- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Cross-Cultural Understanding course
  1. Major Designated Graduate Liberal Arts course

MFA SOUND DESIGN REQUIRED MAJOR COURSES
- MPT 632 Sound Design
- MUS 601 Pro Tools User Certification Preparation
- MUS 602 Soundtrack Industry Overview
- MUS 616 Audio Production
- MUS 617 Sound Design for Games
- MUS 629 Music Editing for Visual Media
- MUS 643 Creative Sound Design for Visual Media
- MUS 705 Experimental Sound Design and Synthesis
- MUS 780 Music and Sound Design Professional Practices
  + 2 Major courses

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

- MAJOR DESIGNATED GRADUATE LIBERAL ARTS
  - GLA 658 Creative Perspectives in Sound Design
MUS 101 Music Theory & Basic Notation
Get started on the right note. You’ll acquire foundational skills in basic music theory and music notation, as well as basic keyboard techniques for success in later music courses.

MUS 102 Soundtrack Industry Overview
Learn the landscape of the sound and music industries, and how to prepare for success in your degree plan. You will identify key audio and music elements, the component parts of a soundtrack, and how music and sound relate to narrative media storytelling.

MUS 105 Pro Tools User Certification Preparation
Avid Pro Tools is the most widely used sound and music production system in the world. This course introduces Pro Tools and prepares you to take the official level-1 User Certification exam.

MUS 110 Harmony 1
Learn to construct musical harmony and how harmony functions in support of melody. You will gain music composition skills by learning chords, scales, diatonic chord progressions and relationships, harmonic function, voice leading, and musical analysis.

MUS 120 Music Production 1
Digital audio workstation technology is at the heart of music production today. Learn foundational skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

MUS 125A Audio Production A
Learn how to create quality audio tracks, by learning how to record vocals and other soundtracks accurately, in a high-quality audio production studio. In this course you will learn to compose arrangements with emotional impact to set a mood. This is a valuable skill in the music-for-media industry.

MUS 125B Audio Production B
Produce quality audio for media projects and music projects. You will gain hands-on experience in recording and mixing voice and other soundtrack elements, and learn about standard digital audio processing tools used in the industry, like compression, reverb, and equalization. Principles of a quality final mix are introduced.

MUS 140 Music Notation and Score Preparation
Learn how to communicate your musical ideas effectively using musical notation. This course teaches you how to notate music accurately and create effective scores and lead sheets using industry-standard notation software. [This course is cross-listed with MUS 605.]

MUS 142 Film Music Appreciation
Learn the history of film music, from the birth of sound film to today. You will trace the historical development of the art of film music and how it supports the narrative elements of the story.

MUS 150 Harmony 2
Leonardo da Vinci said, “our soul is composed of harmony.” To increase your harmony skill set, you’ll explore scale and chord theory, harmonic progressions, minor mode harmony, musical cadence and voice leading, secondary dominants, and modal harmony.

MUS 170 Music Production 2
Learn advanced techniques in music production using music production software. Increase your ability to compose original music for media and improve your editing skills. You’ll learn to integrate MIDI with audio tracks, use plug-ins to create compelling mixes, and to sync music and audio with video. [This course is cross-listed with MUS 626.]

MUS 179 History of the Recording Industry
Explore the historical evolution of the recorded music industry in a way that helps you understand your place in it. You’ll study changes in technology and laws to understand the shifting economics of today, and an anticipation of tomorrow.

MUS 180 Introduction to Arranging
Arranging is giving an existing melody musical variety. You’ll prepare and adapt an existing composition to a new set of instruments, creating an arrangement with emotional impact to set a mood. This is a valuable skill in the music-for-media industry.

MUS 188 Rhythm & Beat Production
Everything in the universe dances and has a rhythm. Using rhythm and beats, you’ll learn how to create compelling groove in your music, no matter what style. Plus, you’ll create drum tracks and beats to learn how rhythm and groove influence song arrangement.

MUS 195 Sound Design for Games
Successful video games rely on realistic and compelling sound content. To build skills in audio production for game design, you’ll record and edit audio assets like voice, sound effects and music, while learning how to put audio into a game engine utilizing middleware. [This course is cross-listed with MUS 617.]

MUS 205 ProTools 2 Operator Certification Preparation
Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Operator Certification Exam. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing.

MUS 210 Harmony 3
Develop successful compositions using more sophisticated harmony techniques. Learn more complex chord structures, extended musical phrases, and historical context for harmonic frameworks.

MUS 222 Ableton Live Certification Preparation
Ableton Live represents the next evolutionary step of the virtual music production studio. In this course you will learn to compose in Ableton, use MIDI mapping, create beats, and more.

MUS 235 Analysis of Dramatic Scoring
Analyze the structure of music scores to create music for specific dramatic situations. Following styles of musical masters, you’ll transcribe music for analysis and compose your own original music by emulating masterwork examples.

MUS 240 The Art of Counterpoint
Counterpoint is the art of combining melodies, and it helps your music sound more fully realized. You’ll evaluate musical examples, practice melodic interaction, and write complementary melodic material for two or more voices that are independent in contour and rhythm and are harmonically interdependent. [This course is cross-listed with MUS 620.]
MUS 280 Arranging
Increase your ability to adapt musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. (This course is cross-listed with MUS 615.)

MUS 285 Session Recording 1: Protocols and Practices
Learn how to function effectively in a recording studio and get good tracks on the first take. Acquire techniques for recording sound sources well, create good headphone mixes, master studio signal flow, microphone selection and placement. You’ll learn to build a mixup, and beat creation.

MUS 290 Enhanced Studies
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

MUS 300 Internship in Music for Visual Media
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If you wish, you may apply for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

MUS 310 Real Time Mixing
Put “DJ experience” on your resume. Using professional level mixing gear, you’ll learn professional practices like track selection, how to build a mixup, and beat creation.

MUS 320 Creative Sound Design for Visual Media
Sound design is a powerful storytelling tool. Increase your abilities in audio editing, psychoacoustics, plug-ins and mixing to develop soundtracks based on script and character analysis. You’ll also collaborate intelligently with directors, editors, and composers.

MUS 325 MIDI Orchestration
Study the characteristics and sound ranges for various instruments and learn to combine them to create various musical textures and styles.

MUS 335 Arranging
Orchestration is the art of deciding which instruments play which notes. Building on your knowledge of harmony structures, you’ll study the characteristics and sound ranges for various instruments and learn to combine them to create various musical textures and styles.

MUS 340 Orchestration
Explore the history, techniques, and styles of pop music. You’ll learn to write and arrange songs in various genres and forms.

MUS 355 MIDI Orchestration
Extend your orchestration skills to the realm of virtual instruments in this exciting course. Create realistic orchestral mockups using virtual instrument samples. You’ll develop vital skills for creating music scores and create mockups of classical and modern film scores.

MUS 360 Songwriting in Popular Music
Explore the history, techniques, and styles of pop music. You’ll learn to write and arrange songs in various genres and forms.

MUS 370 Editing Music for Entertainment Media
Strong editing skills are the best entry into sound and music work in entertainment media. Learn to edit music for long and short form media with music stems, synchronize music to picture, master cross-fades and tempo mapping, and learn how to interpret the feeling of a scene and enhance its emotional impact. Strengthen your artistic and technical skills in this exciting class that takes your editing skills to a new level.

MUS 375 Music Scoring for Film
Acquire the skills to compose music scores for motion pictures to enhance your portfolio. You’ll learn practical, technical, and aesthetic techniques to create an effective music score that supports the narrative and emotional content of visual media.

MUS 400 Music Demo Reel
Develop your demo reel and portfolio materials that reflect your style. You’ll build a professional demo reel that demonstrates your abilities as a music creator or sound designer that effectively supports the narrative and emotional content of visual media. Professional practices in the entertainment media industry are also emphasized.

MUS 415 The Music Mix
Creating the final mix in music production is an art. You’ll learn to balance elements in the mix, signal processing, equalization, compression and reverb to produce polished final mixes. (This course is cross-listed with MUS 715.)

MUS 425 Experimental Sound Design & Synthesis
Explore experimental sound design and sound synthesis using sounds from Pro Tools, Logic Pro X and Omnisphere. Learn how sound synthesis and experimentation help you gain a larger aural vista to apply to commercial and creative work in your career.

MUS 430 Music Design for Game Studio
Work collaboratively to produce professional soundtracks for gaming media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 480 Music Demo Reel
Gain practical soundtrack media production experience and portfolio material by working on an interdisciplinary collaborative project. Course fees and prerequisites vary by topic.

MUS 490 Collaborative Project
Gain practical soundtrack media production experience and portfolio material by working on an interdisciplinary collaborative project. Course fees and prerequisites vary by topic.

MUS 494A The Agency
Work collaboratively to produce professional soundtracks for all types of advertising media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 495G Sound Design for Game Studio
Work collaboratively to produce professional soundtracks for gaming media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 498M Motion Picture Post Production
Work collaboratively to produce professional soundtracks with the School of Motion Pictures & Television’s Production Hub. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 498MP Collaborative Project: Media Production: Working with the Client
Create a real-world production for a non-profit client. You’ll perform a variety of roles to create media content, including concept, pitch, development, pre-production, and production.

MUS 498X Collaborative Project: Animation Studio X
Work collaboratively to produce professional soundtracks for animated shorts. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

MUS 500 Internship in Music for Visual Media
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If you wish, you may apply for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

MUS 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
MUS 609 Music Production 1
Digital audio workstation technology is at the heart of music production today. Learn valuable skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

MUS 610 Harmony: Advanced Techniques
Master techniques in voice leading, harmonic rhythm, voice doubling, and connecting musical phrases into longer forms. By analyzing musical examples, you’ll learn the advanced concepts of music harmony necessary for successful composition.

MUS 615 Arranging
Increase your skill in adapting musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. [This course is cross-listed with MUS 280.]

MUS 616 Audio Production
Audio production skills are key to success in the media industry. In this course you will learn recording, microphones, signal flow, audio editing and more. Gain experience in recording voice, instruments, and how to combine elements to create balanced mixes.

MUS 617 Sound Design for Games
Successful video games rely on realistic and compelling sound content. To build skills in audio production for game design, you’ll record and edit audio assets like voice, sound effects and music, while learning how to put audio into a game engine utilizing middleware. [This course is cross-listed with MUS 195.]

MUS 620 The Art of Counterpoint
Counterpoint is the art of combining melodies, and it helps your music sound more fully realized. You’ll evaluate musical examples, practice melodic interaction, and write complementary melodic material for two or more voices that are independent in contour and rhythm and are harmonically interdependent. [This course is cross-listed with MUS 240.]

MUS 625 Orchestration
Orchestration is the art of deciding which instruments play which notes. Building on your knowledge of harmony structures, you’ll study the characteristics and sound ranges for various instruments and learn to combine instruments for dramatic effect. You’ll create material into a larger, more complex orchestrations for a fully realized composition.

MUS 629 Music Editing for Visual Media
In this course you will learn crucial music editing skills that combine the artistic and the technical. Emphasizing aesthetics, you will practice creating musical moods for visual media clips by editing existing music sources and use advanced techniques to synchronize and edit music to picture.

MUS 635 MIDI Orchestration
Extend your orchestration skills to the realm of virtual instruments in this exciting course. Create realistic orchestral mockups using virtual instrument samples. You’ll develop vital skills for creating music scores and create mockups of classical and modern film scores.

MUS 639 Music Production 2
Learn advanced techniques in music production using music production software. Increase your ability to compose original music for media and improve your editing skills. You’ll learn to integrate MIDI with audio tracks, use plug-ins to create compelling mixes, and to sync music and audio with video. [This course is cross-listed with MUS 170.]

MUS 640 Music Scoring for Film
Acquire the skills to compose music scores for motion pictures. You’ll learn to transcribe music for analysis and compose your own original music harmony necessary for successful composition.

MUS 641 Countermelodics
Countermelodics are the art of combining melodies, and it helps your music sound more fully realized. You’ll evaluate musical examples, practice melodic interaction, and write complementary melodic material for two or more voices that are independent in contour and rhythm and are harmonically interdependent. [This course is cross-listed with MUS 240.]

MUS 642 Creative Sound Design for Visual Media
Sound design is a powerful storytelling tool. Increase your abilities in audio editing, psychoacoustics, plug-ins and mixing to develop soundtracks based on script and character analysis. You’ll also collaborate intelligently with directors, editors, and composers.

MUS 649 Analysis of Dramatic Scoring
Analyze the structure of music scores to create music for specific dramatic situations. Following styles of musical masters, you’ll transcribe music for analysis and compose your own original music by imitating masterwork examples.

MUS 685 Creative Perspectives in Sound Design
Studying motion pictures—from their inception through 1978—you’ll learn how sound design supports the aesthetic and narrative elements of the story. You’ll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

MUS 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

MUS 695G Sound Design for Game Studio
Work collaboratively to produce professional soundtracks for gaming media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 695M Motion Picture Post Production
Work collaboratively to produce professional soundtracks with the School of Motion Pictures & Television’s Production Hub. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 695G Sound Design for Game Studio
Work collaboratively to produce professional soundtracks for gaming media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 695M Motion Picture Post Production
Work collaboratively to produce professional soundtracks with the School of Motion Pictures & Television’s Production Hub. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 605 Music Notation and Score Preparation
Learn how to communicate your musical ideas effectively using musical notation. This course teaches you how to notate music accurately and create effective scores and lead sheets using industry-standard notation software. [This course is cross-listed with MUS 140.]

MUS 606 Soundtrack Industry Overview
As an incoming graduate student, you’ll get an industry overview of soundtrack production for media, learn foundational concepts, and learn strategies for success in the MUS curriculum and in your midpoint and final review.

MUS 607 Music Production 1
Digital audio workstation technology is at the heart of music production today. Learn valuable skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

MUS 609 Music Production 1
Digital audio workstation technology is at the heart of music production today. Learn valuable skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

MUS 610 Harmony: Advanced Techniques
Master techniques in voice leading, harmonic rhythm, voice doubling, and connecting musical phrases into longer forms. By analyzing musical examples, you’ll learn the advanced concepts of music harmony necessary for successful composition.

MUS 615 Arranging
Increase your skill in adapting musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. [This course is cross-listed with MUS 280.]

MUS 616 Audio Production
Audio production skills are key to success in the media industry. In this course you will learn recording, microphones, signal flow, audio editing and more. Gain experience in recording voice, instruments, and how to combine elements to create balanced mixes.

MUS 617 Sound Design for Games
Successful video games rely on realistic and compelling sound content. To build skills in audio production for game design, you’ll record and edit audio assets like voice, sound effects and music, while learning how to put audio into a game engine utilizing middleware. [This course is cross-listed with MUS 195.]

MUS 620 The Art of Counterpoint
Counterpoint is the art of combining melodies, and it helps your music sound more fully realized. You’ll evaluate musical examples, practice melodic interaction, and write complementary melodic material for two or more voices that are independent in contour and rhythm and are harmonically interdependent. [This course is cross-listed with MUS 240.]

MUS 625 Orchestration
Orchestration is the art of deciding which instruments play which notes. Building on your knowledge of harmony structures, you’ll study the characteristics and sound ranges for various instruments and learn to combine instruments for dramatic effect. You’ll create material into a larger, more complex orchestrations for a fully realized composition.

MUS 629 Music Editing for Visual Media
In this course you will learn crucial music editing skills that combine the artistic and the technical. Emphasizing aesthetics, you will practice creating musical moods for visual media clips by editing existing music sources and use advanced techniques to synchronize and edit music to picture.

MUS 635 MIDI Orchestration
Extend your orchestration skills to the realm of virtual instruments in this exciting course. Create realistic orchestral mockups using virtual instrument samples. You’ll develop vital skills for creating music scores and create mockups of classical and modern film scores.

MUS 639 Music Production 2
Learn advanced techniques in music production using music production software. Increase your ability to compose original music for media and improve your editing skills. You’ll learn to integrate MIDI with audio tracks, use plug-ins to create compelling mixes, and to sync music and audio with video. [This course is cross-listed with MUS 170.]

MUS 640 Music Scoring for Film
Acquire the skills to compose music scores for motion pictures. You’ll learn to transcribe music for analysis and compose your own original music harmony necessary for successful composition.

MUS 641 Countermelodics
Countermelodics are the art of combining melodies, and it helps your music sound more fully realized. You’ll evaluate musical examples, practice melodic interaction, and write complementary melodic material for two or more voices that are independent in contour and rhythm and are harmonically interdependent. [This course is cross-listed with MUS 240.]

MUS 642 Creative Sound Design for Visual Media
Sound design is a powerful storytelling tool. Increase your abilities in audio editing, psychoacoustics, plug-ins and mixing to develop soundtracks based on script and character analysis. You’ll also collaborate intelligently with directors, editors, and composers.

MUS 649 Analysis of Dramatic Scoring
Analyze the structure of music scores to create music for specific dramatic situations. Following styles of musical masters, you’ll transcribe music for analysis and compose your own original music by imitating masterwork examples.

MUS 685 Creative Perspectives in Sound Design
Studying motion pictures—from their inception through 1978—you’ll learn how sound design supports the aesthetic and narrative elements of the story. You’ll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

MUS 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

MUS 695G Sound Design for Game Studio
Work collaboratively to produce professional soundtracks for gaming media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

MUS 695M Motion Picture Post Production
Work collaboratively to produce professional soundtracks with the School of Motion Pictures & Television’s Production Hub. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.
MUS 695X Collaborative Project: Animation Studio X
Work collaboratively to produce professional soundtracks for animated shorts. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

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

MUS 701 ProTools 2 Operator Certification Preparation
Learn advanced audio production skills while preparing to take your level 2 Avid ProTools Operator Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing.

MUS 705 Experimental Sound Design & Synthesis
Explore experimental sound design and sound synthesis using sounds from Pro Tools, Logic Pro X, and Omnisphere. Learn how sound synthesis and experimentation help you gain a larger aural vista to apply to commercial and creative work in your career.

MUS 715 The Music Mix
Creating the final mix in music production is an art. You’ll learn to balance elements in the mix, signal processing, equalization, compression, and reverbs to produce polished final mixes. (This course is cross-listed with MUS 415.)

MUS 725 Real Time Mixing
Put “DJ experience” on your resume. Using professional level mixing gear, you’ll learn professional practices like track selection, how to build a mashup, and beat creation.

MUS 780 Music and Sound Design Professional Practices
Develop your demo reel and portfolio materials in preparation to enter the soundtrack for media industry. You’ll build a professional demo reel that demonstrates your abilities as a music creator or sound designer that effectively supports the narrative and emotional content of visual media. Professional practices in the entertainment media industry are also emphasized.

MUS 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review. Director approval required. Fees and prerequisites will vary by topic.

MUS 811 Sound Design Thesis - Fall
In this graduate directed study course, you will focus on development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music creation for your final portfolio.

MUS 818 Music Scoring Thesis - Fall
In this graduate directed study course, you will focus on development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music creation for your final portfolio.

MUS 819 Music Scoring Thesis - Spring
In this focused graduate directed study course, you will finalize development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music scoring work for your final portfolio.

MUS 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midterm review and director approval; MA: Director approval (MA-COM and MA-FSH-U majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

MUS 990 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.
PHOTOGRAPHY
The craft of photography comes from learning to create images, not taking pictures.

Taking a picture is easy these days. Anyone with a camera can do so. Creating an image that demands attention and remains memorable requires skill and effort.

A determination to create work that speaks to the viewer is at the heart of Academy of Art University’s photographic education. Technical excellence is coupled with an advancement of the conceptual idea. Visual storytelling is the goal.

At Academy of Art University, you will be challenged from day one to conceive ideas and produce imagery that comes from a personal and unique view of the world.

We specialize in customizable tracks of photographic study that include art for commerce, fine art and photojournalism/documentary. Artistic excellence and an individual finished portfolio, demonstrating a personal, unique and signature style is the finished result.
WHAT WE OFFER

Industry Relationships: Every semester, students benefit from lectures and artist presentations from top photographers all over the world, and the school helps students find internships with the top photographers in the field. In addition, many classes feature visits to leading photography studios.

Industry Events: The School of Photography participates in industry events year-round, including Society of Photographic Education national and regional events.

Recruiting Opportunities: Graduating students are given portfolio reviews by top gallery owners and professionals.

State-of-the-Art Facilities: The School of Photography boasts the best equipment and facilities offered by any photography school. This includes state-of-the-art cameras, lighting and other studio equipment, wet darkrooms, digital imaging/printing darkrooms, a variety of equipment accessories, and specialized working studios. The wide range of equipment and resources available to the student of Photography at Academy of Art University reflects the breadth of the curriculum that includes traditional photography and digital photography technology.

Professional Faculty: The School of Photography links students with mentors who are the top photographers in their field. We offer a prestigious faculty, legendary guest speakers, and an “Icons of Photography” series that links graduating seniors with industry greats.

Companies Hiring Our Grads Include:

Adobe
Apple
Bank of America
Bon Appetit
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

Digital Tech

- Retouching, Compositing
- On-Set Digital Tech, Medical/Scientific Photography
- Lab Technician, Basic Retouching

Art for Commerce

- Assignment Work, High End Wedding/Portraits, Advertising Photography, Set Lite, 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

Documentary/Photo Journalism

- Magazine/Newspaper Photography, Special Assigned Projects
- Non-profits, Event Photography, Manufacturing, Sales Jobs

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

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.
DEGREE REQUIREMENTS

Associate of Arts [AA] in Photography

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 33 UNITS

MAJOR 9 UNITS

+ LIBERAL ARTS 18 UNITS

TOTAL 60 UNITS

AA PHOTOGRAPHY DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and
  - PH 107 Imaging Workflow & Process
  - PH 108 Photography Principles and Techniques
  - PH 112 Quality of Light
  - PH 115 Visualization
  - PH 177 Imaging for Photographers
  - PH 197 Digital Printing
  - PH 225 Photo Design and Concept
  - PH 235 People Photography
  - PH 256 Motion for Photographers
  - PH 275 Concept Project
  - PH 295 Portfolio Preparation and Professional Development

- Minimum 2.0 GPA and the following general education requirements:
  2 Art Historical Awareness: Western Art courses
  1 Written Communication: Composition course
  1 Written Communication: Critical Thinking course
  1 Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

- LA 280 Perspective Journalism

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 147 History of Photography
Bachelor of Fine Arts [BFA] in Photography

BFA PHOTOGRAPHY DEGREE REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

PHOTOGRAPHY DEGREE REQUIREMENTS

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

BFA PHOTOGRAPHY CORE COURSES

PH 107 Imaging Workflow & Process
PH 108 Photography Principles and Techniques
PH 112 Quality of Light
PH 115 Visualization
PH 177 Imaging for Photographers
PH 197 Digital Printing
PH 225 Photo Design and Concept
PH 250 Location Lighting
PH 235 People Photography
PH 256 Motion for Photographers
PH 275 Concept Project
PH 495 Senior Portfolio

PH 107 Imaging Workflow & Process
PH 108 Photography Principles and Techniques
PH 112 Quality of Light
PH 115 Visualization
PH 177 Imaging for Photographers
PH 197 Digital Printing
PH 225 Photo Design and Concept
PH 250 Location Lighting
PH 235 People Photography
PH 256 Motion for Photographers
PH 275 Concept Project
PH 495 Senior Portfolio

PHOTOGRAPHY

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

PHOTOGRAPHY

QUALITATIVE LITERACY

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

CULTURAL IDEAS & INFLUENCES

- LA 292 Programming & Culture
- LA 326 Topics in World Art
- LA 328 World Literature
- LA 343 Comparative Religion
- LA 368 Experiencing Culture: Anthropology for Today’s Artist
- LA 443 Picturing Culture: Film and Photography in Anthropology
- LA 452 Power of Myth and Symbol
- LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers
ART HISTORICAL AWARENESS
LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 147 History of Photography

CHOOSE ONE ADDITIONAL COURSE:
LA 117/LAN 117 Survey of Landscape Architecture
LA 118/IND 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA 131/GAM 131 History of Gaming
LA 132/ANM 102 History of Animation
LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
LA 137/MS 137 History of Visual Development
LA 152/ILL 152 History of American Illustration (20th Century)
LA 162 Genres in Film
LA 195/ILL 195 History of Comics: American Comics
LA 197/ILL 197 History of Comics: International and Alternative Comics
LA 219 History of the Built Environment 1: Ancient to Gothic
LA 220 American Art History
LA 222 20th Century Art
LA 224 Women, Art & Society
LA 226 /AID 230 Survey of Traditional Interior Architecture
LA 229/AID 231 Survey of Contemporary Interior Architecture
LA 242/GR 242 History of Graphic Design
LA 244/FSH 244 History of Fashion
LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246 History of Textiles
LA 249 History of the Built Environment 2: Renaissance to 1900

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA 281/MPT 255 Film History 1: Pre-1940
LA 282/MPT 256 Film History 2: 1940-1974
LA 284 Evolution of the Horror Film
LA 319 History of the Built Environment 3: 1900 to Present.
LA 326 Topics in World Art
LA 327 Art of the Classical World
LA 333 Art of the Middle Ages
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 386 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema
LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 Art of the Dutch Golden Age
LA 423 Art of Spain: From El Greco to Picasso
LA 434 History of Asian Art
LA 454 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
## 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

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>PH 601</td>
<td>Photography Concept</td>
</tr>
<tr>
<td>PH 603</td>
<td>The Language of Photography</td>
</tr>
<tr>
<td>PH 608</td>
<td>Lighting</td>
</tr>
<tr>
<td>PH 612</td>
<td>The Nature of Photography</td>
</tr>
<tr>
<td>PH 616</td>
<td>Photoshop &amp; Lightroom for Photographers</td>
</tr>
<tr>
<td>PH 635</td>
<td>Digital Printing Techniques</td>
</tr>
<tr>
<td>PH 673</td>
<td>Portfolio: Concept &amp; Development</td>
</tr>
<tr>
<td>PH 674</td>
<td>Portfolio: Capture &amp; Critique</td>
</tr>
<tr>
<td>PH 675</td>
<td>Portfolio: Marketing &amp; Design</td>
</tr>
</tbody>
</table>

+2 Major courses

### MA PHOTOGRAPHY GRADUATE LIBERAL ARTS REQUIREMENTS

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>GLA 625</td>
<td>History of Photography</td>
</tr>
</tbody>
</table>

### MA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Units</th>
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<tbody>
<tr>
<td>MAJOR</td>
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<tr>
<td>GRADUATE LIBERAL ARTS</td>
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## Master of Fine Arts [MFA] in Photography

### MFA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>MAJOR</td>
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<tr>
<td>DIRECTED STUDY</td>
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<tr>
<td>ELECTIVES*</td>
<td>6</td>
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<tr>
<td>GRADUATE LIBERAL ARTS</td>
<td>9</td>
</tr>
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<td>TOTAL</td>
<td>63</td>
</tr>
</tbody>
</table>

*Per director approval

### MFA PHOTOGRAPHY REQUIRED MAJOR COURSES

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<tr>
<td>PH 673</td>
<td>Portfolio: Concept &amp; Development</td>
</tr>
<tr>
<td>PH 856</td>
<td>Final Review Preparation</td>
</tr>
</tbody>
</table>

+2 Major courses

### MFA PHOTOGRAPHY GRADUATE LIBERAL ARTS REQUIREMENTS

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

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<tr>
<td>GLA 625</td>
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**CROSS CULTURAL UNDERSTANDING**

<table>
<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>GLA 603</td>
<td>Anthropology: Experiencing Culture</td>
</tr>
<tr>
<td>GLA 606</td>
<td>Crossing Borders: Art &amp; Culture in a Global Society</td>
</tr>
<tr>
<td>GLA 617</td>
<td>Mythology for the Modern World</td>
</tr>
<tr>
<td>GLA 627</td>
<td>The Global Design Studio: Past, Present, &amp; Future</td>
</tr>
<tr>
<td>GLA 903</td>
<td>Seminar in Great Britain</td>
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<tr>
<td>GLA/FSH 904</td>
<td>Study Abroad: Fashion Culture and Industry</td>
</tr>
<tr>
<td>GLA 905</td>
<td>Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
</tr>
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</table>

**PROFESSIONAL PRACTICES & COMMUNICATIONS**

<table>
<thead>
<tr>
<th>Course Code</th>
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</thead>
<tbody>
<tr>
<td>GLA 626</td>
<td>Business Practices &amp; Principles for Photographers</td>
</tr>
</tbody>
</table>

### MFA PHOTOGRAPHY REQUIRED MAJOR COURSES

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

### MFA UNIT REQUIREMENTS

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</tr>
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</table>

*Per director approval
PH 103 Digital Photography for Artists
Designed for the non-photo major, students receive an introduction to digital photography and camera operations. An inspired approach to lighting, composition, color and design will be studied. Photographing flat art, three-dimensional objects and optimizing photos for a digital workflow will be covered.

PH 107 Imaging Workflow & Process
Build your digital photography skills. You’ll gain professional skills in raw processing, imaging workflow, image editing, and more.

PH 108 Photography Principles and Techniques
Professional photography requires technical skill and creativity. You will get caught up on recent digital technologies, study the operations of digital SLR, and get an introduction to professional lighting, exposure, and composition.

PH 112 Quality of Light
Communicate using light. Learn practical skills using various light shaping tools and industry equipment. Explore the visual impact of your photos by adjusting the color, direction, and quality of light.

PH 115 Visualization
Photography as a visual language. You’ll develop the ability to communicate consistent results by taking a systematic, foundational approach composition, light, and camera operations.

PH 145 Shot on Mobile
Learn the ins and outs of mobile phone photo and video capture and processing. Create dynamic visual content for social media, vlog, youtube, and vimeo.

PH 147 History of Photography
Know your history. You’ll study the individuals, movements, work, and theories that became the foundation of the art form.

PH 150 Traditional Photo Process
Learn the art of darkroom processes. You’ll use traditional film processes to develop black and white film and print in the darkroom.

PH 177 Imaging for Photographers
Discover a world of creative possibilities. You’ll gain the digital imaging skills on powerful tools like Adobe Photoshop that will open up new ways to produce and experience your photographs.

PH 197 Digital Printing
Create a print portfolio. You’ll translate your traditional photographic skills into digital abilities to create photo realistic work in color or black and white.

PH 225 Photo Design and Concept
You’ll combine contemporary composition and design skills with the personality and style of your work to produce creative concepts.

PH 235 People Photography
Explore all forms of people photography. Using skills in graphic design, emotional input portraiture, and appropriate lighting, you’ll learn to photograph for use in all fields, including illustration, fashion, and documentary.

PH 250 Location Lighting
Create studio-quality photography while on the road. You’ll use strobe and ambient lighting techniques to do the most with the least amount of equipment while on location.

PH 256 Motion for Photographers
Communicate using motion imaging. You’ll combine basic camera operation, editing, and storytelling skills with the technical and conceptual aspects of motion imaging to produce two completed projects.

PH 260 Documentary
W. Eugene Smith said, “I think photographing is documentary photography with a purpose.” Explore the ins and outs of the Documentary field. You’ll study major historical, contemporary, and ethical markers in photojournalism, and create images for print or online publication.

PH 275 Concept Project
Improve the conceptual intent of your work. You will make personal images that are memorable and evoke response, focusing on conceptual development and refining your individual style.

PH 295 Portfolio Preparation and Professional Development
Prepare to compete for professional photography opportunities in this AA Photography degree capstone course. You’ll develop a unified body of work with a cohesive personal style that shows you are ready for professional projects.

PH 317 Capture One
Capture One Workflow is designed to give you industry standard commercial workflow with Phase One’s Capture One software. It will focus on session-based workflow and editing. We will provide an in-depth review of tethered capture for studio and on-location.

PH 325 Advanced Digital Capture
Get advanced digital capture skills relevant to the industry now. You’ll learn to use tethered shooting and workflow, Phase One and Leaf digital backs, and Capture One software to produce high quality files for a client or for your own collection. (This course is cross-listed with PH 658.)

PH 338 Fine Art Portraiture
Apply your individual style to a portfolio of portraits. You’ll concentrate on past and current fine art portraiture, and use both natural and studio lighting.

PH 345 Still Life
Practice all types of still photography—from tabletop to fine art to illustrative—a using appropriate studio and natural light.

PH 355 Portfolio Development
Align your portfolio within a specific marketable category of photography. You’ll work to meet the objectives you set for your portfolio, and create work that showcases and advances your own personal style.
PH 356 Motion Project
Communicate using the moving image. You’ll gain useful skills in motion imaging and choose the best presentation methods for sharing your content with the intended audience.

PH 365 Commercial Photography
Want to be a successful commercial photographer? Through commercial work, you’ll discover the importance of having a consistent vision, a willingness to collaborate, and a reliable and professional attitude.

PH 385 Advanced Photo Imagery
Strong compositing skills open unlimited artistic and commercial possibilities. Using Adobe Photoshop, you’ll learn concepts and techniques for capturing ideal source photos and combining them to make a unique final image.

PH 397 Digital Printing for the Photo Industry
Learn to make professional quality prints that meet industry presentation standards. Using various paper and print options, you will gain file preparation, color management, scanning, and printing skills to accurately reproduce color & black & white images.

PH 425 Advanced Digital Retouching
Get the advanced digital imaging skills used by advertising pros. You’ll gain tools and learn techniques for retouching skin, hair, and eyes using the latest imaging software.

PH 462 Editorial Photography
Build up your editorial portfolio. You will explore the print and online publications market, and learn business strategies to succeed in the editorial marketplace.

PH 464 Self-Promotion & Marketing
Become an artist-entrepreneur. Develop a business identity, branding, and public relations plan focused on self-promotion and promoting your photography business. You’ll create marketing collateral and strategies to help your business succeed.

PH 475 The Business of Photography
Discover what it takes to run an independent and successful photography business. You’ll get tips on marketing, accounting, legal issues, copyright concerns, estimating jobs, permits, hiring employees, and other aspects of creating a successful business.

PH 476 Fashion & Beauty
Combine editorial and fashion techniques to produce a portfolio of solid fashion and beauty work. Learning current styles and trends in editorial photography, you’ll focus on the lighting aspects of editorial and fashion assignments.

PH 488 Senior Project
As an advanced student, you will improve specific processes, techniques, concepts, styles, and approaches to increase your own abilities in photography. Department Director approval needed.

PH 492 Travel Photography
Learn to capture exceptional photographs on your next travel adventure! In this course, you will learn the essential tools and techniques of successful travel photography including: trip planning, cultural considerations, camera equipment, shooting on-location, outlining project concepts, and use of color, light and design elements to maximize the visual story. Note: Travel outside your local area is not required.

PH 493 Study Abroad Photo Intensive
Take a photographic exploration into the art, culture, and historical significance of Italy. You’ll spend seven inspiring weeks abroad discovering and photographing Italian cities, the countryside, and historical locations. Open to on-campus and online students alike.

PH 493A Study Abroad: Photo Capture Intensive
Do you love travel and photography? Join our instructors on-location in Florence during the summer intersession to study the art and culture of Italy, develop your photography and visual storytelling skills, and capture a wide range of travel images based on your personal and professional photographic interests. NOTE: This course is open to all majors.

PH 495 Senior Portfolio
Make your portfolio sing. You’ll develop a cohesive portfolio—both a physical and a web-based version—that includes a comprehensive body of unique, impactful, and memorable print and digital work showcasing your advanced conceptualization, innovation, and photographic abilities.

PH 499FA Open Studio - Fall
In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of your choice.

PH 499L Fall Lighting Intensive
Spend a week on-campus learning studio lighting in this hands-on, immersive experience! You will work in the studio lighting labs, using a variety of professional lighting equipment, and will learn to apply these skills with ongoing guidance in your home studio as you continue with the online portion of the course.

PH 499P Summer Printing Intensive
Spend a week on-campus learning digital printing in this hands-on, immersive experience! You will work in the digital printing labs and will learn to apply newfound skills with ongoing guidance to perfect your prints in your home digital studio as you continue with the online portion of the course.

PH 499PC Photography Campaign
You will work as a team planning, shooting and editing a contemporary commercial photography archive. Emphasis is on real world experience, completing professional assignments and building an expansive body of work relevant to documentary and commercial applications. You will gain experience in the client and photographer side of the commercial photography industry.

PH 499FA Open Studio - Fall
In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of your choice.

PH 499L Fall Lighting Intensive
Spend a week on-campus learning studio lighting in this hands-on, immersive experience! You will work in the studio lighting labs, using a variety of professional lighting equipment, and will learn to apply these skills with ongoing guidance in your home studio as you continue with the online portion of the course.

PH 499P Summer Printing Intensive
Spend a week on-campus learning digital printing in this hands-on, immersive experience! You will work in the digital printing labs and will learn to apply newfound skills with ongoing guidance to perfect your prints in your home digital studio as you continue with the online portion of the course.

PH 499PC Photography Campaign
You will work as a team planning, shooting and editing a contemporary commercial photography archive. Emphasis is on real world experience, completing professional assignments and building an expansive body of work relevant to documentary and commercial applications. You will gain experience in the client and photographer side of the commercial photography industry.
PH 499SP Open Studio - Spring
In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of your choice.

PH 499SU Open Studio
In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of choice.

PH 500 Internship in Photography
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

PH 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

PH 600 Digital Photography Concepts & Techniques
Build a solid technical foundation in digital photography. You’ll gain skills by practicing camera controls, capture techniques, improving quality of light, image editing, and composition.

PH 601 Photography Concept
Discover the importance of concept in photography, sharpen your technical and creative abilities, and learn to apply your individual artistic style in a concept-driven body of work as you set the foundation for advanced portfolio projects.

PH 603 The Language of Photography
Explore the contemporary language of photography and visual communication strategies through aesthetic, technical, and practical aspects of the medium. Examine artistic interpretation and technique by studying image capture, processing, and presentation methods in fine art, commercial, and documentary photography.

PH 608 Lighting
Gain hands-on experience using lighting equipment. You will learn studio lighting techniques, light modification, and creative lighting design to advance your professional photography portfolio. Explore how quality of light affects concept and mood in numerous photographic applications.

PH 611 Contemporary Landscape
Learn innovative imaging techniques to create an individualized landscape portfolio. You will explore contemporary landscape concepts and methodologies, and discuss the social and cultural impact of landscape photography through various conceptual approaches to the genre.

PH 612 The Nature of Photography
Explore photography as an intricate visual language. You will discover individual artistic expression using applied composition and photographic design skills and understanding relationships of form and narrative in single images and complete bodies of work.

PH 616 Photoshop & Lightroom for Photographers
Learn to organize, edit, and create finished images using innovative tools in Adobe Lightroom and Photoshop. You will gain asset management, RAW processing, image editing, color correction, and print preparation skills using the latest release of Adobe CC.

PH 620 Still Life Composition & Technique
Apply your technical skills to small objects, food, and still life composition. Focusing on conceptual context and design, you will experiment with a variety of studio lighting techniques used in commercial and fine art applications.

PH 621 Alternative Processes
Apply historical, technical, and aesthetic processes like pinhole photography, cyanotype, and Van Dyke prints to your own photographic work.

PH 622 Documentary & Visual Narrative
Explore the social, cultural, environmental, historical, and political applications of documentary photography. You will apply advanced visual storytelling skills to research, capture, edit, sequence, and caption a body of work.

PH 623 Portraiture
Advance your image capture and creative lighting skills. Playing the conceptual role of master portraiture photographer, you will gain techniques in a variety of fine art, documentary, and commercial applications.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
PH 626 Self as Subject
Self-portraiture has a rich history in fine art photography. Studying the work and methodologies of successful self-portrait photographers, you will create a cohesive body of work that challenges your individual creative vision and approach to the genre.

PH 634 Travel Project
Learn to capture and present professional travel photography stories! In this course, you will learn the technical, narrative, creative, and conceptual aspects of visual storytelling while exploring a specific travel location. Topics include editing, sequencing and presenting a complete travel project through print portfolio and social media presentation. Note: Travel outside your local area is not required.

PH 635 Digital Printing Techniques
Learn to make professional quality prints that meet industry presentation standards. Using various paper and print options, you will gain file preparation, color management, scanning, and printing skills to accurately reproduce color and black & white images.

PH 636 Digital Imaging
Photoshop expertise is important in today's industry. Building on the technical skills learned in PH 616, you will refine your Photoshop abilities in digital imaging, image compositing, color management, retouching, and preparing files for print.

PH 642 Lighting on Location
Apply your creative lighting skills while working on location. You will learn to maximize available light, use strobes, work with lighting modifiers, and combine lighting techniques at interior and exterior locations for fine art and commercial applications.

PH 655 Digital Montage
Discover the diverse, imaginative possibilities of digital montage using Adobe Photoshop. Using the latest software tools, you will refine your creative, conceptual, and technical imaging skills to advance your project images.

PH 656 Motion Capture & Visual Storytelling
Explore visual storytelling using motion imaging for documentary, fine art, and commercial applications. Utilizing current industry practices of video capture and Adobe Premiere Pro editing software, you will conceptualize, create, and finalize your project projects.

PH 658 Advanced Digital Capture
Get advanced digital capture skills relevant to the industry now. You will learn to use tethered shooting and workflow, Phase One and Leaf digital backs, and Capture One software to produce high quality files for a client or for your own collection. (This course is cross-listed with PH 325.)

PH 673 Portfolio: Concept & Development
Apply your knowledge of photographic concepts and techniques to your photography projects through concept development, image capture, and advanced-level critique. You will develop a cohesive and professional body of work for graduate committee review.

PH 674 Portfolio: Capture & Critique
Utilize your capture and concept abilities on an advanced level photography project. You'll put knowledge gained from PH 673 into the ongoing development of your unique body of work, while receiving in-depth critique from faculty and peers.

PH 675 Portfolio: Marketing & Design
Edit, sequence, print, design, and prepare your portfolio for professional application. You will produce both a digital and physical portfolio that includes a completed body of work showcasing your advanced-level conceptual and technical abilities. Conclude with a complete marketing package designed to meet your individualized goals as a photographer.

PH 692 Contemporary Topics in Photography
Explore contemporary topics in photography through participation in artist lectures and interviews with leaders in the photography industry. You will actively engage in the conversation through live events and advanced group dialog.

PH 694 The Art of Teaching Photography
Are you interested in teaching college-level photography? Studying contemporary art education practices for both on-campus and online teaching, you will define your individual teaching philosophy and develop photography curriculum in preparation for teaching in higher education.

PH 697 Digital Printing for the Photo Industry
Learn to make professional quality prints that meet industry presentation standards. Using various paper and print options, you will gain file preparation, color management, scanning, and printing skills to accurately reproduce color and black & white images.

PH 698 Special Topics
Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

PH 699AP Special Topics: Alternative Processes Portfolio
Apply historical, technical, and aesthetic processes like pinhole photography, Cyanotype, and Van Dyke prints to your own photographic work.

PH 699FA Open Studio - Fall
In this open studio course, graduate students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work, focus on thesis development or continue an ongoing project of choice.

PH 699LG Digital Lighting Intensive
Spend a week on-campus learning studio lighting in this hands-on, immersive experience! You will work in the lighting studios, using a variety of professional lighting equipment, and will learn to apply these skills with ongoing guidance in your home studio as you continue with the online portion of the course.

PH 699P Summer Printing Intensive
Spend a week on-campus learning digital printing in this hands-on, immersive experience! You will work in the digital printing labs and will learn to apply newfound skills with ongoing guidance to perfect your prints in your home digital studio as you continue with the online portion of the course.

PH 699PC Photography Campaign
You will work as a team planning, shooting and editing a contemporary commercial photography archive. Emphasis is on real-world experience, completing professional assignments and building an expansive body of work relevant to documentary and commercial applications. You will gain experience in the client and photographer side of the commercial photography industry.

PH 699SP Open Studio - Spring
In this open studio course, graduate students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work, focus on thesis development or continue an ongoing project of choice.

PH 699SU Open Studio
In this open studio course, students propose, conceptualize and create individual photography projects with guidance and critique from their instructor and peers. This course provides a great opportunity to start a new body of work or continue with an ongoing project of choice.
PH 717 Capture One
Capture One Workflow is designed to give you industry standard commercial workflow with Phase One’s Capture One software. It will focus on session-based workflow and editing. We will provide an in-depth review of tethered capture for studio and on-location.

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

PH 810 Concept & Image
Now that you have passed your MFA Midpoint Review, you will receive guidance and individualized critique as you refine your thesis concept, address project challenges, advance your research, and create images for your thesis portfolio.

PH 831 Thesis Intensive
Focus on the research, concepts, and imagery for your personal project in this intensive thesis course. You will receive individualized instruction, and engage in group critique as you advance your thesis research and add to your project portfolio.

PH 836 Advanced Photoshop
Receive advanced Photoshop instruction and critique on your thesis project images in a small group environment. You will improve your post-processing and printing skills as you finalize your professional photography portfolio.

PH 850 Project Research & Development
Conduct individualized project research in conjunction with advancement of your thesis project portfolio. You will create thesis project images, research thesis topics, and receive instructor and peer critiques through the ongoing discussion of new work.

PH 856 Final Review Preparation
Prepare for your Final Thesis Review and entrance into the photography industry. You will receive guidance and critique on writing and speaking skills, professional readiness, compilation and presentation of thesis research, and the final presentation of your photographic print portfolio.

PH 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

PH 903 Study Abroad Photo Intensive
Use your camera to experience the art, culture, and historical significance of Italy. With on-location guidance, you will spend seven inspiring weeks photographing Florence, Tuscany, and other important historical locations of the region. Open to on-campus and online students alike.

PH 903A Study Abroad: Graduate Photo Intensive
Advance your travel photography skills on-location in Florence, Italy! In this summer intersession course, you will study the art and culture of Italy, expand your technical and visual story-telling skills, and capture a wide range of travel images ready to edit into your personal or professional photography portfolio. NOTE: This course is open to all majors.
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
AA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

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

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

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

VISUAL DEVELOPMENT HISTORICAL AWARENESS
LA 137 History of Visual Development
Bachelor of Fine Arts [BFA] in Visual Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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

BFA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

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

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

BFA VISUAL DEVELOPMENT CORE COURSES

FA 110 Still Life Painting 1
FND 110 Analysis of Form
FND 112 Figure Drawing
FND 116 Perspective
FND 125 Color and Design
ILL 120 Clothed Figure Drawing 1
ILL 133 Digital Media: Digital Manipulation
VIS 150 Visual Development 1
VIS 205 Visual Development Production
VIS 230 Digital Painting for Visual Development
VIS 250 Visual Development 2
VIS 405 Senior Portfolio for Visual Development

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

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

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
LA 292 Programming & Culture
LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today’s Artist
LA 443 Picturing Culture: Film and Photography in Anthropology
LA 452 Power of Myth and Symbol
LA/FSH 494 Study Abroad: Fashion Culture and Industry

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers
ART HISTORICAL AWARENESS

LA 120  Art History through the 15th Century
LA 121  Art History through the 19th Century
LA 137  History of Visual Development

CHOOSE ONE ADDITIONAL COURSE:

LA 117/LAN 117 Survey of Landscape Architecture
LA 118/IND 118 History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA 131/GAM 131 History of Gaming
LA 132/ANM 102 History of Animation
LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
LA 147/PH 147 History of Photography
LA 152/ILL 152 History of American Illustration (20th Century)
LA 162  Genre in Film
LA 195/ILL 195 History of Comics: American Comics
LA 197/ILL 197 History of Comics: International and Alternative Comics
LA 219  History of the Built Environment 1: Ancient to Gothic
LA 220  American Art History
LA 222  20th Century Art
LA 224  Women, Art & Society
LA 226/AD 230 Survey of Traditional Interior Architecture
LA 229/AD 231 Survey of Contemporary Interior Architecture
LA 242/GRI 242 History of Graphic Design
LA 244/FSH 244 History of Fashion
LA 245/JEM 245 History of Jewelry and Metal Arts from Around the World
LA 246/FSH 246 History of Textiles
LA 249  History of the Built Environment 2: Renaissance to 1900

LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA 281/MPT 255 Film History 1: Pre-1940
LA 282/MPT 256 Film History 2: 1940-1974
LA 284  Evolution of the Horror Film
LA 319  History of the Built Environment 3: 1900 to Present.
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  Art of the Dutch Golden Age
LA 432  Art of Spain: From El Greco to Picasso
LA 434  History of Asian Art
LA 454  Dada & Surrealism
MA 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 requirement:
  1. Art Historical Awareness & Aesthetic Sensitivity course

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
  2. Cross Cultural Understanding course
  3. Professional Practices & Communications course

MA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES
ANM 610 Figurative Concepts
ANM 633 Character Design for Animation
ANM 680 Color Scripting
ANM 685 Storyboarding Principles
FA 602 Head Drawing
ILL 610 Clothed Figure Drawing
ILL 625 Perspective for Characters & Environment
ILL 660 Digital Painting
VIS 611 The Visual Elements of Story
VIS 660 Fundamentals of Environments and Prop Design
VIS 670 Portfolio Development

MA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS
ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 624 History of Visual Development

MFA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES
ANM 610 Figurative Concepts
ANM 633 Character Design for Animation
ANM 680 Color Scripting
ANM 685 Storyboarding
FA 602 Head Drawing
ILL 610 Clothed Figure Drawing
ILL 625 Perspective for Characters & Environment
ILL 660 Digital Painting
VIS 611 The Visual Elements of Story
VIS 660 Fundamentals of Environments and Prop Design
VIS 670 Portfolio Development

ENTERTAINMENT ART EMPHASIS
ANM 633 Character Design for Animation
FA 630 Color Theory
ILL 610 Clothed Figure Drawing
ILL 612 The Rendered Figure
ILL 625 Perspective for Characters & Environment
ILL 650 Preliminary Art
ILL 660 Digital Painting
ILL 670 Surface Design and Licensing
VIS 611 The Visual Elements of Story
VIS 660 Fundamentals of Environments and Prop Design
VIS 670 Portfolio Development

MFA VISUAL DEVELOPMENT MAJOR COURSES
ANM 610 Figurative Concepts
ANM 633 Character Design for Animation
ANM 660 Color Scripting
ANM 685 Storyboarding
FA 602 Head Drawing
ILL 610 Clothed Figure Drawing
ILL 625 Perspective for Characters & Environment
ILL 660 Digital Painting
ILL 670 Surface Design and Licensing
VIS 611 The Visual Elements of Story
VIS 660 Fundamentals of Environments and Prop Design
VIS 670 Portfolio Development

MA VISUAL DEVELOPMENT MAJOR COURSES
ANM 610 Figurative Concepts
ANM 633 Character Design for Animation
ANM 680 Color Scripting
ANM 685 Storyboarding
FA 602 Head Drawing
ILL 610 Clothed Figure Drawing
ILL 625 Perspective for Characters & Environment
ILL 660 Digital Painting
ILL 670 Surface Design and Licensing
VIS 611 The Visual Elements of Story
VIS 660 Fundamentals of Environments and Prop Design
VIS 670 Portfolio Development

MA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS
ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 624 History of Visual Development

CROSS CULTURAL UNDERSTANDING
CHOOSE ONE:
GLA 603 Anthropology: Experiencing Culture
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 617 Mythology for the Modern World
GLA 627 The Global Design Studio; Past, Present, & Future
GLA 903 Seminar in Great Britain
GLAFS8 904 Study Abroad: Fashion Culture and Industry
GLA 905 Study Abroad: Art & Architecture of Renaissance Florence

PROFESSIONAL PRACTICES & COMMUNICATIONS
GLA 679 Professional Practices for Visual Development

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

*Per director approval

MA VISUAL DEVELOPMENT REQUIREMENTS
MAJOR 33 UNITS
+ GRADUATE LIBERAL ARTS 3 UNITS
TOTAL 36 UNITS

MA VISUAL DEVELOPMENT DEGREE
MFA UNIT REQUIREMENTS
MAJOR 30 UNITS
+ DIRECTED STUDY 18 UNITS
+ ELECTIVES* 6 UNITS
+ GRADUATE LIBERAL ARTS 9 UNITS
TOTAL 63 UNITS

*Per director approval

Master of Fine Arts [MFA] in Visual Development
Master of Arts [MA] in Visual Development

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) REQUIRED MAJOR COURSES

ANM 633 Character Design for Animation
FA 630 Color Theory
ILL 602 Concept, Technique and Illustration
ILL 610 Clothed Figure Drawing
ILL 612 The Rendered Figure
ILL 625 Perspective for Characters & Environment
ILL 650 Preliminary Art
ILL 660 Digital Painting
VIS 611 The Visual Elements of Story
VIS 670 Portfolio Development

MFA VISUAL DEVELOPMENT (ENTERTAINMENT ART EMPHASIS) GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:
GLA 624 History of Visual Development
GLA 629 150 Years of American Illustration

CROSS CULTURAL UNDERSTANDING
GLA 617 Mythology for the Modern World

PROFESSIONAL PRACTICES & COMMUNICATIONS
GLA 675 Professional Practices for Illustrators
**VIS 137 History of Visual Development**
To create the future of the profession, you must understand the past. You’ll explore the impact specific designers and artists have had, and see how production techniques, costs, financing, and marketing have evolved over time.

**VIS 150 Visual Development 1**
Skills needed. You’ll gain essential Photoshop abilities, along with basic composition, clothed figure, and color theory skills for visual development.

**VIS 205 Visual Development Production**
Promote your skills with portfolio-quality work and a personal website. You’ll experience the full production pipeline for animation, documentary, and live action by working on a short film or game that tells a compelling story.

**VIS 230 Digital Painting for Visual Development**
Intensive digital painting tailored to the visual development design process. You’ll utilize Photoshop and 3D software to create a suite of thematically related pieces demonstrating consistent lighting and effective value, color, depth, and focal point(s).

**VIS 235 Character Design for Visual Development (ZBrush)**
Use 3D software to sculpt and paint models. You’ll create organic and hard surface assets, adding surface details, and finishing models with UVs and textures, and generate their maquettes in clay and paint them using ZBrush software.

**VIS 250 Visual Development 2**
You’ll use your vivid imagination and strong drawing and painting skills to help you create characters and environments that set the mood of a story.

**VIS 270 Vehicle & Armor Design for Visual Development**
Explore vehicle and armor design with post-apocalyptic, futuristic, and steampunk themes. You’ll use both traditional and digital drawing media to develop your concepts and create paintings that tell a story.

**VIS 300 Environment Design for Visual Development**
Designing dynamic environments for film or games is a process. From thumbnails to finished product, you’ll gain the composition, lighting, and rendering techniques to create dramatic environments and prop call outs.

**VIS 311 Visual Development for Web and Mobile Gaming**
Through the completion of course assignments/exercises students will be guided through the visual development process a variety of concepts and final assets including characters, props, and environments within multiple mobile/web game views such as isometric and Side-Scroll. Students will also examine and complete assets such as Marketing Art and User Interface Assets in addition to comparing and contrasting the design process for a 2D vs 3D production pipeline.

**VIS 315 UI for Visual Development**
In this course students will study the principles of User Interface Design and learn how to apply them for vital aspects of UI/UX design. Emphasis will be placed on Graphic Design and leveraging UI for maximum appeal.

**VIS 325 Visual Development Styles**
Apply style to animation visual development. You’ll learn to apply graphic, European, and Eastern styling techniques to character design, prop design, environment design, composition, value, and color.

**VIS 330 Visual Development for Live Action**
Become a versatile artist. You’ll create to create a professional package that includes value and color studies, production paintings, and thumbnail compositions. Learn to do both live action and family film style without compromising the integrity of the design.

**VIS 346 Character Design 1: Bringing Characters to Life**
Explore quick drawing, line-of-action, volume, and caricature skills that will help as you design original characters, make model sheets and turnarounds.

**VIS 374 Character Design 2: Production Ready Characters**
Expand your character techniques to find your place in the production pipeline. You’ll gain the design skills to produce 3D paintings that feature convincing creatures, animal anatomy, dynamic textures, and believable lighting sources.

**VIS 375 Creature Design for Visual Development**
Design industry-quality creatures for your portfolio. You’ll learn to visualize and capture your visions through thumbnails, color/value studies, and finished illustrations to design four creatures.

**VIS 380 Color Scripting**
You’ll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen frame color script.

**VIS 405 Senior Portfolio for Visual Development**
Develop a professionally marketable portfolio with your best work. You’ll build client and artist relationships by practicing the art of presentation and behavioral skills to create a consistent professional identity and portfolio.

**VIS 490 Portfolio Enhancement**
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

**VIS 498 Collaborative Project**
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

**VIS 499 Special Topics**
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

**VIS 500 Internship in Visual Development**
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval.

If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

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**VIEW the schedule, prerequisites, and course fees & REGISTER at**: [https://catalog.academyart.edu](https://catalog.academyart.edu)
VIS 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

VIS 611 The Visual Elements of Story
Master the visual elements of story, including color and design, color theory, staging and composition, camera angles, perspective principles, and typography. You’ll also learn film vocabulary.

VIS 650 Sketching & Speed Painting
Advanced course on Visual Development production. Students will create rapid designs from the initial sketching steps to speed painting. Students will learn how to create successful paintings including their textures and lighting.

GRADUATE COURSES

VIS 660 Fundamentals of Environments and Prop Design
Explore the foundations of environment. You’ll develop cinematic composition and aspect ratios, atmospheric perspective, and architectural design skills to complete environment and prop designs.

VIS 670 Portfolio Development
For your MFA Midpoint or MA Final Portfolio Review, you’ll develop a written thesis or artist statement, story preparation, story analysis, color progression, concept drawing, character studies, environment studies, prop studies, beat boards, and project presentations.

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

VIS 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you’ll complete course assignments to develop the conceptual, design, and technical skills needed to successfully complete your MFA Thesis Project and/or portfolio. You must have passed your midpoint review, Director approval required. Fees and prerequisites will vary by topic.

VIS 850 Group Directed Study: Visual Development for Thesis Project
Develop paintings depicting the characters, setting, and mood of your own story. Your strong drawing and painting skills, vivid imagination, and visual problem solving skills will be useful.

VIS 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
WRITING FOR FILM, TELEVISION & DIGITAL MEDIA
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.

Find your unique voice.
Tap into your imagination.
Come up with great ideas.
Take your writing skills to a new level.
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
- Story Editor
- Freelance Writer
- Writer’s Assistant (TV series)
- Reader
- Production Assistant

FILM
- Screenwriters (scripts sold)
- Screenwriters (scripts optioned)
- Reader
- Production Assistant

CROSSOVER
- Reader
- Literary Agency Assistant
- Production Assistant

TV
- Series Creator
- Executive Producer
- Show Runner
- Producer
- Story Editor
- Freelance Writer

FILM
- Script Doctor
- Screenwriter (hired for rewrites)
- Screenwriter (open writing assignments)
- Screenwriters (scripts sold)
- Screenwriters (scripts optioned)

CROSSOVER
- Development Executive (Film or TV)
- Literary Agent
- Literary Manager
DEGREE REQUIREMENTS

Bachelor of Fine Arts [BFA] in Writing for Film, Television & Digital Media

BFA UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 36 UNITS
MAJOR 30 UNITS
+ ELECTIVES 9 UNITS
+ LIBERAL ARTS 45 UNITS
TOTAL 120 UNITS

BFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA CORE COURSES
MPT 166 The Power of Story
MPT 288 Development: From Ideas to Execution
MPT 330 Directing Actors for Film & TV
MPT 471 Senior Narrative A
MPT 472 Senior Narrative B
WRI 188 Characters & Backstory
WRI 200 First Steps in Television
WRI 239 Feature Film 1A (Fall)
WRI 240 Screenplay Analysis
WRI 250 Writing for TV Series 1 (Fall)
WRI 269 Feature Film 1 (Spring)
WRI 325 Screenwriting: Adaptation

BFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA DEGREE REQUIREMENTS
• Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
• Minimum 2.0 GPA and the following general education requirements:
  1. Culture of Entertainment course
  1. Written Communication: Composition course
  1. Written Communication: Context & Style course
  1. Written Communication: Critical Thinking course
  1. Cultural Ideas & Influences course
  1. Historical Awareness course
  1. Quantitative Literacy course
  1. Employment Communications and Practices course

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

GENERAL EDUCATION REQUIREMENTS

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

WRITTEN COMMUNICATION: CONTEXT & STYLE
CHOOSE ONE:
LA 110 English Composition: Narrative Storytelling
LA 133 Short Form Writing

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

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

GENERAL EDUCATION REQUIREMENTS

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers
Master of Fine Arts [MFA] in Writing for Film, Television & Digital Media

MFA UNIT REQUIREMENTS

<table>
<thead>
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<th>Category</th>
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<tr>
<td>MAJOR</td>
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<tr>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>60 UNITS</strong></td>
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</tbody>
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MFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA REQUIRED MAJOR COURSES

- ACT 669  Script Analysis
- ACT 710  Into the Industry
- MPT 605  Film Language Studio
- MPT 618  Writer-Director Intensive 1
- MPT 688  Development: Finding Material and Influencing Writers
- MPT 705  Breaking through the Noise of Social Media
- WRI 610  Creating Character & Backstory
- WRI 620  Screenplay Analysis
- WRI 622  Screenwriting: Adaptation
- WRI 634  Traditional Animation 3 (Character Development)
- WRI 660  Writing the Feature Film 1 (Fall)
- WRI 665  Writing the Feature Film 1 (Spring)

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
UNDERGRADUATE COURSES
WRI 188 Characters & Backstory
Characters are the heart of every story. You’ll acquire the skills to develop compelling three-dimensional characters and to create strong, believable backstories.

WRI 200 First Steps in Television
Create various premises for original series and write a spec episode of an existing series. You’ll explore the past and present of episodic dramas and comedies on television, streaming media, and other contemporary platforms. [This course is cross-listed with WRI 634.]

WRI 239 Feature Film 1A (Fall)
Write your first film. You’ll gain basic screenwriting skills to outline and begin the first draft of your screenplay in this first of a two-course process.

WRI 240 Screenplay Analysis
View, read and discuss screenplays and films. You will gain the tools to analyze theme, story, structure, plot, characters, and dialogue in screenplays and films that have influenced major screenwriters and the art of filmmaking. [This course is cross-listed with WRI 620.]

WRI 250 Writing for TV Series 1 (Fall)
You’ll continue the work on your original pilot begun in WRI 250 and expand upon your bible. You’ll begin work on your adapted screenplay from a public domain work that was outlined in WRI 622/525.

WRI 269 Feature Film 1 (Spring)
Finish your first script. You will complete your first feature screenplay in this second part of a two-part course.

WRI 297 Writing for Film Genre
Explore writing for genre and deliver a short genre-defined screenplay.

WRI 325 Screenwriting: Adaptation
Working from pre-existing intellectual properties including books, songs, plays and games, you’ll craft outlines, character biographies, and beat sheets. [This course is cross-listed with WRI 622.]

WRI 350 Writing for TV Series 1 (Spring)
Continue the work you began in TV 1A by completing your pilot script. Expand your bible, and begin work on a second episode of your series.

WRI 369 Feature Film 3 (Fall)
Revise your previously written feature-length screenplays.

WRI 370 Writing for TV Series 2 (Fall)
You’ll continue the work on your original pilot begun in WRI 290 and expand upon your bible.

WRI 439 Feature Film 2 (Spring)
You’ll begin work on your adapted screenplay from a public domain work that was outlined in WRI 622/525.

WRI 450 Writing for TV Series 2 (Spring)
In this second of a two part writing class you will complete the work on an original adapted series bible and pilot begun in WRI 370.

WRI 469 Advanced Screenwriting
Polish your previous work while polishing your skills. If you have a previous piece of work that needs improvement or you want to start with a new piece and fine tune your skills, this is the class for you. Each student will move through this class based on their individual needs as they prepare to enter the industry.

WRI 490 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

WRI 498WWS Writing for Production: Web Series
Create a web series. Collaborating with producers and other writers, you’ll develop a series to be shot next semester, focusing on engaging characters and dialogue within the framework of a producible series.

WRI 498 Collaborative Project
Cross-disciplinary projects will mirror real-life projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.

WRI 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

WRI 500 Internship in Writing for Film, Television & Digital Media
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an ‘Internship for Credit’ you must have senior status, a minimum 3.0 cumulative GPA, have successfully completed 90 units of coursework, and obtain department director approval. If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the Internship Application Form, and inform you of deadlines.

WRI 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.

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

WRI 610 Creating Character & Backstory
Characters are the heart of every story. You’ll acquire the skills to develop compelling three-dimensional characters and to create strong, believable backstories.

WRI 620 Screenplay Analysis
View, read and discuss screenplays and films. You will gain the tools to analyze theme, story, structure, plot, characters, and dialogue in screenplays and films that have influenced major screenwriters and the art of filmmaking. [This course is cross-listed with WRI 240.]

WRI 622 Screenwriting: Adaptation
Working from pre-existing intellectual properties including books, songs, plays and games, you’ll craft outlines, character biographies, and beat sheets. [This course is cross-listed with WRI 625.]

WRI 628 Writing for Film Genre
Drawing from various genres, you’ll craft a short screenplay in a specific genre.

WRI 634 First Steps in Television
Create various premises for original series and write a spec episode of an existing series. You’ll explore the past and present of episodic dramas and comedies on television, streaming media, and other contemporary platforms. [This course is cross-listed with WRI 200.]

WRI 660 Writing the Feature Film 1 (Fall)
Gain the skills to generate feature film ideas, develop characters, craft an outline, and begin your screenplay.

WRI 665 Writing the Feature Film 1 (Spring)
Complete the work on your original screenplay that you began in WRI 660.

WRI 695 Collaborative Project
Apply the knowledge and skills you have acquired to work in a real-world setting. If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project. Contact your student services advisor for details.

WRI 695WWS Writing for Production: Web Series
Create a web series. Collaborating with producers and other writers, you’ll develop a series to be shot next semester, focusing on engaging characters and dialogue within the framework of a producible series.

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

WRI 800 Directed Study
Directed Study is the primary concentration of an MFA candidates’ work toward the completion of a Final Thesis Project. Following approval of the Midpoint Review Committee of their thesis projects, students will work one-on-one with advisors to develop specific conceptual and technical skills that will enable them to successfully bring a Final Thesis Project to completion.

WRI 805B Writing for TV Series 1 (Spring)
You’ll continue the work on your original pilot begun in WRI 645/250 and expand upon your bible.

WRI 809A Feature Film 2 (Fall)
In the first part of this two part course, students will demonstrate a mastery of core screenwriting skills by adapting their outline of public domain material into screenplay pages.

WRI 809B Feature Film 2 (Spring)
In this two-part course, students will adapt a public domain work as a feature-length screenplay.

WRI 809C Rewrite & Polish
In this two-part course, students will revise previously written feature-length screenplays.

WRI 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval (MA-COM and MA-FSH-J majors only); M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

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

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

FOUNDATIONS
ENGLISH FOR ART PURPOSES
LIBERAL ARTS
GRADUATE LIBERAL ARTS
Many students enter our program having had little or no experience with drawing, color or design. Our courses provide the beginning artist with the necessary tools to progress into their individual majors, and to later succeed in their chosen professions.

Pursuing a career in any creative field requires a strong understanding of the principles necessary for visual communication. Within a supportive environment of experienced and professional faculty, the Foundations program provides a disciplined, cohesive and practical approach to the study of art and design fundamentals. Additionally, the department fosters an awareness of professionalism and industry expectations to enable students to meet the standards of their respective majors.

These are the building blocks and the training essential to advancing your creative studies toward a successful and rewarding career in your chosen field.
UNDERGRADUATE COURSES

FND 110 Analysis of Form
In-depth study of classical drawing principles on achieving heightened realism in imagery. Learn how to incorporate accurate geometrical construction and use the 5-value system to analyze light and shadow on forms. Gaining skills in perspective, composition, and rendering of various textures and materials.

FND 112 Figure Drawing
Learn to draw the human figure with accuracy. You’ll draw from the nude model to develop an understanding of gesture, proportion, rhythm, balance, structure, and musculature.

FND 113 Sketching for Communication
Communicate your ideas through drawing. Learn to draw objects, figures, and environments to scale and in perspective, and to create drawings using compositional strategies and camera angles that can be used in sequential imagery.

FND 116 Perspective
Learn comprehensive principles of perspective drawing. You’ll gain conceptualization skills to create credible real-world and otherworldly environments from imagination. Plus, you’ll integrate figures, specific atmospheres, and moods into scenes by plotting accurate light and shadows.

FND 122 Color Fundamentals
Color is a powerful tool. Discover how color psychology, simultaneous contrast, proportion, desaturation, atmospheric depth, light temperature, composition and harmony can greatly enhance imagery. You will utilize various color schemes to explore color harmony using digital media.

FND 125 Color and Design
Take a deep dive into color and design. Using traditional media, explore color harmony using different color schemes. Learn how psychology, simultaneous contrast, proportion, atmospheric depth, muting and toning, light temperature, design unity, and visual emphasis can enhance imagery.

FND 131 Figure Modeling
Learn to sculpt the nude human figure. You’ll explore human proportion, structure, geometry, balance, and anatomy to enhance your understanding of 3-D form, volume, and space.

FND 149 Introduction to Design Thinking
Unlock your creative potential by harnessing the power of the creative process. You will generate ideas to solve physical and conceptual design problems. Learn from faculty across different disciplines and engage with your peers to create innovative solutions through collaborations.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
Academy of Art University is strongly committed to its international population. Our English for Art Purposes program makes The Academy the best choice for non-native English speakers who wish to study art and design in the United States. EAP services available include writing, speaking, and multimedia labs, as well as online EAP support.

We offer specialized English for Art Purposes classes and non-matriculated courses, for students of all levels of English language proficiency. We will give non-native English speaking students the support that they need to succeed in their art and design classes, whether their English skills are beginner or advanced.

Our EAP classes allow low proficiency English speakers to enroll in art and design classes while they improve their language skills. Placement in on-campus and online EAP classes is determined by an ESL Placement Test. EAP in-class support is available for on-campus and online art and design courses. EAP support teachers are assigned to classes based on qualifying need. EAP teachers, depending on the need, may also hold study groups. Once students have completed the EAP program, they will continue to receive support in and out of the classroom.

Academy of Art University is the best choice for non-native English speakers who wish to study art and design. Students will be fully supported with EAP classes and other language resources.
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.

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.
UNDERGRADUATE COURSES

LA 101 Freshman Symposium: Artistic Resilience
Practice evidence-based strategies for building artistic resilience and achieving academic success, using critical reading, writing, and research skills. Explore dimensions of well-being through creative exploration and the Socratic Method. We will emphasize individual behaviors and practices that impact wellness and support emerging creatives on their academic journeys.

LA 101E Freshman Symposium: Artistic Resilience
Learn strategies for creativity, wellness, and academic success that you can use throughout your time at the Academy and in your artistic career. Sheltered for international students and English language learners, EAP 4 and above.

LA 103 Fundamentals of English Writing
Looking to improve your reading and writing skills needed for your major classes? You’ll further enhance your artistic and academic writing abilities through essay, grammar, and vocabulary practice.

LA 104 Respect for Acting
Receive hands-on experience with acting. You’ll learn industry-specific terminology used to communicate with actors, techniques to improve performance, and focus on the ensemble and partner collaboration.

LA 105 Creative Writing for the Digital Landscape
Writing is paying attention. You’ll gain writing and reporting skills to create compelling entertainment, news, informational, and instructional stories for web, radio, and television.

LA 106 Fundamentals of English Speaking
Looking to improve your speaking, listening, and pronunciation skills? You’ll further enhance your artistic and academic speaking abilities through intensive practice and oral exercises.

LA 107 Writing for the Multilingual Artist
Boost your foundational writing skills for success in your coursework and future profession. As a multilingual student, you’ll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 108 Composition for the Artist
Boost your foundational writing skills for success in your coursework future profession. You’ll learn to express your own artistic identity, process, and vision through writing, focusing on grammar, style, revision, and research basics.

LA 110 Writing the Short Story
Become a creative storyteller. You’ll apply the elements of the narrative genre to write a short story with dialogue, character development, plot, and setting.

LA 115 The Natural World 1: The Base Layer
Gain a deeper understanding of the natural landscape. By exploring, mapping, and recording local sites, you’ll learn how soil types, geological forms, watersheds, and other topographical features affect design decisions.

LA 117 Survey of Landscape Architecture
Today’s landscape architects are dynamic professionals responsible for planning and designing outdoor spaces and environments. In this course, you’ll examine the historical, social, and cultural context of landscape architecture.

LA 118 History of Industrial Design
You’ll examine the social ramifications of historic events, periods, and people that influenced contemporary design, from the industrial revolution, to the birth of industrial design in the 30’s and beyond.

LA 119 Fabric and Fiber Technology
Know your textiles. Through hands-on analysis of fabric swatches you’ll identify the properties of textiles and how they relate to performance and end use. (This course is cross-listed with FSH 119.)

LA 120 Art History through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods. You’ll practice the language of the arts and examine the purposes of art.

LA 121 Art History through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century. You’ll apply the language of the arts and analyze the purposes of art.

LA 123 Design Philosophy: Aesthetics, Logic, and Ethics
Engage with the key philosophical themes and debates embedded in a given art form. By arming yourself with the vocabulary of design philosophy your work will benefit from your ability to describe your architectural ideas in the context of the visual and physical environment.

LA 124 Physics for Artists: Light, Sound, and Motion
As someone interested in photography, animation, VFX, game design, and music production, you’ll develop a conceptual and quantitative understanding of the fundamental physical properties of light, sound, and motion.

LA 125 The Creative Process
Artists and designers are creative problem solvers. Explore the art and science of creativity. You’ll analyze your own creative process to find strengths and develop solutions-based skills that will help you realize your creative potential.

LA 128 The Body As Art: History of Tattoo & Body Decoration
As one of the oldest art forms, tattoos provide personal, spiritual, and cultural expression. You’ll explore global traditions and contemporary techniques, styles, designs, and cultural meanings of “decorated skin.”

LA 129 History of Automotive Design
Automotive innovation and technological advancement are inseparable. Placing transportation design within an historical and cultural context, you’ll recognize how innovations like the assembly line influenced transportation design.

LA 131 History of Gaming
Understand gaming history to inform your design choices. Studying four different games to modern consoles, you’ll explore game design, non-linear storytelling, terminology, theory, technology, and an overview of video game industry companies.

LA 132 History of Animation
What’s up doc? From an historical context, you’ll analyze the work of the creative visionaries, fine artists, and technical pioneers behind classic animated characters from Bugs Bunny to Thanos, and beyond. (This course is cross-listed with ANM 102.)

LA 133 Short Form Writing
Brevity is always a creative option. Simple, clear and concise, you’ll work through the reductive writing process to create powerful story, voice, and style with fewer words.

LA 134 History & Technology of Visual Effects & Computer Animation
The history of special effects is rich with innovation. You’ll examine it all—from in-camera techniques, traditional stop motion, motion control, matte paintings, and miniatures, to modern computer-generated visual effects and animation, compositing, and production methodology. [This course is cross-listed with ANM 104.]

LIBERAL ARTS

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LA 150 Introduction to Radio/Podcasting
Produce your own podcasts. You’ll identify the professional roles associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities.

LA 152 History of American Illustration (20th Century)
Who are the significant American illustrators of the twentieth century? You’ll gain an historical awareness of modern illustration by examining the social conditions, compositional styles, trends, and subject matter that shaped their work.

LA 157 The Genius of Appeal
What makes a film, TV show, animation, or video game appealing? To make your work more appealing, you’ll examine the means, methods, and principles of audience appeal in entertainment design and production.

LA 161 Golden Section/Sacred Geometry
Can the symbolic and practical structure of the universe influence your art? You’ll apply the artistic, mathematical, philosophical, and aesthetic aspects of the unique geometric constructions and proportions to your projects. Open to all majors.

LA 166 The Power of Story
Storytellers are powerful people. They wield character development, dialogue, conflict, and structure to tell stories that change the world. You’ll develop these storytelling skills by creating digital content for all screens.

LA 171 Western Civilization
Explore western civilization from ancient civilizations to the Renaissance, focusing on ancient Egypt, Greece, and Rome, and Islamic religion and societies.

LA 179 History of the Recording Industry
This course will present the various stages of the recording music industry in a historical context. Changes in technology and laws will be discussed. This leads to an understanding of the shifting economics of today, and an anticipation of tomorrow.

LA 182 Genres in Film
Explore dozens of film genres—including drama, comedy, westerns, science fiction, suspense, romantic comedy, mystery, horror, film noir, and more. You’ll study the unique styles of these various genre films and the filmmakers who found fame by making them.

LA 195 History of Comics: American Comics
Some argue comics are uniquely American. By studying significant American comic strips, comic books, and graphic novels, you’ll identify the styles, trends, and subject matter of cartoonists, illustrators, and authors and recognize how social conditions and styles align.

LA 197 History of Comics: International and Alternative Comics
Go beyond superheroes. You’ll take a deep dive into the history of comics and graphic novels from the UK, Spain, France, Russian, and more. You’ll also analyze manga, manhwa, bande dessinée, and underground and alternative comics for style and content.

LA 201 Programming Languages
A workable knowledge of multiple programming languages makes you a versatile asset. You’ll improve your scripting and programming skills using Lua, C#, Python, and other programming tools and scripts.

LA 202 English Composition: Creative Persuasion & Argument
Gain the rhetorical tools to support your point of view and express your opinion. You’ll examine the art of persuasion by honing your research and argumentation skills and writing your own thesis-based expository essays.

LA 204 Power of Social Media
Harness the power of social media. By analyzing social media successes and failures, you’ll learn to use social media to improve your entrepreneurial career.

LA 207 Persuasion & Argument for the Multilingual Writer
Gain the rhetorical tools to support your point of view and express your opinion on internationally relevant topics. You’ll examine the art of persuasion by developing your research and argumentation skills and writing your own thesis-based essays.

LA 209 Gender, Race, & Class in Media
Examine representations of gender, race, and class in the media. You’ll explore how the shift to the audience becoming content creators—on social media, in film, television, and journalism—shapes social constructs, and learn to use various critical theories to deconstruct and analyze media. [This course is cross-listed with COM 209.]

LA 212 The History of African American Athletes in the Media
This course provides a historical overview of the relationship between African American athletes and the media in the United States. It explores the careers of Muhammad Ali, Wilma Rudolph, Maya Moore, Colin Kaepernick and others through a historical, psychological, political, and social lens, with an eye toward outcomes and consequences. [This course is cross-listed with COM 212.]
LA 216 Science Fiction and Fantasy
Science fiction bridges science and art. You’ll analyze the social and cultural impact of science fiction and fantasy literature, and create your own work using classic storytelling structures, figures, and themes.

LA 217 Writing for Comic Books & Graphic Novels
Gain professional comic book scripting skills. You’ll read graphic novels, critical writing about comics, and recognize the physical space words occupy, to produce a completed comic book script in one semester.

LA 218 Blogging: Content Creation & Promotion
Make your mark in the blogosphere. You’ll analyze various elements of successful blogging and get practical experience conceptualizing, producing, and marketing your own blog as a creative professional.

LA 219 History of the Built Environment 1: Ancient to Gothic
Learn the stories of human cultures through the environments they built. Compare buildings and landscapes across the globe from prehistory to the fourteenth century and discover how we lived, what we built. Compare buildings and landscapes across the globe from prehistory to the early 19th century. This course is cross-listed with IAD 230.

LA 220 American Art History
Examine the 1500s to the present day, you’ll recognize how subjects and styles in American art shaped American thought and changed history.

LA 222 20th Century Art
From post-impressionism to post-modernism, you’ll explore the art and ideas that shaped the 20th Century including: Expressionism, Fauvism, Art Nouveau, Cubism, Futurism, Dadaism, Surrealism, Abstract Expressionism, Minimalism, Pop Art, performance art, and graffiti.

LA 224 Women, Art & Society
Explore the lives of women artists, analyzing the personal and socio-historical conditions that shaped the production and reception of their work from the Middle Ages to the Present.

LA 225 History of Art Education
You’ll identify the characteristics of a sound art education program by studying the theory and practices from the late 19th through 20th centuries, and through structured field experiences that examine various approaches to teaching art.

LA 226 Survey of Traditional Interior Architecture
Focusing on major movements and innovations, you’ll examine the societal, political, historical, and economical influences that impacted architecture, design, furniture, and materials from prehistory to the early 19th century. This course is cross-listed with IAD 230.

LA 229 Survey of Contemporary Interior Architecture
Understand how history, politics, and geography influenced the evolution of modern architecture and interior design—from the Industrial Revolution to today.

LA 233 Popular Topics in Health, Nutrition, & Physiology
Emerson said the first wealth is health. Gain the scientific background required to interpret health claims and make informed personal decisions. You’ll study genetically engineered food, nutritional supplements, drugs, addiction, stem cell research, and environmental health.

LA 242 History of Graphic Design
Know your history. You’ll examine the pivotal events, innovations, movements, and creative thinkers that shaped the current state of graphic communication.

LA 244 History of Fashion
Focus on key moments in fashion history across time and culture as reference points for current fashion and design. You’ll explore modes of dress and ideals of beauty by highlighting the sources of influence on current fashion. [This course is cross-listed with FSH 244.]

LA 245 History of Jewelry and Metal Arts from Around the World
You’ll explore the contributions and signature styles of historical and contemporary artisans and examine how materials, techniques, craftsmanship, and the digital era continue to transform the profession.

LA 246 History of Textiles
Study traditional textiles of Asia, Africa, and the Americas including western textile design from prehistory to the present. You’ll also focus on late 19th and early 20th century textile use in interiors, clothing, and cars.

LA 249 History of the Built Environment 2: Renaissance to 1900
Study the architecture, landscape and urban design, and general aesthetic principles from 1400-1900 that created an intellectual foundation for 20th-century Modernism. Consider how and why historical styles and design principles borrowed from the past not only shaped the built environment, but also helped engineer progressive social change.

LA 250 Podcast Production and Promotion
Explore podcasts from start to finish. You’ll write, host, record, and edit an original feature-length podcast to publish on iTunes and promote it using social media. Learn how concept development and various formats and styles affect a podcast. [This course is cross-listed with COM 250 and COM 750.]

LA 244 History of Fashion
Focus on key moments in fashion history across time and culture as reference points for current fashion and design. You’ll explore modes of dress and ideals of beauty by highlighting the sources of influence on current fashion. [This course is cross-listed with FSH 244.]

LA 254 Human-Centered Design
Design for humans. Using the science of ergonomics and Norman’s design principles, you’ll learn to make products and design spaces that satisfy the physical, physiological, and psychological needs of consumers.

LA 255 College Math
Artists and designers need basic math skills. You’ll study fractions, percentages, ratio and proportion, probability, units of measurement, algebra, and geometry for personal finance, accounting, and investing.

LA 258 Creative Perspectives in Sound Design 1
Studying motion pictures—from their inception through 1978—you’ll learn how sound design supports the aesthetic and narrative elements of the story. You’ll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

LA 260 French 1: Basic Grammar & Speech
Bon jour! You’ll learn practical applications of basic principles of French pronunciation, vocabulary, and grammar, and gain an appreciation for French culture.

LA 262 French 2: Conversational French
Increase your cultural awareness and conversational French skills. Through experiences in true-to-life situations, you’ll learn idioms, useful phrases, and conversational patterns in French.

LA 267 Italian 1: Basic Grammar & Speech
Bon jour! You’ll learn practical applications of basic principles of Italian pronunciation, vocabulary, and grammar, and gain an appreciation for Italian culture.

LA 268 Spanish 1: Basic Grammar & Speech
Hola! You’ll learn practical applications of basic principles of Spanish pronunciation, vocabulary, and grammar, and gain an appreciation for Spanish and Latin American culture.

LA 268 Spanish 1: Basic Grammar & Speech
Hola! You’ll learn practical applications of basic principles of Spanish pronunciation, vocabulary, and grammar, and gain an appreciation for Spanish and Latin American culture.
LA 269 Italian 2: Conversational Italian
Increase your cultural awareness and conversational Italian skills. Through experiences in true-to-life situations, you’ll learn idioms, useful phrases, and conversational patterns in Italian.

LA 270 U.S. History
Study the birth and growth of a nation. You’ll examine American Federalism and the significant political, historical, and cultural events in the United States from Colonial times through the 20th Century.

LA 271 College Algebra with Geometry
It’s true: artists and designers use algebra and geometry. You’ll learn how linear systems, algebraic modeling of lines and curves, and applications including angles, triangles, area, and volume may apply to your creative work.

LA 273 Spanish 2: Conversational Spanish
Increase your cultural awareness and conversational Spanish skills. Through experiences and true-to-life situations, you’ll learn idioms, useful phrases, and conversational patterns in Spanish.

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
Immerse yourself in the seminal works of art and architecture in Florence, Italy. Through writing and sketching projects, lectures, and readings, you’ll experience Florence’s rich cultural heritage and discover the enduring influence of the Renaissance period.

LA 276 Seminar in Great Britain
Keep Calm and discover the art, architecture, and history of Great Britain! You’ll explore the region’s historic castles, cathedral and treasure-filled museums during your Intersession tour.

LA 280 Perspective Journalism
Gain the skills of the savvy journalist. You’ll learn to report, interview, spot stories, and use social media to create ethical content and write compelling editorial arguments and illuminating feature stories.

LA 281 Film History 1: Pre-1940
Find your place in film history. Studying films from the silent era to color film, you’ll learn fundamental forms of cinema by Eisenstein and Griffith, and be introduced “mise-en-scene”, montage editing, expressionism, and film noir.

LA 282 Film History 2: 1940-1974
It was the Golden Age of Cinema. You’ll study Neo-Realism, the French New Wave, Cinema Verite, and A New Golden Age of Hollywood, to discover what made the great directors—Vittorio DeSica, Billy-Wilder, Francois Truffaut, Akira Kurosawa, Mike Nichols, Francis Ford Coppola—great.

LA 284 Evolution of the Horror Film
Discover the difference between artistic creation and exploitation. You’ll examine horror film styles and movements from the Silent Era to today, and apply your knowledge to active filmmaking.

LA 285 Physical Theatre
Your body is a powerful communication tool. You’ll learn to express yourself visually and verbally through pantomime, voice-over, and improvisational acting.

LA 286 Discrete Mathematics
Gain math skills for computer science. You’ll learn logic, sets, algorithms, Boolean algebra, number theory, counting techniques, recursion, trees, and more.

LA 288 Vector, Matrices, & Transformations
Matrix operations are used to perform transformations such as translations, rotations, and scale. Using the mathematics of 3D vectors—including dot and cross product applications—you’ll learn to solve linear systems with matrices.

LA 291 Designing Careers
Pursue the job you want! Hone your communication skills through collaboration, self-promotion, and other professional interactions. You will collaborate across disciplines to write a persuasive project proposal, and conduct industry research for seeking out entrepreneurial and employee-based career opportunities.

LA 292 Programming & Culture
Explore design through humanistic and sociological lens. You will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, and intentions of architecture and urban space.

LA 293 Precalculus
Apply fundamental precalculus concepts to architecture and design. As an intro to calculus, you’ll study modeling, trigonometry, vector algebra, linear programming, and analytic geometry.

LA 296 Applied Physics
Architects know physics. Learn to apply your knowledge of waves, sound, seismology, laws of motion, forces, gravity, energy, thermodynamics, fluids, properties of materials, and light to architecture.

LA 297 People & the Environment
Landscape architects create outdoor spaces for people and their communities. You’ll apply research and observation skills to determine how people use, interact with, and perceive the landscape.

LA 301 Crowdfunding and Social Media Marketing for Entertainment
This course will throw you into the game-changing world of crowdfunding and social media. No matter what project you are creating—a film, an app, fashion line, game, product, or another endeavor—you will build a crowdfunding campaign from the ground up, from inception to launch! You’ll learn how to define your brand, find your target audience, build a social media community, pitch your project to fundraise, and bring your dream to life.

LA 304 Social Media Content Development
This course focuses on producing content for cross-platform social media channels utilizing text, video, audio, and visual images. Emphasis will be on developing a unique social media voice and footprint for established, such as Twitter, Facebook, Pinterest, and Instagram, and emerging social media channels.

LA 305 Social Media Management
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 analytics including tracking online performance, AB testing, segmentation, context and conversion attribution, defining KPI (Key Performance Indicators) and other metrics. Emphasis will be placed on interpreting data to evaluate social media performance.

LA 317 Social Media Management
You will learn an expanded set of approaches and strategies on how to cultivate, retain, and grow your brand’s social media community. From implementing and managing a social media strategy, to community management techniques, to measuring and reporting on campaign success, students will practice delivering on brand and audience expectations.
LA 318 Writing for Picture Books
Can picture books reflect the momentous moments in a child’s life? You’ll explore universal themes of family, friendship, sibling rivalry, and independence by developing picture book characters and stories that speak to children’s interests and validate their emotions.

LA 319 History of the Built Environment 3: 1900 to Present
Explore the evolutions of art, architecture, urban and landscape design conditioned by the Industrial Revolution and two World Wars, focusing on a comparative and contextualized analysis of the most relevant spaces of the 1900’s.

LA 320 Social Media Law & Ethics
As social media is adopted by a rising number of brands and consumers, social media specialists must become familiar with legal issues and ethical considerations of publicly presenting information and interacting with consumers online. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and other everyday actions conducted by a variety of agents within the social web.

LA 326 Topics in World Art
Explore art outside of the Western tradition. Taking a cross-cultural approach, you’ll learn to recognize what art communicates about the experiences, emotions.

LA 329 Materials & Processes
Many product manufacturing processes use plastics and metals. You’ll identify the major plastics and metal categories and their respective characteristics, to solve actual design problems.

LA 333 Art of the Middle Ages
Discover the art and architecture from the Early Christian and Byzantine Empires to the start of the Renaissance. You’ll analyze the historical context, literary, and philosophical texts of the era.

LA 343 Comparative Religion
You’ll examine world religions such as Hinduism, Buddhism, Judaism, Christianity, and Islam, as well as primal religions such as Taoism and Confucianism.

LA 351 Media Station Management
Get hands-on experience managing Urban Knights Radio, our vibrant radio/podcasting media station. You’ll learn to analyze trends and audience data to program, promote, and market the station using targeted program sweepers, promos, radio segments, and feature-length podcasts. [This course is cross-listed with COM 351.]

LA 359 Urban Sociology
How has the city impacted civilization as we know it? You’ll compare and contrast urban settings, institutions, and socio-cultural systems to discover relationships within the community, power structures, and how community members seek individual expression.

LA 365 General Psychology
You’ll take a practical and theoretical look at the science of psychology, including human development, perception, physiological psychology, psychopathology, learning, and personality.

LA 367 Art of Presentation
Present like a pro. You’ll get hands-on experience presenting ideas, campaigns, and portfolios to real employers and clients. You’ll also build a network of industry contacts through real-life scenarios and role-playing.

LA 368 Exploring Science Fiction Cinema
Investigate the history of science fiction cinema. You’ll start with George Miller’s ‘A Trip to the Moon’ of the early 20th Century, through the “golden era” of the 1950s, to today’s special effects laden epics.

LA 369 Women Directors in Cinema
Get to know the women behind the camera. You’ll study the work of women directors, and examine the factors leading to their greater independence and inclusion within the film industry.

LA 387 Women Directors in Cinema
Get to know the women behind the camera. You’ll study the work of women directors, and examine the factors leading to their greater independence and inclusion within the film industry.

LA 388 Survey of Asian Cinema
Discover the films and filmmakers of Japan, China, India, and Korea. You’ll analyze how social context has influenced Asian film as an art, an industry, and as political instrument.

LA 390 The Work of the Great Directors
This course examines the films of the great directors with an emphasis on critical studies. In analyzing the work of such filmmakers as Woody Allen, Ingmar Bergman, Wong Kar Wai, Stanley Kubrick, Akira Kurosawa and Roman Polanski, students will develop an understanding of the creation of personal style.

LA 392 French 3: Reading & Writing
You’ll increase your French vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various French-speaking cultures, and practice to gain greater listening, speaking, reading, and writing skills.

LA 393 Spanish 3: Reading & Writing
You’ll increase your Spanish vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various Spanish-speaking cultures, and practice to gain greater listening, speaking, reading, and writing skills.

LA 394 Italian 3: Reading & Writing
You’ll increase your Italian vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various Italian-speaking cultures, and practice to gain greater listening, speaking, reading, and writing skills.

LA 410 E-Commerce
Become an online entrepreneur. Learn e-commerce technologies, web-based business models, marketing innovations, and customer interface techniques to sell fashion products online. [This course is cross-listed with FSH 410.]

LIBERAL ARTS
LA 420 Art of the Italian Renaissance
Examine the artistic work of Northern Europe, including Netherland, Flanders, France, Germany and England, from 1300 to 1600, through visual analysis and a close reading of primary and secondary source material.

LA 421 Northern Renaissance Art
Examine the artistic work of Northern Europe, including Netherland, Flanders, France, Germany and England, from 1300 to 1600, through visual analysis and a close reading of primary and secondary source material.

LA 422 Italian Baroque Art
Examine Italian art and architecture from 1600 to 1700 through visual analysis and a close reading of primary and secondary source material.

LA 423 Art of the Dutch Golden Age
Survey the works of Rembrandt, Rubens, Van Dyck, Vermeer, Hals, and others through a study of the art of the 17th century Dutch Republic and its environs.

LA 429 Architecture Theory
The influence of architecture goes far beyond the buildings you see. Explore the history of the most significant architectural ideas and strategies and learn to articulate your position within its spectrum.

LA 432 Art of Spain: From El Greco to Picasso
Examine the art of Spain from the 16th to 20th centuries through visual analysis and a close reading of primary and secondary source material.

LA 434 History of Asian Art
Examine the painting, sculpture, ceramics, and architecture of India, China, and Japan through visual analysis and a close reading of primary and secondary source material.

LA 443 Picturing Culture: Film & Photography in Anthropology
Explore how film and photography are used in the field of anthropology. You will examine the choices that visual anthropologists make in their selection of subject matter, audience, composition and narrative; and how photographers and filmmakers contribute to the creation of ethnographic images and shape the perception of cultural differences.

LA 449 Urban Design Theory
What we commonly call “the city” is a condition of diverse networks. Explore these rapidly evolving urban fields and apply theoretical frameworks to engender new design possibilities.

LA 450 Collections Care & Curatorial Practices
Explore administrative practices within museums, and aspects of collections management, which are often influenced by the social and political values of society. You will study the principles and practice of collections management and care, and gain familiarity with established professional standards concerning collections development, care, and curatorial practice that form the foundation for many museum activities.

LA 462 Power of Myth and Symbol
Delve into cultural mythologies and their symbolic representations. You’ll examine myths and symbols in modern society and identify these themes within your own work.

LA 464 Dada & Surrealism
Explore the art, philosophy, literature, and film of international Dada and Surrealist artists whose work became a turning point in the evolution of modern art history. You’ll examine both movements through the lens of Modernism and postmodernism. [This course is cross-listed with ART 634.]

LA 469 Script Analysis
In this course, actors and directors will collaborate to utilize a shared vocabulary and approach to selected texts, focusing on playable actions, behavior, and subtext. Applying theme, culture, and historical context to a script will be highlighted. [This course is cross-listed with ACT 689 and ACT 469.]

LA 480 The Small Business Entrepreneur
Become a creative entrepreneur. To see what it takes to conceive, plan, organize, and manage a small business, you’ll complete a well-reasoned business plan for future implementation.

LA 483 Interactive Media Production & Entrepreneurship
This course delves into the roles of project managers and studio bosses in the game and interactive entertainment industries. Students will study the skills necessary to organize teams and build successful studios. Topics will include managing resources and keeping schedules and budgets. Indie studio business issues including business formation and studio operations will also be covered.

LA 485 Tell your Story: Personal Statement, Portfolio, Resume
Enter the creative and collaborative field of architecture by learning how to tell your own unique story. Explore and discover your path to architecture aligned with your values and passions. Create well-reasoned business plans, organize, and manage a small business, and practice extensive spoken and written communication.

LA 493 Spanish 4: Proficiency
Polish your Spanish skills. You’ll read, analyze, and evaluate Spanish short stories and literacy selections related to art and design, and practice extensive spoken and written communication.

LA 494 Study Abroad: Fashion Culture and Industry
Discover the impact of this global region on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study.

LA 497 Italian 4: Proficiency
Polish your Italian skills. You’ll read, analyze, and evaluate Italian short stories and literacy selections related to art and design, and practice extensive spoken and written communication.

LA 499 LA Special Topics
Special topics class offerings change each semester, and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

Graduate Liberal Arts
Higher education keeps getting higher. A Bachelor’s Degree has become a standard expectation. Industry leaders now want more. In many areas of endeavor, a Master’s Degree is now a requirement. The Academy prides itself on catering to the increasing needs of higher expectations.

Graduate Liberal Arts is a liberal arts-based curriculum designed specifically for the needs of the graduate student. Great ideas come from a storehouse of knowledge and passion from within. Let us teach you the mastery of tools and techniques to share your vision with the world.
GLA 603 Anthropology: Experiencing Culture
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 616 Sacred Geometry
This course is a visual exploration into how the principles of sacred geometry affect the circle, sphere and wheel, as well as the universe, sun, moon, planets, heavens, and mandala. The creative processes of artists and designers are also explored.

GLA 617 Mythology for the Modern World
This course explores diverse cultural mythologies and their symbolic representations from various perspectives. Students will interpret and discuss myths applying standard analytical models, explore the history of mythological studies, and learn to recognize mythic forms and how they operate in ancient and tribal societies as well as modern culture.

GLA 618 Film Music History: The Art of the Film Score
This course surveys the development of the film score for motion pictures from its beginnings in silent film through the multitude of styles we hear today. Selected examples will be demonstrated in class. Students will learn how the score functions to support the aesthetic and narrative elements of the story.

GLA 621 History & Techniques of Character Animation
Through a combination of lectures and extensive screenings, students will learn the history of animation as both an art and a technology. Topics will include different regional styles, animation as a reflection of society, early attempts to break the 3D curse, and the manner in which earlier works are reflected in the animation of today.

GLA 622 History & Techniques of VFX
This class will analyze the history of special effects techniques and apply that knowledge to contemporary visual effects and animation. Starting with in-camera techniques, topics from traditional stop motion, motion control, matte paintings, models and miniatures, to modern computer-generated visual effects and animation, composing 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 photography 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 the societal, political, historical, and economical influences that impacted art, architecture, design, furniture, and materials until the early 19th century.

GLA 628 150 Years of American Illustration
This course is a comprehensive survey of the work of significant American illustrators beginning in the mid-19th up to the 21st century. Techniques and styles are analyzed in conjunction with the printing and advertising capabilities of the time. The influences of illustration to the cultural patterns of the time are explored.

GLA 630 Survey of Sustainable Design
This course will focus on sustainable design concepts and environmental issues influencing design in the 21st century. Students will examine facts and establish opinions regarding sustainability leading to a personal philosophy.

GLA 634 Professional Practice for Interior Designers
Gain the business skills needed in an interior design firm. To build on your entrepreneurial spirit, you’ll learn about professional ethics, fee structures, scope of services negotiations, and project management.

GLA 636 Acting for Animators
This course focuses on acting and directing skills which will strengthen students’ abilities to communicate visually and verbally. The course will concentrate on three essential elements: pantomime, voice-over acting, and improvisational acting. An emphasis will also be made on learning how to create and enact comedy.

GLA 637 Theory & Movements in Traditional Interior Architecture
Know your design history and the cultural framework guiding its development. Focusing on major movements and innovations, you’ll examine the societal, political, historical, and economical influences that impacted art, architecture, design, furniture, and materials until the early 19th century.

GLA 638 Theory & Movements in Contemporary Interior Architecture
Know your design history and the culture framework guiding its development. Focusing on major movements and innovations, you’ll examine the societal, political, historical, and economical influences that impacted art, architecture, design, furniture, and materials from the Industrial Revolution to today.

GLA 648 Sustainability & Society
This course covers critical contemporary topics in sustainability. Students will gain a working knowledge of current sustainability challenges and policies affecting fashion and design industries, as well as media and communications, while exploring educational, lifestyle and technological strategies that could be employed to make an impact and foster sustainability in society.

GLA 649 Sustainability & Society
This course covers critical contemporary topics in sustainability. Students will gain a working knowledge of current sustainability challenges and policies affecting fashion and design industries, as well as media and communications, while exploring educational, lifestyle and technological strategies that could be employed to make an impact and foster sustainability in society.

GLA 674 Professional Practices for Fine Artists
This course will enable students to prepare their artwork for professional presentation and expose them to business issues in their field. Emphasis is placed on the creation of a portfolio package and artist website containing a resume, statement, artist bio, and a collection of professional photographs of the artist’s work.

GLA 675 Professional Practices for Illustrators
This course enables illustration students to prepare their artwork for professional presentation and exposes them to business issues in their field. Emphasis will be placed on communication, collaboration, and their place in the industry.

GLA 676 Professional Practices for Designers & Advertisers
This course focuses on professional practices in graphic design, web & 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 study legal and project management issues and solutions.

GLA 679 Professional Practices for Visual Communicators
This course focuses on professional practices in visual development for the animation, game, and interactive environment. 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.

GLA 685 Creative Perspective in Sound Design
Studying motion pictures—from their inception through 1918—you’ll learn how sound design supports the aesthetic and narrative elements of the story. You’ll study the importance of sound design, the influence of technologies, and key historical figures in the history of soundtracks to improve your own creative works.

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

GLA 706 Professional Practices for Designers & Advertisers
This course focuses on professional practices in graphic design, web and 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 705 Breaking through the Noise of Social Media
Using case studies and hands-on applications, students will learn how to manipulate a social media campaign in terms of strategy and techniques. Through the creation of a campaign, students will learn to employ tactics to reach a target audience, work within legal boundaries and measure their success.
GLA 716 Fast & Furious: The World of Shorts
This course will expose students to the history and nature of short films. Students will learn to develop short film story concepts, ranging from ten seconds to twelve minutes in length, work on originating workable concepts using skills necessary to develop them from scripts and storyboards to audience-pleasing motion media.

GLA 903 Seminar in Great Britain
Keep Calm and discover the art, architecture, and history of Great Britain! You’ll explore the region’s historic castles, cathedrals and treasure-filled museums during your Intersession tour.

GLA 904 Study Abroad: Fashion Culture and Industry
Discover the impact of this global region on the fashion industry as you explore its rich history of craft, design, materiality, and manufacturing. Field trips to museums, markets, shops, and exhibitions will help you synthesize your research, experience, and resources in a journal and polished report, tailored to your area of study.

GLA 905 Study Abroad: Art & Architecture of Renaissance Florence
Immerse yourself in the seminal works of art and architecture in Florence, Italy. Through writing and sketching projects, lectures, and readings, you’ll experience Florence’s rich cultural heritage and discover the enduring influence of the Renaissance period.
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. 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.

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• All classes are offered on a first come, first served basis. Early application is recommended.
Personal Enrichment
Our flexible admissions and registration process allows you to design a program to meet your individual goals, whether personal or professional.
• Enroll as a part-time or full-time student
• Participate in our degree or non-degree programs
• Apply for the Spring, Summer or Fall semesters
• Transfer into our undergraduate or graduate programs
• Attend day, night or weekend classes

Continuing Art Education
Continuing Art Education allows you to enroll in any of The Academy’s non-prerequisite courses for personal enrichment purposes. If you are a more advanced student and you wish to take classes that have prerequisites, you may do so by showing completion of a similar course or equivalent knowledge. You may contact an admissions representative at 415.274.2200 for more information. If you are seeking professional-level courses, you may want to consider The Academy’s PRO (Professional Development) course offerings.

Professional Development
Professional Development (PRO) courses are specially designed offerings from the schools at Academy of Art University. These courses are tailored for students who wish to gain exposure to and the experience of various areas of art, design, and communication. These courses are designed to offer students the chance to acquire hands-on skills or gain an understanding of the historical or business aspects of a given discipline. These courses will meet the needs and interests of continuing education students, in-service teachers*, and upper-division students of art and design who wish to develop skills outside of their major.

PRO classes are geared toward:
• Juniors and Seniors looking for an Elective to add new skill sets that would supplement their major skill sets.
• Practicing artists and designers seeking to acquire basic skills in a new field.
  NOTE: Artists and designers who wish to take classes in their current field should submit a portfolio to the appropriate school for placement in an advanced course.
• Working Professionals seeking to acquire new skills in art and design, to supplement their work skills.
• Teacher Summer Grants and Educators wishing to take classes for professional development purposes*

* In-service teachers will need to have these courses approved in advance by their district offices for professional advancement purposes.

Visit www.academyart.edu for a complete listing of Pre-College, Personal Enrichment, Continuing Art Education, and Professional Development courses and schedules.
PRO FA010 Still Life Painting
This course will give crucial information and instruction needed to paint a successful still life. Lectures, demonstrations and critiques will enable each student to improve their skills and knowledge of painting still life from direct observation. Using limited palette, full color palette, painting clear glass, reflective objects and indicating form through color and value.

PRO SCU010 Sculpture (Form and Figure)
An introductory course designed for both beginning to intermediate students, this class provides in-depth demonstrations and studio practice in modeling the human figure using water and oil based clays. Students will learn modeling techniques to complete finished sculptures that include torsos reclining and standing figures, and portrait heads.

PRO 314 Social Media Content Development
This course focuses on producing content for cross-platform social media channels utilizing text, video, audio, and visual images. Emphasis will be on developing a unique social media voice and footprint for established, such as Twitter, Facebook, Pinterest, and Instagram, and emerging social media channels.

PRO 315 Social Media Strategies
This course focuses on developing social media strategies to meet client expectations. Emphasis will be on clarifying business social media goals, ROI (Return On Investment) benchmarks, auditing current social media footprint, and developing key content strategies. Topics will include target audience, frequency, production teams, and effective promotion tactics.

PRO 316 Social Media Data Analytics
This course provides a deeper understanding of social media data insights including tracking online performance, A/B testing, segmentation, context and conversion attribution, defining KPI (Key Performance Indicators) and other metrics. Emphasis will be placed on interpreting data to evaluate social media performance.

PRO 317 Social Media Management
You will learn an expanded set of approaches and strategies on how to cultivate, retain, and grow your brand's social media community. From implementing and managing a social media strategy, to community management techniques, to measuring and reporting on campaign success, students will practice delivering on brand and audience expectations.

PRO 320 Social Media Law & Ethics
Building on information covered in the previous Social Media courses, this course addresses the legal issues and ethical considerations of publicly presenting information and interacting with consumers online as social media is adopted by a rising number of brands and consumers. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and other everyday actions conducted by a variety of agents within the social web.

PRO 325 Social Media Professional Practices
In this culminating course, students will apply methodologies, insights, and tools they have learned to develop a professional social media portfolio. Using practical skills acquired during the social media management certificate program, students will demonstrate their ability to integrate social media solutions into real-world case studies.

PRO 494 Graphics & Self-Publishing
This companion course designed to be taken concurrently with ARH 493 Contemporary Architecture Foreign Study. Students will learn about self-publishing, book layout, design consideration, assembly, and production. Students will research topics, gather materials, and assemble a professional quality travel book based on their study abroad experience.

PRO 499 Special Topics
Special Topics class offerings change each semester and are conducted by specialists. You may contact your academic department director or advisor for more information. Please note that some Special Topics have a required course fee and course prerequisites may vary by topic.

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

BE ARTIST. BE ATHLETE.
Knights By The Numbers

• 200 Artist-Athletes
• 122 NCAA All-West Region Honors
• 55 NCAA DII All-American Trophies
• 36 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.

Numerous intramural sports and clubs are also offered
OUR CAMPUS

A Campus in the Heart of The City
Academy of Art University offers students a uniquely urban campus: The city of San Francisco. The Bay Area is a buzzing and bustling hub of innovation. Fusing cutting-edge technology, sustainable design and the creative arts, Academy of Art University students benefit from this one-of-a-kind location. Students taking courses on-campus will join a vibrant community of artists and designers in the school and in the city itself. With state-of-the-art facilities and equipment and the originality of the Bay Area as a stunning backdrop, students can bring their creative visions to life. Come study with us in the City by the Bay.

Primary Site of Instruction
79 New Montgomery Street
San Francisco, CA 94105

ONLINE

Our unparalleled online undergraduate and graduate degree programs in art and design provide the same great education we offer on campus, but with greater flexibility. Studying online allows students to balance course work with career, family, and other responsibilities. The Academy’s accreditation assures the highest standard of education, instruction, and effectiveness. Our classes teach the skills and techniques used by professional artists and designers, skills which can help you make the most of your creative abilities.

Learn more at https://www.academyart.edu/

FINANCIAL AID & TUITION

Financial Aid Office Contact
Financialaid@academyart.edu
415.618.6190

Students may view their financial aid awards through the Financial Aid Student Portal: https://sfp.octs.oraclecloud.com/saas/portal/sam

What Kinds of Financial Aid We Offer
Academy of Art University offers financial aid packages consisting of:
• Federal grants, loans and work-study: for eligible students with demonstrated financial need
• Low-interest unsubsidized loans: for all eligible students regardless of financial need

Academy of Art University participates in the following financial aid programs:
• Pell Grant Program (up to $6,895 for the 2022-2023 academic year– full time)
• SEOG Program ($600 to $1000 per academic year)
• Federal Work Study Program
• Federal Direct Student Loan Program
• Stafford-Subsidized
• Stafford-Unsubsidized
• Plus Loan Program (Graduate students and parents of dependent students)
• Private Alternative Loans
• Veterans Benefits (including the Yellow Ribbon Program)

(Consumer information regarding financial aid at Academy of Art University may be obtained from the Financial Aid Office or by going to https://www.academyart.edu/- click on Disclosures, then Financial Aid Consumer Information)

How to Apply for Financial Aid
Complete the Free Application for Federal Student Aid (FAFSA). We strongly recommend that you complete the FAFSA online at www.fafsa.gov. Follow the directions carefully: you must either create a FSA ID to sign electronically or print, complete, and mail the required signature to the processor.

Applications for campus-based Federal aid programs, as well as private alternative loans, are available online at https://www.academyart.edu/. Links and downloads for other financial information and required forms are also available on this web site.

Financial Aid Timeline
Financial Aid students should complete the FAFSA at least 2-4 weeks prior to the start of the semester to ensure that an awards letter will be received prior to the start of classes.

If you do not have an awards letter by the first day of classes you can still receive financial aid, but you will have to settle any tuition balance with Accounts Receivable.

You must complete all of your financial aid paperwork within 14 days following the start of the Spring and Fall semesters, and within 7 days following the start of the Summer semester. This may include federal tax documents and a verification worksheet if your application is selected for verification by the US Department of Education.

Scholarship Programs
• Emerging Artist Scholarship
• Teacher Grant
• Spring Forward Scholarship
• Graduate Scholarship
• Pre-College High School Program/Scholarship

For more information or to apply for any of our Scholarships, please visit our website at https://www.academyart.edu/finance/scholarships/. You may also call us at 800.544.2787 or 415.274.2222.
Tuition Information

(Effective Fall 2023)

Undergraduate Tuition $1,126 per unit - Domestic
$1,272 per unit - International

Graduate & Art Teaching Credential Tuition
$1,279 per unit - Domestic
$1,404 per unit - International

Sample of Typical Tuition for Academic Year

<table>
<thead>
<tr>
<th>Course Type</th>
<th>Units</th>
<th>Tuition Cost (Per Unit)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undergraduate Tuition</td>
<td>24</td>
<td>$27,024 - Domestic Students</td>
</tr>
<tr>
<td>Graduate Tuition</td>
<td>24</td>
<td>$30,696 - Domestic Students</td>
</tr>
<tr>
<td>Undergraduate Tuition</td>
<td>24</td>
<td>$30,528 - International Students</td>
</tr>
<tr>
<td>Graduate Tuition</td>
<td>24</td>
<td>$33,696 - International Students</td>
</tr>
</tbody>
</table>

Additional Fees

<table>
<thead>
<tr>
<th>Fee Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Typical Course Fees for Academic Year</td>
<td>See catalog</td>
</tr>
<tr>
<td>Typical Cost of Supplies for Academic Year</td>
<td>$1,152 (varies by major)</td>
</tr>
<tr>
<td>Course Drop Fee Per Course</td>
<td>$25</td>
</tr>
<tr>
<td>Locker Rental Fee (Fall and Spring / Summer)</td>
<td>$20</td>
</tr>
<tr>
<td>Returned Check-Handling Fee</td>
<td>$15</td>
</tr>
<tr>
<td>Registration Fee</td>
<td>$50</td>
</tr>
<tr>
<td>Late Registration Fee</td>
<td>$50</td>
</tr>
<tr>
<td>Late Tuition Payment Charge</td>
<td>$50</td>
</tr>
<tr>
<td>Payment Plan Fee</td>
<td>6% of amount borrowed</td>
</tr>
<tr>
<td>Photo I.D. replacement fee</td>
<td>$30</td>
</tr>
<tr>
<td>Student Activity fee</td>
<td>$30</td>
</tr>
</tbody>
</table>

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.

Financial Aid

Many students need financial assistance to go to college. We have many financial aid resources 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.

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.

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:

Academic Administration
Attn: Tuition Payments
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

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.refundelection.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 Fall / Spring and two payments for Summer). If you receive partial financial aid, you may use the Installment Payment Plan to pay tuition costs not covered by your financial aid package.

How to Apply for the Installment Payment Plan

You must be registered for classes before applying to the Installment Payment Plan and any prior balance must be paid in FULL. A non-refundable administrative plan fee will be assessed based on the amount borrowed.

Apply online:
You may apply online via Student Self Service. Go to www.academyart.edu. You will find additional instructions within the “make a payment” page.

Apply In Person:
Come to the Accounts Receivable Department, 150 Hayes Street, 4th Floor, San Francisco. Bring a copy of your current Financial Aid Awards Letter (if applicable) and your current course schedule.

For more information, call the Accounts Receivable Department at 800.544.2787 or 415.274.2222, or visit us online at: www.academyart.edu
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.

Additional Information

• Students can download their medical ID card through the Sydney Health app or log onto Anthem Student Advantage Website to register and review the medical ID card.
• Log into your health insurance account to update contact information: https://student.jcbins.com/
• Ask general questions: healthinsurance@academyart.edu or StudentServices@jcbins.com
• Ask your billing questions: billing@academyart.edu
• Ask coverage, claims questions: call Anthem Claims Department at 1.800.888.2108.
• For more detailed information about Anthem Student Advantage Health Insurance Benefits: Anthem Student Advantage Health Insurance or Review our FAQ.
• Anthem Student Advantage Health Insurance Plan does NOT cover dental and vision insurance.
• Student may purchase additional dental insurance plan at JCB https://student.jcbins.com/512.
• Student may purchase additional vision insurance plan at JOB https://student.jcbins.com/611.

Making doctor’s appointments at One Medical Website

• One Medical Centers provide prompt care for non-life threatening injuries or illnesses.
• AAU Students may use their e-mail address on the medical ID card to activate the account at One Medical without activation fee or code.

CAMPUS LIFE & LEADERSHIP

Campus Life & Leadership

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• Log into your health insurance account to update contact information: https://student.jcbins.com/
• Ask general questions: healthinsurance@academyart.edu or StudentServices@jcbins.com
• Ask your billing questions: billing@academyart.edu
• Ask coverage, claims questions: call Anthem Claims Department at 1.800.888.2108.
• For more detailed information about Anthem Student Advantage Health Insurance Benefits: Anthem Student Advantage Health Insurance or Review our FAQ.
• Anthem Student Advantage Health Insurance Plan does NOT cover dental and vision insurance.
• Student may purchase additional dental insurance plan at JCB https://student.jcbins.com/512.
• Student may purchase additional vision insurance plan at JOB https://student.jcbins.com/611.

Making doctor’s appointments at One Medical Website

• One Medical Centers provide prompt care for non-life threatening injuries or illnesses.
• AAU Students may use their e-mail address on the medical ID card to activate the account at One Medical without activation fee or code.

Campus Housing

Artists in Residence

• We offer campus residence halls across San Francisco, in the city’s most vibrant neighborhoods.
• Housing is guaranteed to all new students.
• Housing communities are available for first year students, transfer and continuing students, and students 21 years of age and older.
• Every Residence Hall has an assigned Residence Director who resides 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: graduateservices@academyart.edu

Online Students:
Students who began their academic careers entirely online from the Summer of 2000 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/

Academic Support

Liberal and Fine Arts

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.

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.

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.

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.

Library & Academic Resources
ACADEMIC CALENDAR

Dates subject to change. Please refer to the school’s website for the most up-to-date information.
Hyperlink to Academy of Art University calendar: www.academyart.edu/content/aau/en/about-us/news-events/calendar.html

FALL 2023

Registration for Summer & Fall 2023 begins
Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semester start) - August 14, 2023
New International Student Move In - August 22, 2023
Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semester start) - Aug 27-Sep 2, 2023
New Students Move In - August 29, 2023
New Student Orientation & Parent’s Orientation - August 30, 2023
Meet Your Department Directors - August 31, 2023
Continuing Student Move In - September 1, 2023
Fall 2023 Welcome Week - September 1, 2023
Last day to submit grade changes for Summer 2023 “Incompletes” - September 1, 2023
Tuition Due for Fall 2023 - September 1, 2023
Tuition Due for Fall 2023 - September 2, 2023
Installment Payment Plan Contract - September 2, 2023
Installment Plan Deadline: 1st Payment Due - September 2, 2023
Installment Plan Deadline: 1st Payment Due - September 2, 2023
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees - September 2, 2023
New International Student Move In - September 4, 2023
Labor Day (All Buildings Closed) - September 4, 2023
New Students Move In - September 18, 2023
New Student Orientation & Parent’s Orientation - September 18, 2023
Meet Your Department Directors - September 18, 2023
Continuing Student Move In - September 19, 2023
Last day to submit grade changes for Summer 2023 “Incompletes” - September 19, 2023
Tuition Due for Fall 2023 - September 19, 2023
Tuition Due for Fall 2023 - September 20, 2023
Installment Payment Plan Contract - September 20, 2023
Installment Plan Deadline: 1st Payment Due - September 20, 2023
Installment Plan Deadline: 1st Payment Due - September 20, 2023
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees - September 20, 2023
Continuing Student Move In - September 22, 2023
Fall 2023 Welcome Week - September 22, 2023
Last day to register for Fall 2023 without a late fee - September 22, 2023
Last day for course changes without a late fee - September 22, 2023
Late Registration Period for Fall 2023 (late fee will apply) - September 22, 2023
Financial Aid file complete deadline - September 22, 2023
Last day to register for Fall 2023 (late fee will apply) - September 22, 2023
Registration for Spring 2024 begins - September 22, 2023
Installment Plan Deadline: 2nd Payment Due - September 22, 2023
Fall Pre-College Art Experience Prep-Day (mandatory for all first time onsite students) - September 22, 2023
Fall Pre-College Art Experience Online Orientation - September 22, 2023
Fall Pre-College Art Experience classes begin - September 22, 2023
Fall Pre-College Art Experience: Last day to apply/change class schedule - September 22, 2023
Midterms Start - September 22, 2023
Midterm Grading Period for Fall 2023 - September 22, 2023
“WF” Penalty - September 22, 2023
Midterms End - September 22, 2023

DATES

February 20, 2023
August 14, 2023
August 22, 2023
Aug 27-Sep 2, 2023
August 29, 2023
August 30, 2023
August 31, 2023
September 1, 2023
September 1, 2023
September 2, 2023
September 2, 2023
September 2, 2023
September 2, 2023
August 28, 2023
September 4, 2023
September 7, 2023
September 2, 2023
September 16, 2023
September 3-22, 2023
September 18, 2023
September 22, 2023
September 25, 2023
October 2, 2023
September 30, 2023
October 2-6, 2023
October 7, 2023
October 16, 2023
October 16, 2023
October 23-31, 2023
October 30, 2023
October 29, 2023
Installment Plan Deadline: 3rd Payment Due
Daylight savings time ends (set clocks one hour back)
Fall Pre-College Art Experience classes end (onsite students)
Fall Pre-College Art Experience classes end (online students)
Thanksgiving Break (All Buildings Closed)
Installment Plan Deadline: 4th Payment Due
Final Grading Period for Fall 2023
Fall Pre-College Art Experience Final Exhibition
Fall classes end
Residence Halls Close for Winter Break
Final grades for Fall 2023 to students
Winter Holiday (All Buildings Closed)
New Year’s Holiday (All Buildings Closed)

SPRING 2024
Registration for Spring 2024 begins
New Year’s Holiday (All Buildings Closed)
Midterm grading period for Winter Intersession 2024
Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semaster start)
Martin Luther King Jr. Day
New International Student Move In
Final grading period for Winter Intersession 2024
Winter Intersession ends
Spring 2024 Welcome Week
New Student Move In
New Student Orientation & Parent’s Orientation
Meet Your Department Director
Continuing Student Move In
Last day to submit grade changes for Fall 2023 “Incompletes”
Tuition due for Spring 2024
Installment payment plan contract deadline
Installment plan deadline: 1st payment due
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition & fees
Locker reservations begin
Spring classes begin
Last day to register for Spring 2024 without a late fee
Last day for course changes without a late fee
November 2, 2023
November 5, 2023
November 11, 2023
November 17, 2023
November 23-26, 2023
December 2, 2023
December 11-31, 2023
November 18, 2023 (tentative)
December 23, 2023
December 23, 2023
January 3, 2024
December 24-25, 2023
January 1, 2024

DATES
September 25, 2023
January 1, 2024
January 8, 2024
January 16-18, 2024
January 15, 2024
January 15, 2024
January 23, 2024
January 25-February 2, 2024
January 26, 2024
January 28-February 3, 2024
January 30, 2024
January 31, 2024
February 1, 2024
February 2, 2024
February 2, 2024
February 3, 2024
February 3, 2024
February 3, 2024
February 3, 2024
February 29, 2024
February 5, 2024
February 3, 2024
February 10, 2024

Late Registration Period for Spring 2024 (late fee will apply)
Last day to register for Spring 2024 (late fee will apply)
Spring Pre-College Art Experience Prep-Day (mandatory for all first time onsite students)
Spring Pre-College Art Experience Online Orientation
Financial Aid file complete deadline
Registration for Summer & Fall 2024 begins
Spring Pre-College Art Experience classes begin
Installment plan deadline: 2nd payment due
Spring Pre-College Art Experience: Last day to apply/change class schedule
Daylight savings time begins (set clocks one hour forward)
Midterms Start
Midterms End
Midterm grading period for Spring 2024
Spring Break Week
“WF” Penalty
Installment plan deadline: 3rd payment due
Spring Pre-College Art Experience classes end (onsite students)
Spring Pre-College Art Experience Final Exhibition
Spring Pre-College Art Experience classes end (online students)
Installment plan deadline: 4th payment due
Fashion Show
Final grading period for Spring 2024
Commencement – GRAD
Commencement – UGRD
Spring Show Reception & Exhibition
Residence Halls Close
Spring classes end
Memorial Day (All Buildings Closed)
Final grades for Spring 2024 to students

SUMMER 2024
Registration for Summer & Fall 2024 begins
Summer Intersession begins
Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semaster start)
New International Student Move In
New Student Move In
Midterm grading period for Summer Intersession

DATES
February 19, 2024
May 29, 2024
May 27, 2024
June 4, 2024
June 11, 2024
June 4-6, 2024
Summer 2024 Welcome Week
Final grading period for Summer Intersession
New Student Orientation & Parent’s Orientation
Meet Your Department Directors
Last day to submit grade changes for Spring 2024 “Incompletes”
Summer Intersession ends
Continuing Student Move In
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees
Tuition Due Date for Summer 2024
Installment Payment Plan Contract
Installment Plan Deadline: 1st Payment Due
Locker Reservations begin
Summer classes begin (including Portfolio Grant & Teacher Grant recipients)
Last day to register for Summer 2024 without a late fee
Last day for course changes without a late fee
Summer Pre-College Art Experience Prep-Day (mandatory for all first time onsite students)
Summer Pre-College Art Experience Online Orientation
Summer Pre-College Art Experience classes begin
Summer Pre-College Art Experience: Last day to apply/change class schedule
Financial Aid File Complete
Last day to register for Summer 2024 (late fee will apply)
Independence Day (All Buildings Closed)
Midterms Start
Midterms End
Midterm Grading Period for Summer 2024
“WP” Penalty
Installment Plan Deadline: 2nd Payment Due
Summer Pre-College Art Experience classes end (onsite)
Summer Pre-College Art Experience Final Exhibition
Final Grading Period for Summer 2024
Summer Pre-College Art Experience classes end (online)
Summer Classes End
Residence Halls Close
Final grades for Summer 2024 to students
ADMISSIONS

When to Apply
• Academy of Art University has rolling admissions; you may apply year-round to enroll in classes for Fall, Spring, and Summer semesters.
• It is recommended that you apply as early as possible to ensure enrollment in your first choice of classes.
• You may apply up to two years before you plan to enroll at The Academy. (Application fee is non-refundable, and application can not be deferred.)
• Applications are accepted through the second week of the Spring and Fall semesters, and the first week of the Summer semester.

Undergraduate Admissions Philosophy
Academy of Art University was built on the educational philosophy that all students interested in studying art, design and communications deserve the opportunity to do so. It is our belief that all students willing to make the appropriate commitment have the ability to learn professional-level skills. We maintain an inclusive admissions policy for all undergraduate programs.* Previous experience with art, design, communications, or acting is not required for admission. Students of all skills levels, beginning to advanced, will be accommodated with the proper coursework. We prepare students for advanced courses by offering foundations courses that teach fundamental art, design, communications and acting skills.

Graduate Admissions Philosophy
Academy of Art University graduate programs are designed for students who desire focused, master-level study in their field of choice. All students who hold a bachelor’s degree are encouraged to apply. Graduate students undergo an individualized program of study that includes one-on-one instruction from a professional advisor and a faculty-guided final project. Applicants to the graduate programs are asked to submit a portfolio and other materials to demonstrate their level of ability (see Graduate Admissions Requirements for more information). The portfolio is used for program placement purposes; The Academy provides skills-mastery courses for first semester students who need preparatory work.

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

Access Statement
Students with disabilities are invited to apply for admission to any program. Academy of Art University strongly recommends that students who are requesting accommodations for equal access to educational programs notify the Classroom Services office prior to, or early in the semester to ensure their needs are met in a timely manner. To be eligible for accommodations, recent documentation from a medical doctor, psychologist, psychiatrist or learning specialist is required. Consult with Classroom Services for additional information.
How to Apply

DOMESTIC ADMISSIONS

U.S. Citizens or Permanent Residents (Green Card Holders)

If you are a US citizen or permanent resident (Green Card holder), please follow the application instructions for either Domestic Undergraduate or Domestic Graduate admissions. If you have any questions, please contact us at 800.544.2787 or 415.274.2222, or e-mail the department at admissions@academyart.edu.

Step-by-step instructions for submitting your application are listed on the back of each application form.

There are 4 simple ways to apply for Domestic Admissions:

ONLINE: Visit The Academy’s website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call 800.544.2787 or 415.274.2222 and an Admissions Representative will assist you.

BY MAIL: Send your application and fee to:
Academy of Art University
79 New Montgomery
San Francisco, CA 94105-3407
Attention: Domestic Admissions Department

IN PERSON: If you are planning a trip to San Francisco, please visit us at
79 New Montgomery Street
(between Mission and Market)
4th Floor; 8am-7pm Monday-Thursday, 8am-6pm Friday, 8am-5:30pm Saturday

INTERNATIONAL ADMISSIONS

Non-U.S. Citizens

If you are a non-US citizen, please follow the application instructions for either International Undergraduate or International Graduate admissions. If you have any questions, please contact us at 800.544.2787 or 415.274.2208, or e-mail the department at intladmissions@academyart.edu.

If you are a U.S. Citizen, living abroad, and applying for Online classes, please fill out the Undergraduate or Graduate Domestic Application. The International Student Admissions/Services Department helps and guides international students with any questions or concerns they may have. The advisors assist each student with the application and admissions process, student visa and immigration procedures, academic advising and class registration. Every semester, the department hosts an international student orientation to help new students get acquainted with Academy of Art University and San Francisco. Additionally, The Academy has its own English for Art Purposes (EAP) program. Students may enroll in art and design classes while taking EAP classes at the same time. Please see the Student Resources section for more information.

Step-by-step instructions for submitting your application are listed on the back of each application form.

There are 4 simple ways to apply for International Admissions:

ONLINE: Visit The Academy’s website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call (+1) 415.274.2208 and an Admissions Representative will assist you.

BY MAIL: Send your application and fee to:
International Student Admissions
79 New Montgomery Street, 4th Floor
San Francisco, CA 94105-3410
USA

IN PERSON: If you are planning a trip to San Francisco, please visit us at
79 New Montgomery Street
(between Mission and Market)
4th Floor; 8am-7pm Monday-Thursday, 8am-6pm Friday, 8am-5:30pm Saturday

Admissions Requirements

UNDERGRADUATE ADMISSIONS REQUIREMENTS

*(For AA, BA, BFA, BS, B.Arch, & Second BA/BFA)

Academy of Art University requires one of the following*:

• High School Diploma
• GED / CHSPE

Academy of Art University accepts the following as proof of high school graduation:

• Official or unofficial completed high school transcript or GED

• Official transcripts or proof of high school graduation are due prior to the start of the first semester.
**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.

**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.

**College Transcripts:**

- 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
- Transcripts must show completion of at least 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.

**International Transcripts:**

International transcripts must be accompanied by an English translation. Please contact an Admissions Representative for details.

**International-Transcript-Policy.pdf**

**Statement of Intent:** An explanation of Graduate School goals and desired outcomes of the graduate degree in one page, typed essay.

**Resume:** An itemized list of educational and professional experience.

**Portfolio/Reel:** A body of work representing the chosen discipline is required for class placement in the graduate program. Registration for the appropriate classes is based on the skills demonstrated in the portfolio/reel. Additional materials may be required by the specific departments. Applicants should contact an Admissions Representative for details on digital portfolio/reel submission, including content and format requirements.

**CPR and First Aid Workshop Certificate:**

- CPR/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).

- **Medical and Safety Authority (EMSA):**
  - Official results of passing the California Subject Matter Examination Test (CSET) in Art.
  - Official documentation of your completed GED or CHSPE.
  - Official results of passing the California Basic Education Skills Test (CBEST).
  - Official results of passing the California Subject Matter Examination Test (CSET) in Art. Candidates must successfully pass both parts of the CSET in ART: Subtest 1 and Subtest 2.

**Student Clearinghouse Electronic Transcript Exchange Registry** and can accept transcripts directly from other member organizations.

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**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.

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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 415.274.2222.
   • Returning/Continuing Domestic (U.S. Citizen or Resident Green Card Holders), and International Undergraduate Students: Schedule a registration appointment or register by phone by calling the Student Services Office at 800.544.2787 or 415.274.2222.
   • Returning/Continuing Domestic (U.S. Citizen or Resident Green Card Holders), and International Graduate Students: Schedule a registration appointment or register by phone by calling the Graduate School at 800.544.2787 or 415.274.8617.
   • New Graduate Admissions Office at 800.544.2787 or 415-274-2222.
   • After the second Monday of each term, a late registration fee of $50 will apply.

2. Register online
All continuing students may register, look up class schedules, and view course descriptions at https://catalog.academyart.edu.

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 at 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 and will be binding 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 toward degree requirements.
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 must be received prior to the end of the student’s first semester. Incomplete portfolios/reels will be returned after the end of the student’s first semester. Any appeals must be presented to the Office of the Registrar.

Undergraduate Residency Requirement
Students seeking a degree must complete a minimum of 50% of required units at Academy of Art University to satisfy the undergraduate residency requirement.

Transferability
Students who wish to continue their education at other schools must not assume that credits earned at Academy of Art University will be accepted by the receiving institution. It is the responsibility of the student planning to transfer to another school to research the requirements of the selected school. Institutions of higher learning vary in the nature and number of credits that are acceptable, and it is at the discretion of that institution to accept credits earned at other schools. See University Policies for full transfer policies. Transfer information is subject to change.

Student and Academic Policies (Catalog Addendum 1):
http://www.academyart.edu/course-fees-prerequisites

Course Fees & Prerequisites:
http://www.academyart.edu/board-of-directors-administrators-faculty

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 must be received prior to the end of the student’s first semester. Incomplete portfolios/reels will be returned after the end of the student’s first semester. Any appeals must be presented to the Office of the Registrar.

Undergraduate Residency Requirement
Students seeking a degree must complete a minimum of 50% of required units at Academy of Art University to satisfy the undergraduate residency requirement.

Transferability
Students who wish to continue their education at other schools must not assume that credits earned at Academy of Art University will be accepted by the receiving institution. It is the responsibility of the student planning to transfer to another school to research the requirements of the selected school. Institutions of higher learning vary in the nature and number of credits that are acceptable, and it is at the discretion of that institution to accept credits earned at other schools. See University Policies for full transfer policies. Transfer information is subject to change.

Student and Academic Policies (Catalog Addendum 1):
http://www.academyart.edu/course-fees-prerequisites

Please contact the Office of the Registrar at 800.544.2787 or https://www.academyart.edu/academicpolicies

Student and Academic Policies (Catalog Addendum 1):
http://www.academyart.edu/course-fees-prerequisites

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

Course Fees & Prerequisites:
http://www.academyart.edu/course-fees-prerequisites

Please contact the Office of the Registrar at 800.544.2787 or 415.274.2222 or visit www.academyart.edu for more information.
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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