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

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

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

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

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

SCHOOL OF COMMUNICATIONS & MEDIA TECHNOLOGIES
BA Communications & Media Technologies
MA Communications & Media Technologies

SCHOOL OF FASHION
AA Fashion
AA Fashion Journalism
AA Fashion Marketing
AA Fashion Merchandising
AA Fashion Product Development
AA Fashion Styling
AA Fashion Visual Merchandising
BA Fashion Journalism
BFA Costume Design
BFA Fashion
BFA Fashion Marketing
BFA Fashion Merchandising
BFA Fashion Product Development
BFA Fashion Styling
BFA Fashion Visual Merchandising
BFA Footwear & Accessory Design*
BFA Knitwear Design*
BFA Textile Design*

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

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

MFA Available Areas of Emphasis:
• Fashion Design*

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

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

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

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

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

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

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

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

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

AA & BFA Available Areas of Emphasis:
• Transportation Design

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

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

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

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

BFA Available Areas of Emphasis:
• Documentary
• Fine Art Photography
• Advertising/Photo Illustration

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

BFA Available Areas of Emphasis:
• Digital Art

MA & MFA Available Areas of Emphasis:
• Entertainment Art

*SCHOOL OF 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 WEB DESIGN & NEW MEDIA
AA Web Design & New Media
BFA Web Design & New Media
CERT Web Design & New Media*
MA Web Design & New Media
MFA Web Design & New Media

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

*These Programs are not available online
**These Programs are not available onsite
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Course Fees & Prerequisites: [https://my.academyart.edu/content/dam/assets/pdf/course_fees_prerequisites.pdf](https://my.academyart.edu/content/dam/assets/pdf/course_fees_prerequisites.pdf)
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
HISTORY OF THE SCHOOL

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

This is our 90 year tradition.

1929
• Richard S. Stephens, Art Director for Sunset Magazine, founds the Académie of Advertising Art, along with his wife Clara, with a beginning enrollment of 45 students

1933
• Fashion Illustration is added to the curriculum

1936
• Fine Art Department is added

1946
• Enrollment grows to 250 students
• Courses are offered in General Advertising and Commercial Art, Fashion Illustration, Cartooning, and Lettering & Layout

1951
• Richard A. Stephens, son of founder Richard S. Stephens, becomes President

1955
• Magazine Illustration and Photography are added to the curriculum

1957
• Art History, English, and American History are added to the curriculum

1966
• School name changed from Academy of Advertising Art to Academy of Art College
• Academy is granted authority to offer a Bachelor’s Degree in Fine Art
• Fine Art, Fashion, Photography, Interior Design, Advertising and Illustration classes offered
• Academy acquires its own space at 740 Taylor Street

1968
• Academy expands to 625 Sutter

1976
• Academy continues to expand to 540 Powell Street
• Approximately 750 students enrolled
• Library opens
• In-house advertising agency begins (ADCOM)

1977
• Master of Fine Arts program inaugurated and approved by the California State Department of Education

1980
• The Academy’s Department of Transportation begins a shuttle service for students
• The school maintains a fleet of over 50 vehicles

1981
• Academy receives National Association of Trade and Technical Schools (NATTS) accreditation
• Graphic Design courses offered

1983
• Academy expands to provide a student housing facility across the street from 625 Sutter

1985
• Academy receives National Association of Schools of Art and Design (NASAD) accreditation
1988
• Academy receives Foundation for Interior Design Education Research (FIDER) accreditation which is now Council for Interior Design Accreditation (CIDA)

1992
• Elisa Stephens, granddaughter of founder Richard S. Stephens, appointed president
• 79 New Montgomery building acquired
• School of Product Design begins

1993
• School of Motion Pictures & Video begins
• Academy’s first dormitory at 680 Sutter Street

1994
• Academy introduces Programs in Computer Arts and begins offering classes in 3D Modeling, Animation and New Media
• School of Product Design becomes School of Product & Industrial Design

1998
• Academy receives Accrediting Council for Independent Colleges and Schools (ACICS) accreditation
• School of Interior Design becomes School of Interior Architecture & Design
• Academy begins offering Associate of Arts degrees in Transportation and Automotive Design

1999
• School of Product & Industrial Design becomes School of Industrial Design Studios and expands curriculum to include courses in transportation and automotive design

2001
• School of Industrial Design Studios becomes School of Industrial Design

2002
• School of Architecture begins
• School of Motion Pictures & Video becomes School of Motion Pictures & Television

2003
• First online classes offered
• Academy of Art College becomes Academy of Art University

2004
• Animation separates from School of Computer Arts to become School of Animation & Visual Effects

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 1929 Auburn Speedster

2008
• School of Multimedia Communications opens offering Bachelor of Arts and Master of Arts degrees
• National Collegiate Athletic Association (NCAA) Division II Athletic Program begins, led by former San Francisco 49er Jamie Williams

2009
• School of Music for Visual Media opens offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
• Game Design separates from School of Animation & Visual Effects to become School of Game Design offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
• School of Computer Arts & New Media becomes School of Web Design & New Media

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

2011
• School of Landscape Architecture opens offering Associate of Arts, Bachelor of Fine Arts, and Master of Fine Arts degrees
• School of Acting opens offering Associate of Arts, Bachelor of Fine Arts and Master of Fine Arts degrees
• School of Music for Visual Media changes to School of Music Production & Sound Design for Visual Media

2012
• School of Art History opens offering a Bachelor of Fine Arts degree
• Academy of Art is granted full membership into NCAA Division II
• School of Interior Architecture & Design 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

2014
• School of Fashion offers Associate of Arts, Bachelor of Arts and Master of Arts in Fashion Journalism
• School of Fashion offers Associate of Arts and Bachelor of Fine Arts in Fashion Styling
• School of Art History offers Master of Arts
• School of Architecture receives National Architectural Accrediting Board (NAAB) candidacy status for Bachelor of Architecture (B.Arch) degree

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 Interior Design offers Associate of Arts degree in Automotive Restoration
• School of Architecture offers Bachelor of Arts degree in Architectural Design
• School of Acting offers Master of Arts degree
• School of Landscape Architecture offers Master of Arts degree
• School of Music Production & Sound Design for Visual Media offers Master of Arts in Music Scoring & Composition and a Master of Arts in Sound Design degrees
• 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 Accreditating 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 Master of Fine Arts degrees in Fashion Marketing and Brand Management, Fashion Merchandising and Management, and Fashion Product Development
• School of Game Development offers Master of Arts degree in Game Development
• School of Graphic Design offers Master of Arts degree in Graphic Design
• School of Illustration offers Master of Arts degree in Illustration
• School of Industrial Design offers Master of Arts degree in Industrial Design
• School of Interior Architecture & Design offers Master of Arts degree in Interior Architecture and Design
• School of Jewelry & Metal Arts offers Master of Arts degree in Jewelry and Metal Arts
• School of Motion Pictures & Television offers Master of Arts degree in Writing and Directing Film
• School of Photography offers Master of Arts degree in Photography
• School of Visual Development offers Master of Arts degree in Visual Development
• School of Web Design & New Media offers Master of Arts degree in Web Design and New Media
• School of Multimedia Communications becomes School of Communications & Media Technologies, the Bachelor of Arts in Multimedia Communications becomes the Bachelor of Arts in Communications and Media Technologies, and the Master of Arts in Multimedia Communications becomes the Master of Arts in Communications and Media Technologies
• School of Graphic Design changes the Master of Arts in Graphic Design to the Master of Arts in Graphic Design and Digital Media
• School of Advertising changes the Master of Arts in Advertising to the Master or Arts in Advertising and Branded Media Technology

2017
• School of Fashion offers Associate of Arts, Bachelor of Fine Arts, and Master of Fine Arts degrees in Textile Design
• School of Fashion offers Associate of Arts, Bachelor of Fine Arts, and Master Fine Arts in Knitwear Design
• School of Visual Development adds an emphasis in Digital Art for the Bachelor of Fine Arts, and an emphasis in Entertainment Art for the Master of Arts and Master Fine Arts
• School of Fashion adds an emphasis in Pattern Making & 3-Dimensional Design for Fashion for the Bachelor of Fine Arts

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

2019
• School of Fashion offers Certificate in Social Media Management
• School of Fashion offers Master of Arts degree in Fashion Marketing
• School of Fashion offers Master of Arts degree in Fashion Art Direction

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

—Dr. Elisa Stephens, President

WELCOME

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

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

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

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

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

Sincerely,

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.

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

Admissions Philosophy

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

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

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

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

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

International Students
The International Student Admissions/Services Department assists each student with the application and admissions process, student visa and immigration procedures, academic advising and class registration. The Application 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.

Student and Academic Policies (Catalog Addendum 1):

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

Course Fees & Prerequisites:
https://my.academyart.edu/content/dam/assets/pdf/course_fees_prerequisites.pdf

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

ACCREDITATION

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

WSCUC Accreditation for Online Programs
Both onsite and online degree programs at Academy of Art University are accredited by WASC Senior College and University Commission (WSCUC). The following degree programs are not currently offered online: AA, BFA, MA and MFA in Acting; MA in Advanced Architectural Design; AA in Automotive Restoration; BFA and MFA in Fashion; 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 licensing and credentialing of 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
(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 201 E. Adams Street, Suite 100, 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) Next accreditation visit 2026
- M. Arch. (preprofessional degree + 87 graduate credits) Next accreditation visit 2021

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

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

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

To achieve its mission Academy of Art University:

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

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

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

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

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

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

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

• fosters optimum quality in all aspects of programs and services.
Our perspective is simple: work hard, learn your craft, and build relationships. These are the elements that will take your career forward. We continually work to improve the program to give you the tools you need to be successful on screen or on stage.

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

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

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

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

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

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

Firms & Clients Hiring Our Graduates:
- ABS CBX 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
DEGREE REQUIREMENTS

**Associate of Arts [AA] in Acting**

**AA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

| CORE       | 33 UNITS |
| MAJOR      | 15 UNITS |
| LIBERAL ARTS | 18 UNITS |
| **TOTAL**  | 66 UNITS |

**AA ACTING DEGREE REQUIREMENTS**

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

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

**AA ACTING CORE COURSES**

- ACT 101 Respect for Acting
- ACT 105 Acting 1
- ACT 112 Voice and Speech 1
- ACT 123 Improvisation 1
- ACT 125 Acting in Action
- ACT 141 Movement: Physical Acting
- ACT 155 Acting 2
- ACT 181 Movement: The Alexander Technique in Action
- ACT 205 Acting 3
- ACT 212 Voice and Speech 2
- WRI 188 Characters & Backstory

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

**CHOOSE ONE:**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

**CHOOSE ONE:**

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

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291 Designing Careers

**ART HISTORICAL AWARENESS**

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

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS

MAJOR 42 UNITS

+ ELECTIVES 9 UNITS

+ LIBERAL ARTS 45 UNITS

TOTAL 132 UNITS

BFA ACTING DEGREE REQUIREMENTS

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

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

BFA ACTING CORE COURSES

ACT 101 Respect for Acting
ACT 105 Acting 1
ACT 112 Voice and Speech 1
ACT 123 Improvisation 1
ACT 125 Acting in Action
ACT 141 Movement: Physical Acting
ACT 155 Acting 2
ACT 181 Movement: The Alexander Technique in Action
ACT 205 Acting 3
ACT 212 Voice and Speech 2
ACT 468 Audition Process: From Cold Readings to Callbacks
WR 188 Characters & Backstory

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:
LA 202 English Composition: Creative Persuasion & Argument
LA 207 Persuasion & Argument for the Multilingual Writer
LA 290 Perspective Journalism

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

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 368 Experiencing Culture: Anthropology for Today's Artist
LA 462 Power of Myth and Symbol

THEATER, FILM, AND PERFORMANCE APPRECIATION

CHOOSE TWO:
LA 130 Broadway! The Evolution of the American Musical
LA 132 History of Animation
LA 134 History & Technology of Visual Effects & Computer Animation
LA 154 Great Performances: Legendary Actors of the Silver Screen
LA 182 Genres in Film
LA 244 History of Fashion
LA 281 Film History 1: Pre-1940
LA 282 Film History 2: 1940-1974
LA 283 Examining Film Noir
LA 284 Evolution of the Horror Film
LA 306 Creatively Speaking: Presentation for Designers
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 384 Underated Cinema
LA 385 Close-Up on Hitchcock
LA 386 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema
Master of Arts [MA] in Acting

MA UNIT REQUIREMENTS

MAJOR 30 UNITS
+ ELECTIVES* 6 UNITS
TOTAL 36 UNITS

*Per director approval

MA ACTING REQUIRED MAJOR COURSES
ACT 604 Movement: Physical Expression on Camera
ACT 606 Voice & Speech 1
ACT 607 Voice and Speech 2
ACT 622 Alexander Technique 2 – Alexander Technique in Performance
ACT 637 Acting Techniques: Meisner 2
ACT 639 Acting for Performance
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 grade of C in all required 36 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirement:

Master of Fine Arts [MFA] in Acting

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA ACTING REQUIRED MAJOR COURSES
ACT 604 Movement Physical Expression on Camera
ACT 606 Voice & Speech 1
ACT 607 Voice and Speech 2
ACT 622 Alexander Techniques 2 – Alexander Techniques in Performance
ACT 635 Acting Techniques: Meisner 1
ACT 637 Acting Techniques: Meisner 2
ACT 639 Acting for Performance
ACT 640 Movement: Creating Physical Character
ACT 642 Shakespeare 1
ACT 645 Improv and Sketch
ACT 650 Acting for Camera 1
ACT 669 Script Analysis
ACT 675 The Audition
ACT 680 Audition Techniques
ACT 710 Into the Industry
MPT 616 Directing Actors for Motion Pictures
or MPT 618 Writer-Director Intensive 1
or MPT 606 Film Language Studio

MFA ACTING DEGREE REQUIREMENTS
• Successful completion of Final Portfolio Review
• Minimum 2.0 cumulative GPA
• Minimum grade of C in all required 63 units
ACTING

UNDERGRADUATE COURSES

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

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

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

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

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

ACT 125 Acting in Action
In this course, you will practice the skills of objective based acting, focusing on the structure of the scene, changing strategies, and using subtext and verbal action to pursue your goals.

ACT 131 Movement: Physical Acting
Physical acting employs the body as a primary instrument of expression and communication. In this course, students will utilize behavior, gesture, commedia dell’arte, mime, and props to build character. Imagination, body awareness, and physical communication will be emphasized.

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

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

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

ACT 181 Movement: The Alexander Technique in Action
This course incorporates principles of the Alexander Technique with acting on camera. Students will identify and release habits that impede performance and efficient movement. Through exercises and improvisational movement, students will expand their facility, range, focus and depth, resulting in greater authenticity.

ACT 200 Summer Acting and Film Intensive
In today’s entertainment industry, the successful actor must not only train their instrument, but also be able to create their own projects. The Summer Acting and Film Intensive is an immersive, conservatory actor training and introduction to filmmaking program. You will gain invaluable experience in acting for stage and film/television, improv, voice, singing, movement, screenwriting, directing and film production. Rotating master classes in audition technique, stage combat and commedia dell’arte round out a dynamic curriculum.

ACT 205 Acting 3
In this advanced acting technique course, students will craft dynamic characters through scene work and exercises rooted in relationships, activities and imagined circumstances. Emphasis will be placed on incorporating impediments and observation skills in order to develop an expanded and diverse body of character work.

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

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

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

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

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

ACT 266 Singing 2: The Power of Performance
In this course, students will develop their singing skills by focusing on the musical theatre audition process. Students will cultivate knowledge pertaining to the eras and styles of musical theatre, build song repertoire appropriate for their type and increase their performance skills as actors who sing.
ACT 268 Audition Fundamentals
In this course, students will practice effective strategies for cold reads. The focus will be on quick analysis of sides, making clear choices, and applying adjustments.

ACT 269 Script Analysis and Rehearsal Techniques
In this course, actors will analyze selected plays, utilizing a shared vocabulary, while focusing on objective, playable actions, behavior and subtext. Students will then rehearse scenes, applying various techniques to the process. Theme, culture, and historical context will also be explored.

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

ACT 281 Stage Combat 1
Stage combat is a vital tool for dramatic storytelling. In this course, students will study the use of weapon techniques including stage, screen, and voiceovers. Analysis of major sound changes, pitch, rhythm, inflection, and placement will be utilized in addition to examining specific geographic, historic, and cultural influences.

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

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

ACT 322 Improvisation 3
In this advanced course, students will practice the art of "long form" improvisation and script performance. Students will improve both play and film scenarios and create an original script for stage or film utilizing improvisational techniques. Narrative storytelling and working effectively within an ensemble will be emphasized.

ACT 333 Monologue Technique 1
Building upon the core principles of acting, this course prepares students for work on camera. Technical challenges unique to this medium will be practiced including: vocal quality, delivering truthful performances in multiple takes, hitting marks and camera angles. Students will work on scenes collaboratively with a full production team.

ACT 355 Reel Development 1
Students will further develop their on camera skills by creating dynamic characters through behavior and intentions. Utilizing subtext to tell a story within the story, students perform complex scene work and develop a wide variety of roles.

ACT 355L Reel Development Lab
You will take this lab in conjunction with ACT 355 Reel Development, and will focus on acting in projects for your reel.

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

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

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

ACT 385 Acting for Commercials
Commercial acting is a vital and lucrative segment of the actor’s profession. In this course, students will learn to use specific acting techniques to convey a narrative within a commercial. Special attention will be placed on constructing characters and relationships truthfully while representing a product within a story.

ACT 405 Reel Development 2
This course focuses on the filmmaking process from the actor’s perspective. Students will work on sound stages in a professional and fast paced environment. Footage from scene work will be compiled for student’s demo reels.

ACT 405L Reel Development 2 Lab
You will take this lab in conjunction with ACT 405 Reel Development 2, and will focus on acting in projects for your reel.

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

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

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

ACT 455 Reel Development 3
This course focuses on developing the actor’s professional demo reel. Students will work on sound stages, performing scenes for camera in a professional and fast paced environment. Material will be carefully selected to showcase the student’s most marketable type. Footage will then be compiled and edited for student’s demo reels.

ACT 455L Reel Development 3 Lab
You will take this lab in conjunction with ACT 455 Reel Development 3, and will focus on acting in projects for your reel.

ACT 461 Voiceover 1: Reel Development
A commercial demo and marketing plan are essential tools needed to book VO jobs. In this course, students will improve performances through script analysis, identifying styles, creating demo scripts and ultimately recording a demo reel, and building a marketing campaign. Topics will include talent agents, auditions, and building a career.
Callbacks create a live performance showcase for an audience.

In this course, students will practice auditioning for film, television, voiceovers, industries, print work, and web dramas. Audition and interview preparation, essential cold reading techniques, and building an effective portfolio will also be examined.

ACT 498C Next Level Communications
Take your ability to communicate in the American market to the next level. In this dynamic course actors, directors, producers and writers will create a collaborative project together. You will practice "sounding more American" in fun, career specific scenarios. You will be able to interact with confidence and clarity.

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

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

ACT 590 Enhanced Studies
You will 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 498A Theatre Performance: The Play
You will work in the three parallel dimensions of Performance, Directing and Playwriting to build characters, original scenes and one act plays using your body, voice, intention, emotion and life experience.

ACT 498B Musical Theatre Showcase
In this course, students will further develop their singing, movement, and acting skills by creating a musical theatre event. Students will build a varied and dynamic musical theatre repertoire, by exploring solo, duet, and ensemble pieces, to create a live performance showcase for an audience.

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

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

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

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

GRADUATE COURSES

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

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

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

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

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

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

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

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

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
ACT 622 Alexander Technique 2 - Alexander Technique in Performance
In this advanced movement course, students will apply and expand upon practices developed in Alexander Technique 1 into performance. Crafting characters with dynamic physical and vocal expression, actors will utilize plays, screenplays, and television scripts, to tell stories without extraneous tension and habitual behavior.

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

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

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

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

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

ACT 645 Improv and Sketch
Improvisation provides the actor with the tools to react and behave reflexively, while allowing their impulses to move freely. Sketch comedy provides a vehicle for the improvisational actor to perform in scripted material. Students will delve into various comedic genres, while writing, shaping and performing sketches.

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

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

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 subject. Creatively, students will work together to identify and deliver a range of performance options.

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

ACT 670L Acting for Camera 2 Lab
You will take this lab in conjunction with ACT 670 Acting for Camera 2, and will focus on acting in projects for your reel.

ACT 675 The Audition
In this course, students will be introduced to effective strategies during the audition process. A focus will be placed on crafting circumstances, subtext, a quick analysis of sides, making clear choices, embracing “type” and applying adjustments.

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

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

ACT 691 Acting for Camera 3 Lab
You will take this lab in conjunction with ACT 690 Acting for Camera 3, and will focus on acting in projects for your reel.

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 695C Next Level Communications
Take your ability to communicate in the American market to the next level. In this advanced movement course actors, directors, producers and writers will create a collaborative project together. You will practice “sounding more American” in fun, career specific scenarios. You will be able to interact with confidence and clarity.

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

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

ACT 710 Into the Industry
This culminating course focuses on developing the professional elements needed for entry into the entertainment industry. Students will create a professional website, resume, demo reel, and a personal pitch. They will also create and package a project to market to the industry upon graduation. [This course is cross-listed with MPT 495.]

ACT 725 Acting for the Camera 4
This advanced course focuses on the continued development of the actor’s professional demo reel. Performing scenes for the camera in a professional and fast paced environment, students will be challenged with truthfully crafting complex and dynamic characters. Material will be carefully selected and edited to showcase the student’s most marketable type.

ACT 750 Acting for the Camera 2
This advanced course focuses on the continued development of the actor’s professional demo reel. Performing scenes for the camera in a professional and fast paced environment, students will be challenged with truthfully crafting complex and dynamic characters. Material will be carefully selected and edited to showcase the student’s most marketable type.

ACT 760 Acting for the Camera 3
This course focuses on the advanced development of the actor’s professional development of the actor’s professional demo reel. Performing scenes for the camera in a professional and fast paced environment, students will be challenged with truthfully crafting complex and dynamic characters. Material will be carefully selected and edited to showcase the student’s most marketable type.

ACT 761 Acting for the Camera 4
This advanced course focuses on the continued development of the actor’s professional demo reel. Performing scenes for the camera in a professional and fast paced environment, students will be challenged with truthfully crafting complex and dynamic characters. Material will be carefully selected and edited to showcase the student’s most marketable type.
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; M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.

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

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

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

Our instructors are all working professionals who’ve created award-winning work for top brands like Nike, Microsoft, ESPN, Disney, Apple, Jack Daniel’s as well as America’s top entertainment companies. Whether your future role is as art director, copywriter, strategist or production artist, we’ll help you focus your passion and develop the skills you’ll need to enjoy a career in advertising. It’s a lot of fun.
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 campaigns. Prizes included $2,000 in scholarships for 4 students.

**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.

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**WHAT WE OFFER**

**Studio Production for Advertising & Design**

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

**Creative Strategy**

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

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

**Art Director**

- Worldwide Chief Creative Director
- Group Creative Director
- Creative Director
- Associate Creative Director
- Senior Creative
- Mid level, Junior
DEGREE REQUIREMENTS

Associate of Arts [AA] in Advertising

<table>
<thead>
<tr>
<th>AA UNIT REQUIREMENTS</th>
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<tbody>
<tr>
<td><strong>MAJOR COURSEWORK</strong></td>
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<tr>
<td><strong>CORE</strong></td>
<td>33 UNITS</td>
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<tr>
<td><strong>MAJOR</strong></td>
<td>15 UNITS</td>
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<tr>
<td>+ <strong>LIBERAL ARTS</strong></td>
<td>18 UNITS</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>66 UNITS</strong></td>
</tr>
</tbody>
</table>

**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:
  1. 2 Art Historical Awareness courses
  1. 1 Written Communication: Composition course
  1. 1 Written Communication: Critical Thinking course
  1. 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

**AA ADVERTISING CORE COURSES**

- ADV 109 Advertising Methods & Trends
- ADV 207 Creative Strategy
- ADV 241 Ideation Techniques
- ADV 244 Art Direction for Advertising
- ADV 258 Digital Video 1
- FND 113 Sketching for Communication
- GR 102 Design Technology: Digital Publishing Tools
- GR 150 Visual Communication A
- WNM 105 Design Technology: Visual Design Tools
- WNM 205 Motion Graphics 1
- WNM 210 Visual Design 1
### AA UNIT REQUIREMENTS

#### MAJOR COURSEWORK
- **CORE**
  - 33 UNITS
- **MAJOR**
  - 9 UNITS
- **+ LIBERAL ARTS**
  - 18 UNITS

**TOTAL**
- 60 UNITS

### AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN DEGREE REQUIREMENTS

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

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

### AA STUDIO PRODUCTION FOR ADVERTISING & DESIGN CORE COURSES

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>ADV 109</td>
<td>Advertising Methods &amp; Trends</td>
</tr>
<tr>
<td>ADV 236</td>
<td>Digital Photography</td>
</tr>
<tr>
<td>ADV 341</td>
<td>Midpoint Portfolio</td>
</tr>
<tr>
<td>COM 102</td>
<td>Visual Storytelling: Editing Fundamentals for Short-Form Video Content</td>
</tr>
<tr>
<td>GR 102</td>
<td>Design Technology: Digital Publishing Tools</td>
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<tr>
<td>GR 122</td>
<td>Typography 1: Hierarchy and Form</td>
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<td>GR 150</td>
<td>Visual Communication A</td>
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<td>WNM 105</td>
<td>Design Technology: Visual Design Tools</td>
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<td>WNM 210</td>
<td>Visual Design 1</td>
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<tr>
<td>WNM 230</td>
<td>Digital Imaging 1</td>
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<tr>
<td>WNM 249</td>
<td>Web Design 1</td>
</tr>
</tbody>
</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

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

#### EMPLOYMENT COMMUNICATIONS & PRACTICES
- LA 291 Designing Careers

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

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE
36 UNITS

MAJOR
42 UNITS

+ ELECTIVES
9 UNITS

+ LIBERAL ARTS
45 UNITS

TOTAL
132 UNITS

BFA ADVERTISING DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education
  requirements:
  4 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Context & Style course
  1 Written Communication: Critical Thinking course
  1 Historical Awareness course
  1 Quantitative Literacy course
  1 Cultural Ideas & Influences course
  1 Employment Communications and Practices course

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

BFA ADVERTISING CORE COURSES

ADV 109 Advertising Methods & Trends
ADV 207 Creative Strategy
ADV 241 Ideation Techniques
ADV 244 Art Direction for Advertising
ADV 258 Digital Video I
ADV 470 Final Portfolio
FND 113 Sketching for Communication
GR 102 Design Technology: Digital Publishing Tools
GR 150 Visual Communication A
WNM 105 Design Technology: Visual Design Tools
WNM 205 Motion Graphics 1
WNM 210 Visual Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

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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<thead>
<tr>
<th>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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<td><strong>CHOOSE TWO:</strong></td>
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<tr>
<td>LA/LAN 117</td>
<td>Survey of Landscape Architecture</td>
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<tr>
<td>LA/IND 118</td>
<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/GAM 131</td>
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<td>LA 132/AM 102</td>
<td>History of Animation</td>
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<td>LA 134/AM 104</td>
<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<tr>
<td>LA/AVIS 137</td>
<td>History of Visual Development</td>
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<td>LA/PH 147</td>
<td>History of Photography</td>
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<td>LA/LAN 177</td>
<td>Pre-Industrial Urban Open Spaces</td>
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<td>LA 182</td>
<td>Genres in Film</td>
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<td>LA/ILL 195</td>
<td>History of Comics: American Comics</td>
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<td>LA/ILL 197</td>
<td>History of Comics: International and Alternative</td>
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<td>LA/ARH 219</td>
<td>History of Architecture: 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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<td>LA 226/ADI 230</td>
<td>Survey of Traditional Interior Architecture</td>
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<td>LA 229/ADI 231</td>
<td>Survey of Contemporary Interior Architecture</td>
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<td>LA 236/ADI 232</td>
<td>Survey of Bay Area Architecture</td>
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<tr>
<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
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<td>LA 243/ILL 310</td>
<td>History of American Illustration</td>
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<td>LA/FSH 244</td>
<td>History of Fashion</td>
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<td>LA/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<td>LA/FSH 246</td>
<td>History of Textiles</td>
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<td>LA 247</td>
<td>History &amp; Techniques of Printmaking</td>
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<tr>
<td>LA 249</td>
<td>An Artistic and Intellectual History of the Renaissance</td>
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<tr>
<td>LA 274</td>
<td>Study Abroad: Art &amp; Architecture of Renaissance</td>
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<tr>
<td>LA 276</td>
<td>Seminar in Great Britain</td>
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<tr>
<td>LA/LAN 277</td>
<td>Post Industrial Urban Open Spaces</td>
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<td>LA 278</td>
<td>Seminar in France</td>
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<td>LA 279</td>
<td>Seminar in Italy</td>
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<td>LA 281/MPT 255</td>
<td>Film History 1: Pre-1940</td>
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<td>LA 282/MPT 256</td>
<td>Film History 2: 1940-1974</td>
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<td>LA 283</td>
<td>Examining Film Noir</td>
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<td>LA 284</td>
<td>Evolution of the Horror Film</td>
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<td>LA 289</td>
<td>History of Architecture: Modernity</td>
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<td>LA 290</td>
<td>Topics in World Art</td>
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<td>LA 291</td>
<td>Art of the Classical World</td>
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<td>LA 292</td>
<td>Art of the Middle Ages</td>
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<td>LA 293</td>
<td>The Artist in the Modern World</td>
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<td>LA 294</td>
<td>Film History 3: Contemporary Cinema</td>
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<td>LA 295</td>
<td>World Cinema</td>
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<td>LA 296</td>
<td>Underrated Cinema</td>
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<td>LA 297</td>
<td>Close-up on Hitchcock</td>
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<td>LA 298</td>
<td>Exploring Science Fiction Cinema</td>
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<td>LA 299</td>
<td>Women Directors in Cinema</td>
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<tr>
<td>LA 300</td>
<td>Survey of Asian Cinema</td>
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<td>LA 301</td>
<td>Art of the Italian Renaissance</td>
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<td>LA 302</td>
<td>Northern Renaissance Art</td>
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<td>LA 303</td>
<td>Italian Baroque Art</td>
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<td>LA 304</td>
<td>The Golden Age of Dutch Art</td>
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<tr>
<td>LA 305</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 306</td>
<td>18th &amp; 19th Century European Art</td>
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<tr>
<td>LA 307</td>
<td>History of Asian Art</td>
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<tr>
<td>LA 308</td>
<td>Dada &amp; Surrealism</td>
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</tbody>
</table>
### Certificate in Advertising

**CERTIFICATE REQUIREMENTS**

- **MAJOR CORE (FOLLOW BFA CORE)**: 36 UNITS
- **MAJOR**: 42 UNITS
- **+ BY ADVISMENT**: 24 UNITS
- **+ ELECTIVES**: 12 UNITS
- **+ ART HISTORY**: 6 UNITS

**TOTAL**: 120 UNITS

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

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

**MA UNIT REQUIREMENTS**

- **MAJOR**: 33 UNITS
- **+ GRADUATE LIBERAL ARTS**: 3 UNITS

**TOTAL**: 36 UNITS

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

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

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

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

**CHOOSE ONE:**

- GLA 601: Classical Aesthetics and the Renaissance
- GLA 602: The Art & Ideology of the 20th Century
- GLA 605: Motion Picture Theory & Style
- GLA 606: Crossing Borders: Art & Culture in a Global Society

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

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

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

CROSS CULTURAL UNDERSTANDING

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

PROFESSIONAL PRACTICES & COMMUNICATIONS

- GLA 676 Professional Practices for Designers & Advertisers

MFA ADVERTISING REQUIRED MAJOR COURSES

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

ADV 109 Advertising Methods & Trends
Explore the connection between advertising and sociology. Through brainstorming, discussion, and empathy exercises you’ll learn how advertising can bring people and business together. Plus, pitch an idea based on a specific style.

ADV 158 Modern Life in the USA
Adjusting to student life in America, and in San Francisco, can be complex work. You’ll learn important aspects of US history and popular culture that shed light on modern life in America, and learn to put internet info to good use.

ADV 159 The Art of Storytelling
Craft a great story requires skill. Improve your storytelling skills by truly knowing your audience, creating engaging visuals, identifying appropriate information sources, and asking story-generating questions in interviews.

ADV 207 Creative Strategy
Great things happen when a strategic framework is applied to creativity. Based on current cultural and market observations, you’ll develop and present strategic maps and data visualizations to connect businesses and people.

ADV 215 Short Copy for Campaigns
Get the copywriting skills to craft concept driven advertising. Learn what it takes to ensure headlines, body copy, taglines, and visuals come together cohesively to make your ad campaigns sing.

ADV 226 Research Methods for Creative Strategists
Know your audience is key. Develop cultural anthropology skills to gain consumer insights, and present your findings in top line summaries, stories, and data visualizations.

ADV 236 Digital Photography
Master digital photography increases your design options. Gain the composition, color theory, and lighting skills to compose and manipulate images that can be used for art, digital media, and print projects.

ADV 241 Ideation Techniques
The art of idea creation. Develop compelling concepts as you explore the purposes, possibilities, and practices to create ads and products.

ADV 244 Art Direction for Advertising
Grasp the fundamentals of art direction in advertising. Learn advertising history, usage of fonts, page layout, and the responsibilities of an art director.

ADV 258 Digital Video 1 (formerly WNM 358 Digital Video 1)
Become a better storyteller using digital video. You’ll learn lighting and green-screen techniques and get tips on how to sync music, sound, and video to develop compelling digital video. Plus, learn the video utilities, compression, and streaming techniques to deliver it seamlessly.

ADV 265 Copy for Radio
Radio is often called the theater of the mind. Learn techniques in storytelling, pacing, dialogue, casting, and sound effects. You’ll head into a studio and work with voice actors to create radio gems.

ADV 315 Copy for Radio
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 341 Midpoint Portfolio
Your portfolio is everything. You’ll take the first step into creating and presenting your own portfolio website and personal branding system. You’ll revise, redo, update, revise, and add to past work to create a portfolio that reflects the skills you’ve gained.

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

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

ADV 348 Entertainment Advertising
Analyze pop culture trends to create ads for TV, games, music, movies, and web. You’ll also conduct research for a target audience to develop a concept that includes trailer scripts, key art, and ads.

ADV 367 Art of Presentation
Present like a pro. You’ll get hands-on experience presenting ideas, campaigns, and portfolios to real employers and clients. You’ll also build a network of industry contacts through real-life scenarios and role playing.

ADV 370 Brand and Branding
Learn to build brand identity. You’ll develop the marketing and design skills that work best to differentiate a brand in a saturated marketplace, increase brand equity in people’s minds, and create a following of loyal customers.

ADV 371 Sounds of Brands
In this course, students will learn about the role of sound in media. Students will gain the critical capabilities to evaluate sound and will produce projects that will use creative solutions that employ sound.

ADV 375 Idea Based on a Specific Style
The art of idea creation. Develop compelling concepts as you explore the purposes, possibilities, and practices to create ads and products.

ADV 388 Art of Presentation
What it takes to ensure headlines, body copy, taglines, and visuals come together cohesively to make your ad campaigns sing.

ADV 399 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.

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

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

ADV 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 505 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 509 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

ADV 515 Short Copy for Campaigns
Get the copywriting skills to craft concept driven advertising. Learn what it takes to ensure headlines, body copy, taglines, and visuals come together cohesively to make your ad campaigns sing.

ADV 526 Research Methods for Creative Strategists
Know your audience is key. Develop cultural anthropology skills to gain consumer insights, and present your findings in top line summaries, stories, and data visualizations.

ADV 536 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 570 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 571 Sounds of Brands
In this course, students will learn about the role of sound in media. Students will gain the critical capabilities to evaluate sound and will produce projects that will use creative solutions that employ sound.

ADV 575 Idea Based on a Specific Style
The art of idea creation. Develop compelling concepts as you explore the purposes, possibilities, and practices to create ads and products.

ADV 588 Art of Presentation
What it takes to ensure headlines, body copy, taglines, and visuals come together cohesively to make your ad campaigns sing.

ADV 599 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.

ADV 600 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.

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

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

**ADV 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 Brand Strategy**
Know your audience. Use your intuitive thinking, creative, research, and communication skills to uncover hidden insights and truths that motivate consumer-buying behavior.

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

**ADV 625 Interactive 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 658 US Pop Culture**
Student life in San Francisco can be complicated. You’ll learn to put Internet info to good use studying important aspects of US history and popular culture that shed light on modern life in America.

**VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu**
ADV 659 Captivating Storytelling
Crafting a captivating story requires skill. Improve your storytelling skills by truly knowing your audience, creating engaging visuals, identifying appropriate information sources, and asking story-generating questions in interviews.

ADV 670 Visual Storytelling
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.

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

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

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

ADV 801 Group Directed Study
In addition to regular instructor critiques of your projects and works in progress, you will discuss approaches to your Final Portfolio and/or Thesis Project with graduate student peers. You must have passed your midpoint review and Director approval required. Course prerequisites and fees will vary by topic.

ADV 805 Continued Group Directed Study
Get additional support and critiques from instructors and fellow MFA peers as you continue work on your Final Projects.

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; 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.
Move from Pencil and Mouse to a Career in Animation

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

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

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

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

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

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

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

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

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

CAREER PATHS

Visual Effects (VFX)
- Director
- VFX Supervisor
- CG Supervisor
- Technical Director (Compositor, Matchmove, Matte Painter)
- Rotoscoper
- Lighting & Rendering

3D Modeling
- Director
- Character Modeler
- Environment/Prop Modeler
- Texture Artist
- LED Character Modeler
- Character Animator
- Rigger
- Layout
- Lighting
- Modeler

3D Animation
- Director
- Animation Supervisor
- Lead Animator
- Senior Character Animator
- Character Animator
- Creature TD (Setup & Rigging), Mocap/Cleanup

Post-Production Visual Effects (VFX)
- VFX Supervisor
- Digital Production Supervisor (DPS)
- CG Supervisor/Animation Director
- Department Lead
- Sequence Lead
- Digital Artist

Computer Graphics Entertainment: Post Production VFX
- VFX Supervisor
- Digital Production Supervisor (DPS)
- CG Supervisor/Animation Director
- Department Lead
- Sequence Lead
- Digital Artist
# DEGREE REQUIREMENTS

## Associate of Arts [AA] in Animation & Visual Effects

### AA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
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<tbody>
<tr>
<td>CORE</td>
<td>33 UNITS</td>
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<tr>
<td>MAJOR</td>
<td>15 UNITS</td>
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<td>+ LIBERAL ARTS</td>
<td>18 UNITS</td>
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<td><strong>TOTAL</strong></td>
<td><strong>66 UNITS</strong></td>
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</table>

## AA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

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

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

### AA ANIMATION & VISUAL EFFECTS CORE COURSES

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ANM 101</td>
<td>Introduction to Computer Graphics for Animation</td>
</tr>
<tr>
<td>ANM 105</td>
<td>Computer Animation Production</td>
</tr>
<tr>
<td>ANM 180</td>
<td>Introduction to Animation Principles &amp; Techniques</td>
</tr>
<tr>
<td>ANM 203</td>
<td>Preproduction Principles</td>
</tr>
<tr>
<td>or ANM 207</td>
<td>Storyboarding Principles</td>
</tr>
<tr>
<td>ANM 205</td>
<td>Careers in Animation &amp; VFX</td>
</tr>
<tr>
<td>ANM 341</td>
<td>Visual Effects 2 - Intermediate Digital Compositing</td>
</tr>
<tr>
<td>or FA 213</td>
<td>Introduction to Anatomy</td>
</tr>
<tr>
<td>FND 112</td>
<td>Figure Drawing</td>
</tr>
<tr>
<td>or ADV 236</td>
<td>Digital Photography</td>
</tr>
<tr>
<td>FND 113</td>
<td>Sketching for Communication</td>
</tr>
<tr>
<td>or FND 110</td>
<td>Analysis of Form</td>
</tr>
<tr>
<td>FND 116</td>
<td>Perspective</td>
</tr>
<tr>
<td>or ANM 206</td>
<td>Producing for Animation &amp; Visual Effects 1</td>
</tr>
<tr>
<td>FND 122</td>
<td>Color Fundamentals</td>
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<tr>
<td>or ANM 251</td>
<td>Fundamentals of Texturing, Lookdev, &amp; Lighting</td>
</tr>
<tr>
<td>ILL 120</td>
<td>Clothed Figure Drawing 1</td>
</tr>
<tr>
<td>or ANM 241</td>
<td>Visual Effects 1 - Principles of Compositing</td>
</tr>
</tbody>
</table>

### GENERAL EDUCATION REQUIREMENTS

#### WRITTEN COMMUNICATION: COMPOSITION

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

#### WRITTEN COMMUNICATION: CRITICAL THINKING

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

#### EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

#### ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Animation & Visual Effects

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS

MAJOR 42 UNITS

+ ELECTIVES 9 UNITS

+ LIBERAL ARTS 45 UNITS

TOTAL 132 UNITS

BFA ANIMATION & VISUAL EFFECTS CORE COURSES

ANM 101 Introduction to Computer Graphics for Animation
ANM 105 Computer Animation Production
ANM 180 Introduction to Animation Principles & Techniques
ANM 203 Preproduction Principles
or ANM 207 Storyboarding Principles
ANM 205 Careers in Animation & VFX
ANM 341 Visual Effects 2 – Intermediate Digital Compositing
or FA 213 Introduction to Anatomy
ANM 405 Senior Portfolio for Animation & VFX
FND 112 Figure Drawing
or ADV 236 Digital Photography
FND 113 Sketching for Communication
or FND 110 Analysis of Form
FND 116 Perspective

or ANM 204 Producing for Animation & Visual Effects 1
FND 122 Color Fundamentals
or ANM 251 Fundamentals of Texturing, Lookdev, & Lighting
ILL 120 Clhetto Figure Drawing 1
or ANM 241 Visual Effects 1 – Principles of Compositing

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

1. Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
2. 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.

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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:
LA 291 Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO:
LA/LAN 117 Survey of Landscape Architecture
LA/IND 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA/GAM 131 History of Gaming
LA 132/ANM 102 History of Animation
LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
LA/VIS 137 History of Visual Development
LA/PH 147 History of Photography
LA/LAN 177 Pre-Industrial Urban Open Spaces
LA 182 Genre in Film
LA/ILL 195 History of Comics: American Comics
LA/IIL 197 History of Comics: International and Alternative Comics
LA/ARH 219 History of Architecture: Ancient to Gothic
LA 220 American Art History
LA 222 20th Century Art
LA 224 Women, Art & Society
LA 226/IAD 230 Survey of Traditional Interior Architecture
LA 229/IAD 231 Survey of Contemporary Interior Architecture
LA 236/IAD 232 Survey of Bay Area Architecture
LA 242/GR 242 History of Graphic Design
LA 243/IIL 310 History of American Illustration
LA/FSH 244 History of Fashion
LA/JEM 245 History of Jewelry and Metal Arts from Around the World
LA/FSH 246 History of Textiles
LA 247 History & Techniques of Printmaking
LA/FASCU 248 History & Theory of Fine Art Sculpture
LA 249 An Artistic and Intellectual History of the Renaissance
LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA/LAN 277 Post Industrial Urban Open Spaces
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 281/MPT 255 Film History 1: Pre-1940
LA 282/MPT 256 Film History 2: 1940-1974
LA 283 Examining Film Noir
LA 284 Evolution of the Horror Film
LA 319 History of Architecture: Modernity
LA 320 Topics in World Art
LA 327 Art of the Classical World
LA 333 Art of the Middle Ages
LA 361 The Artist in the Modern World
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 384 Underated Cinema
LA 385 Close-up on Hitchcock
LA 386 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema
LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 The Golden Age of Dutch Art
LA 432 Art of Spain: From El Greco to Picasso
LA 433 18th & 19th Century European Art
LA 434 History of Asian Art
LA 464 Dada & Surrealism
## Certificate in Animation & Visual Effects

**CERTIFICATE REQUIREMENTS**

<table>
<thead>
<tr>
<th>Category</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>MAJOR CORE (FOLLOW BFA CORE)</td>
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<td>MAJOR</td>
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<td>BY ADVISEMENT</td>
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<td>ELECTIVES</td>
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<tr>
<td>ART HISTORY</td>
<td>6</td>
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<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 Animation & Visual Effects

**MA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>Category</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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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>36</strong></td>
</tr>
</tbody>
</table>

## MA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

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

## MA ANIMATION & VISUAL EFFECTS REQUIRED MAJOR COURSES

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
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<tbody>
<tr>
<td>ANM 609</td>
<td>Gesture &amp; Quick Sketch for Animators</td>
</tr>
<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</td>
</tr>
<tr>
<td>ANM 696</td>
<td>3D Character Animation 1</td>
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<tr>
<td>ANM 687</td>
<td>3D Character Animation 2</td>
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<tr>
<td>ANM 676</td>
<td>3D Animation Physics and Mechanics</td>
</tr>
<tr>
<td>ANM 697</td>
<td>Feature Animation Training</td>
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<tr>
<td>ANM 770</td>
<td>Final Portfolio Preparation</td>
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## 2D ANIMATION & STOP MOTION EMPHASIS

<table>
<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ANM 605</td>
<td>Layout Design for Animators</td>
</tr>
<tr>
<td>ANM 610</td>
<td>Figurative Concepts</td>
</tr>
<tr>
<td>ANM 612</td>
<td>Traditional Animation Principles &amp; Pipelines</td>
</tr>
<tr>
<td>ANM 614</td>
<td>Color and Design Application for Animation</td>
</tr>
<tr>
<td>ANM 633</td>
<td>Drawing and Design for Animation</td>
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<tr>
<td>ANM 648</td>
<td>Digital Animation for Production</td>
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<tr>
<td>ANM 671</td>
<td>Stop Motion Puppet Animation</td>
</tr>
<tr>
<td>ANM 691</td>
<td>Advanced Storyboarding</td>
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<tr>
<td>VIS 611</td>
<td>The Visual Elements of Story</td>
</tr>
<tr>
<td>ANM 685</td>
<td>Storyboarding</td>
</tr>
<tr>
<td>ANM 688</td>
<td>Traditional Animation</td>
</tr>
<tr>
<td>ANM 692</td>
<td>Traditional Animation 2</td>
</tr>
<tr>
<td>ANM 770</td>
<td>Final Portfolio Preparation</td>
</tr>
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</table>
3D MODELING EMPHASIS
ANM 623 3D Modeling & Animation 1 (Maya)
ANM 629 Fundamentals of Texturing, Lookdev, & Lighting
ANM 632 Hard Surface Modeling 1
ANM 636 Organic Modeling
ANM 639 3D Texture Painting
or ANM 654 Modeling Studio
ANM 656 Organic Modeling 2
ANM 682 Hard Surface Modeling 1
ANM 770 Final Portfolio Preparation
FA 622 Anatomy for Artist
FASCU 620 Figure Modeling
FASCU 632 Ecorche

VISUAL EFFECTS EMPHASIS
ANM 604 VFX: Cinematography
ANM 623 3D Modeling & Animation 1 (Maya)
ANM 629 Fundamentals of Texturing, Lookdev, & Lighting
ANM 630 Node-Based Compositing 1
ANM 640 Advanced Texturing, Lookdev, & Lighting
ANM 642 Production Compositing Principles
ANM 644 VFX Pipeline
ANM 650 Matchmoving
or ANM 639 3D Texture Painting
or ANM 631 Matte Painting
or ANM 643 Dynamics 1 – Particles
ANM 655 Scripting
or ANM 695 Collaborative Project
ANM 695 Collaborative Project
or any course in major
ANM 770 Final Portfolio Preparation

MA ANIMATION & VISUAL EFFECTS

GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 621 History & Techniques of Character Animation
or GLA 622 History & Techniques of VFX

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

MFA UNIT REQUIREMENTS

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

TOTAL 63 UNITS

*Per director approval

MFA ANIMATION & VISUAL EFFECTS DEGREE REQUIREMENTS

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

MFA ANIMATION & VISUAL EFFECTS

REQUIRED MAJOR COURSES

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

3D ANIMATION EMPHASIS
ANM 609 Gesture & Quick Sketch for Animators
or ANM 610 Figurative Concepts
ANM 623 3D Modeling & Animation 1 (Maya)
ANM 670 Preproduction
ANM 685 Storyboarding
ANM 686 3D Character Animation 1
ANM 687 3D Character Animation 2
ANM 688 Traditional Animation
ANM 697 Feature Animation Training
or ANM 629 Fundamentals of Texturing, Lookdev, & Lighting
ANM 770 Final Portfolio Preparation
ILL 625 Perspective for Characters & Environment
### MFA Animation & Visual Effects

#### Graduate Liberal Arts Requirements

**Art Historical Awareness & Aesthetic Sensitivity**
- **GLA 621** History & Techniques of Character Animation
- **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 611** Cultural Narratives
- **GLA 617** Mythology for the Modern World
- **GLA 619** Culture & Identity in Modern American Theater
- **GLA 627** The Global Design Studio: Past, Present, & Future
- **GLA 637** Theory & Movements in Traditional Interior Architecture
- **GLA 903** Graduate Seminar in Europe
- **GLA 905** Graduate Seminar in Florence: Renaissance Art & Architecture

### 3D Modeling Emphasis

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ANM 623</td>
<td>3D Modeling &amp; Animation 1 (Maya)</td>
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### FASCU 620

- Figure Modeling
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### Visual Effects Emphasis

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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.

ANM 104 History and Technology of VFX and Computer Animation
The history of special effects is rich with innovation. You’ll examine the work of the creative visionaries, fine artists, and technical pioneers behind classic animated characters from Bugs Bunny to Thanos, and beyond.

ANM 105 Computer Animation Production
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 film-making. To learn the Cinematics Animation and VFX, you’ll board, shoot, and edit a film, critically analyzing examples of film content and production to understand why choices in filmmaking are made.

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

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

ANM 190 Traditional Animation 1
Explore animation using industry-standard software. You’ll reproduce simple animations to build the skills and foundation for your future undergraduate 2D animation work.

ANM 192 Maya for 2D Animators
This course covers the basic concepts of transferring 2D animation skill to a 3D program. The fundamentals of computer graphics are taught by exploring how the principles of 2D animation can be applied to various 3D scenes. Students will work on several hands-on 3D animation projects.

ANM 202 3D Modeling and Animation 1 (Maya)
In the second part of this two-part course you’ll learn to navigate the complex 3D software and its many tools and workflows as they are used in major animation and VFX studios, preparing you for specialized study in the track of your choice.

ANM 203 Preproduction Principles
Learn the latest preproduction techniques for animation and VFX. You’ll focus on professional preproduction skills including idea generation, concept design, visual development, and storyboard.

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

ANM 206 Producing for Animation & Visual Effects 1
Find out what it takes to produce a feature animation or video game. By producing several commercial projects, you’ll receive hands-on training in the start-to-finish creation and delivery of entertainment products.

ANM 207 Storyboarding Principles
Storyboard artists influence how a story is told. After reading a short script, you’ll sketch a sequence of images showing how the scene plays out. Gain skills with story arc, camera language, and pre-production packets.

ANM 220 Fundamentals of 3D Animation
Build a solid set of foundational skills in the twelve principles of animation. Through graph editor drills, best practices, and carefully guided demonstrations, you’ll enhance your knowledge of the basic physics and mechanics of animation.

ANM 221 3D Character Animation 1
You’ll focus on conceptualizing, storyboarding, and executing a high quality animation project.

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

ANM 223 3D Workflow of Animation
Good work results in a 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 241 Visual Effects 1 - Principles of Compositing
Increase your composting skills. You’ll learn composting techniques like greenscreen extractions, splines, merging layers, and color correction. Plus, see how composting fits in to the Animation VFX pipeline.

ANM 242 Procedural Effects: Houdini 1
You’ll learn key CG effects techniques to generate dynamic simulations of real-world phenomena for film effects. Gain a solid foundation. [This course is cross-listed with ANM 773.]

ANM 243 Rotoscopy
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 matted, plate restoration, plate extension, and paint animation. [This course is cross-listed with ANM 691.]

ANM 244 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 Texturing, Lookdev & Lighting
Learn how to render beautiful animations, just like your favorite studios. You’ll learn core principles of looked and lighting including painting in 3D, how to work with BRDF shaders, linear lighting, animation caches, compositing of render passes and much more.

 VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
ANM 253 Lighting for VFX
Become the Director of Photography during visual effects filming. You’ll practice the basics of lighting and videotaping for the bluescreen, and learn the differences and similarities of live action lighting and CG lighting.

ANM 254 Dynamics 1 - Particles
Create effects like snow, rain, wind, confetti, and fire using physics based simulations. Plus, learn how to seamlessly integrate these into a live-action film plate. [This course is cross-listed with ANM 643.]

ANM 287 Stop Motion Set Design & Fabrication
Gain basic design, fabrication, and surface skills to create simple stop motion sets and props. You’ll learn to apply design fundamentals, construction, craft, and scenic skills to animation.

ANM 303 Previs & Postvis
Previs is pre-visualizing movie scenes before filming. It includes creating animated shots that guide shooting visual effects scenes. Postvis is assembling the visual effects of a film. You’ll learn the skills needed for jobs in previsualization.

ANM 312 Hard Surface Modeling 1
Explore different geometry in Maya (polygon, nurb, and subdivision) focusing on polygonal and subdivision surfaces, and production methodology. You’ll acquire advanced tools that enhance the modeling experience.

ANM 313 Organic Modeling 1
Practice the entire process of modeling a multi-patch, polygon, and subdivision character. You’ll construct both the detail surfaces, and good topology for character rigging using a variety of tools in Maya.

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 hands-on experience with character animation. 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 & 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, learn the mechanics of lip-sync and apply them to their 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
Animate 3D characters with motion capture. Using industry-specific software, you’ll capture your own motions for your individual animation project and apply these techniques to increasingly complex group animation projects.

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

ANM 330 Producing for Animation & Visual Effects 3
Create a business plan for an original film. You’ll play the part of the creative, entrepreneurial producer practicing fundraising strategies, creating an LLC, and building a studio.

ANM 331 3D Character Animation 3
Gain more advanced character animation skills through hands-on experience. You’ll practice animation principles like timing, spacing, force, dynamic posing, weight, arcs, and technique.

ANM 332 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 341 Visual Effects 2 - Intermediate Digital Compositing
Learn core principles of digital compositing for VFX including green screen removal, traveling mattes, and image correction.

ANM 342 Node-Based Compositing 1
Learn advanced compositing techniques such as keying, node 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 Fluids: Houdini 2
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 Matching
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 660.]

ANM 353 Advanced Texturing, Lookdev, & Lighting
Lighting can determine both what the audience sees, and how they feel. You’ll learn advanced lookdev techniques such as grooming hair and rendering cloth fibers down to the thread level, as well as advanced lighting techniques and tricks of the trade used by cinematographers to create stunning animated shots. [This course is cross-listed with ANM 640.]
ANM 354 Dynamics 2: Fluids
Create visually appealing fluid simulations as seen from top visual effects production studios. You will learn how to create beautiful fluid and ocean simulations as well as compressible fluid simulations such as fog, smoke and smoke-trails using Real Flow and Maya software.

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

ANM 356 Cloth Simulation
Learn to procedurally animate cloth using softbody dynamic simulations. Explore both Maya’s cloth solver and the Syflex cloth simulator to tailor your own garments and simulate these over an animation.

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

ANM 362 Traditional Animation 3
You must make strong acting choices to give your animated characters dynamic personalities. You’ll expand your digital tool repertoire by applying skills in advanced draftsmanship, detail, lip-sync, digital clean-up, and color.

ANM 370 Storyboarding 2: Drawing for Cartoons
Experience the fast-paced cartoon production environment of an animated series. You’ll watch shows, study scripts, create original storyboards.

ANM 372 Storyboarding 3: Drawing for Feature Film
Learn to storyboard feature films. You’ll gain a comprehensive skill set by drawing, writing, comedy, staging, action, and pitching for animated and live action features.

ANM 375 Maquette Sculpting
Become a functioning member of a character development team working on a feature film, television show, television commercial, or games. You’ll apply the latest techniques, materials, and professional tips to your specific projects.

ANM 377 2D Production and Layout 1
You’ll practice digital animation scene layout and production for studio, independent, and freelance workflows.

ANM 380 Stop Motion Animation 1
You’ll animate a stop motion puppet to better understand character expression, pantomime, and the process and principles of classic animation.

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

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

ANM 405 Senior Portfolio for Animation & VFX
Create a reel of your best work to showcase your skills. To professionally market your abilities, you’ll hone client/artist relationships, practice presentation techniques, and develop consistent identity, resume, reel packaging, and stationery systems.

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

ANM 413 Organic Modeling 2
Model organic characters like professional visual effect studio modelers. This course further develops comprehensive instruction in Zbrush software for high resolution organic modeling. Course concepts include model retopology, character concept design, polypainting and texturing, transform and decimation tools and rendering model turntables.

ANM 414 Head Sculpting & Facial Expression
Create believable facial animation. As a 3D modeling major, you’ll learn to properly model a head with clean topology, create a facial, and build a facial rig.

ANM 415 Modeling Studio
Learn to shade, render, and texture cloth and hair. You’ll work to create fully rendered, portfolio-quality images for your advanced projects.

ANM 416 Character Animation Studio
You’ll hone your animation skills to better portray a characters’ emotions and thoughts.

ANM 417 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, subtense, 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 443 Advanced Rotoscoping
Take a deep dive into rotoscoping and digital paint effects for film and TV. You’ll learn to apply industry-standard visual effects techniques and practices to your subject.

ANM 445 Advanced Matte Painting
Be a problem solver in a production-based environment. Using detailed planning and problem solving skills, you’ll create realistic special effects for real-world films, commercials, and interactive projects. Plus, study the effects of lighting and shadowing.

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

ANM 462 Character Animation Studio
You’ll hone your animation skills to better portray a characters’ emotions and thoughts.

ANM 466 Traditional Animation 4
Learn to ink, rig, and animate puppet set-ups. You’ll apply animation fundamentals to animate animal locomotion, animate various animation tests, and digital cut-out animation.

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 570 Advanced Rendering 2
Learn to shade, render, and texture cloth and hair. You’ll work to create fully rendered, portfolio-quality images for your advanced projects.

ANM 572 Advanced Lighting and Production Design
Create visually appealing fluid simulations as seen from top visual effects production studios. You will learn how to create beautiful fluid and ocean simulations as well as compressible fluid simulations such as fog, smoke and smoke-trails using Real Flow and Maya software.
ANM 478 Storyboarding 4: TV / Live Action / VFX
Master the freelance storyboarding market. Working from scripts and client proposals, you’ll storyboard a variety of projects for advertising, film, games, animation, and live action.

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 work with industry experts to 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 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 more information. Course fees and prerequisites vary by topic.

ANM 500 Internship in Animation
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have senior status; 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 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 498X Studio Experience: CG Texture & 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 499S Film Production Internship
Create feature films under the direction of a faculty advisor and the guidance of professional VFX supervisors. You’ll work with teams of industry professionals to develop ideas and produce animation projects that are creatively and technically challenging. Fees and prerequisites will vary by topic.

ANM 560 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 560 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.

An M 604 VFX: Cinematography
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 Lighting, Compositing, and Rendering
Set 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 606 Feature Animation: Shot Production
You’ll work with a faculty advisor and professional VFX supervisors to develop ideas and produce animation projects that are creatively and technically challenging. Fees and prerequisites will vary by topic.

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 629 Fundamentals of Texturing, Lookdev, & Lighting
Learn 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 630 Node-Based Compositing 1
Learn advanced compositing techniques such as keying, fluid 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 AM 342.

ANM 651 Model & Animation for VFX
Create hair, fur, nCloth, fog, glows, and rigid and fluid dynamics for visual effects scenes as designed by professional artists at top studios. Students will seamlessly integrate their elements into their portfolio and thesis projects.

ANM 652 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 653 Special Topics
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 654 Color and Design Application for Animation
Understand the role of Art Direction in animated films. Using traditional and digital media, you’ll examine the psychology of color, how light affects color, and various color theory combinations to create interesting visual compositions.
ANM 631 Matte Painting
Master the art and craft of matte painting. As an MFA student, you’ll create your own 2D matte paintings of environments for mid point or final review projects.

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 Drawing and 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 Texturing, 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 363.]

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

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

ANM 643 Dynamics 1 - Particles
Create effects like snow, rain, wind, confetti, and fire using physics based simulations. Plus, learn how to seamlessly integrate these FX into a live action film plate. [This course is cross-listed with ANM 254.]

ANM 644 VFX Pipeline
Learn the differences between keyframed vs. simulated motion, and when to use each. You’ll master various dynamic simulation tools including rigid bodies, soft bodies, cloth, hair, particles, and fluids.

ANM 648 Digital Animation for Production
Gain various ink, paint, and compositing skills to work in digital commercial animation production. You’ll learn storyboarding, animatics, painting, compositing and post-production.

ANM 650 Matchmoving
Practice live-action 3D camera tracking. You’ll learn to measure the environment, gather camera information, and apply tracking markers to prepare for a matchmove in a live action set. [This course is cross-listed with ANM 362.]
Producing professional level VFX work will be emphasized. You'll learn key CG effects techniques to generate dynamic simulations of real-world phenomena for film effects. Gain a solid foundation. **[This course is cross-listed with ANM 242.]**

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

**ANM 690 Camera Layout for Story**
Develop your ability to connect storyboards to the finalized layout of an animation. Designing within the traditional animation pipeline and layout process, you'll gain skills in story, camera, workbook, and color.

**ANM 691 Advanced Storyboarding**
Take a deep dive into how to structure a storyboard for presentation. You'll learn drawing, writing, comedy, staging, and pitching for a board.

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

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

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

**ANM 695X Studio Experience: CG Texture & 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 697 Feature Animation**
Lead animators will guide you to focus on the artistry of animation. A panel of industry experts may select you for this course based on your portfolio.

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

**ANM 703 Visual Effects for Animation**
Explore various dynamic simulation tools instead of keyframe animation: rigid bodies, soft bodies, cloth, hair, particles and fluids. You'll learn the differences between different animations, and when to use keyframed vs. simulated motion.

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

**ANM 743 Dynamics 2: Fluids**
Create visually appealing fluid simulations as seen from top visual effects production studios. You will learn how to create beautiful fluid and ocean simulations as well as compressible fluid simulations such as fog, smoke and smoke-trails using Real Flow and Maya software.

**ANM 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 773 Precedent Effects: Houdini 1**
You'll learn key CG effects techniques to generate dynamic simulations of real-world phenomena for film effects. Gain a solid foundation. **[This course is cross-listed with ANM 242.]**

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

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

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

**ANM 801 Group Directed Study**
In addition regular instructor critiques of your projects and works in progress, you will discuss approaches to your Final Portfolio and/or Thesis Project with graduate student peers. You must have passed your midpoint review and Director approval required. Course prerequisites and fees will vary by topic.

**ANM 820 GDS: Character Animation**
This course is for graduate students who want to complete their thesis focusing in 3D Animation. Each student’s final thesis project will be discussed during each class.

**ANM 830 GDS: 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 GDS: VFX: Lookdev, Lighting & FX**
This class is for graduate students who want to complete their thesis focusing in VFX, including Lookdev, Lighting, FX, Matte Painting, and Compositing. Each student’s final thesis project will be discussed during each class.

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

**ANM 891 Animation: Thesis Completion**
Complete your final thesis project. Critiques from both the instructor and fellow classmates will improve your character animation abilities.

**ANM 900 Internship**
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an "Internship for Credit" you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; MA: Director approval; 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.

**ANM 999 Portfolio Completion**
This course is for graduate students who want to complete their thesis focusing in 3D Animation. Each student’s final thesis project will be discussed during each class.
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
Bachelor of Architecture [B.Arch]

B.ARCHTECTURE UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 36 UNITS
MAJOR 69 UNITS
+ LIBERAL ARTS 45 UNITS
+ STUDIO ARTS & HUMANITIES BREADTH 12 UNITS
TOTAL 162 UNITS

B.ARCHTECTURE MAJOR COURSES
ARH 230 Color, Perception and Space
ARH 239 Materials & Methods
ARH 240 Site Design & Mapping
ARH 255 Studio 4: Assembly Building & Context*
ARH 320 Structures: Wood & Steel
ARH 330 Structures: Concrete, Masonry, & Tensile Systems
ARH 350 Studio 6: Site Conditions & Building Performance*
ARH 390 3D Digital Modeling
ARH 410 Studio 7: Tectonics & Structure*
ARH 420 Structures: Systems Investigation
ARH 430 Climate & Energy Use: Sustainable Strategies
ARH 440 Design Technology: Environmental Controls
ARH 441 Tectonics: Code Analysis & Building Envelope Documentation
ARH 450 Studio 8: Housing and Integrated Design*
ARH 510 Studio 9: Mixed Use Urbanism & Research*
ARH 529 From Theory to Practice or ARH 512 Participatory Design or any course in major
ARH 550 Studio 10: Final Thesis Project* *6 unit courses

ARH Architecture Degree Requirements
• Minimum 2.0 GPA
• Minimum grade of C- in all core courses, major courses, and the following Liberal Arts courses:
  LA 107 Writing for the Multilingual Artist or LA 108 Composition for the Artist
  LA 219 History of Architecture: Ancient to Gothic
  LA 249 An Artistic and Intellectual History of the Renaissance
  LA 255 College Math
  LA 271 College Algebra with Geometry
  LA 292 Programming and Culture
  LA 293 Precalculus
  LA 296 Applied Physics
  LA 319 History of Architecture: Modernity
  LA 359 Urban Sociology
  LA 429 Architecture Theory
  LA 449 Urban Design Theory
  And the following general education requirements:
  3 History of Architecture courses
  1 Written Communications: Academic Writing course
  1 Written Communications: Composition course
  1 Fundamental Math course
  1 Applied Math course
  1 Advanced Math course
  1 Applied Physics course
  1 Cultural Influences & Human Behavior course
  1 Historical Awareness course
  1 Urban Studies course
  1 Architectural Employment Communication & Practices course
  After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.

GENERAL EDUCATION REQUIREMENTS
WRITTEN COMMUNICATION: ACADEMIC WRITING
LA 429 Architecture Theory

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

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

FUNDAMENTAL MATH
LA 255 College Math

APPLIED MATH
LA 271 College Algebra with Geometry

ADVANCED MATH
LA 293 Precalculus

APPLIED PHYSICS
LA 296 Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR
LA 292 Programming & Culture

HISTORICAL AWARENESS
LA 359 Urban Sociology

URBAN STUDIES
LA 449 Urban Design Theory

ARCHITECTURAL EMPLOYMENT COMMUNICATIONS & PRACTICES
ARH 475 Professional Practices for Architects**
**Core Requirement
Bachelor of Arts [BA] in Architectural Design

BA UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 36 UNITS
MAJOR 48 UNITS
+ LIBERAL ARTS 45 UNITS
+ STUDIO ARTS & HUMANITIES BREADTH 3 UNITS
TOTAL 132 UNITS

BA ARCHITECTURAL DESIGN CORE COURSES
ARH 110  Studio 1: Conceptual Design Studio
ARH 150  Studio 2: Spatial Ordering & Form*
ARH 170  Projective Drawing & Perspective
ARH 180  2D Digital Visual Media
ARH 210  Studio 3: Site Operations & Tectonic Systems*
ARH 255  Studio 4: Assembly Building & Context*
ARH 410  Studio 7: Tectonics and Structure*
FND 113  Sketching for Communication
* 6 unit courses

BA ARCHITECTURAL DESIGN DEGREE REQUIREMENTS
• Minimum 2.0 GPA
• Minimum grade of C- in all core courses, major courses, and the following Liberal Arts courses:
  LA 107  Writing for the Multilingual Artist
  or LA 108  Composition for the Artist
  LA 219  History of Architecture: Ancient to Gothic
  LA 249  An Artistic and Intellectual History of the Renaissance
  LA 255  College Math
  LA 271  College Algebra with Geometry
  LA 291  Designing Careers
  LA 292  Programming & Culture
  LA 293  Precalculus
  LA 296  Applied Physics
  LA 319  History of Architecture: Modernity
  LA 359  Urban Sociology
  LA 429  Architecture Theory
  LA 449  Urban Design Theory
  And the following general education requirements:
  3  History of Architecture courses
  1  Written Communications: Academic Writing course
  1  Written Communications: Composition course
  1  Fundamental Math course
  1  Applied Math course
  1  Advanced Math course
  1  Applied Physics course
  1  Cultural Influences & Human Behavior course
  1  Historical Awareness course
  1  Urban Studies course
  1  Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS
WRITE COMMUNICATION: ACADEMIC WRITING
LA 429  Architecture Theory
LA 107  Writing for the Multilingual Artist
LA 108  Composition for the Artist

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

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

FUNDAMENTAL MATH
LA 255  College Math

APPLIED MATH
LA 271  College Algebra with Geometry

ADVANCED MATH
LA 293  Precalculus

APPLIED PHYSICS
LA 296  Applied Physics

CULTURAL INFLUENCES & HUMAN BEHAVIOR
LA 292  Programming & Culture

HISTORICAL AWARENESS
LA 359  Urban Sociology
## Master of Architecture [M.Arch]

### MARCH UNIT REQUIREMENTS - TRACK I

<table>
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<tr>
<th>Category</th>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>63</strong></td>
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### 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 Graduate Design Technology 1: Structures
- ARH 604 Material and Methods of Construction: Building Detailing
- ARH 605 Design Technology: Environmental Controls
- ARH 606 Construction Documents and Building Codes
- ARH 608 Advanced Design Studio II - Concept, Context & Typology*
- ARH 609 Intermediate Design Studio 1*  
- ARH 613 Sustainable Design
- ARH 614 Architectural Professional Practices
- ARH 619 Advanced Design Studio 2 - Concept & Comprehensiveness*
- 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

### MARCH UNIT REQUIREMENTS - TRACK II

<table>
<thead>
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### 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 Graduate Design Technology 1: Structures
- ARH 604 Material and Methods of Construction: Building Detailing
- ARH 605 Design Technology: Environmental Controls
- ARH 606 Construction Documents and Building Codes
- ARH 608 Advanced Design Studio I - Concept, Context, & Typology*
- ARH 609 Intermediate Design Studio 1*  
- ARH 613 Sustainable Design
- ARH 614 Architectural Professional Practices
- ARH 619 Advanced Design Studio 2 - Concept & Comprehensiveness*
- ARH 620 Digitally Generated Morphology
- ARH 640 Architectural History - Introduction
- ARH 641 Architectural History: Modernism and its Global Impact
- ARH 642 Architectural Theory
- ARH 650 Introductory Design Studio 1
- ARH 651 Design Process and 2D Media
- ARH 652 Architectural Tectonics
- ARH 653 Introductory Design Studio 2  
  *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-608A Advanced Design Studio 1 - Concept, Context, & Typology*
ARH-609A Intermediate Design Studio 1*
ARH-620A Digitally Generated Morphology
ARH-642A Architectural Theory
ARH-659A Digitally Generated Fabrication
ARH-690A Advanced Architectural Design Portfolio Development
* 6 unit courses

Master of Arts [MA] in Advanced Architectural Design

MA UNIT REQUIREMENTS - TRACK II
MAJOR 42 UNITS
+ MAJOR ELECTIVE 6 UNITS
+ ELECTIVES* 12 UNITS
TOTAL 60 UNITS
*Per director approval

MA ADVANCED ARCHITECTURAL DESIGN DEGREE REQUIREMENTS
- Successful completion of Final Thesis Project
- Minimum 2.0 cumulative GPA
- Minimum grade of C in all required 60 units

MA ADVANCED ARCHITECTURAL DESIGN MAJOR COURSES
ARH-608A Advanced Design Studio 1 - Concept, Context, & Typology*
ARH-609A Intermediate Design Studio 1*
ARH-620A Digitally Generated Morphology
ARH-640A Architectural History - Introduction
ARH-642A Architectural Theory
ARH-650A Introductory Design Studio 1
ARH-651A Design Process and 2D Media
ARH-652A Architectural Tectonics
ARH-653A Introductory Design Studio 2
ARH-654A Design Process & 3D Media
ARH-659A Digitally Generated Fabrication
ARH-690A Advanced Architectural Design Portfolio Development
* 6 unit courses
ARH 110 Studio 1: Conceptual Design Studio
Learn design principles for creating spaces for people. You’ll examine design, methodology, and space-making principles to gain fundamental knowledge and skills in environmental design, and prepare for future architecture and landscape architecture studies.

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

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

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

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

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

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

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

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

ARH 255 Studio 4: Assembly Building & Context
Students will study design principles, process and thinking in the design of an assembly building. Students will focus on architectural diagramming, spatial thinking and a critical analysis of site and context through drawing and making. Introduction of accessibility in a building design will be integrated in the design process.

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

ARH 315 Studio 5: Advocacy in Design
Through the design of a public building, students explore the role of architecture as a means to advocate for and engage with under-served communities. Students will articulate a stance through a responsive, empathetic program coupled with an honest inquiry of the urban fabric and the diversity of its inhabitants.

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

ARH 325 Structures: Concrete, Masonry, & Tensile Systems
This course introduces students to the structural analysis and design of concrete and masonry systems, and tensile structures. Students will learn about the load bearing properties of concrete and masonry. The unique dynamics of tensile systems will also be taught.

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

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

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

ARH 410 Studio 7: Tectonics and Structure
This course is taken concurrent with ARH 420. This course posits new ways to inhabit large urban structures. By challenging type-driven formulaic structural responses, conflicts between architectural priorities and structural efficiencies are celebrated to instigate structural adaptations creating rich tectonic expressions, complex spatial configurations, new program relationships.
ARH 420 Structures: Systems Investigation
This course is taken concurrent with ARH 410. Structural intuition is cultivated through physical model making to evaluate and propose structural systems for design studio projects. The relationship between structural behaviors and building geometry is studied through load tests and load path diagrams to establish design criteria for structural systems.

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

ARH 440 Design Technology Environmental Controls
Investigate the critical relationship between energy and the built environment. Make educated design decisions considering the interconnectedness of climate, building shape, occupant comfort, thermal envelope, conditioning systems, lighting systems, acoustics, and building energy consumption.

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

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

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

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

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

ARH 498 Collaborative Project
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.

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

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

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

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

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

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

ARH 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge 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 1 - Concept, Context, &Typology
This course will investigate content and physical site characteristics such as climate, orientation, topography, vegetation and views, as well as legal and other environmental factors. Through an analysis and understanding of the site, students will explore the synthesis of a project’s programmatic and environmental requirements.

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

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

ARH 613 Sustainable Design
This course provides an overview of sustainable principles applied to architecture design and construction. Topics of discussion include passive heating and cooling, energy alternatives, water use, building form and envelope, construction and demolition, urban planning, and land development.

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

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

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

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

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

ARH 638 Architect as Developer - Building Your Vision of the Future
Students will develop a thorough understanding of real estate development in this skills focused course. Students will learn about real estate development while designing and documenting a residential real estate development project.

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

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

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

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

ARH 650 Introductory Design Studio 1
This course covers the basics of composition and organization found in all architectural elements. This course also provides an introduction to a range of drawings, diagrams and simple model making. Students will learn the interrelationships of program, weight and type, dimensioning, and architectural notation in two-dimensional media. Students will learn how to relate a two-dimensional representation to three-dimensional space.

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

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

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

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

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

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

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

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

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

ARH 657 Design Media - Perspective
This course will provide an advanced knowledge of digital architectural visualization crucial to the contemporary architectural design process. Students will hone their already basic and intermediate skills through the development of additional digital tools, and will continue to develop meaning in their designs.

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

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

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

ARH 690 Thesis Preparation & Development
This course serves as the preparation for the final independent or directed thesis for both the 87-unit and 62-unit M.Arch programs. Students will identify an area of architectural investigation. At the end of the course, students will be fully prepared to begin their final building project in the following semester.

ARH 690A Advanced Architectural Design Portfolio Development
This course will explore methods of advanced architectural fabrication in relation to contemporary architectural design and construction processes applying up to date digital tools. Students will deeply engage in a number of advanced fabrication methods and technologies and apply these to contemporary architectural production.

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

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

ARH 800 Directed Study
Directed study is the primary concentration of a Master’s degree candidate’s work toward the completion of a Final Portfolio and/or Thesis Project. With the approval of the Department Director, students may take any university coursework to develop specific conceptual and technical skills that will enable them to further develop their Final Portfolio and/or successfully bring a Final Thesis Project to completion. Please note that some Directed Study courses have a required course fee and course prerequisites may vary by topic.

ARH 810 Master of Architecture Thesis
The objective of the thesis semester is for an individual student to demonstrate the ability to develop an architectural concept into an integrated building project. The thesis project should demonstrate the student’s capacity to apply the architectural subjects and issues learned throughout their course of study. Students will be expected to incorporate sufficient documentation about the relationship to the preceding research in their final building design.

ARH 900 Internship
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.

ARH 903 Architecture Foreign Study
The Foreign Study will focus on contemporary built works of architecture, their conceptual meaning, and their role in recent architectural discourse, through an intensive site visit, throughout a particular region. The comprehension of these architectural examples will be supported through discussions, guided tours, walking and bus tours, and lectures on site.

ARH 990 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.
ART EDUCATION
To learn how to teach artists, surround yourself with artists.

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

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

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

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

B.F.A. and M.A. in Art Education
Students develop a broad range of their own visual art skills as well as a deep understanding of pedagogy – the art and science of teaching. The Master Program is recommended for students who want to teach in a museum, community center and/or private/independent school or want to create their own Art Education Program. On campus students will participate in fieldwork within the San Francisco Bay Area (online students may do fieldwork locally).

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

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

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

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

CAREER PATHS

Art Education Administrator at the College or University Level*
Art Program Administrator*, Museum Education Administrator*, Community College Instructor *
Art Teacher in Public or Private School**, Art Curriculum Director***
Art Program Coordinator Museum or Community Art Program
After-School Art Instructor, Artist-in-Residence Art Instructor, Art Museum Program Assistant or Instructor

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

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

**BFA UNIT REQUIREMENTS**
- PEDAGOGY CORE 18 UNITS
- + ART & DESIGN CORE 36 UNITS
- + ART/DESIGN PORTFOLIO 21 UNITS
- + LIBERAL ARTS 45 UNITS

**TOTAL** 120 UNITS

**BFA ART EDUCATION ART & DESIGN CORE COURSES**

- ANM 101 Introduction to Computer Graphics for Animation
- FA 110 Still Life Painting 1
- FA 145 Printmaking
- FA 350 Mural Painting 1 or FA 423 Abstract Painting 1
- FASCU 130 Sculpture 1
- FASCU 231 Ceramic Sculpture 1
- FND 112 Figure Drawing
- FND 113 Sketching for Communication
- FND 122 Color Fundamentals
- ILL 133 Digital Media: Photoshop
- MPT 106 Edit 1: The Art of Editing
- WNM 249 Web Design 1

*Courses requiring fieldwork.

**BFA ART EDUCATION DEGREE REQUIREMENTS**

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

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

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

**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 19th 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 264 Human-Centered Design
- LA 265 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
### Master of Arts [MA] in Art Education

**MA UNIT REQUIREMENTS**

- **MAJOR** 30 UNITS
- + **GRADUATE LIBERAL ARTS** 3 UNITS
- + **ELECTIVE** *3 UNITS

**TOTAL** 36 UNITS

*Per director approval*

### MA ART EDUCATION REQUIRED MAJOR COURSES

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

### MA ART EDUCATION DEGREE REQUIREMENTS

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

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

**MA UNIT REQUIREMENTS**

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

**TOTAL** 63 UNITS

*Per director approval*

### MA ART EDUCATION 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 610 Etching
  or FA 612 Silkscreen
  or FA 613 Monotype and Relief Printing
- GR 616 Making Ideas Visible
- PH 600 Digital Photography Concepts & Techniques
  or WNM 622 Digital Capture

### MA ART EDUCATION GRADUATE LIBERAL ARTS REQUIREMENTS

- **ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
  - GLA 601 Classical Aesthetics and the Renaissance

### MAJOR DESIGNATED GRADUATE LIBERAL ARTS

- GLA 606 Crossing Borders: Art & Culture in a Global Society
### Master of Arts in Teaching (MAT) Degree – Track I

**MAT ART EDUCATION UNIT REQUIREMENTS**

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

#### MAT TRACK I – 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

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

**MAT ART EDUCATION UNIT REQUIREMENTS**

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

#### MAT 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 I

**MAJOR COURSES**

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

### MAT ART EDUCATION – TRACK II

**MAJOR COURSES**

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

### MAT ART EDUCATION DEGREE REQUIREMENTS – TRACK I

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

### MAT ART EDUCATION DEGREE REQUIREMENTS – TRACK II

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

*See Admissions Requirements for details of general graduate school entry requirements.
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 ARE 600.]

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

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

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

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

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

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

ARE 600 Educational Psychology
Effective teaching starts with healthy psychological principles. Explore educational practices, student development and characteristics, learning processes, and teaching strategies to better understand your students, and yourself. [This course is cross-listed with ARE 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 630 Museum Literacy: Learning to Teach in Museums
Teaching art in an art museum is rich experience. Learn the history, practices, and programming issues related to art education in museums, including policies that impact audiences with diverse needs and interests.

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

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

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

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

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

**BA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

- **CORE** 27 UNITS
- **MAJOR*** 9 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 CORE COURSES**

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

**BA ART HISTORY ADVANCED STUDIES IN ART HISTORY COURSES**

**CHOOSE THREE:**

- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 The Golden Age of Dutch Art
- LA 432 Art of Spain: From El Greco to Picasso
- LA 433 18th & 19th Century European Art
- LA 434 History of Asian Art
- LA 464 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 395 German 3: Reading & Writing
- LA 397 Italian 3: Reading & Writing
- LA 492 French 4: Proficiency
- LA 493 Spanish 4: Proficiency
- LA 495 German 4: Proficiency
- LA 497 Italian 4: Proficiency

**WESTERN CIVILIZATION**

- LA 171 Western Civilization

**QUANTITATIVE LITERACY**

**CHOOSE ONE:**

- LA 124 Physics for Artists: 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**

- LA 326 Topics in World Art**

*Core Requirement
Bachelor of Fine Arts [BFA] in Art History

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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

TOTAL 120 UNITS

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

BFA ART HISTORY DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:

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

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

BFA ART HISTORY CORE COURSES

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

BFA ART HISTORY ADVANCED STUDIES IN ART HISTORY COURSES

CHOOSE THREE:

LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 The Golden Age of Dutch Art
LA 432 Art of Spain: From El Greco to Picasso
LA 433 18th & 19th Century European Art
LA 434 History of Asian Art
LA 464 Dada & Surrealism

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: EXPOSITORY WRITING

CHOOSE ONE:

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

EUROPEAN FOREIGN LANGUAGE

CHOOSE FOUR FROM ONE LANGUAGE:

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: EXPOSITORY WRITING

CHOOSE ONE:

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

EUROPEAN FOREIGN LANGUAGE

CHOOSE FOUR FROM ONE LANGUAGE:

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

WESTERN CIVILIZATION

LA 171 Western Civilization

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: 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

LA 326 Topics in World Art*  
*Core Requirement
### STUDIO FOUNDATIONS
- **AHS 114** Traditional Materials, Tools, & Techniques in Art
- **FND 110** Analysis of Form
- **FND 112** Figure Drawing
- **FND 125** Color and Design
- or **ARH 230** Color, Perception and Space
- **FND 131** Figure Modeling

### STUDIO FOCUS

**CHOOSE SIX:**
- **FA 110** Still Life Painting 1
- **FA 121** Intermediate Figure Drawing
- **FA 142** Lithography
- **FA 143** Silkscreen 1
- **FA 144** Etching 1/Intaglio
- **FA 145** Printmaking
- **FA 211** Introduction to Painting: Figure
- **FA 213** Introduction to Anatomy
- **FA 222** Heads & Hands
- **FA 224** Composition & Painting
- **FA 241** Book Arts 1
- **FA 243** Silkscreen 2
- **FA 244** Etching 2
- **FA 255** Letterpress
- **FA 325** Mixed Media Drawing & Painting 1
- **FA 341** Book Arts 2
- **FA 344** Monotype 1
- **FA 345** Mixed Media/Printmaking
- **FA 347** Relief Printing 1
- **FA 355** Letterpress 2
- **FA 493** Study Abroad
- **FA 493** Study Abroad: Painting in Florence, Italy
- **FA 493** Study Abroad: Printmaking in Florence, Italy
- **FASCU 130** Sculpture 1
- **FASCU 231** Ceramics Sculpture 1
- **FASCU 233** The Art of Moldmaking & Casting
- **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** Semester Abroad - Illustration
Master of Arts [MA] in Art History

MA UNIT REQUIREMENTS

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

MA ART HISTORY REQUIRED MAJOR COURSES

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

CHOOSE FIVE:
- AHS 610 Ancient Greek Art: the Foundation of Western Civilization
- AHS 612 Egyptian Art & Archaeology – To the Death of Cleopatra VII
- AHS 613 Medieval Art: From Carolingian to Gothic
- AHS 620 Italian Renaissance Art
- AHS 621 Art of the Northern Renaissance
- AHS 622 Art of the Italian Baroque
- AHS 623 Art of the Dutch Golden Age
- AHS 634 Dada and Surrealism
- AHS 635 Chinese Painting: Ming to Modern

AHS 636 Modern Painting and Sculpture from 1850 to the 1960s
AHS 800 Directed Study
GLA 607 Art & ideas of the Enlightenment
GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
GLA 903 Graduate Seminar in Europe

MA ART HISTORY DEGREE REQUIREMENTS

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

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

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

STUDIO COURSES

CHOOSE ONE:
- FA 600 Figure Studio
- FA 601 Drawing
- FA 609 Painting
- FA 610 Etching
- FA 630 Color Theory
- FA 631 Book Arts
- FASCU 620 Figure Modeling

MA ART HISTORY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

- GLA 606 Crossing Borders: Art & Culture in a Global Society*
  *Core Requirement
AHS 114 Traditional Materials, Tools, & Techniques in Art
Learn about the materials, tools, and techniques of the past and present. You’ll explore art and the art making process through hands-on studio work, theoretical investigation, weekly written assignments, and a final research paper that focuses on a particular material/technique.

AHS 116 Looking at Art and Design
Explore the fundamental building blocks of art history through the study of painting, sculpture, graphic art, and other media to gain an art historical and cultural appreciation of two- and three-dimensional art.

AHS 120 Art History Through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods.

AHS 121 Art History Through the 19th Century
Explore the major styles of art and architecture in Western civilization from the high Renaissance through the 19th century.

AHS 222 20th Century Art for Art History Majors
Study Western fine art movements from the late 19th century to the present including Post-Impressionism, Expressionism, Fauvism, Art Nouveau, Cubism, Futurism, Dadaism, Surrealism, Abstract Expressionism, Minimalism, Pop Art, Performance Art, and Post-Modernism.

AHS 227 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 327 Art of the Classical World
Gain insights into the art, architecture, and history of the ancient classical era, Greece and Rome, Mesopotamia and Egypt, through a study of historical context, literary, and philosophical texts of the era.

AHS 466 Art History Senior Thesis
Research and write your final undergraduate art history thesis. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

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

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

AHS 610 Ancient Greek Art: the Foundation of Western Civilization
Study the art, archaeology, architecture, and ideology that comprised the foundation of the ancient Greek civilization and how it has influenced Western culture, becoming ingrained in the values and arts of today.

AHS 612 Egyptian Art & Archaeology - To the Death of Cleopatra VII
Examine the art and archaeology of Egypt from the earliest times to the death of Cleopatra VII. You will critically analyze Egyptian Art and its influence in the West through the study of primary and secondary source material.

AHS 613 Medieval Art: From Carolingian to Gothic
Trace the development of art and architecture from the Carolingian to the Gothic periods focusing on the Gothic Style, as well as works from early Christianity, Byzantium, and Islam to explore cross-cultural exchange of the time.

AHS 620 Italian Renaissance Art
Examine the art, artists, architecture, and historical context of Italy from 1300 to 1600 through a close reading of primary and secondary source material and an exploration of the works themselves.

AHS 621 Art of the Northern Renaissance
Explore the artistic work of Northern Europe, including Netherlands, Flanders, France, Germany and England, from 1300 to 1600, through a close reading of primary and secondary source material and an exploration of the works themselves.

AHS 622 Art of the Italian Baroque
Study Italian art and architecture from 1600 to 1700 through an appraisal of the art in its context alongside a close reading of primary and secondary source material.

AHS 623 Art of the Dutch Golden Age
Survey the works of Rembrandt, Rubens, Van Dyck, Vermeer, Hals, and others through a study of the art of the 17th century Dutch Republic and its environs.

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

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

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

passed your midpoint review. Director approval required. Fees to successfully complete your written MA thesis. You must have assignments to develop the writing and research skills needed As a Master of Arts degree candidate, you'll complete course AHS Thesis.

use the work they've completed in AHS 750 to write an original MA and enroll in their respective AHS Directed Study, in which they will culminating in the presentation of their Midpoint Review. Passing Students will prepare, research, and edit their thesis proposal, AHS 650 explores administrative practices within museums, and aspects of collections management, which are often influenced by the social and political values of society. Students will study the principles and practice of collections management and care, and gain familiarity with established professional standards concerning collections development, care, and curatorial practice that form the foundation for many museum activities.

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

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

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

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

AHS 812 Art History Thesis: Ancient Art
Write an original thesis on Ancient Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

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

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

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

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

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

AHS 832 Art History Thesis - Dutch Art
Write an original thesis on Dutch Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

AHS 838 Art History Thesis: Modern Art
Write an original thesis on Modern Art. You will independently craft a scholarly argument, explore the scholarship and thoughtfully write a final thesis with the support of an advisor.

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

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

AHS 900 Internship
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint review and director approval; M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
COMMUNICATIONS AND MEDIA TECHNOLOGIES
The On-Demand Storyteller

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

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

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

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

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

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

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

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

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

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

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

CAREER PATHS

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

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

**Bachelor of Arts [BA] in Communications and Media Technologies**

**BA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th>36 UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CORE</td>
<td>54 UNITS</td>
</tr>
<tr>
<td>MAJOR</td>
<td>15 UNITS</td>
</tr>
<tr>
<td>+ MAJOR ELECTIVES</td>
<td>18 UNITS</td>
</tr>
<tr>
<td>+ ELECTIVES</td>
<td>9 UNITS</td>
</tr>
<tr>
<td>+ LIBERAL ARTS</td>
<td>42 UNITS</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>120 UNITS</strong></td>
</tr>
</tbody>
</table>

**BA COMMUNICATIONS AND MEDIA TECHNOLOGIES DEGREE REQUIREMENTS**

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

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 104 Multimedia Communications: On-Camera Performance
- COM 105 Writing for Multimedia
- COM 115 Digital Tools for Creative Professionals
- COM 120 Introduction to Radio/ Podcasting
- COM 200 Multipath Content Creation
- COM 210 Multipath Content Live
- COM 230 Motion Graphics for Digital Media
- COM 202 Social Media Production & Branding
- COM 400 In-Depth Project: The Game Show
- COM 410 In-Depth Project: Redefining Informational Media Production
- COM 420 In-Depth Project: Studio Entertainment Series
- COM 495 Your Media Portfolio: The Resume and Beyond

**MAJOR ELECTIVES OR MINOR**

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

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

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

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- **CHOOSE ONE:**
  - LA 291 Designing Careers
  - LA 295 Your Media Portfolio: The Resume and Beyond

**HISTORICAL AWARENESS**

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

**QUANTITATIVE LITERACY**

- **CHOOSE ONE:**
  - LA 124 Physics for Artists: Light, Sound, and Motion
  - LA 146 Anatomy of Automobiles
  - LA 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 462 Power of Myth and Symbol
Master of Arts [MA] in Communications and Media Technologies

MA UNIT REQUIREMENTS

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

* Per director approval

MA COMMUNICATIONS AND MEDIA TECHNOLOGIES REQUIRED MAJOR COURSES

- COM 602 Visual Storytelling: Editing for Short-Form Video Content
- COM 603 Visual Storytelling Production
- COM 604 On-Camera Performance for Multiplatform Media
- COM 610 Media Production: Working with the Client
- COM 620 Multiplatform Specialty Writing
- COM 630 Motion Graphics for Digital Media
- COM 635 Social Media Production & Branding
- COM 650 Multiplatform Production: Original Series
- COM 690 Final Thesis: Your Media Portfolio
- COM 702 Producing Live Media
- or COM 706 Play By Play & Live Field Reporting
- or COM 710 In-Depth Project: Redefining Informational Media Production
- or COM 720 In-Depth Project: Studio Entertainment Series
- or COM 750 Podcast Production and Promotion

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

COM 101 You Media: Short Form Production 1 Short, snackable video content is on the rise. You’ll use your audio/video storytelling skills in a collaborative setting to produce, direct, shoot, and edit short form videos for a variety of media platforms.

COM 102 Visual Storytelling: Editing Fundamentals for Short-Form Video Content Editing can be a persuasive storytelling tool. Using your own original footage, you’ll gain basic editing skills—including importing, exporting, audio mixing, and color correction—to increase the emotional impact and user engagement of your videos.

COM 103 Writing for Multimedia Writing is paying attention. You’ll gain writing and reporting skills, interviewing techniques, and radio production abilities. Produce your own podcasts. You’ll learn the professional roles associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities.

COM 104 Multimedia Communications: On-Camera Performance Explore the sides of camera work. You’ll work both on-camera and behind-the-camera to develop your vocal and visual presentation skills, production know-how, interview techniques, and tips for studio, on location, and green screen work.

COM 105 Introduction to Radio/Podcasting Produce your own podcasts. You’ll learn the professional roles associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities.

COM 106 Sports & Media Sports journalism is evolving. You’ll get up to speed with hands-on experience in sports announcing and broadcasting, web reporting, and writing feature and news articles for digital and print.

COM 115 Digital Tools for Creative Professionals Learn the tech and tools to build a mobile app. You’ll gain skills in HTML, user interface, fonts, color models, image manipulation, vector drawing, interactive forms, animation, and other interactive media to make a unique working webapp.

COM 141 Storytelling: From Telephone to Transmedia Discover the power of storytelling. You’ll explore the impact storytelling has on various institutions, audiences, and events and study how telling stories across multiple mediums is shaping the future of multimedia communication.

COM 150 Multimodal Content Creation Designed to be taken concurrently with COM 210, this course emphasizes the ability to produce 2-minute video storytelling content that can be used in multi-platforms.

COM 200 Multiprocess Content Production Produce your own podcasts. You’ll learn the professional roles associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities.

COM 202 Social Media Production & Branding Develop a comprehensive 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 204 From Host to Star: New Careers on Camera Gain confidence in your on-camera personality and performance; from broadcast to streaming media. You’ll learn to command an audience’s attention, conduct an interview, and become skilled artists in all electronic media by covering sports and esports, video blogging, game shows, entertainment competitions, and talk shows.

COM 205 Motion Graphics for Digital Media Gain confidence in your on-camera personality and performance; from broadcast to streaming media. You’ll learn to command an audience’s attention, conduct an interview, and become skilled artists in all electronic media by covering sports and esports, video blogging, game shows, entertainment competitions, and talk shows.

COM 206 Play By Play & Live Field Reporting Learn play-by-play sports reporting. You’ll cover a live sporting event and learn how research, writing, and on-air voice techniques can improve radio play-by-play segments.

COM 208 Dynamic Aerial Imagery Students will be introduced to and gain hands-on experience with exciting capabilities presented by the emerging field of Small Unmanned Aerial Systems (sUAS). Students will conduct aerial cinematography exercises by flying various drones to create dynamic aerial footage. The course is divided between Ground School and the Flight Line Instruction. Topics include flight physics, aerial cinematography, flying in the National Airspace, FAA rules & regulations. [This course is cross-listed with COM 608.]

COM 209 Gender, Race, & Class in Media Examine representations of gender, race, and class in media. You’ll explore how the shift to the audience becoming content creators—a change in social media, film, television, and journalism—shapes social constructs, and learn to use various critical theories to deconstruct and analyze media.

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

COM 212 The History of African American Athletes in the Media This course provides a historical overview of the relationship between African American athletes and the media in the United States. It explores the careers of Muhammad Ali, Wilma Rudolph, Maya Moore, Colin Kaepernick and others through a historical, psychological, political, and social lens, with an eye toward outcomes and consequences.

COM 220 Motion Graphics for Web You’ll get the design skills and aesthetic eye to create dynamic motion graphics and animation for compelling stories on broadcast, web, and mobile platforms.

COM 246 VR Extreme Sports Create content for VR sports. You’ll use pre-production planning, safe camera placement, spatial audio, titling, and effects to create a final project that can be shown at trade shows, festivals, or sports experience venues.

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

COM 301 Multiplatform Production Produce a promo video for a local startup. You’ll work elbow-to-elbow with a real client to realize their creative vision in the form of a compelling video story. Learn client relations, and get hands-on experience in pre-production, production, and post-production.

COM 302 Producing Live Media The show must go on. See what it takes to create live television programs. Working in studio and on location, you’ll learn both creative and technical aspects of a broadcast as you perform the duties of each crew member.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
COM 306 Play by Play - Spring Sports
Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you’ll gain the advanced skills to create compelling play-by-play segments for spring sports.

COM 307 Play by Play - Fall Sports
Are you ESPN-ready? Through an in-depth study of complex, multi-variable sports reporting, you’ll gain the advanced skills to create compelling play-by-play segments for fall sports.

COM 330 Motion Graphics for Digital Media 2
Become a digital media artist. You’ll learn complex techniques using dynamic industry tools to create professional quality graphics for all types of digital media.

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

COM 351 Media Station Management
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.

COM 400 In-Depth Project: The Game Show
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 410 In-Depth Project: Redefining Informational Media Production
Expand your program production skills in this online only course. You’ll create and host original programming, and conduct interviews using virtual sets. Plus, gain managerial and leadership skills, and apply the power of social marketing.

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

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

COM 604 On-Camera Performance for Multiplatform Media
Go beyond broadcast performance. You'll use live streaming, social networks, and mobile communications to acquire new techniques for engaging an audience. Industry insiders will coach you in voice and movement to draw out your personality and instill 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 Aerial 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 footage. The course is divided between Ground Unmanned Aerial Systems (sUAS). Students will conduct aerial footage. The course is divided between Ground Unmanned Aerial Systems (sUAS). Students will conduct aerial footage. The course is divided between Ground Unmanned Aerial Systems (sUAS). Students will conduct aerial footage. The course is divided between Ground Unmanned Aerial Systems (sUAS). Students will conduct aerial footage. The course is divided between Ground Unmanned Aerial Systems (sUAS). Students will conduct aerial footage. The course is divided between Ground Unmanned Aerial Systems (sUAS).

COM 610 Media Production: Working with the Client
Create a real-world production for a non-profit client. You'll perform a variety of roles to create media content, including concept, pitch, development, pre-production, and production.

COM 620 Multiplatform Specialty Writing
Master short-form writing for all media. You'll learn to gather and synthesize original interviews with information from personal contacts, email, social networks, and published material to write stories for audio, video, and the web.

COM 625 Creating Original Content
See what it takes to be a professional video storyteller. Working under industry deadlines and expectations, you'll develop a portfolio that exhibits your advanced writing, interviewing, editing, production, and post-production skills.

COM 630 Motion Graphics for Digital Media
You'll gain the design skills and aesthetic eye to create dynamic motion graphics and animation for compelling stories on broadcast, web, and mobile platforms.

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

COM 645 Digital Tools for Multiplatform Interactive Design
Build web apps for mobile. You'll learn to create an exceptional user experience by mastering audio, video, animation, augmented reality (AR), and widgets for weather, sports, news, and more.

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, your personal web presence, and social network with the professional practices today's media industry demands.

COM 693 Collaborative Project
If you meet the criteria, you may be selected to work on an interdisciplinary collaborative project where you will put the knowledge and skills you have acquired to work in a real-world setting. Contact your student services advisor for details.

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

COM 700 In-Depth Project: The Game Show
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 706 Play by Play & Live Field Reporting
Learn play-by-play sports reporting. You'll cover a live sporting event and learn how research, writing, and on-air voice techniques can improve radio play-by-play segments.

COM 710 In-Depth Project: Redefining Informational Media Production
Expand your program production skills in this online only course. You'll create and host original programming, and conduct interviews using virtual sets. Plus, gain managerial and leadership skills, and apply the power of social marketing.

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/LA 250.]

COM 900 Internship in Communications and Media Technologies
Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To apply for an “Internship for Credit” you must have a minimum 3.0 cumulative GPA and the following: MFA: An approved midpoint 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

COMMUNICATIONS AND MEDIA TECHNOLOGIES
FASHION
If it’s in you, we’ll bring it out of you.

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

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

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

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

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

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

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

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

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

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

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

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

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

**Costume Design**
- Costume Designer, Director, Costume Shop Director (LORT/Broadway), Costume Design Associate (Broadway)
- Costume Designer, Head of Wardrobe, Assistant Designer, Rental Manager, Stitcher, Shopper
- Theater Production Artist

**Textile Design**
- VP of Textile Design, Senior Print Director
- Senior Textile or Print Designer
- Textile, Print, or Textile CAD Designer, Textile Artist
- Associate Textile or Print Designer
- Graphic Artist, Textile Design Assistant

**Fashion & Knitwear Design**
- VP of Design
- Head of Design
- Senior Designer, Design Director, Director of Sourcing
- Designer
- Associate Designer
- Assistant Designer
- Design Assistant, Sourcing Assistant

**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
- Associate Technical Designer, 1st Patternmaker
- Assistant Technical Designer or Patternmaker
- Sample/Pattern Coordinator, Digitizer, Technical Design Assistant

**Fashion Media**
- Creative Director, Editor in Chief
- Fashion Director, Managing Editor
- Senior Editor or Copywriter, In-house Publicist
- Brand Consultant, Stylist, Fashion Editor
- Copywriter, Agency Publicist, Online Content or Photo Editor
- Newspaper Journalist, Associate or Copy Editor
- Editorial Assistant, Assistant Stylist or Publicist

**Merchandising: Retailers**
- Executive VP Merchandising, VP Merchandising, General Merchandising Mgr.
- Divisional Merchandising Mgr., Merchandising Director
- Senior Buyer, Senior Merchandiser
- Merchandiser Mgr., Divisional Buyer, Sales Mgr., Assistant Buyer
- Merchandise Assistant, Sales Assistant, Sales Associate

**Merchandising: Large Wholesalers Group**
- Brands President, Brands VP, VP Sales & Marketing, VP Planning & Sourcing
- Director Planning & Sourcing, Sales & Marketing, or Merchandising
- Product Manager, Production Specialist
- Product Developer, Trim Buyer, Account Executive
- Production Assistant

**Visual Merchandising**
- VP of Visual Merchandising
- Director Visual Merchandising, Director Visuals
- Senior Visual Merchandiser (all departments)
- Visual Merchandise Display (specific product)
- Assistant Visual Store Display

**Textile Design**
- VP of Textile Design, Senior Print Director
- Senior Textile or Print Designer
- Textile, Print, or Textile CAD Designer, Textile Artist
- Associate Textile or Print Designer
- Graphic Artist, Textile Design Assistant

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

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- 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

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 33 UNITS

MAJOR 15 UNITS

+ LIBERAL ARTS 18 UNITS

TOTAL 66 UNITS

AA FASHION DEGREE REQUIREMENTS

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

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

AA FASHION CORE COURSES

- FSH 100 Drawing for Fashion
- FSH 101 Fashion Design 1
- FSH 105 Introduction to the Fashion Business
- or FSH 111 Introduction to Fashion
- FSH 109 Introduction to Fashion Product Design
- or FSH 274 Applied Textiles 1
- FSH 120 Color Science and Fabric Technology
- FSH 161 Digital Techniques for the Fashion Business
- or FSH 266 Computers for Fashion
- or FSH 276 Applied Textiles 2
- FSH 164 Fashion Sewing Techniques
- FSH 209 Advanced Sketching and Line Development
- or FSH 102 Drawing for Fashion 2
- FSH 210 Fashion Manufacturing
- or FSH 112 Drawing for Fashion 3
- FSH 220 Construction/Draping/Flat Pattern 1
- FSH 323 Fashion Trend Analysis
- or FSH 187 Introduction to Knitwear

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
Associate of Arts [AA] in Fashion Journalism

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

- CORE: 33 UNITS
- MAJOR: 9 UNITS
- + LIBERAL ARTS: 18 UNITS

TOTAL: **60 UNITS**

AA FASHION JOURNALISM REQUIRED CORE COURSES

- FSH 100 Drawing for Fashion
- FSH 108 Foundations of Fashion Journalism
- FSH 105 Introduction to the Fashion Business
- FSH 118 Fashion Research & Reporting
- FSH 120 Color Science and Fabric Technology
- FSH 145 Fashion Marketing 1
- FSH 168 Digital Tools for Fashion Media
- FSH 184 Styling
- FSH 218 Blogging: Content Creation & Promotion
- FSH 288 Fashion Features & Storytelling
- PRO 320 Social Media Law & Ethics

AA FASHION JOURNALISM DEGREE REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

Associate of Arts [AA] in Fashion Marketing

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

- CORE: 33 UNITS
- MAJOR: 9 UNITS
- + LIBERAL ARTS: 18 UNITS

TOTAL: **60 UNITS**

AA FASHION MARKETING DEGREE REQUIREMENTS

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

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

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 213 Fashion Marketing 2
- FSH 215 Retailing and Management
- FSH 323 Fashion Trend Analysis
- FSH 345 Brand Marketing
- FSH 350 Private Label Product Design
- FSH 385 Marketing Promotion Strategy

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century

FUNDAMENTAL MATH

- LA 255 College Math
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.

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 244/FSH 244  History of Fashion

FUNDAMENTAL MATH
LA 255  College Math

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

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 244/FSH 244  History of Fashion

FUNDAMENTAL MATH
LA 255  College Math or LA Math Requirement
AA FASHION STYLING DEGREE REQUIREMENTS
• Minimum grade of C- in all core courses, major courses, and LA 107 Writing for the Multilingual Artist or 108 Composition for the Artist
• Minimum 2.0 GPA and the following general education requirements:
  2  Art Historical Awareness courses
  1  Written Communication: Composition course
  1  Written Communication: Critical Thinking course
  1  Employment Communications & Practices course

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

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

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291  Designing Careers

ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 244/FSH 244  History of Fashion
Bachelor of Arts [BA] in Fashion Journalism

BA UNIT REQUIREMENTS

MAJOR COURSEWORK

| CORE | 36 UNITS |
| MAJOR | 30 UNITS |
| ELECTIVES | 9 UNITS |
| LIBERAL ARTS | 45 UNITS |
| TOTAL | 120 UNITS |

BA FASHION JOURNALISM DEGREE REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUALITATIVE 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:
- LA 291 Designing Careers
ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 121  Art History through the 19th Century

CHOOSE TWO:
LA/LAN 117  Survey of Landscape Architecture
LA/IND 118  History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA/GAM 131  History of Gaming
LA 132/ANM 102  History of Animation
LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
LA/VIS 137  History of Visual Development
LA/PH 147  History of Photography
LA/LAN 177  Pre-Industrial Urban Open Spaces
LA 182  Genres in Film
LA/ILL 195  History of Comics: American Comics
LA/ILL 197  History of Comics: International and Alternative Comics
LA/ARH 219  History of Architecture: Ancient to Gothic
LA 220  American Art History
LA 222  20th Century Art
LA 224  Women, Art & Society
LA 226/AAD 230  Survey of Traditional Interior Architecture
LA 229/AAD 231  Survey of Contemporary Interior Architecture
LA 236/AAD 232  Survey of Bay Area Architecture
LA 242/GR 242  History of Graphic Design
LA 243/ILL 310  History of American Illustration
LA/FSH 244  History of Fashion
LA/JEM 245  History of Jewelry and Metal Arts from Around the World
LA/FSH 246  History of Textiles
LA 247  History & Techniques of Printmaking
LA 249  An Artistic and Intellectual History of the Renaissance
LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA/LAN 277  Post Industrial Urban Open Spaces
LA 278  Seminar in France
LA 279  Seminar in Italy
LA 281/MPT 255  Film History 1: Pre-1940
LA 282/MPT 256  Film History 2: 1940-1974
LA 283  Examining Film Noir
LA 284  Evolution of the Horror Film
LA 319  History of Architecture: Modernity
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 341  The Artist in the Modern World
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
LA 384  Underrated Cinema
LA 385  Close-up on Hitchcock
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  The Golden Age of Dutch Art
LA 432  Art of Spain: From El Greco to Picasso
LA 433  18th & 19th Century European Art
LA 434  History of Asian Art
LA 464  Dada & Surrealism
Bachelor of Fine Arts [BFA] in Costume Design

BFA UNIT REQUIREMENTS

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

BFA COSTUME DESIGN CORE COURSES
- FSH 100 Drawing for Fashion
- FSH 102 Drawing for Fashion 2
- FSH 112 Drawing for Fashion 3
- 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 274 Applied Textiles 1
- FSH 440 Portfolio for Costume Design

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

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

GENERAL EDUCATION REQUIREMENTS

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

WRITTEN COMMUNICATION: CONTEXT & STYLE
- CHOOSE ONE:
  - LA 110 English Composition: Narrative Storytelling
  - LA 133 Short Form Writing

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

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

QUANTITATIVE LITERACY
- CHOOSE ONE:
  - LA 124 Physics for Artists: Light, Sound, and Motion
  - LA 146 Anatomy of Automobiles
  - LA 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 Pre-calculus
  - 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES
- LA 291 Designing Careers
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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 | 42 UNITS |
| + ELECTIVES | 9 UNITS |
| + LIBERAL ARTS | 45 UNITS |
| TOTAL | 132 UNITS |

BFA FASHION CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
or FSH 250 Buying Fundamentals
or FSH 377 Visual Merchandising 2
or FSH 424 Construction/Draping/Flat Pattern 5: 3D Design
FSH 102 Drawing for Fashion 2
or FSH 215 Retailing and Management
or FSH 297 Visual Merchandising: Tools & Materials
FSH 111 Introduction to Fashion
or FSH 105 Introduction to the Fashion Business
FSH 112 Drawing for Fashion 3
or FSH 210 Fashion Manufacturing
or FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures
or FSH 307 Visual Merchandising: Creative Concepts
FSH 120 Color Science and Fabric Technology

FSH 164 Fashion Sewing Techniques
or FSH 252 Visual Merchandising 1
FSH 187 Introduction to Knitwear
or FSH 323 Fashion Trend Analysis
FSH 220 Construction/Draping/Flat Pattern 1
or FSH 184 Styling
or FSH 350 Private Label Product Design
FSH 266 Computers for Fashion
or FSH 161 Digital Techniques for the Fashion Business
or FSH 276 Applied Textiles 2
FSH 274 Applied Textiles 1
or FSH 125 Textile Design
or FSH 145 Fashion Marketing 1
FSH 337 Construction/Draping/Flat Pattern 5
or FSH 390 Professional Practices and Portfolio for Fashion Business
or FSH 418 Menswear Construction 5

or FSH 456 Fashion Portfolio
or FSH 473 Textile Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers
ART HISTORICAL AWARENESS
LA 120  Art History through the 15th Century
LA 121  Art History through the 19th Century

CHOOSE TWO:
LA/LAN 117  Survey of Landscape Architecture
LA/IND 118  History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA/GAM 131  History of Gaming
LA 132/AM 102  History of Animation
LA 134/AM 104  History & Technology of Visual Effects & Computer Animation
LA/VIS 137  History of Visual Development
LA/PH 147  History of Photography
LA/LAN 177  Pre-Industrial Urban Open Spaces
LA 182  Genres in Film
LA/ILL 195  History of Comics: American Comics
LA/ILL 197  History of Comics: International and Alternative Comics
LA/ARH 219  History of Architecture: Ancient to Gothic
LA 220  American Art History
LA 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 236/AD 232  Survey of Bay Area Architecture
LA 242/GR 242  History of Graphic Design
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LA/FSH 246  History of Textiles
LA 247  History & Techniques of Printmaking
LA 249  An Artistic and Intellectual History of the Renaissance

LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA/LAN 277  Post Industrial Urban Open Spaces
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LA 281/MPT 255  Film History 1: Pre-1940
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LA 283  Examining Film Noir
LA 284  Evolution of the Horror Film
LA 319  History of Architecture: Modernity
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 361  The Artist in the Modern World
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
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LA 385  Close-up on Hitchcock
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  The Golden Age of Dutch Art
LA 425  Art of Spain: From El Greco to Picasso
LA 433  18th & 19th Century European Art
LA 434  History of Asian Art
LA 464  Dada & Surrealism
Bachelor of Fine Arts [BFA] in Fashion Marketing

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

| CORE | 36 UNITS |
| MAJOR | 30 UNITS |
| ELECTIVES | 9 UNITS |
| LIBERAL ARTS | 45 UNITS |
| TOTAL | 120 UNITS |

BFA FASHION MARKETING 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 213 Fashion Marketing 2
FSH 215 Retailing and Management
FSH 323 Fashion Trend Analysis
FSH 345 Brand Marketing
FSH 350 Private Label Product Design
FSH 385 Marketing Promotion Strategy
FSH 390 Professional Practices and Portfolio for Fashion Business

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

FUNDAMENTAL MATH

LA 255 College Math
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Bachelor of Fine Arts [BFA] in Fashion Merchandising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS

MAJOR 30 UNITS

+ ELECTIVES 9 UNITS

+ LIBERAL ARTS 45 UNITS

TOTAL 120 UNITS

BFA FASHION MERCHANDISING DEGREE REQUIREMENTS

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

  4 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Context & Style course
  1 Written Communication: Critical Thinking course
  1 Historical Awareness course
  1 Cultural Ideas & Influences
  1 Employment Communication & Practices
  1 Fundamental Math

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

BFA FASHION MERCHANDISING CORE COURSES

FSH 105 Introduction to the Fashion Business
FSH 107 Visual Communication Tools for Fashion
FSH 120 Color Science and Fabric Technology
FSH 145 Fashion Marketing 1
FSH 161 Digital Techniques for the Fashion Business
FSH 210 Fashion Manufacturing
FSH 215 Retailing and Management
FSH 250 Buying Fundamentals
FSH 252 Visual Merchandising 1
FSH 323 Fashion Trend Analysis
FSH 350 Private Label Product Design
FSH 390 Professional Practices and Portfolio for Fashion Business

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
LA 244 History of Fashion
LA 245 History of Jewelry and Metal Arts from Around the World

HISTORICAL AWARENESS

CHOOSE ONE:

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

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:

LA 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

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<td>LA 464</td>
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</tbody>
</table>
Bachelor of Fine Arts [BFA] in Fashion Product Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS
MAJOR 30 UNITS
+ ELECTIVES 9 UNITS
+ LIBERAL ARTS 45 UNITS
TOTAL 120 UNITS

BFA FASHION PRODUCT DEVELOPMENT CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
FSH 102 Drawing for Fashion 2
FSH 109 Introduction to Fashion Product Design
FSH 120 Color Science and Fabric Technology
FSH 161 Digital Techniques for the Fashion Business
FSH 164 Fashion Sewing Techniques
FSH 209 Advanced Sketching and Line Development
FSH 210 Fashion Manufacturing
FSH 220 Construction/Draping/Flat Pattern
FSH 259 Pre-Production
FSH 380 Professional Practices and Portfolio for Fashion Business

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.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

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 Comparative Religion
 LA 368 Experiencing Culture: Anthropology for Today’s Artist
 LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers
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Bachelor of Fine Arts [BFA] in Fashion Styling

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

| CORE | 36 UNITS |
| MAJOR | 30 UNITS |
| ELECTIVES | 9 UNITS |
| LIBERAL ARTS | 45 UNITS |
| TOTAL | 120 UNITS |

BFA FASHION STYLING DEGREE REQUIREMENTS

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

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

BFA FASHION STYLING CORE COURSES

FSH 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
FSH 484 Styling Portfolio & Promotional
PH 103 Digital Photography for Artists

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

CHOOSE ONE:
- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:
- LA 291 Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO:
LA/LAN 117 Survey of Landscape Architecture
LA/IND 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA/GAM 131 History of Gaming
LA 132/ANN 102 History of Animation
LA 134/ANN 104 History & Technology of Visual Effects & Computer Animation
LA/VIS 137 History of Visual Development
LA/PH 147 History of Photography
LA/LAN 177 Pre-Industrial Urban Open Spaces
LA 182 Genres in Film
LA/ILL 195 History of Comics: American Comics
LA/ILL 197 History of Comics: International and Alternative Comics
LA/ARH 219 History of Architecture: Ancient to Gothic
LA 220 American Art History
LA 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 236/AD 232 Survey of Bay Area Architecture
LA 242/GR 242 History of Graphic Design
LA 243/ILL 310 History of American Illustration
LA/FSH 244 History of Fashion
LA/JEM 245 History of Jewelry and Metal Arts from Around the World
LA/FSH 246 History of Textiles
LA 247 History & Techniques of Printmaking
LA 249 An Artistic and Intellectual History of the Renaissance

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA/LAN 277 Post Industrial Urban Open Spaces
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 281/MPT 255 Film History 1: Pre-1940
LA 282/MPT 256 Film History 2: 1940-1974
LA 283 Examining Film Noir
LA 284 Evolution of the Horror Film
LA 319 History of Architecture: Modernity
LA 326 Topics in World Art
LA 327 Art of the Classical World
LA 333 Art of the Middle Ages
LA 361 The Artist in the Modern World
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 384 Underrated Cinema
LA 385 Close-up on Hitchcock
LA 386 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema
LA 400 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 The Golden Age of Dutch Art
LA 432 Art of Spain: From El Greco to Picasso
LA 433 18th & 19th Century European Art
LA 434 History of Asian Art
LA 464 Dada & Surrealism
Bachelor of Fine Arts [BFA] in Fashion Visual Merchandising

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

| CORE       | 36 UNITS |
| MAJOR      | 30 UNITS |
| ELECTIVES  | 9 UNITS  |
| LIBERAL ARTS| 45 UNITS |

TOTAL 120 UNITS

BFA FASHION VISUAL MERCHANDISING CORE COURSES

FSH 106 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 184 Styling
FSH 252 Visual Merchandising 1
FSH 297 Visual Merchandising: Tools & Materials
FSH 307 Visual Merchandising: Creative Concepts
FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures
FSH 323 Fashion Communication
FSH 377 Visual Merchandising 2
FSH 380 Professional Practices and Portfolio for Fashion Business

BFA FASHION VISUAL MERCHANDISING DEGREE REQUIREMENTS

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

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

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 280 Perspective Journalism

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 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 Pre-calculus
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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

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Bachelor of Fine Arts [BFA] in Footwear & Accessory Design

BFA FOOTWEAR & ACCESSORY DESIGN CORE COURSES
FSH 100 Drawing for Fashion
FSH 103 Drawing for Footwear & Accessories Design
FSH 104 Bag Construction 1
FSH 111 Introduction to Fashion
FSH 120 Color Science and Fabric Technology
FSH 161 Digital Techniques for the Fashion Business
FSH 165 Leatherworking Techniques for Footwear & Accessories
FSH 203 Footwear Construction 1
FSH 306 Accessory Design: Senior 1
FSH 311 Millinery
FSH 406 Accessory Design: Senior 2
FSH 456 Fashion Portfolio

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

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

QUANTITATIVE LITERACY
CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers
## ART HISTORICAL AWARENESS

<table>
<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>LA 120</td>
<td>Art History through the 16th Century</td>
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<tr>
<td>LA 121</td>
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**CHOOSE TWO:**

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<td>LA/LAN 117</td>
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<td>History of Architecture: Ancient to Gothic</td>
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<td>History of Architecture: Modernity</td>
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<td>Topics in World Art</td>
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<td>History of Asian Art</td>
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<tr>
<td>LA 463</td>
<td>Dada &amp; Surrealism</td>
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</table>
Bachelor of Fine Arts [BFA] in Knitwear Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK
- CORE 36 UNITS
- MAJOR 42 UNITS
- ELECTIVES 9 UNITS
- LIBERAL ARTS 45 UNITS

TOTAL 132 UNITS

BFA KNITWEAR DESIGN CORE COURSES
- FSH 100 Drawing for Fashion
- FSH 101 Fashion Design 1
- FSH 102 Drawing for Fashion 2
- FSH 111 Introduction to Fashion
- FSH 112 Drawing for Fashion 3
- 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 266 Computers for Fashion
- 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 278 Seminar in France
  - LA 279 Seminar in Italy
  - LA 359 Urban Sociology

QUANTITATIVE LITERACY
- CHOOSE ONE:
  - LA 124 Physics for Artists: Light, Sound, and Motion
  - LA 146 Anatomy of Automobiles
  - LA 233 Popular Topics in Health, Nutrition, & Physiology
  - LA 254 Human-Centered Design
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
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CULTURAL IDEAS & INFLUENCES
- CHOOSE ONE:
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  - LA 326 Topics in World Art
  - LA 328 World Literature
  - LA 343 Comparative Religion
  - LA 368 Experiencing Culture: Anthropology for Today’s Artist
  - LA 462 Power of Myth and Symbol

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Bachelor of Fine Arts [BFA] in Textile Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS

MAJOR 42 UNITS

+ ELECTIVES 9 UNITS

+ LIBERAL ARTS 45 UNITS

TOTAL 132 UNITS

BFA TEXTILE DESIGN DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:
  4 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Context & Style course
  1 Written Communication: Critical Thinking course
  1 Historical Awareness course
  1 Quantitative Literacy course
  1 Cultural Ideas & Influences course
  1 Employment Communications and Practices course

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

BFA TEXTILE DESIGN CORE COURSES

FSH 100 Drawing for Fashion
FSH 101 Fashion Design 1
FSH 102 Drawing for Fashion 2
FSH 111 Introduction to Fashion
FSH 112 Drawing for Fashion 3
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 473 Textile Portfolio

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

HISTORICAL AWARENESS

CHOOSE ONE:

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

QUANTITATIVE LITERACY

CHOOSE ONE:

LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
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LA 271 College Algebra with Geometry
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CULTURAL IDEAS & INFLUENCES

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LA 326 Topics in World Art
LA 328 World Literature
LA 343 Comparative Religion
LA 368 Experiencing Culture: Anthropology for Today’s Artist
LA 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers
ART HISTORICAL AWARENESS

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LA 121  Art History through the 19th Century

CHOOSE TWO:
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LA 128  The Body as Art: History of Tattoo & Body Decoration
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LA 242/GI 242  History of Graphic Design
LA 243/ILL 310  History of American Illustration
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LA 422  Italian Baroque Art
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LA 432  Art of Spain: From El Greco to Picasso
LA 433  18th & 19th Century European Art
LA 434  History of Asian Art
LA 464  Dada & Surrealism
### Certificate in Fashion

**Certificate Requirements**

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<th>Component</th>
<th>Units</th>
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<td>Major</td>
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<tr>
<td>+ Electives</td>
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<td>+ Art History</td>
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- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

### Certificate in Social Media Management

**Certificate Requirements**

<table>
<thead>
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<th>Component</th>
<th>Units</th>
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<tr>
<td><strong>Total</strong></td>
<td><strong>18</strong></td>
</tr>
</tbody>
</table>

- 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**

<table>
<thead>
<tr>
<th>MAJOR</th>
<th>33 UNITS</th>
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<tr>
<td>+ GRADUATE LIBERAL ARTS</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>36 UNITS</strong></td>
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**MA COSTUME DESIGN REQUIREMENTS**

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

**MA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS**

- **ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
  - GLA 613 Fashion, Arts, and Influence

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# Master of Arts [MA] in Fashion Art Direction

**MA UNIT REQUIREMENTS**

<table>
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<tr>
<th>MAJOR</th>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>36 UNITS</strong></td>
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</table>

**MA FASHION ART DIRECTION REQUIREMENTS**

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

**MA FASHION ART DIRECTION REQUIRED MAJOR COURSES**

- COM 602 Visual Storytelling: Editing for Short-Form Video Content
- FSH 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
- WNM 605 Visual Design & Typography 1

**MA FASHION ART DIRECTION GRADUATE LIBERAL ARTS REQUIREMENTS**

- **ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
  - GLA 613 Fashion, Arts, and Influence
## Master of Arts [MA] in Fashion Journalism

### MA UNIT REQUIREMENTS
- **MAJOR**
  - 27 UNITS
- + **DIRECTED STUDY**
  - 6 UNITS
- + **ELECTIVES**
  - 6 UNITS
- + **GRADUATE LIBERAL ARTS**
  - 3 UNITS
- **TOTAL**
  - 42 UNITS

*Per director approval*

### MA FASHION JOURNALISM DEGREE REQUIREMENTS
- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 42 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirement:
  1. Art Historical Awareness & Aesthetic Sensitivity course

### MA FASHION JOURNALISM REQUIRED MAJOR COURSES
- **COM 602** Visual Storytelling: Editing for Short-Form Video Content
- **FSH 617** Fundamentals of Fashion Journalism
- **FSH 619** Developments & Current Debates in Fashion Journalism
- **FSH 626** Digital & Print Magazine Publishing
- **FSH 627** Fashion Research & Reporting
- **FSH 628** Mobile & Social Media Journalism
- **FSH 629** Fashion Styling
- **FSH 630** Fashion Marketing Strategy
- **FSH 700** Professional Practices & Portfolio for Fashion

### MA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS
- **ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
  - **GLA 613** Fashion, Arts, and Influence
### Master of Arts [MA] in Fashion Marketing

**MFA 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>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>36 UNITS</strong></td>
</tr>
</tbody>
</table>

**MA FASHION MARKETING REQUIRED MAJOR COURSES**

- ADV 623 Brand Strategy
- or WNM 606 User Experience Design
- 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
- FSH 655 Digital Marketing and Social Media
- FSH 657 Online Retailing & e-Commerce
- 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

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

| GLA 613 | Fashion, Arts, and Influence |

**MA FASHION MARKETING GRADUATE LIBERAL ARTS 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 Costume Design

**MFA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR</th>
<th>30 UNITS</th>
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</thead>
<tbody>
<tr>
<td>+ DIRECTED STUDY</td>
<td>18 UNITS</td>
</tr>
<tr>
<td>+ ELECTIVES*</td>
<td>6 UNITS</td>
</tr>
<tr>
<td>+ GRADUATE LIBERAL ARTS</td>
<td>9 UNITS</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>63 UNITS</strong></td>
</tr>
</tbody>
</table>

**MFA COSTUME DESIGN REQUIRED MAJOR COURSES**

- FSH 601 3D Design 1
- FSH 629 Fashion Styling
- FSH 640 Fashion Drawing
- FSH 661 Costume Design 1
- FSH 662 Costume Design 2
- FSH 663 Costume Design 3
- FSH 664 Costume Design 4
- FSH 671 Renaissance Costume Construction
- FSH 676 Costume Crafts
- FSH 700 Professional Practices & Portfolio for Fashion

**MFA COSTUME DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS**

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
- 1 Art Historical Awareness & Aesthetic Sensitivity course
- 1 Cross Cultural Understanding course
- 1 Major Designated Graduate Liberal Arts course
Master of Fine Arts [MFA] in 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

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

FASHION DESIGN EMPHASIS

FSH 600 Fashion Design 1
FSH 601 3D Design 1
FSH 602 Fashion Design 2
FSH 603 3D Design 2
FSH 604 Fashion Design 3
FSH 605 3D Design 3
FSH 606 Fashion Design 4
FSH 607 3D Design 4
FSH 609 Digital Design for Fashion
FSH 700 Professional Practices & Portfolio for Fashion

FASHION MERCHANDISING EMPHASIS

FSH 630 Fashion Marketing Strategy
FSH 631 Merchandising Principles
FSH 632 Trend Analysis & Product Development
or FSH 638 Product Design and Development
FSH 634 Textiles & Other Raw Materials
FSH 635 Creating Competitive Strategy
FSH 637 Product Planning and Sourcing
FSH 643 Digital Techniques for Fashion
FSH 649 Entrepreneurship in Fashion: Strategic Brand Management
or FSH 633 Retail Management and Operations
FSH 675 Visual Merchandising: Image & Brand
FSH 700 Professional Practices & Portfolio for Fashion

MFA FASHION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 613 Fashion, Arts, and Influence

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:
GLA 603 Anthropology: Experiencing Culture
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio: Past, Present, & Future
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture
# 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
  2. Cross Cultural Understanding course

**MFA FASHION MARKETING AND BRAND MANAGEMENT REQUIRED MAJOR COURSES**

- FSH 630 Fashion Marketing Strategy
- FSH 635 Creating Competitive Strategy
- FSH 643 Digital Techniques for Fashion
- FSH 649 Entrepreneurship in Fashion: Strategic Brand Management
- FSH 652 Global Consumer Trends in Fashion
- FSH 654 Integrated Fashion Marketing Communications Strategy
- ADV 623 Brand Strategy
- FSH 655 Digital Marketing and Social Media
- FSH 658 Global Marketing & Emerging Markets
- FSH 677 Applied Financial and Business
- FSH 700 Professional Practices & Portfolio for Fashion

## 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 611 Cultural Narratives
- GLA 617 Mythology for the Modern World
- GLA 619 Culture & Identity in Modern American Theater
- GLA 627 The Global Design Studio: Past, Present, & Future
- GLA 903 Graduate Seminar in Europe
- GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

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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 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
  2. Cross Cultural Understanding course

**MFA FASHION MERCHANDISING AND BRAND 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

## 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 611 Cultural Narratives
- GLA 617 Mythology for the Modern World
- GLA 619 Culture & Identity in Modern American Theater
- GLA 627 The Global Design Studio: Past, Present, & Future
- GLA 903 Graduate Seminar in Europe
- GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture
Master of Fine Arts [MFA] in Fashion Product Development

MFA UNIT REQUIREMENTS

MAJOR
30 UNITS

+ DIRECTED STUDY
18 UNITS

+ ELECTIVES*
6 UNITS

+ GRADUATE LIBERAL ARTS
9 UNITS

TOTAL
63 UNITS

*Per director approval

MFA FASHION PRODUCT DEVELOPMENT DEGREE REQUIREMENTS

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

MFA FASHION PRODUCT DEVELOPMENT 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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio: Past, Present, & Future
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

FASHION
Master of Fine Arts [MFA] in Knitwear Design

MFA UNIT REQUIREMENTS

MAJOR
30 UNITS

+ DIRECTED STUDY
18 UNITS

+ ELECTIVES*
6 UNITS

+ GRADUATE LIBERAL ARTS
9 UNITS

TOTAL
63 UNITS

*Per director approval

MFA KNITWEAR DESIGN DEGREE REQUIREMENTS

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

MFA KNITWEAR DESIGN REQUIRED MAJOR COURSES

FSH 600 Fashion Design 1
FSH 602 Fashion Design 2
FSH 604 Fashion Design 3
FSH 606 Fashion Design 4
FSH 609 Digital Design for Fashion
FSH 620 Knitwear Design & Construction 1
FSH 621 Knitwear Design & Construction 2
FSH 622 Knitwear Design & Construction 3
FSH 623 Knitwear Design & Construction 4
FSH 700 Professional Practices & Portfolio for Fashion

MFA KNITWEAR DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 613 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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio: Past, Present, & Future
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

Master of Fine Arts [MFA] in Textile Design

MFA UNIT REQUIREMENTS

MAJOR
30 UNITS

+ DIRECTED STUDY
18 UNITS

+ ELECTIVES*
6 UNITS

+ GRADUATE LIBERAL ARTS
9 UNITS

TOTAL
63 UNITS

*Per director approval

MFA TEXTILE DESIGN DEGREE REQUIREMENTS

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

MFA TEXTILE DESIGN REQUIRED MAJOR COURSES

FA 603 Mixed Media/Printmaking
FA 612 Silkscreen
FSH 600 Fashion Design 1
FSH 602 Fashion Design 2
FSH 609 Digital Design for Fashion
FSH 610 Applied Textiles 1
FSH 611 Applied Textiles 2
FSH 612 Applied Textiles 3
FSH 613 Applied Textiles 4
FSH 700 Professional Practices & Portfolio for Fashion

MFA TEXTILE DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 613 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 611 Cultural Narratives
GLA 617 Mythology for the Modern World
GLA 619 Culture & Identity in Modern American Theater
GLA 627 The Global Design Studio: Past, Present, & Future
GLA 903 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture
FASHION

UNDERGRADUATE COURSES

FSH 100 Drawing for Fashion
Drawing is visual communication. Learn this essential language by drawing objects, interiors, exteriors, and the nude figure. You’ll gain skills in shape and silhouette, proportional accuracy, negative and positive space, and perspective.

FSH 101 Fashion Design 1
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 101M Fashion Design 1 for Menswear
“Menswear is about subtlety. It’s about good style and good taste.” —McQueen. Learn the menswear design process to develop, edit, and balance a collection. Plus, gain visual research skills to identify design elements and interpret and develop ideas.

FSH 102 Drawing for Fashion 2
Make your mark in the fashion illustration renaissance. You’ll progress from the nude figure to drawing clothed figures, and gain foreshortening, shape, rhythm structure, and proportional accuracy skills by drawing a variety of subjects in pastel, color pencil, ink, and watercolor.

FSH 103 Drawing for Footwear & Accessory Design
You will develop drawing techniques that produce various views and facilitate rapid ideation for footwear and accessory designs.

FSH 104 Bag Construction 1
Create a multi-piece bag collection showcasing several different constructions. You will master the bagmaking process—from design concept, pattern drafting and construction techniques, to material manipulation, prototype making, and final product.

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 111 Introduction to Fashion
Explore the fashion development cycle through a hands-on collaborative project. You’ll gain skills in transportation, scheduling, budgeting, professional practices, tools, fabrics, presentation, critique and sketchbook development for fashion, textile, and knitwear.

FSH 112 Drawing for Fashion 3
Develop the composition and design techniques to effectively draw clothing figures. You will learn common composition principles, how to use a light box, and a variety of conventional and unconventional materials.

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.

FSH 120 Color Science and Fabric Technology
Color is a powerful tool. You will learn to use color schemes, proportion, and the physical and psychological effects of color to your design advantage.

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 125 Textile Design
Learn the various textile design methods used in the industry, and develop techniques to create your own textile designs.

FSH 135 Graphic Design in Fashion
Expand your design abilities using graphics. You will learn to use graphics and graphic design to get more control over your garments and flexibility in your designs. You will learn how photography and digital imaging are used in fashion, clothing, and accessories.

FSH 140 Introduction to Costume Design
Bring your designs to life in theater and film. You will learn to design costumes for a specific set of characters, altering and manipulating garments for the stage. Plus, study the systems, terminology, and tools used by costume designers.

FSH 145 Fashion Marketing 1
Put fashion marketing theory to practice. You’ll develop marketing research techniques to determine consumer wants and to create fashion marketing strategies. You will learn to conceive, produce, promote, and move new fashion goods and services to consumers.

FSH 161 Digital Techniques for the Fashion Business
Use professional software to communicate visual information. Learn to work fluidly between programs to create fashion line layout, concept boards, and detailed specification for reproduction.

FSH 164 Fashion Sewing Techniques
Get the cutting and sewing skills for work in the apparel industry. You will learn both hand finishing and machine sewing techniques in woven, and create a notebook documenting your new skills.

FSH 165 Leatherworking Techniques for Footwear & Accessories
Once you learn all about leather, you’ll master the tools and materials to make footwear and accessories. You will also produce construction and finishing samples and make various bag constructions.

FSH 168 Digital Tools for Fashion Media
Learn to tell a compelling fashion story. Using professional digital design techniques, you will learn to combine words, visuals, and aesthetic elements to create successful fashion spreads and lookbooks.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
FSH 181 Costume Design for Film
Help bring film characters to life. You will create character identity by breaking down a script to develop a “look book” for actors using mood boards, color stories, and illustrations.

FSH 182 Costume Design for the Stage
Costume designers are expert collaborators. You will gain skills in research, script analysis, costume period and style, design problem solving, and rendering to produce projects for your portfolio.

FSH 184 Styling
Help designers and brands tell their stories. You will develop concepts and assemble compelling outfits to create fashion imagery. Gain hands-on experience on photo shoots working with models, photographers, and a make-up artists.

FSH 187 Introduction to Knitwear
Learn how to design and create knit fabrics. You will practice surface design methods such as felting, embroidery, and macramé. Compose knit materials using hand knit, crochet, and single-bed knitting machine techniques.

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

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

FSH 191 Costumed Beading 2
Surface ornamentation can bring your art to life. You will learn tambour beading with a new, 2-in-1 stitch to add in the applique of fabrics and finishing beading to create three dimensional elements and add depth and texture to a motif.

FSH 194 Surface Embroidery 1
Traditional embroidery techniques are used to tell contemporary stories. You will study hand embroidery stitches using cotton, rayon, chenille, and wool threads and apply them to a variety of fashion fabrics.

FSH 196 Surface Embroidery 2
Improve your surface embroidery skills by using dimensional ribbon and chiffon work, Japanese flat and twisted silk stitching and aised gold metal embroidery. Embellishments are explored with sew on rhinestones, rose montes, and chatons.

FSH 201 The Reclaimed Object
Re-paint, re-purpose, re-design. You will learn marbling, gold & silver isolating, and stumpworking skills to resurface reclaimed wooden surfaces like doors, tables, chairs, boxes, frames, beads, and more.

FSH 203 Footwear Construction 1
You will learn the complete process of shoe making—concept research, sketching, range building, and specification sheets—to produce three different footwear constructions in class. Develop 2D design and 3D construction skills.

FSH 204 Bag Construction 2
Create five different bag constructions using your pattern development, material manipulation, and technical advancement skills. You will develop and present a design portfolio containing a multi-piece bag collection.

FSH 209 Advanced Sketching and Line Development
You will focus on flat sketching for line development, line sheets, and specification sheets as you develop the skills to create industry standard flats for apparel and accessories.

FSH 210 Fashion Manufacturing
The manufacturing process is complex. Learn how apparel goes from design concept to consumer, including production, sourcing, control, planning, costing, resource allocation, and feasibility.

FSH 213 Fashion Marketing 2
Create marketing plans that bring brands to life. You will use real-life case studies and projects that focus on what fashion consumer want to develop an integrated marketing plan that works.

FSH 215 Retailing and Management
Get down to business management basics. You will learn how organization, control, planning, decision-making, leadership, training, communication, and ethics apply to real business situations through actual case studies.

FSH 218 Blogging: Content Creation & Promotion
Make your mark in the blogosphere. You will analyze various elements of successful blogging and get practical experience conceptualizing, producing, and marketing your own blog as a creative professional.

FSH 220 Construction/Draping/Flat Pattern 1
You will learn how garments are made to commercial standards in the industry today, including basic principles of flat pattern drafting, pattern cutting, and draping on a form.

FSH 220M Construction/Draping/Flat Pattern for Menswear
Enhance your pattermaking and construction skills for menswear. You will learn to cut and construct basic block patterns and create additional silhouettes using muslin fabric and your professional sewing techniques.

FSH 221 Fashion Design 2
Learn to represent your creative design ideas as specification drawings (flats) and 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 crocheting skills. You will understand knitter’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 realize your designs. You will master the software to create, modify, store, and communicate your ideas in vibrant, beautiful design.

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 skirt 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 classical and romantic history of the tutu and will construct a classic tutu including waisbands, 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 244 History of Fashion
Use your knowledge of the clothing tradition—from antiquity to the 20th century—to inform your designs. Explore ideals of beauty and major fashion revivals like classic, exotic, country, and romantic.
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 Design 3
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
In this course, students learn how to set up quality procedures for prototyping, sample making, pre-production sampling and final production. Students learn how to perform audits and prepare quality control reports. Students will develop a quality manual that they can use in the industry or for their own business.

FSH 266 Computers for Fashion
Use illustration software to create stylized drawings, flat sketches, croquis, mini bodies, specification drawings, presentations, and storyboards.

FSH 267 Menswear Fashion Design 2
You will build a 2-dimensional menswear collection on paper. Gain confidence in your work as you increase your research and communication abilities.

FSH 268 Menswear Construction 2
Build the foundation for all future menswear classes by developing basic menswear blocks into various designed garments. You will create garments that meet industry standards using drafting and construction skills.

FSH 274 Applied Textiles 1
Explore textiles in both home furnishing and fashion. You will develop skills in silkscreen and heat transfer printing while learning about opportunities for a successful career in the textile industry.

FSH 276 Fashion Design 3
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 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 285 Clothing Construction and Quality
In this course, students learn how to set up quality procedures for prototyping, sample making, pre-production sampling and final production. Students learn how to perform audits and prepare quality control reports. Students will develop a quality manual that they can use in the industry or for their own business.

FSH 286 Computers for Fashion
Use illustration software to create stylized drawings, flat sketches, croquis, mini bodies, specification drawings, presentations, and storyboards.

FSH 287 Menswear Fashion Design 2
You will build a 2-dimensional menswear collection on paper. Gain confidence in your work as you increase your research and communication abilities.

FSH 289 Corsetry & Underpinnings
Create corsetry as both outer garment and underpinning. You will cut and construct different styles and shapes of corsets to use with draped design ideas, producing finished pieces.

FSH 293 Sneaker Design & Construction
Build on skills developed in Footwear Construction 1 with a focus on the unique construction techniques for sneakers. Students develop three different types of sneakers and a custom made sole unit. In addition, students complete a design project focusing on the unique presentation techniques for sneakers.

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 unique footwear collection. You will study measuring and fitting, handmade footwear, product development and testing, specification and technical sheets, trade shows, and shoe materials and components.

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 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 304 Accessory Design & Construction for Sports & Utility
Develop your sports aesthetic. You will create footwear and accessories for sports and utility wear by studying the unique qualities and applications of materials and hardware in these expanding markets.

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 308 Fashion Film Production
The fashion film phenomenon brings together passionate pioneers of fashion, film, photography, digital, and social media. You will conceptualize, style, develop, produce, and promote your own experimental fashion film.

FSH 309 Fabrication, Sourcing, & Production
You will gain line development skills utilizing web-based PLM software, and learn about technical packets and line sheets, fashion product sourcing, cost estimating, evaluating product constructions, and fashion manufacturing.

FSH 311 Millinery
Millinery is hat making. You will learn specialized techniques in a variety of materials to make wildly creative or strictly traditional hat designs and constructions.

FSH 313 Style Icons & Fashion Objects
See how legendary images influence pop culture. You will study historical eras, youth movements, style capitals, and iconic fashion imagery in editorial work. Plus, learn iconography of style, fashion avatars, and icon reinvention.

FSH 316 International Retailing/Global Marketing
Understand the global economy through international retailers. You will learn how different legal, social, and economic environments affect the distribution of consumer products worldwide.

FSH 317 Menswear Fashion Design 3
Analyze current menswear trends. You will show your creative design concepts in specification drawings (flats) and as fully colored figures to show skills rendering fabrics and color.

FSH 318 Menswear Construction 3
You will increase your knowledge of industry procedures for construction and flat pattern making.

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 a leading apparel 3D-design software: CLO3D. Learn how CLO3D is used in the fashion industry to develop virtual garments that can be cut and sewn in real life. You’ll also present your work into professional presentations using Adobe Illustrator and Photoshop.

FSH 330 Construction/Draping/Flat Pattern 3
Augment your pattern cutting and construction techniques. Using techniques the pros use, 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 334 Virtual Garment Development
Master CLO3D—a unique software that lets you develop individual looks and garments in a virtual space with the potential of creating them in real life. You will learn to apply the tools and functions of this fashion-industry software to your own work.

FSH 335 Computerized Patternmaking
Use Gerber Accumark software to create and digitally alter patterns for a variety of silhouettes. You will also grade patterns for a large range of sizes.

FSH 337 Construction/Draping/Flat Pattern 5
Create a pre-collection. You will learn the principles of manual grading, work with a life fit model, learn work production patterns for industry, and increase new construction and finishing techniques.

FSH 340 Fashion Design 4
You will analyze your individual strengths and philosophy as a designer, and gain the technical skills to showcase your point of view.

FSH 342 Theatrical Costume Production
In collaboration with the director, actors, and crew of a real production, you will design and construct costumes for a live movement-based and design-driven performance.

FSH 344 Fabric and Form
Turn your 2D designs into wearable 3D forms. You will learn experimental fabric manipulation techniques to transform geometric planes of fabric into garment design for the body.

FSH 345 Brand Marketing
Build brand equity. You will gain skills in brand building, management, and marketing to develop a marketing plan for a brand that includes your visual identity, tone of voice, a brand promise, and the overall essence of your brand.

FSH 347 Inventory Management & Planning
Become a master forecaster. You will gain the inventory management skills to analyze profitability, inventory turnover, purchasing, planning, and more giving you a competitive advantage.

FSH 348 Interactive Marketing
Fashion marketing is digital marketing. You will develop a marketing plan incorporating online promotion, user-generated content, corporate blogging, and mobile marketing. Track your plan’s success through data analysis.

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
Master retail and wholesale merchandising. You will present written and visual concepts demonstrating skills in creative space utilization, appropriate representation for multiple project categories, a full season’s cycle, and adjacent products.
FSH 363 Special Event and Promotion

Throw the party of the year. You'll plan, pitch, develop, and execute as you discover what it takes to produce a successful fashion show, product launch, promotion, or marketing initiative.

FSH 368 Accessories Merchandising

You will explore fascinating accessory categories including leather goods, jewelry, scarves, millinery, eyewear to learn the important role of accessories in various retail environments.

FSH 369 Merchandising: Beauty Products

The beauty product market will reach USD 805.61 billion by 2023 (Reuters). You will gain insights into color cosmetics, fragrance, and skin care by studying the history and development 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 and taste level 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

Master textile prints for fashion and furnishings as you build up your fabric design collection.

FSH 377 Visual Merchandising 2

Hands-on projects put your visual merchandising theory and standards of execution into practice.

FSH 378 Menswear Fashion Design 4

Master the menswear market. Combine your illustration abilities with your understanding of the global menswear market to get closer to being a menswear fashion designer.

FSH 379 Menswear Construction 4

Construct tailored menswear like a pro. Learn how different tailoring and construction techniques are used in today's menswear industry for both ready-to-wear and bespoke.

FSH 381 3D Design for Knitwear 3

Turn your 2D designs into 3D garments. Develop traditional trimming, variations of trimming designs, and draping skills to construct the neck, armholes, and sleeves on 3D forms. Gain hand-knit and crochet construction techniques as well.

FSH 382 Knitwear Design 4: Design Development of Individual Creative Style

Discover your design strengths and philosophies by pushing the boundaries of creative knitwear design. You will refine your technical and presentation skills and learn basic stitch construction on the Stoll industrial machine.

FSH 384 Menswear Styling

Master menswear styling techniques. You will learn to create tailored and casual looks for men by working on photo shoots.

FSH 385 Marketing Promotion Strategy

Promotional strategies for fashion. You will create an integrated marketing plan including advertising, direct mail, public relations, personal selling, special events, and social networking.

FSH 386 3D Design for Knitwear 3

Test your skills to create a complex pre-collection. You will master cutting methods and advanced hand sewing/finishing techniques to fit contemporary design garments and correct garments to industry standards.

FSH 387 Knitwear Design 5: Pre-Collection

Prepare for a career in fashion. Your strengths and design philosophies will reflect your progress as you begin developing your senior collection. Increase your skills in Stoll industrial machine operation, knit programming, and swatch knitting.

FSH 390 Professional Practices and Portfolio for Fashion Business

Explore careers in retail and apparel merchandising. You will consider career options, develop resumes, prepare for job interviews, and complete internships as you transition from student to professional.

FSH 391 Fashion Product Styling

Pull off a successful photo shoot. You will use product styling techniques to conceptualize, produce, art direct, and style a shoot, creating content for magazines, catalogs, newspaper, and the web.

FSH 397 Visual Merchandising: Mannequins, Forms, & Fixtures

Use mannequins to your advantage. You will style mannequins, forms, and alternatives for product presentations including men’s and women’s tailored clothing, coordination of separates, item 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 6: Senior Collection

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 406 Accessory Design: Senior 2

You will research, design, and construct a multi-piece footwear and accessory collection and portfolio.

FSH 409 Advanced Line Development

Learn targeted product development strategies by developing two collections. You will gain advanced digital and hand skills on industry software and web-based PLM 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.

FSH 417 Menswear Fashion Design 5

Study global menswear trends during the New York, London, Milan and Paris collections. You will increase your awareness of specific menswear markets so you can align your individual design style to meet the needs of specific market segments.

FSH 418 Menswear Construction 5

Create active men’s sportswear. You will strengthen your understanding of cutting and construction by creating designs in muslin and finished garments.

FSH 424 Construction/Draping/Flat Pattern 5: 3D Design

You will learn three different areas of garment cut and construction: tailored forms, structured gowns, and forms in woven and knit fabrics. Plus, you will do complex analysis and reproduction of form using flats, sketches, flat pattern, drape, and sewn samples.

FSH 427 Visual Merchandising: Graphics for Presentation

You will use graphic design tools to create specifying and building signage for retail, wholesale, trade-show, in-store display, sales promotions. Plus, learn to develop dynamic graphic communication for window displays.
FSH 430 Fashion Design 5
Solidify your personal design philosophy as you develop your senior collection. You will learn how continuity of style within design, presentation skills, and trend analysis will help target specific market segments.

FSH 434 Construction/Draping/Flat Pattern 6: 3D Design
Reproduce complex garments. Using designer garments as your guide, you will create accurate paper patterns, toile, and fabric samples using complex cutting and hand-sewing techniques.

FSH 436 Pattern Making & 3D Design for Fashion Portfolio
Build up your technical, digital, and 3D design fashion portfolios. You will refine past technical projects—along with a web portfolio, a technical design-specific resume, and self-promotional materials—to augment your portfolio game.

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 440 Portfolio for Costume Design
Create the portfolio that lands the job. You will refine your previous costume pieces to highlight your skills for photographing work, portfolio layout, and presenting ideas to potential employers.

FSH 441 Renaissance Costume Construction
Creating period garments for a diverse group of real actors can be enlightening. You will create theatrical costumes using your Renaissance-era garment construction abilities, patterning and rigging techniques, and corset construction skills. [This course is cross-listed with FSH 671.]

FSH 442 Computer Aided Design for Textiles
Become textile-tech savvy. You will learn to use textile-specific software and industry media tools to create repeat patterns, sketches, and marks. Learn to use color data, colorways, values, and percent coverage to improve your presentations.

FSH 445 Contemporary Retail Strategy
You will research consumer trends, market changes, and distribution channels to develop a comprehensive retail plan that includes a merchandise plan, location analysis, and all other retail operations.

FSH 450 Entrepreneurship in Fashion
Become a design-entrepreneur. After identifying market opportunities, you will develop a business plan to develop, market, and sell your own product line under an independent label. Learn product differentiation and creative marketing tactics.

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 Merchandising: Industry Collaboration
Gain merchandising tips from merchandising experts. You will collaborate with working professionals to learn best practices and give you experience and leadership skills to become a successful merchandiser of retail and wholesale fashion brands.

FSH 464 Fashion Retail Management & Operations
See what it takes to operate and manage a fashion retail business. You will learn to operate a POS system, manage and control inventory and receipt flow, merchandise a selling floor, keep clients happy, and develop, train, and schedule employees.

FSH 465 Fashion Design 6: Senior Collection
Perfect your design portfolio to a standard of excellence expected in the industry.

FSH 467 Menswear Fashion Design 6
Perfect your menswear portfolio to a standard of excellence expected in the industry.

FSH 468 Menswear Construction 6
Prepare your designs for senior thesis collection. You will develop menswear production, undertake garment fitting, and create patterns to construct no less than six menswear outfits for your senior collection.

FSH 472 Visual Merchandising 3
You will conceive and execute a visual display for a retail environment.

FSH 473 Textile Portfolio
Explore your place in the textile industry. You will establish goals, analyze skills, and build a coherent body of 2D work on paper for your portfolio. Career opportunities and the logistics of freelance work.

FSH 474 Applied Textiles 5
Expand your printing and fabric manipulation skills. You will learn the qualities and performance of different types of fabrics as you continue to produce collections of textile designs.

FSH 476 Applied Textiles 6: Senior Collection
Find your voice in printed fabrics. You will fine tune the many printing methods you have learned to create a collection of printed fabrics for your senior portfolio.

FSH 477 Visual Merchandising: Project Studio
Put your education on display. You will develop a visual program for a brand assortment that spans window design and installation, in-store feature presentations, wall merchandising, floor plan layout, fixture design, and graphic signage system.

FSH 478 Editorial Styling
Studying the important editorial stylists, fashion photographers, magazines, and fashion stories of the past 50 years will help you concept, style, and produce two original and innovative photo shoots.

FSH 479 Computers for Senior Collection: Knitwear
Master the machine. You'll develop a design into swatches and program the Stoll industrial knitting machine to produce industry-quality swatches, to knit garments, and to gain fully-fashioned and fancy stitch construction techniques for your senior collection.

FSH 482 Knitwear Design 6: Senior-Collection
You will fine tune your senior knitwear collection to be runway ready, and to meet your career goals as an industry-quality portfolio.

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 partner with Weebly, Inc. to conceptualize, design, produce, and publish a digital magazine.

FSH 498 Collaborative Project
Cross-disciplinary projects will mirror real-world projects, requiring a varied and sophisticated approach to problem solving. Course fees and prerequisites will vary by topic.
FSH 499 Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.

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

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

GRADUATE COURSES

FSH 600 Fashion Design 1
You will study alongside students from different disciplines to explore various approaches to design and illustration.

FSH 600A Fashion Design
You will study alongside students from different disciplines to explore various approaches to design and illustration

FSH 601 3D Design 1
Build a foundation in 3D design and garment development. You will be introduced to pattern shape manipulation and learn core principles of pattern drafting and garment construction to meet commercial fashion standards.

FSH 601A 3D Design 1
Build a foundation in 3D design and garment development. You will be introduced to pattern shape manipulation and learn core principles of pattern drafting and garment construction to meet commercial fashion standards.

FSH 602 Fashion Design 2
You will build upon your core design knowledge, gain an increased awareness of market place relevance, and increase your technical abilities.

FSH 603 3D Design 2
Master the art of tailoring. You will draft and construct tailored garments to meet industry standards using advanced pattern making, construction, and sewing techniques. Get professional instruction on handling fashion fabrics and using industrial sewing equipment.

FSH 604 Fashion Design 3
Your knowledge of professional teamwork protocol will be helpful as you collaborate on a project for a target market. Plus, you will develop an individual collection to showcase your unique philosophy and design strengths.

FSH 605 3D Design 3
Put your knowledge to work. Learn to make raglan-style garments, and use your newfound skills to create a customized raglan trench coat. You will also work with your mates to produce a group collection using looks from your design class.

FSH 606 Fashion Design 4
You will consult with your tutors to select a project that will increase your knowledge in a specific area.

FSH 607 3D Design 4
Consult with your tutors and choose projects that prepare patterns for the Final Project.

FSH 609 Digital Design for Fashion
Use digital design tools for illustration, flat sketches, specification drawing, presentations, and storyboards.

FSH 610 Applied Textiles 1
Explore various fabric printing methods used in the textile industry including silkscreen and heat transfer printing.

FSH 611 Applied Textiles 2
You’ll experiment with fabric to learn composition and performance.

FSH 612 Applied Textiles 3
You will develop printed fabrics for specific projects.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
FSH 613 Applied Textiles 4
Consult with your tutors to choose projects—including an industry driven competition—that align with a targeted market and end use.

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 discussion led by student facilitators, you'll examine current media events and learn the industry's social challenges, scandals, and controversies.

FSH 620 Knitwear Design & Construction 1
Knitwear design is technical, diverse, and creative work. Using both hand knitting and domestic machine techniques, you'll learn how knitwear pros use yarns, color, pattern, texture, and shape for fabric development and illustration.

FSH 621 Knitwear Design & Construction 2
Create an original garment from concept to finished piece. You will work with flat pattern and 3D design, to incorporate color and pattern while investigating diversity of basic silhouette, and calculate fully fashioning and write patterns.

FSH 622 Knitwear Design & Construction 3
Using industrial knitting machines, you’ll produce two garments with double-bed fabrics and 3D design, first designing within the constraints of the fitted silhouette, and then investigating the function of double-bed fabrics to explore silhouette.

FSH 623 Knitwear Design & Construction 4
Solidify your personal style. You will work self-motivated projects to perfect your portfolio and hone your skills to prepare for your final collection.

FSH 626 Digital & Print Magazine Publishing
The power of print. You will learn to bring pictures and words together to tell impactful stories by creating your own printed magazine (and digital).

FSH 627 Fashion Research & Reporting
You will gain essential research and reporting skills to deliver in-depth fashion storytelling based on verified information, interviews, digital and social research techniques, and facts.

FSH 628 Mobile & Social Media Journalism
Report from where the action is. You will focus on the digital tools that empower today’s journalists to produce real-time, interactive news stories. By end of semester, you’ll share a long-form feature

FSH 629 Fashion Styling
Styling is visual storytelling. You will style a variety of fashion magazine shoots to learn the practical components of producing a shoot; from brainstorming, pulling clothes, conducting run-throughs, booking talent, and working on set.

FSH 630 Fashion Marketing Strategy
Focusing on promotion and marketing communications, you will learn to use market development, sales promotion, direct response, social networking, and word-of-mouth marketing to differentiate fashion products and services.

FSH 631 Merchandising Principles
Put your math skills to work. In the role of a buyer, you will create a successful retail business through seasonal financial planning, assortment planning, vendor negotiation, and inventory management.

FSH 632 Trend Analysis & Product Development
You will learn to gather and apply trend information to develop new and fashionable products for the marketplace. Bring an original product from concept to completion via research, sourcing, costing, merchandising, and marketing.

FSH 633 Retail Management and Operations
Develop a competitive retail business strategy. You will study the global retail environment, analyzing consumer, competition, leadership, and management issues in the contemporary fashion industry today.

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

FSH 635 Creating Competitive Strategy
Business success requires strategic planning. You will learn strategies to create competitive advantage, form assumptions, and identify components of profitability.

FSH 636 Introduction to Bag Construction
This course provides students with the fundamental skills needed to construct bags. Students will learn the complete process of making bags, including pattern drafting, construction techniques, material manipulation, prototype making and production of final product. Five bag constructions will be covered.

FSH 637 Product Planning and Sourcing
You will learn to source various categories of merchandise globally, and see how import/export restrictions are considered in the cost comparisons.

FSH 638 Product Design and Development
Successful product development is both a science and an art. You will follow the collaboration process with designers, suppliers, merchandisers, and business partners to create a fashion collection.

FSH 639 Introduction to Footwear & Accessory Design
Produce and present a professional collections portfolio. You will design different footwear and bag constructions using concept research, customer profiling, sketching, range building, and specification sheets. Plus, learn to produce various views for rapid ideation.

FSH 640 Fashion Drawing
Communicate by drawing. You will gain a better understanding of the human body by drawing the clothes figure for fashion and general illustration.

FSH 643 Digital Techniques for Fashion
You will learn to work fluidly between graphic design software programs and create concept boards, branding, merchandising and production documents, and marketing collateral to communicate information effectively.

FSH 644 Fashion Photo Shoot and Video Production
Those who create fashion images have considerable control over the creative vision of a project. You will learn and use production logistics and protocols to concept, organize, and style a fashion photo shoot and video.

FSH 645 Luxury Brands: Product Development & Marketing
Developing a luxury brand is a beautifully complicated work. You will learn the elements and interplay between the principles that are employed in the luxury brand product development and marketing mix.

FSH 646 Advanced Bag Construction
Skills obtained in the Footwear & Accessory course will inform more complex constructions, patterns, and material manipulations. You will present a portfolio containing a multi-piece collection at the end of the semester.

FSH 647 Creative Fashion Product Styling and Typography
Part art installation and part commerce, fashion still life augments the fashion product using color, composition, handcrafted props, and backgrounds. You will present a collection at an end of the semester show.

FSH 648 Sustainability & Society
Know the sustainability challenges and policies affecting the fashion and design industries today. You will help you develop the educational, lifestyle, and technological strategies to impact fashion and design industries today. You will help you develop the educational, lifestyle, and technological strategies to impact the fashion world.

FSH 649 Entrepreneurship in Fashion: Strategic Brand Management
Build a contemporary fashion brand and change the game. You will develop a brand 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 will develop your technical, visual, and verbal presentation skills.

FSH 651 Fashion Construction
In the design workshop setting, you will use your garment construction and flat pattern drafting skills to create garments that are pattern cut and made to today’s commercial standards.

FSH 652 Global Consumer Trends in Fashion
The ability to predict trends can be profitable. You will learn to read diverse market characteristics, consumer behaviors, fashion theories and global issues to identify opportunities for specific markets.

FSH 653 Product Management & Supply Chain
The supply chain structure from product development to distribution. You will evaluate product lifecycle, development process, and other issues to develop a product management strategy aligned with company goals, products, and distribution channels.

FSH 654 Integrated Fashion Marketing
Communications Strategy
Become a Marcom professional. You will develop an integrated marketing communication strategy for a fashion business that targets new customers and reflects current trends and new technologies in today’s dynamic environment.

FSH 655 Digital Marketing and Social Media
Marketing via social media can be tricky. You will leverage the power of digital and social media platforms by developing a digital marketing strategy that is integrated with traditional marketing channels.

FSH 656 Fashion and Sustainability
Leave your mark on the fashion world, but only if that mark is made with sustainable practices, using 100% natural fibers and eco-friendly dyes. You’ll learn to actively integrate eco-strategies into your fashion business, marketing, and product development goals.

FSH 657 Online Retailing & e-Commerce
Achieve online success. You will apply marketing, merchandising, and customer experience strategies to gain in-depth knowledge of how consumers and products connect in the world of e-commerce.

FSH 658 Global Marketing & Emerging Markets
Go global. You will examine the best practices of global and regional retailers to develop a marketing strategy for fashion organizations focused on global and emerging markets.

FSH 661 Costume Design 1
Take a costumer’s approach. As a costume designer, you’ll explore three chosen texts from classical narrative, theatre history, and design history; to contemporary story structure, character, and plot development.

FSH 662 Costume Design 2
Create costumes for musical, dance, and experimental theatre. You will learn to connect design to movement and voice, and see how performance can break down the wall between audience and actor. Develop your portfolio to show a range of design capabilities across a number of theatrical mediums.

FSH 663 Costume Design 3
Design costumes for film and TV. You will learn to conceptualize and execute visual merchandising designs and visual displays for a commercial environment.

FSH 664 Costume Design 4
Create costumes for three specific film genres: fantasy, period pieces, and science fiction. You will learn to manipulate traditional research, explore unconventional costume materials, and investigate specific details for increased accuracy as you transform your 2D paper projects into 3D samples and realized designs.

FSH 665 Costume Design Production
Theatre is collaboration. You will work with the script, directors, actors, lighting crews, fellow costume designers, and others to produce original costumes for a real production locally or at the Academy. Learn to develop designs on paper, realize them in 3D, and provide appropriate documentation.

FSH 668 Introduction to Footwear Construction
This course provides students with the fundamental skills needed to construct footwear. Students will learn the complete process of making shoes, including pattern drafting, construction techniques, material manipulation, prototype making and production of final product. Four footwear constructions will be covered.

FSH 671 Renaissance Costume Construction
Creating period garments for a diverse group of real actors can be enlightening. You will create theatrical costumes using your Renaissance-era garment construction abilities, patterning and rigging techniques, and costume construction skills. This course is cross-listed with FSH 441.

FSH 675 Visual Merchandising: Image & Brand
Master the visual image for fashion branding. You will conceptualize and execute visual merchandising designs and visual displays for a commercial environment.

FSH 676 Costume Crafts
Expand your artistic skill set. You will learn theatrical craft techniques—to make masks, armor, and fabric distressing—that can be applied to a variety of unconventional projects.
FASHION

FASHION 677 Applied Financial and Business Analysis for Fashion
This course provides practical experience reading, developing, and analyzing the financial statements and reports that decision makers in fashion business use to solve complex business and marketing problems. Students will learn theoretical concepts and use mathematical calculations and financial-analysis tools to measure, forecast, and evaluate business operations and marketing activities. For your final thesis projects, you will use various research methods to develop the framework for a business plan. You’ll learn to identify and refine industry, target market, and customer profiles.

FASHION 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.

FASHION 700 Professional Practices & Portfolio for Fashion
Polish your portfolio, revise your resume and do what it takes to get ready to become a fashion industry professional.

FASHION 729 Fashion Art Direction
Fashion art directors are the multi-disciplinary creatives behind the content creation of a fashion brand or magazine. You’ll conceptualize the visual communication of a targeted project, then art direct, produce, and style a fashion photo shoot or video using custom typography and layouts.

FASHION 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.

FASHION 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.

FASHION 807 MA Final Project: Capstone Project
The capstone project provides students an opportunity to apply concepts, theories, and current trends. Students use knowledge and skills learned from previous courses to research, synthesize, develop, and present a complete marketing or merchandising project related to the global fashion industry.

FASHION 809 PLM Group Directed Study
Computerized line development including cost and construction will be addressed. The Web Based PLM system will be introduced to track product specifications, production package and bill of materials for a product line.

FASHION 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.

FASHION 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.

FASHION 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.

FASHION 826 Concept Development for Footwear &Accessory Design
Developing accessory collections at the graduate level requires original thinking and compelling design concepts. You will complete projects that expand your ability to defend your ideas and develop your research, development, presentation, and communication skills.

FASHION 831 Thesis Portfolio: Knitwear
Make a plan to finish your thesis and/or textile 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.

FASHION 836 Accessory Design Pre-Collection
Hone your accessory design techniques. You’ll produce a pre-collection that includes three finished products, a portfolio, and a technical file. Plus, you’ll work on an industry project and a collaborative project with a graduate student in the School of Fashion.

FASHION 846 Accessory Design Final Collection
Create your final collection. You’ll develop a final eight-piece footwear and accessories collection, and build an extensive portfolio showcasing the concept, research, and development process of your collection.

FASHION 850 Market Research
For your final thesis projects, you will use various research methods to develop the framework for a business plan. You’ll learn to identify and refine industry, target market, and customer profiles.

FASHION 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.

FASHION 852 Product Development
Focus on product development for your individual final project. Using knowledge about fabrication, silhouettes, color, sampling, sourcing, and costing, you will analyze target markets, research, and trends to create your product lines.
FSH 853 Visual Merchandising: Brand and Image
Focus on the visual branding aspects of your individual final project. You’ll refine your thesis through peer critique and instruction on merchandise display, layout and flow, materials, lighting, furnishing and fixtures, and all brand collateral: logo, signage, packaging, and other detail brand atmospherics.

FSH 855 Marketing Strategy & Plan
You will use market research to develop a marketing strategy, budget, and plan.

FSH 858 Financial Planning
Profitability and cash flow. You will take a deep dive into the financial aspects of your approved business plan to make improvements for your final thesis project.

FSH 859 Thesis Wrapup
Write, edit, and refine your thesis project in preparation for the final presentation.

FSH 860 Trends & Market Research
A focused look at fashion trend analysis and market research. You will collect, analyze, and synthesize research on the evolutionary nature of products, cultural contexts in fashion, and market trend forecasting to apply your findings to your product line.

FSH 863 Costing & Logistics
You will identify vendors and suppliers to develop samples and prototypes appropriate to your target market, product types, and distribution channels. Plus, you’ll develop costing, logistics plans, and requirements to get your product line from manufacturing to store.

FSH 864 Advanced Computerized Product Line Development
Present your thesis project professionally. You will use advanced digital and hand design skills to complete a pre-production package and technical specification sheet for your product line. Show you know industry standard software and web-based product data management tools.

FSH 871 Costume Design Thesis
Make a plan to finish your thesis project and portfolio in this self-directed course. You’ll use skills obtained throughout the program to develop and realize costume design for a performance art production and develop existing projects into a portfolio.

FSH 881 Journalism
Apply your print and online journalistic experience to areas chosen for directed study.

FSH 900 Internship
Internships are an opportunity to put your knowledge to work. Qualified upper-division students who meet specific GPA and approval criteria may apply for an “Internship for credit.” For internship details contact your student services advisor.

FSH 990 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.
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 3,000 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 sandblaster for artwork.

• In our welding area, we have state-of-the-art TIG-welders, power tools, a new sand blaster and patina stations used to finish bronze casting. Our equipment includes a jet-milling machine for cutting metal, a McEnglevan MIFCO forge machine, a plasma cutter, as well as MIG and TIG welders.

• Our Mold making studio allows students to make one, two and three-piece molds and casts with materials such as plaster and rubber.

• We offer a fully equipped, state-of-the-art wood shop.

• Resources also include pneumatic carving equipment, and vacuum casting for small metals. The department has the only complete art/sculpture neon studio in California.
About Printmaking

The Academy’s program provides students both the ability to master the important technical skills needed in Printmaking, as well as to evolve conceptually as artists. We pride ourselves in creating an atmosphere that fosters a balance of technical proficiency as well as a strong aesthetic sensibility.

• Our main Printmaking facility includes a general work area with a computer system and digital output station and 2 separate studios for advanced and beginner students with a total of 6 presses to accommodate intaglio, relief and monotype printing.
• The Intaglio studio embraces both traditional as well as sustainable approaches with support for both zinc and copper etching.
• The Silkscreen studio concentrates on the photo emulsion process and includes an expansive darkroom.
• The Lithography studio is well-equipped with 4 presses and 100 stones in a wide range of sizes. This studio encourages students to master the old-world techniques of stone-based drawing and printing.
• The Book Arts/Letterpress facility is a combined studio with a variety of equipment including drill presses and paper cutters, laminating machines and book presses. Letterpress students learn to print broadsides on Vandercook presses, business cards on a Platen press, and have use of an exposure unit for the creation of Polymer Plates from film positives.
• Graduate students have exclusive access to an 800 sq. ft. shared studio, which includes a tabletop press. This shared studio is situated directly next to the main Printmaking studio for ease of access.
FAINE ART

CAREER PATHS

Painting Related
- College Instructor
- Appraisal, Restoration
- Commercial Art, Specialty Illustration
- Gallery or Museum Worker
- Commercial Art, Private Instruction

Painting
- Museum Exhibition
- High End Gallery Exhibition
- Portrait, Mural or Commission Art
- Emerging Art Gallery, Prints or Publishing
- Art Fairs, Commercial Gallery, Community Exhibition

Printmaking
- Museum Exhibition
- High End Gallery
- Commission, High End Print Houses
- Emerging Art Galleries Instructors
- Art Fairs, Printing Companies, Community Instructor, Community Exhibition

Sculpture Exhibition
- National / International Museum Exhibition
- Regional Museum, High-End Gallery Exhibition
- Mid Range Fine Art Gallery, Commission Artwork
- Emerging Artist Gallery, Commercial Gallery
- Art Fairs, Co-op Gallery, Community Exhibition

Sculpture-Related Work & Commissions
- National/International-level Public & Private Commission Art, National/International level Portraits, University or College Instructor, National/International Museum Curator
- Owner Design Fabrication Shop, Artist High-end Art Workshops, Gallery/Museum Owner, College Educator, Owner Special Effects/Make-up Shop, Regional Museum Curator
- Regional Commissions, Museum/Gallery Director, Special Effect Make-up/Make-up Designer, Regional Mid-Range Public Art & Petrolia 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 Object, Unique Metal, Ceramic & other unique Sculptural Form
- Limited Edition Ceramic Art, Mold-Making Shop Owner, Metal Fabrication Designer, Regional Gallery, Owner/Operator Casting Facility, Bas-relief Coin Designer
- Fine Commission, Mold-Maker, Production Ceramics, Prototype Designer, Casting-Shop Manager, Stylist Music videos Photo Shoots
- Toy Modeler/Assistant, Functional Artist Asst., Local or Cooperative Gallery Asst.
- Bronze Foundry Technician, Mold Making Tech/Asst., Ceramic Artist Asst., Prototype Designer Asst.
DEGREE REQUIREMENTS

Associate of Arts [AA] in Fine Art

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

| CORE       | 33 UNITS |
| MAJOR      | 15 UNITS |
| + LIBERAL ARTS | 18 UNITS |

TOTAL       66 UNITS

AA FINE ART DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following general education requirements:
- 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 I
or FASCU 130 Sculpture 1
FA 143 Silkscreen 1
or FA 144 Etching 1/Intaglio
or FASCU 233 The Art of Moldmaking & Casting
FA 145 Printmaking
or FASCU 234 Head & Figure Sculpture
FA 211 Introduction to Painting: Figure
or FASCU 270 Ecorche
FA 213 Introduction to Anatomy
or FASCU 231 Ceramic Sculpture 1
FA 224 Composition & Painting
or FASCU 330 Sculpture 3
FND 110 Analysis of Form
FND 112 Figure Drawing

FND 125 Color and Design
FND 131 Figure Modeling
or FASCU 230 Sculpture 2
ILL 133 Digital Media: Photoshop

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

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

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS

MAJOR 42 UNITS

+ ELECTIVES 9 UNITS

+ LIBERAL ARTS 45 UNITS

TOTAL 132 UNITS

BFA FINE ART DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:

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

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

BFA FINE ART CORE COURSES

FA 110 Still Life Painting 1
or FASCU 130 Sculpture 1
FA 143 Silkscreen 1
or FA 144 Etching 1/Intaglio
or FASCU 233 The Art of Moldmaking & Casting
FA 145 Printmaking
or FASCU 234 Head & Figure Sculpture
FA 211 Introduction to Painting: Figure
or FASCU 270 Ecorche
FA 213 Introduction to Anatomy
or FASCU 231 Ceramic Sculpture 1
FA 224 Composition & Painting
or FASCU 330 Sculpture 3
FA 420 Senior Portfolio Workshop/Professional Practices

FND 110 Analysis of Form
FND 112 Figure Drawing
FND 125 Color and Design
FND 131 Figure Modeling
or FASCU 230 Sculpture 2
ILL 133 Digital Media: Photoshop

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

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 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 462 Power of Myth and Symbol

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

CHOOSE TWO:

LA/LAN 117  Survey of Landscape Architecture
LA/IND 118  History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA/GAM 131  History of Gaming
LA 132/ANM 102  History of Animation
LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
LA/VIS 137  History of Visual Development
LA/PH 147  History of Photography
LA/LAN 177  Pre-Industrial Urban Open Spaces
LA 182  Genres in Film
LA/ILL 195  History of Comics: American Comics
LA/ILL 197  History of Comics: International and Alternative Comics
LA/ARH 219  History of Architecture: Ancient to Gothic
LA 220  American Art History
LA 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 236/AD 232  Survey of Bay Area Architecture
LA 242/GR 242  History of Graphic Design
LA 243/ILL 310  History of American Illustration
LA/FSH 244  History of Fashion
LA/JEM 245  History of Jewelry and Metal Arts from Around the World
LA/FSH 246  History of Textiles
LA 247  History & Techniques of Printmaking
LA 249  An Artistic and Intellectual History of the Renaissance

LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA/LAN 277  Post Industrial Urban Open Spaces
LA 278  Seminar in France
LA 279  Seminar in Italy
LA 281/MPT 255  Film History 1: Pre-1940
LA 282/MPT 256  Film History 2: 1940-1974
LA 283  Examining Film Noir
LA 284  Evolution of the Horror Film
LA 319  History of Architecture: Modernity
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 361  The Artist in the Modern World
LA 383  World Cinema
LA 384  Underrated Cinema
LA 385  Close-up on Hitchcock
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 420  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  The Golden Age of Dutch Art
LA 432  Art of Spain: From El Greco to Picasso
LA 433  18th & 19th Century European Art
LA 434  History of Asian Art
LA 464  Dada & Surrealism

Certificate in Fine Art

CERTIFICATE REQUIREMENTS

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

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

FAINE ART
MA UNIT REQUIREMENTS

MAJOR
33 UNITS

+ GRADUATE LIBERAL ARTS
3 UNITS

TOTAL
36 UNITS

MA FINE ART REQUIRED MAJOR COURSES

FA 600 Figure Studio
FA 601 Drawing
FA 602 Head Drawing
or FA 608 Abstraction
FA 604 Figurative Painting
or FA 605 Landscape Painting
FA 606 Still Life Painting
FA 609 Painting
FA 616 Portrait Painting
or FA 618 Composition for Abstract Art
or FA 644 Quick Studies
FA 630 Color Theory
FA 632 Chiaroscuro
FA 644 Quick Studies
FA 655 MFA Thesis Preparation/MA Portfolio Review

DRAWING & PAINTING EMPHASIS

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
or FA 608 Abstraction & Interpretation 1
FA 604 Figurative Painting
or FA 607 Urban Landscape
or FA 644 Quick Studies
FA 605 Landscape Painting
or FA 607 Urban Landscape
FA 606 Still Life Painting
FA 609 Painting
FA 616 Portrait Painting
or FA 644 Quick Studies
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review

PRINTMAKING EMPHASIS

FA 601 Drawing
FA 603 Mixed Media/Printmaking
FA 609 Painting
FA 610 Etching
FA 611 Lithography
FA 612 Silkscreen
FA 613 Monotype and Relief Printing
FA 626 Chiaroscuro
FA 630 Color Theory
FA 631 Book Arts
or FA 624 Mixed Media/Printmaking – Advanced Techniques
or FA 629 Letterpress
FA 655 MFA Thesis Preparation/MA Portfolio Review

SCULPTURE EMPHASIS

FA 600 Figure Studio
or FA 601 Drawing
FASCU 620 Figure Modeling
FASCU 622 Moldmaking & Casting
FASCU 624 Ceramics: Expressions in Clay
FASCU 637 Bronze Casting
or FASCU 699 Special Topics: Clothed Figure Sculpture
or FASCU 699 Special Topics: Classical Relief
FASCU 638 Advanced Firing & Glazing Techniques
or any course in major
FASCU 644 Portfolio Development Seminar
FASCU 650 Advanced Figure Modeling
or any course in major
FASCU 632 Ecorme
or any course in major
JEM 660 Introduction to 3D Printing and Modeling
+ 1 Major course

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 601 Classical Aesthetics and the Renaissance
or GLA 602 The Art & ideology of the 20th Century
FINES ART

FAFINE ART

MFA FINE ART DEGREE REQUIREMENTS

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

FA 600 Drawing
FA 601 Figure Studio
FA 602 Head Drawing
FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review

PRINTMAKING EMPHASIS

FA 601 Drawing
or FA 626 Chiaroscuro
FA 609 Painting
or FA 630 Color Theory
FA 610 Etching
FA 611 Lithography
FA 612 Silkscreen
FA 613 Monotype and Relief Printing
FA 631 Book Arts
FA 655 MFA Thesis Preparation/MA Portfolio Review

   + 1 Major course

FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 665 MFA Thesis Preparation/MA Portfolio Review

DRAWING & PAINTING EMPHASIS

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
FA 606 Still Life Painting
or FA 608 Abstract & Interpretation

MFA FINE ART REQUIRED MAJOR COURSES

MAJOR

+ DIRECTED STUDY
+ ELECTIVES*
+ GRADUATE LIBERAL ARTS
TOTAL

27 UNITS
18 UNITS
12 UNITS
63 UNITS

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
or FA 608 Abstract & Interpretation
1
FA 604 Figurative Painting
or FA 607 Urban Landscape
or FA 608 Abstract & Interpretation
1
FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review

PRINTMAKING EMPHASIS

FA 601 Drawing
or FA 626 Chiaroscuro
FA 609 Painting
or FA 630 Color Theory
FA 610 Etching
FA 611 Lithography
FA 612 Silkscreen
FA 613 Monotype and Relief Printing
FA 631 Book Arts
FA 655 MFA Thesis Preparation/MA Portfolio Review

   + 1 Major course

FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 665 MFA Thesis Preparation/MA Portfolio Review

DRAWING & PAINTING EMPHASIS

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
FA 606 Still Life Painting
or FA 608 Abstract & Interpretation

MFA FINE ART REQUIRED MAJOR COURSES

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
or FA 608 Abstract & Interpretation
1
FA 604 Figurative Painting
or FA 607 Urban Landscape
or FA 608 Abstract & Interpretation
1
FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 655 MFA Thesis Preparation/MA Portfolio Review

PRINTMAKING EMPHASIS

FA 601 Drawing
or FA 626 Chiaroscuro
FA 609 Painting
or FA 630 Color Theory
FA 610 Etching
FA 611 Lithography
FA 612 Silkscreen
FA 613 Monotype and Relief Printing
FA 631 Book Arts
FA 655 MFA Thesis Preparation/MA Portfolio Review

   + 1 Major course

FA 606 Still Life Painting
FA 609 Painting
FA 626 Chiaroscuro
FA 630 Color Theory
FA 665 MFA Thesis Preparation/MA Portfolio Review

DRAWING & PAINTING EMPHASIS

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
FA 606 Still Life Painting
or FA 608 Abstract & Interpretation

MFA FINE ART REQUIRED MAJOR COURSES

FA 600 Figure Studio
or FA 639 Expressive Drawing
FA 601 Drawing
FA 602 Head Drawing
FA 606 Still Life Painting
or FA 608 Abstract & Interpretation

FA 600 Drawing
FA 601 Figure Studio
FA 602 Head Drawing
FA 606 Still Life Painting

MFA UNIT REQUIREMENTS

MAJOR

27 UNITS

+ DIRECTED STUDY

18 UNITS

+ ELECTIVES*

12 UNITS

+ GRADUATE LIBERAL ARTS

12 UNITS

TOTAL

63 UNITS

*Per director approval

MFA FINE ART GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

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 Ceramics: Expressions in Clay
GLA 609 Advanced Figure Modeling
GLA 610 Art & Ideas of the Enlightenment
GLA 611 Art & Ideas of the 19th Century
GLA 613 Fashion, Arts, and Influence
GLA 614 History of Graphic Design
GLA 615 History of Graphic Design
GLA 620 History & Techniques of Character Animation
GLA 621 History & Techniques of Character Animation
GLA 622 History and Techniques of Games
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

SCULPTURE EMPHASIS

FA 601 Drawing
FA 620 Figure Modeling
FA 622 Moldmaking & Casting
FA 624 Ceramics: Expressions in Clay
FA 630 Advanced Figure Modeling
FA 640 Figurative Sculpture: Life-Size
FA 644 Portfolio Development Seminar
FA 645 Bag Relief and Digital Expression

CHOOSE ONE:

FA 601 Classical Aesthetics and the Renaissance
FA 602 The Art & Ideology of the 20th Century
FA 605 Motion Picture Theory & Style
FA 606 Ceramics: Expressions in Clay
FA 609 Advanced Figure Modeling
FA 610 Art & Ideas of the Enlightenment
FA 611 Art & Ideas of the 19th Century
FA 613 Fashion, Arts, and Influence
FA 614 History of Graphic Design
FA 615 History of Graphic Design
FA 620 History & Techniques of Character Animation
FA 621 History & Techniques of Character Animation
FA 622 History and Techniques of Games
FA 623 History and Techniques of Games
FA 624 History of Visual Development
FA 625 History of Photography
FA 629 150 Years of American Illustration

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

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

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674 Professional Practices for Fine Artists

MAJOR DESIGNATED GRADUATE LIBERAL ARTS

FA 610 Writing & Research for the Master’s Student
(Required for FA Sculpture Students)
FA 110 Still Life Painting 1
Gain the skillset for still life and painting in general. Learn to identify various forms with a single light source, to paint form, lights, and cast shadows. Plus, you’ll gain an understanding of warm and cool colors, composition, cropping, overlapping, and placement in the picture plane.

FA 121 Intermediate Figure Drawing
Get basic figure drawing skills studying the nude model. You’ll learn gesture, structure, form, and proportion, and examine light and shadow applying to defining form and anatomy.

FA 142 Lithography
Use stones and plates to create a series of self-initiated lithographic prints for critique and discussion. [This course is cross-listed with FA 611.]

FA 143 Silkscreen 1
Learn to use the direct photo emulsion stencil method of printing with water-based inks. You’ll learn to use a variety of papers and inks to create works of fine art and contemporary communications.

FA 144 Etching 1/Intaglio
Explore the etching/intaglio printing process. First, you’ll develop time-tested, step-by-step techniques for working with copper and zinc printing plates. Then you’ll apply your skills and styles to create unique works of art.

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 153 Calligraphy & Letterform
Despite what you may have heard, hand lettering is not dead. You’ll gain time-honored letterform and calligraphy skills spanning diverse styles, and learn to apply these skills to all areas of design, including print, identity, and typographic.

FA 210 Still Life Painting 2
Let’s be bold and ambitious with still life painting. You’ll explore a variety of styles, techniques, and compositional approaches to expand your individual still-life skillset.

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.

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.

FA 220 Watercolor Painting 1
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, 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 226 Advanced Figure Drawing/Fine Art
Create large-scale finished pieces for your portfolio. Practicing principles of accurate value and form, you’ll use charcoal and conte to express form and feeling in a tonal and linear manner.

FA 231 Narrative Watercolor (formerly ILL 237 Illustration 2: Principles, Practice, & Media)
Use watercolor media and compatible drawing tools to create engaging narrative artworks. You will learn a variety of methods and techniques that you can apply in fine art or illustrative careers.

FA 240 Book Arts 1
Discover the artistic disciplines of hand bookbinding and box making. You’ll learn to combine text and image in bookworks using proper tools and equipment and various creative low-tech replicative techniques.

FA 241 Book Arts 2
Explore printmaking, from ancient origins to the stylistic and technological innovations of today. You’ll learn the characteristics of relief, intaglio, lithographic, and silkscreen techniques, and discover the impact and power the printed image has had over time.

FA 247 History & Techniques of Printmaking
Explore printmaking, from ancient origins to the stylistic and technological innovations of today. You’ll learn the characteristics of relief, intaglio, lithographic, and silkscreen techniques, and discover the impact and power the printed image has had over time.

FA 255 Letterpress
Learn to handset lead type, use a pica ruler, mix ink, ink the press, and print on the letterpress. You’ll also print from lead type, polymer plates, pressure printing, relief printing methods, and page layout. [This course is cross-listed with FA 629.]

FA 310 Intermediate Painting Studio
This course will focus upon the artist’s individual interest. This will enable each student to begin to develop a body of work and explore their individual approach to their chosen subjects.

FA 311 Clothed Figure Painting 1
Learn to conceptualize the body under clothing. You’ll understand 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 713.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
FA 320 Watercolor Painting 2
Explore several watercolor media and techniques. You’ll have the individual freedom to complete ambitious projects.

FA 321 Head Painting 1
To paint the human head with accuracy, you’ll analyze head structure and traditional techniques, and explore the development of head forms through mass, value, shape, texture, and color.

FA 322 Quick Studies
Develop a knack for paint handling by producing quick studies. These on-the-fly studies in acrylics and oils will give you color, composition, paint handling, and indication-of-subject abilities, capturing the essence of the subject. [This course is cross-listed with FA 644.]

FA 323 Mixed Media Drawing & Painting 1
Discover new possibilities. By varying surfaces and mixing media, you’ll discover how the descriptive and expressive qualities of line, alone or combined with tone and color, can give dimension, texture, and vitality to your work.

FA 328 Landscape Painting
Refine your approach and response to natural and man-made environments. You’ll paint landscapes from locations and photographic references in studio.

FA 330 Still Life Painting 3
Learn to create the illusion of three-dimensional form and depth. You’ll explore the still life genre by mastering tonal values and the depiction of various textured surfaces.

FA 340 Screen Printing & Poster Design
Posters are back. Your study of the styles, designs, and techniques used to make iconic posters of the 20th century will inspire you to screen print original art using direct photo emulsion stencils and a variety of papers and inks.

FA 341 Book Arts 2
Dive deeper into the technical and conceptual aspects of books. You will explore advanced bindings, editing, Artist’s Books, and complex box making to fully develop your individual projects.

FA 343 Silkscreen 3
Develop a cohesive series of silkscreen prints for exhibition. You’ll master technique, conceptualization, and execution in this portfolio building course.

FA 344 Monotype 1
Learn the techniques, technical processes, and concepts of monotype printing. You’ll get technical instruction for the aesthetic evolution of your original prints.

FA 345 Mixed Media/Printmaking
Interested in experimenting with mixed media and varied surface techniques? You’ll explore practical, technical, and conceptual applications for printmaking, painting, and drawing using water and oil-based mediums and contemporary transfer techniques. [This course is cross-listed with FA 653.]

FA 347 Relief Printing 1
Find your voice using woodcut, linocut, monoprint, and collagraph. You’ll creatively apply relief printing techniques to expand your imagery and to express your individual point of view.

FA 350 Mural Painting 1
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 355 Letterpress 2
Use your skills to create an edition of prints and an artist book on the letterpress. You will hand set type, design and print from photopolymer plates, and print on both the platen the cylinder press.

FA 368 Urban Landscape
Cityscapes are dynamic, complicated places. Learning to paint cars and buses, buildings, and people as objects or shapes will help you develop the principles of dramatic light and shadow, atmospheric perspective, focal point and perspective. [This course is cross-listed with FA 607.]

FA 373 Painting Concepts
Knowing the limitations of traditional painting often inspires new approaches. You’ll take an experimental, contemporary approach to traditional subjects like portraiture, plein air, and still life painting.

FA 385 Advanced Projects in Printmaking 2
Further develop your printmaking portfolio based on a central concept. You’ll gain self-assessment and communication skills to create an artist’s statement that articulates your artistic intentions.

FA 411 Clothed Figure Painting 2
Gain the skills needed to portray the human figure, clothed, and to compose figures in their environments.

FA 413 Wildlife Painting 2
It’s a jungle out there. To further develop your personal direction, you will create a cohesive series of large-scale paintings based on obervsions and small studies you make on visits to zoos or wildlife sanctuaries.

FA 420 Senior Portfolio Workshop/Professional Practices
Become an artist-entrepreneur. You’ll increase your business acumen in resume and biography preparation, interviewing, commission work, grant applications, public relations, income tax, contracts, insurance, and portfolio assembly.

FA 421 Landscape Painting 2
Explore traditional and contemporary approaches to landscape painting. You’ll augment your plein air abilities, and work on larger studio paintings.

FA 422 Quick Studies 2
Apply paint with fearless conviction. You’ll develop intuitive paint handling techniques and powerful brushwork skills to help diminish your paint application fears.

FA 423 Abstract Painting 1
Create abstract paintings using various sources. Using composition, alignment, color, texture, shape relationships, and paint application techniques, you’ll learn how abstract painting relates to all painting, and its importance as art form.

FA 424 Techniques of the Masters 1
Learn the techniques of the masters. You’ll study painters who were influential in the modification of painting methods, and receive hands-on instruction working in the painting processes of the masters.

FA 425 Mixed Media Drawing & Painting 2
Approach your personal direction from all angles. Explore various mediums and surfaces. Experiment with objective or non-objective motifs. Increase your design, media choice, and quality control abilities.

FA 426 Head Painting 3: Advanced Portraiture
Develop your own unique vision of portraiture. You’ll use staging, backgrounds, mood, personality development, meaningful compositions, and light effects to produce four to five large-scale portraits in your personal style.

FA 427 Advanced Figure Painting 2
What’s your unique approach to figure painting? You’ll use design, composition, lighting, and content skills to create large-scale works.

FA 433 Abstract Painting 2
Increase your artistic vocabulary through abstraction. You’ll learn to take the relevance of scale into account and use mixed media to develop a body of large-scale abstract works with a consistent concept throughout.
FA441 Book Arts 3
Discover the aesthetic potential of books by creating a portfolio-worthy book. You'll learn a variety of complex bookbinding methods and box structures using innovative type, imagery, materials on this unique and sophisticated project.

FA444 Monotype 2
Create a cohesive portfolio of prints. You'll do advanced research on process, materials, monotype philosophies, contemporary artists, and digital media techniques to refine your drawing and painting skills using monotype processes.

FA445 Advanced Projects in Printmaking 3
Show your diverse skills and your professional-level ability to self-assess your work. You will develop a concept, write a project proposal, and use various print techniques to create a print medium portfolio that includes an artist statement.

FA447 Relief Painting 2
Gain a full understanding of relief processes. You'll refine your carvings to develop a cohesive portfolio that shows you know a variety of techniques, contemporary artists, and how to use digital media.

FA450 Advanced Painting Studio
This course will give the student an opportunity to expand upon their chosen direction along with producing in class work and homework. Each student will be guided in terms of quality and execution will be emphasized. Course outcomes, fees, and prerequisites will vary by topic.

FA453 Painting Concepts 2
Create photo realistic paintings using digital studies, projection, grids, photography, and technology. Balancing logic and intuition, you will transform your ideas into a portfolio of quality composite image paintings that make coherent visual statements.

FA471 Clothed Figure Painting 3
Express your individual style by painting the clothed figure. You'll create a focused series of paintings that effectively incorporates the clothed human figure in various environments with strong compositional content.

FA473 Abstract Painting 3
Prepare a cohesive body of abstract work for exhibition. Using your conceptual skills and craftsmanship, you'll examine contemporary art history and relevant styles to help articulate your ideas for today's contemporary art markets.

FA475 Mixed Media Drawing & Painting 3
Express yourself using various mediums and surfaces. You'll use your design, balance, weight, texture, use of mediums, and quality control abilities to create a cohesive body of work suitable for exhibition.

FA480 Watercolor Painting 3
Build a cohesive series of watercolor paintings for exhibition. To achieve professional level work, you'll learn to use a wide variety of mixed media that complement the watercolor, gain advanced technical skills, and meet high presentation standards.

FA484 Techniques of the Masters 2
Embrace the painting processes of the masters. You’ll select a master techniques, develop a project proposal with clear objectives, and hone your conceptual, personal style, and presentation skills to create a cohesive series of paintings.

FA490 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.

FA493 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.

FA493A Location Painting in Italy
Paint en Plein Air in the beautiful Renaissance city of Florence, Italy. You’ll learn the basics of location painting to create inspired work.

FA493B Location Painting in Italy
Paint en Plein Air in the beautiful Renaissance city of Florence, Italy. You’ll learn the various possibilities of location painting to create inspired work.

FA498 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.

FA499 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.

FA500 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.

FA590 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.

FA493B Location Painting in Italy
Paint en Plein Air in the beautiful Renaissance city of Florence, Italy. You’ll learn the various possibilities of location painting to create inspired work.

FA493A Location Painting in Italy
Paint en Plein Air in the beautiful Renaissance city of Florence, Italy. You’ll learn the basics of location painting to create inspired work.

FA498 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.

FA499 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.

FA500 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 606 Still Life Painting
Develop your paint handling skills in value and color as you explore different organizational and compositional approaches to painting still lifes, figures, and landscapes.

FA 607 Urban Landscape
Cityscapes are dynamic, complicated places. Learning to paint cars and buildings, and people as objects or shapes will help you develop the principles of dramatic light and shadow, atmospheric perspective, focal point and perspective. (This course is cross-listed with FA 368.)

FA 608 Abstraction & Interpretation I
You’ll explore modern art from its inception to today, discovering how form and color was distorted to elicit an emotional response.

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 Etching
Explore etching to develop a series of self-initiated prints.

FA 611 Lithography
Use stones and plates to create a series of self-initiated lithographic prints for critique and discussion. (This course is cross-listed with FA 142.)

FA 612 Silkscreen
Use different papers and inks to create fine art and contemporary communications. You’ll learn the direct photo emulsion stencil method of printing with water-based inks, aka silkscreen printing.

FA 613 Monotype and Relief Printing
Explore monotype, woodcut, linocut, monoprint, and collograph. You’ll learn the techniques, technical processes, and concepts of monotype and relief printing. Choose one or a combination of methods to develop a personal direction.

FA 614 Contemporary Painting
Step out of your comfort zone. After a deep dive into the work and techniques of contemporary realists, you’ll be challenged to experiment with a variety of approaches focusing on the relationships between style and subject matter.

FA 615 Portrait Painting
Take a classical approach to formal portraiture. You’ll explore both alla prima and chiaroscuro approaches to portrait painting.

FA 616 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 617 Monotype & Relief
Explore monotype, woodcut, linocut, monoprint, and collograph.

FA 618 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 620 Mixed Media/Printmaking - Advanced
Use different papers and inks to create fine art and contemporary communications. You’ll learn the direct photo emulsion stencil method of printing with water-based inks, aka silkscreen printing.

FA 621 Monotype Relief/ Advanced Techniques
Learn the hottest techniques and materials being used today in monotype and relief printing. Once you know them, you’ll use these new advances in contemporary techniques and materials to develop projects that express your individual style.

FA 624 Mixed Media / Printmaking - Advanced Techniques
Today’s printmakers have options. You’ll use innovative materials to create prints that express your understanding of advanced content for your individual project.

FA 625 Chiaroscuro
Apply classical drawing principles to render a 3D form. You’ll dive deep into the 5-value system of tonal rendering, composition, value pattern, variation of form, cast shadow edges, and light and shadow relationships.

FA 627 Figure Studio 2
Paint the human figure in pictorial space based on observation from life through 2-3 week poses. You’ll gain skills in proportional accuracy, foreshortening, and form and cast shadows to achieve convincing three-dimensional form.

FA 629 Letterpress
Learn to handset lead type, use a pica ruler, mix ink, ink the press, and print on the letterpress. You’ll also print from lead type, polymer plates, pressure printing, relief printing methods, and page layout. (This course is cross-listed with FA 255.)

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 632 Abstraction & Interpretation 2
Let’s go deep into abstraction. First, you’ll gain a conceptual foundation of intent, and learn painting techniques specific to abstraction using nontraditional and contemporary media. Then, you’ll produce preliminary studies for larger paintings, including multi-paneled paintings, which will make up a body of work with a solid conceptual base.
FA 633 Litho/Advanced Techniques
Use stones, plates, and advanced color-printing techniques to turn your concepts into beautiful images.

FA 634 Etching/Advanced Techniques
Experiment with your color and intaglio printmaking skills to express your personal and artistic views.

FA 635 Book Arts/Advanced Techniques

FA 636 Silkscreen/Advanced Techniques
Learn advanced screen process and darkroom techniques to express yourself across a wide variety of applications.

FA 639 Expressive Drawing
Draw the human form in both representation and abstraction. You’ll focus on value, proportion, composition, space, form, balance, and movement using quick gestural drawing and long sustained poses.

FA 642 Abstraction & Interpretation 3
Think creatively. You’ll come up with new direction or movement and create a body of work that supports your new concept.

FA 644 Quick Studies
Develop a knack for paint handling by producing painted quick studies. These on-the-fly studies in acrylics and oils will give you color, composition, paint handling, and indication-of-subject abilities, capturing the essence of the subject. [This course is cross-listed with FA 322.]

FA 655 MFA Thesis Preparation/MA Portfolio Review
As an MFA student, you’ll refine your thesis concept and prepare works to include in your midpoint review. Once you finalize a thesis concept, you will write content and prepare work for individualized instruction and critique. As an MA student, you’ll prepare for your final portfolio presentation by completing 3 focused works in a single genre of painting. You will also compose an artist statement, a letter to a gallery, and a professional cover letter supporting your work. MA Students will complete 3 works focused on a specific concept in a single genre of painting. Students will compose a written Artist statement to support these works, a letter to a gallery to introduce their body of work, and a professional cover letter for presentation in job applications.

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

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

FA 713 Wildlife Painting 1
Take a walk on the wild side. Visit zoos 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 based on the forms, textures, and characteristics you observed. [This course is cross-listed with FA 313.]

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

FA 810 Printmaking 1
Interact with your instructor and fellow students in pursuit of your approved print-based thesis. Your instructor and peers will help give your project direction.

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 830 Printmaking 2
Create a cohesive body of work based upon your individual thesis proposal, committee suggestions, and within an agreed upon timeline. You’ll work to produce and continually improve upon your concept, composition, and technical abilities.

FA 832 Non-Figurative Painting 2
Focus on the abstract concept. You’ll apply abstract concepts to objective, non-objective, and more conceptual subject matter to present a cohesive, professional-quality body of work.

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. 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 903A Location Painting in 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 903B Location Painting in 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 and numerous possibilities.

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.
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 240 Gesture Figure Sculpture
Tell visual narratives using expressive body language in sculpture. Through study of anatomy, pose, compositional flow, gesture, and expressiveness, you’ll learn the essential nature of movement, how to use drapery to clarify dynamic movement, and how to express dramatic action.

FASCU 250 Animal Sculpture 2
Bring your animal sculptures to life. To gain expressive skills, you’ll dive deep into anatomy, individual expression, and surface finishing by practicing advanced armatures, hollow form sculpture, and plaster mold for press-mold casting.

FASCU 290 Ecorche
Learn skeletal construction and musculature by sculpting an anatomical representation of the human body with the skin removed. Using plasteline figures, you’ll explore morphology, structural concepts, and rhythmic proportion. [This course is cross-listed with FASCU 632.]

FASCU 330 Sculpture 3
Context matters. You’ll employ issues of context including site, scale, surface, form, function, material, intention, and the viewer to create professional portfolio-level sculpture.

FASCU 331 Ceramics: Expressions in Clay
Clay is an expressive medium. Using various sculptural techniques, you’ll gain a variety of painterly and contemporary low-fire abilities. [This course is cross-listed with FASCU 624.]

FASCU 334 Advanced Head & Figure Sculpture
Create sculptures that represent unique and personal interpretations of the human form. You’ll work representationally and expressively to develop formal head and figure techniques.

FASCU 337 Bronze Casting
Use shell molds to cast a variety of metals. You’ll learn to prepare waxes for casting, and how to apply different patina to the completed casting. [This course is cross-listed with FASCU 637.]

FASCU 338 Wheel Formed Sculpture
Gain the ability to make cylinders, bowls, and discs on a potter’s wheel. You will use these shapes to create sculptures, an practice low temperature firings like raku.

FASCU 345 Portrait Sculpture
Learn to sculpt portraits in clay as if it were bronze. You’ll understand differences in personal vs commissioned portraits, and a likeness vs. a psychological portrait, and present all as a means of expression.

FASCU 346 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 355 Sculpture 4
This is an in depth portfolio building course involving sculptural work in varied media. High-level craft-based and content-based projects lead to the creation of gallery quality work. Historical and contemporary contextual issues will be discussed.

FASCU 356 Midsize Figure Modeling 4’
Sculpt a 4-foot figure in clay. To build a realistic, expressive figure, you’ll build an armature to support 300 lbs., scale to correct proportions, model using basic anatomy, and apply finish details to create expressive surfaces.

FASCU 360 Life-Size Figure Modeling
As an experienced life-modeling sculptor, you’ll create a life-size figure in water-based clay focusing on classical realism, subtlety, and personal expression.

FASCU 361 Glaze Technology
Glazes protect and aesthetically enhance clay objects. Working in a variety of glaze recipes and temperatures, you’ll learn how to mix, test and manipulate glazes to create exciting new effects.

FASCU 375 Ecorche Portrait (Character Head from clay to 3D print)
Students follow one sculpture from a clay sculpture to a 3D print. We will investigate the concept of character development using specific anatomical forms while building a strong conceptual based understanding of the subject. These sculptures are finished in clay then scanned on to a digital platform and finished using Zbrush.

FASCU 431 Ceramic Sculpture 3
Do portfolio-level work. Focusing on exceptional technical quality, thematic development, and conceptual clarity, you will focus on accurately accomplishing your established goals within a set time frame.

FASCU 437 Advanced Bronze & Metal Casting
Improve your gaging and ceramic shell techniques. You’ll explore advanced techniques in metal casting: hollow forms, complex gaging, bonded sand-mold process, multiples, advanced finishing, and patination.

FASCU 461 Ceramic Sculpture 4
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 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.
FASCU 493 Study Abroad: Location Sculpture: Italy
Practice your craft sculpting in Italy. You’ll build an armature, model clay, and practice observational and ecorche anatomy to sculpt the human form and head. You’ll focus on individual expression and surface finishing using water- and oil-based clays.

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

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

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

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

GRADUATE COURSES

FASCU 620 Figure Modeling
You’ll develop personal interpretations of the human form.

FASCU 622 Moldmaking & Casting
You will develop and experiment with a variety of moldmaking techniques, 3D forms, and aesthetics.

FASCU 624 Ceramics: Expressions in Clay
Clay is an expressive medium. Using various sculptural techniques, you’ll gain a variety of painterly and contemporary low fire abilities. [This course is cross-listed with FASCU 331.]

FASCU 630 Advanced Figure Modeling
Master the portrait bust and figure. You’ll study standing figures, portraits, and reclining figures for an in-depth knowledge of the human figure.

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 640 Figurative Sculpture: Life-Size
Create and accurate, expressive, life-sized figure in clay over one semester. You’ll focus on the form and structure of the human figure.

FASCU 642 Figurative Sculpture: The Portrait
Master the portrait bust. You’ll research the formal qualities of the skull and the musculature of the face, neck, and shoulders to develop expressive modeling techniques.

FASCU 644 Portfolio Development Seminar
Prepare for your Midpoint and Final Review or MA final portfolio. You’ll examine, refine, and defend your project direction as you work toward developing a successful final portfolio or thesis project.

FASCU 645 Bas Relief and Digital Expression
This course will allow students to learn how to sculpt portrait relief and narrative bas reliefs. Learn how to work in both high relief and low relief. Learn how to use a 3D scanner, work and adjust relief in Zbrush, and print relief in a permanent material.

FASCU 665 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.

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; 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 903 Study Abroad: Location Sculpture: Italy
Master the craft of sculpting in Italy. You’ll build an armature, model clay, and practice observational and ecorche anatomy to sculpt the human form and head. You’ll focus on individual expression and surface finishing using water- and oil-based clays.

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.

Hands-On Experience: Communication and organizational skills play key roles as students work on collaborative projects. State-of-the-art game engines are used to generate games from prototype to a publishable game, giving graduates hands-on experience with industry techniques and standards.

State-of-the-art Facilities: We offer industry-standard resources and equipment, including: a Game Lab, hundreds of classroom PC’s and Cintiqs equipped with the latest technology and featuring all of the industry’s latest development applications.

Professional Faculty: Our faculty are all working professionals at the top of the industry. Every semester, industry 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.

Master 2D & 3D Art Principles: This program builds on the foundations of traditional drawing, painting, and visual storytelling to develop conceptual skills. Students will have a solid grasp of fundamental game art principles, including advanced concepting, 3D modeling and texturing, shading, animation, and rigging techniques, as well as a thorough understanding of art production software, game engine technology and the production environment.

CAREER PATHS

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

Game Art
- Art Director
- Technical Art Director, Cinematics Director
- Lead Character Artist, Lead Environment Artist, Lead Concept Artist, Lead Animator
- Technical Art Lead, Rigging Lead, Effects Lead Designer
- Senior Character Artist, Senior Environment Artist, Senior Animator, Senior Technical Artist, Senior Rigging Artist, Senior Effects Artist, UI Artist
- 3D Artist, Character Artist, Environment Design 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 Development

AA UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 33 UNITS
MAJOR 15 UNITS
+ LIBERAL ARTS 18 UNITS
TOTAL 66 UNITS

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

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 GAME DEVELOPMENT CORE COURSES
FND 113 Sketching for Communication
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

or FND 112 Figure Drawing
GAM 150 Game Design, Theory & Analysis
GAM 170 Level Design for Video Games 1

or GAM 241 Introduction to Digital Sculpting
GAM 201 3D Modeling for Games 1
GAM 233 Elements of Digital Painting
GAM 310 Prototype Game Production Studio

or FND 116 Perspective
Bachelor of Fine Arts [BFA] in Game Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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BFA GAME DEVELOPMENT CORE COURSES

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BFA GAME DEVELOPMENT DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:
  4 Art Historical Awareness courses
  1 Written Communication: Composition course
  1 Written Communication: Context & Style course
  1 Written Communication: Critical Thinking course
  1 Historical Awareness course
  1 Quantitative Literacy course
  1 Cultural Ideas & Influences course
  1 Employment Communications and Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:
- LA 291 Designing Careers

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
# ART HISTORICAL AWARENESS

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<td>Film History 1: Pre-1940</td>
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<td>LA 282/MPT 256</td>
<td>Film History 2: 1940-1974</td>
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<td>Dada &amp; Surrealism</td>
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Bachelor of Science [BS] in Game Programming

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE 36 UNITS
MAJOR 30 UNITS
+ELECTIVES 9 UNITS
+LIBERAL ARTS 45 UNITS
TOTAL 120 UNITS

BS GAME PROGRAMMING 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 288 Discrete Mathematics
  or LA 288 Vector, Matrices, & Transformations

• Minimum 2.0 GPA and the following general education requirements:
  1 Art Historical Awareness course
  1 Written Communication: Composition course
  1 Written Communication: Context & Style course
  1 Written Communication: Critical Thinking course
  1 3D Math course
  1 Fundamental Math course
  1 Applied Math course
  1 Discrete Mathematics course
  1 Historical Awareness course
  1 Cultural Ideas & Influences course
  1 Employment Communications and Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

FUNDAMENTAL MATH

LA 255 College Math

APPLIED MATH

LA 271 College Algebra with Geometry

3D MATH

LA 288 Vector, Matrices, & Transformations

DISCRETE MATHEMATICS

LA 286 Discrete Mathematics

HISTORICAL AWARENESS

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

CULTURAL IDEAS & INFLUENCES

CHOOSE ONE:
  LA 292 Programming & Culture
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**Choose One:**

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- LA 276 Seminar in Great Britain
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- LA 279 Seminar in Italy
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 283 Examining Film Noir
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- LA 319 History of Architecture: Modernity
- LA 326 Topics in World Art
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- LA 361 The Artist in the Modern World
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- LA 384 Underrated Cinema
- LA 385 Close-up on Hitchcock
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 The Golden Age of Dutch Art
- LA 432 Art of Spain: From El Greco to Picasso
- LA 433 18th & 19th Century European Art
- LA 434 History of Asian Art
- LA 464 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 Practices & Portfolio for Game Developers
WNM 606 User Experience Design

MA GAME DEVELOPMENT DEGREE REQUIREMENTS

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

MA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 623 History and Techniques of Games
Master of Fine Arts [MFA] in Game Development

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA GAME DEVELOPMENT 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 Practices & Portfolio for Game Developers

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
  2. Cross Cultural Understanding course

MFA GAME DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 623 History and Techniques of Games

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

- GLA 603 Anthropology: Experiencing Culture
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 611 Cultural Narratives
- GLA 617 Mythology for the Modern World
- GLA 619 Culture & Identity in Modern American Theater
- GLA 627 The Global Design Studio: Past, Present, & Future
- GLA 903 Graduate Seminar in Europe
- GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture
GAM 103 Introduction to Maya
Learn the fundamental concepts of 3D modeling for games. Using modeling tools and methods in a conventional 3D application, you will create a variety of polygonal objects and how to apply basic lighting and materials to your scenes.

GAM 107 Game Engines
Get hands-on experience producing simple games with three different game engines. You will explore the commonalities and differences in tools and workflows.

GAM 110 Introduction to Game Development
Learn the fundamentals of game development focusing on the various disciplines and roles involved in professional video game production. You will be exposed to industry-standard tools, workflows, and best practices that drive successful studios.

GAM 111 2D Tools for Game Development
Learn the two-dimensional tools used in the video 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, play, research, and create a variety of table top and alternate reality games to expand your game design knowledge. You will learn the importance of play-testing, creating compelling puzzles, and the mechanics of strategy and chance.

GAM 170 Level Design for Video Games 1
Gain a solid understanding of level design for first- and third-person video games. You will create levels and game experiences—from initial concept phase to block mesh, and multiple passes of scripting—using the Unreal game engine.

GAM 190 Mobile UI and UX
To design an intuitive UI (user interface) and UX (user experience) you must know your audience and your medium. You will learn how to create wireframes and interface elements fitting for mobile games.

GAM 195 Scripting for User Interfaces
In this course, user interface artists and user experience designers who want hands-on experience will implement their work onto functional games in engine. Students will create user interfaces for popular game engines.

GAM 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 136 2D Mobile Gaming Art
Create 2D art for mobile games. You will use digital imaging software to make unique illustrated art, environments, and assets based on style guides and real world constraints. Plus, learn file structures and layer organization suitable for editing.

GAM 150 Game Design, Theory & Analysis
Explore, play, research, and create a variety of tabletop and alternate reality games to expand your game design knowledge. You will learn the importance of play-testing, creating compelling puzzles, and the mechanics of strategy and chance.

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 202 Animation for Games
Learn the fundamentals of 2D and 3D animation. You’ll learn to apply the principles of animation to both 2D and 3D characters and make them come alive! Then apply what you learn to your own characters.

GAM 209 Rigging for Games 1
Create character rigs that make characters come alive! To learn fundamental principles of character rigging, you’ll use Maya to create rigs for both the animators and the game engine.

GAM 215 Scripting for 3D Games 1
Learn to apply coding standards and practices, automation, intermediate scripting features, and design patterns commonly found in scripted game logic. You will examine different approaches to scripting through short-form projects.

GAM 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 238 The Power of Composition
Use your composition and design skills to create powerful conceptual art. You’ll analyze the work of old masters, famous illustrators, and contemporary concept artists to improve your work.

GAM 241 Introduction to Digital Sculpting
Learn the concepts and methods used to produce digital sculptures. You will learn to create organic and hard-surface objects in a digital sculpting application, explore 3D painting, and practice concept ideation. (This course is cross-listed with GAM 623.)

GAM 244 Digital Environment Sketching
Each landscape has an unique anatomy. You’ll study the architectural language and style of various cultures and time periods, and learn to use draftsmanship, mood, story, symbolism, proportion, spatial relationships, and other environmental principles in your work.

GAM 245 Mobile Game Development
Program and deploy games for mobile using professional-grade software. You will build interfaces for multiple screen sizes, debug, profile, and optimize a mobile application for Android or iOS touch-screen devices.

GAM 250 Accelerated Digital Drawing Intensive for Concept Art
Get the full range of figure-drawing skills to develop a cohesive, distinct cast of characters. Working from various live models, you’ll use line, shape, and color to design characters and communicate various character traits and types.

GAM 252 Systems Design
Explore the formal systems structures of games. You will model complex game systems based on high-level game concepts and balance variables of systems using systems theory, the MDA model, core and compulsion loops, combat systems, narrative architecture, social systems, game economies, and more.

GAM 253 Introduction to Digital Sculpting
Learn the concepts and methods used to produce digital sculptures. You will learn to create organic and hard-surface objects in a digital sculpting application, explore 3D painting, and practice concept ideation. (This course is cross-listed with GAM 623.)

GAM 254 Digital Environment Sketching
Each landscape has an unique anatomy. You’ll study the architectural language and style of various cultures and time periods, and learn to use draftsmanship, mood, story, symbolism, proportion, spatial relationships, and other environmental principles in your work.

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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 265 Vehicle & Robot/Mech Design for the Entertainment Industry
Learn to draw a variety of vehicles from land, sea, and air. Focusing on accuracy, believability, and innovation, you’ll draw, design, and develop a variety of vehicle and mech concepts for movies, television, and video games.

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. The environment, and learn to apply color and light principles to create concept art, imagery, and design.

GAM 270 Level Design for Video Games 2
Learn to create stealth, trap, hub, and multi-player levels to expand your advanced level design skills. You will work through a professional level design test to complete the course.

GAM 288 C3: Character, Costume, & Creature
Gain character, costume, and creature design skills. You will examine fantasy, horror, and sci-fi genres to create provocative and memorable characters.

GAM 301 3D Modeling for Games 2
Basic modeling techniques are built upon and expanded with challenging lighting, rigging, and texture creation. Through intermediate techniques of polygonal modeling, Nurb based modeling and advanced modifiers, students will learn industry standard practices to quickly formulate more advanced practices. Students will also become more adept at UV and texturing techniques.

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 309 Tools Programming In Python
Students will learn to program in Python and create applications that can be used in a game character pipeline. Emphasis will be placed on creating tools that are used in professional video game pipelines, such as rigging tools and automated animation exporters.

GAM 310 Prototype Game Production Studio
Learn by doing. Following a step-by-step process, you will produce a playable game prototype. Plus, you will gain organization, time management, communication, and collaboration skills along the way.

GAM 315 Scripting for 3D Games 2
Create an action-adventure game to increase your scripting skills. Using what you learned in Scripting for 3D Games 1, you’ll learn script structures, complex vector3 manipulation, and attribute calculations using C# and Unity.

GAM 318 Virtual Reality and New Technology 1
Use virtual reality, emerging technologies, and new technology as it comes out to create innovative immersive experiences. You will learn from the past, experience the present, and create the future of interactive technology.

GAM 320 Game Animation 1
As an animation professional, knowing how the game animation process is different from the film/TV process is critical. You will refine and develop your animation skills by bringing your animations to life interactively within a game engine.

GAM 322 Stylized Character Design & Drawing for Games
Gain the skills to design stylized, simplified characters for video games. You’ll practice simplifying your character designs using good design principles to create appealing styles and characters.

GAM 325 Visual Effects for Games 2
Create real-time visual effect in game engines. You will build 3D effects for environments, props, vehicles, and (of course) character attacks. Fire! Smoke! Explosions!

GAM 326 Digital Environment Painting
Build current-generation, real-time environments. Employing the environment asset pipeline for games, you will gain lighting and rendering techniques, learn foliage creation, and present your work in a professional environment art pipeline for games.

GAM 327 Game Animation 2
Build production-ready concept art for game environments. Using 3D and photo reference material, value study guides, and digital painting brushes you’ll create finished environment paintings. Plus, increase your composition, lighting, mood, and storytelling abilities.

GAM 335 Story in Video Games
Students will learn to program in Python and create applications that can be used in a game character pipeline. Emphasis will be placed on creating tools that are used in professional video game pipelines, such as rigging tools and automated animation exporters.

GAM 336 Environmental Modeling for Games 2
Learn by doing. Following a step-by-step process, you will produce a playable game prototype. Plus, you will gain organization, time management, communication, and collaboration skills along the way.

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 surfaces for characters to create your own low-res, 3D game character. [This course is cross-listed with GAM 603.]

GAM 342 Game Environment Production 1
Use the environment asset pipeline to create real-time, 3D interior and exterior scenes. You will gain the storytelling, prop development, modularity, and composition skills to create compelling real-time environments. Plus, study scene management and iterative development. [This course is cross-listed with GAM 626.]

GAM 344 Digital Environment Painting
Build production-ready concept art for game environments. Using 3D and photo reference material, value study 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 380 Game Animation 2
Game characters need to express and emote just as much as any other type of animated character. You will learn advanced body language and facial animation techniques to animate your characters so their personality shines through no matter what they are doing.

GAM 401 Hard Surface Modeling 1
Model and sculpt mechanical and manufactured assets. You will build complicated objects, such as tools and vehicles, and learn to create and manage the resolution of these forms.

GAM 403 Organic Modeling: High Resolution Game Assets
Sculpt characters and organic environmental objects for games. Using conventional 3D and digital sculpting applications, you will create and manage dense polycounts to describe strong silhouettes, recognizable sculpted forms, and detailed relief in this high-resolution process.

GAM 405 Games Portfolio Preparation
As a senior, you will organize and enhance your accumulated work to create a portfolio that showcases your skills and accomplishments. Plus, learn professional practices and how to apply for employment.

GAM 410 Rapid Game Development 2
The pros use rapid prototyping to determine if a game will be fun, compelling, and well suited for production. Working collaborative-ly, 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 - Dancing with the Enemy
Learn to design combat in games, from planning out enemy encounters step-by-step to creating combat rules and systems. You will emulate combat in games like Street Fighter, Mario, and Unreal Tournament, and construct a level with multiple combat encounters step-by-step to creating combat rules and systems.

GAM 424 Introduction to Shader Creation
Students will learn the principles of shader development as they create and script their own shaders and apply them to different models. Shader creation for both film and games will be covered.

GAM 432 Advanced Textures & Materials
Go beyond an object’s standard features to define wear and tear, weathering, and age. You will apply industry-standard texturing and rendering methods like map baking, 3D painting, and procedural and node-based material creation to original 3D artwork, will be demonstrated. 

GAM 440 3D Character Modeling 2
Create your own high-resolution, 3D game character. You will learn game character ideation, digital sculpting, hair and clothing, retopology, UV layouts, and both 2D and 3D trafficking 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 will use each step of the game asset pipeline to deepen your knowledge of current workflows.

GAM 483 Interactive Media Production & Entrepreneurship
Experience the roles of project and studio managers in the game and interactive entertainment industries. You will learn to build new projects, team management, assessing resources, and how to create schedules and budgets.

GAM 490 Portfolio Enhancement
You 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.

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

GAM 498ES Esports Studio
Students will learn how to prepare and produce Esports Live Broadcasts and Tournaments. Students will gain essential studio experience by producing content for live events, and create professional-grade portfolio material. This class will introduce you to the skills you will need to succeed in today’s fast paced world of Esports.

GAM 498GD Collaborative Game Development
Collaborate with artists, designers, and programmers to create a video game prototype. You will use professional tools, techniques, and workflows to create a portfolio-quality project as a team.

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

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

305 Programming for Production

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.

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.

371 Console Programming

In this course, students will choose a console and build a game for a specific platform. Students will be challenged to push a game through a game console. Emphasis will be placed on effective use of development tools specific to the platform.

391 Procedural Content Generation

This course will cover the basics of procedural content generation. Students will build systems to generate everything from worlds to quests.

490 Portfolio Enhancement

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

301 Programming Game Engines

Students will build systems to generate everything from worlds to quests. This course will cover the basics of procedural content generation. Students will build systems to generate everything from worlds to quests.

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.

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.

331 Network Programming

Build two games, one using an engine from GAP 301 and another using a tool of your choice. Learning the role of engineer, you’ll work in teams using industry-standard tools and methodologies to produce the games.

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331 Network Programming

Build a simple two player game to be played over a network. You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program advisor. Procedural content standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.

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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.
GM 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.

GM 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.

GM 603 3D Character Modeling 1
Study the game character pipeline from start to finish. Using game character ideation, low-resolution modeling techniques, UV layouts, and 2D and 3D surfacing for characters to create your own low-res, 3D game character. [This course is cross-listed with GAM 340.]

GM 604 Environment Modeling for Games: Principles
Study 3D game art production for environments. You will gain block out, UV mapping, texturing, and iterative development skills to develop your 3D scenes. Plus, learn to identify the best modeling practice for a given environment.

GM 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 approach game design for a collaborative setting. [This course is cross-listed with GAM 350.]}

GM 606 Rapid Game Development
Become an effective game designer through multi-week projects in different genres. You will learn scripting, art, and design for time management, effective communication, and project organization in a collaborative setting. [This course is cross-listed with GAM 350.]

GM 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.

GM 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.

GM 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.

GM 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, UX/UI, basic sketching, and verbal presentation. Students use industry-standard digital tools and vocabulary to effectively and accurately convey their game play ideas and create graphic presentations.

GM 612 Concept Art for Games
Apply your drawing and color skills to game-specific subjects. You will learn best practices for 2D drawing, and digital painting skills to create asset model packs and designs for 3D modeling production.

GM 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 is cross-listed with GAM 332.]

GM 614 Character & Hero Props Modeling
Create a high-resolution, 3D video game character. Utilizing the game character pipeline, including the hair and clothing pipelines—you will model a character based on your own design or from an existing concept. Plus, gain sculpting, retopology, 2D and 3D painting skills.

GM 615 Action Adventure & RPG Level Design
Learn the concepts and methods used to produce digital sculpts. 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.]

GM 616 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.

GM 617 Thesis Project Preparation
Prepare for the midterm 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 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 Practices & Portfolio for Game Developers
As a graduate student, you will prepare for your game career by reviewing and organizing your accumulated work into a portfolio presentation that promotes your best work and accomplishments.

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 mid-point 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 840 Modeling
As a student with a modeling-focused thesis, you’ll receive direct-ed 3D instruction and group critique designed to improve your project and further develop your thesis production.

GAM 850 Game Design
This course is for graduate students who wish to create their Final Thesis project inside the Unreal Game Engine. Lessons of industry-standard pipeline work will be taught, as well as a deeper understanding of the unreal engine as it applies to game production and development.

GAM 860 Concept Art for Games
Learn what it takes to work as a concept artist in the video game industry. You’ll also learn techniques and processes that are useful in a variety of fields.

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; 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 Siu, 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 15 UNITS
+ LIBERAL ARTS 18 UNITS
TOTAL 66 UNITS

AA GRAPHIC DESIGN DEGREE REQUIREMENTS

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

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

AA GRAPHIC DESIGN CORE COURSES
ADV 236 Digital Photography
FND 122 Color Fundamentals
GR 102 Design Technology: Digital Publishing Tools
GR 122 Typography 1: Hierarchy and Form
GR 150 Visual Communication A
GR 221 Graphic Design 1: Visual Communication
GR 310 Typography 2: Formalizing Structure
GR 321 Package Design 1: 3D Thinking/Making
GR 327 Graphic Design 2: Integrating Principles
WNM 105 Design Technology: Visual Design Tools
WNM 249 Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers

ART HISTORICAL AWARENESS
LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Graphic Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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

BFA GRAPHIC DESIGN DEGREE REQUIREMENTS

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

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

BFA GRAPHIC DESIGN CORE COURSES

ADV 236  Digital Photography
FND 122  Color Fundamentals
GR 102  Design Technology: Digital Publishing Tools
GR 150  Visual Communication A
GR 122  Typography: 1: Hierarchy and Form
GR 221  Graphic Design 1: Visual Communication
GR 310  Typography 2: Formalizing Structure
GR 321  Package Design 1: 3D Thinking/Making
GR 327  Graphic Design 2: Integrating Principles
GR 460  Senior Portfolio
WNM 105  Design Technology: Visual Design Tools
WNM 249  Web Design 1

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124  Physics for Artists: Light, Sound, and Motion
LA 146  Anatomy of Automobiles
LA 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 462  Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:
LA 291  Designing Careers
<table>
<thead>
<tr>
<th>#</th>
<th>Course Number</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>LA 120</td>
<td>Art History through the 16th 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/AN 117</td>
<td>Survey of Landscape Architecture</td>
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<td>LA/IND 118</td>
<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/GAM 131</td>
<td>History of Gaming</td>
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<td>LA 132/LAN 102</td>
<td>History of Animation</td>
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<td>LA 134/LAN 104</td>
<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<td>LA/VIS 137</td>
<td>History of Visual Development</td>
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<td>LA/PH 147</td>
<td>History of Photography</td>
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<td>LA/LAN 177</td>
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<td>LA 182</td>
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<td>LA/ILL 195</td>
<td>History of Comics: American Comics</td>
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<td>LA/ILL 197</td>
<td>History of Comics: International and Alternative Comics</td>
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<td>LA/ARH 219</td>
<td>History of Architecture: 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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<td>LA 226/DAD 230</td>
<td>Survey of Traditional Interior Architecture</td>
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<td>LA 229/DAD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
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<td>LA 236/DAD 232</td>
<td>Survey of Bay Area Architecture</td>
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<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
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<td>LA 243/ILL 310</td>
<td>History of American Illustration</td>
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<td>LA/FSH 244</td>
<td>History of Fashion</td>
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<td>LA/FSH 248</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<td>LA/FSH 249</td>
<td>History of Textiles</td>
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<td>LA/FSH 247</td>
<td>History &amp; Techniques of Printmaking</td>
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<td>LA 249</td>
<td>An Artistic and Intellectual History of the Renaissance</td>
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<td>LA 279</td>
<td>Seminar in Italy</td>
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<td>LA 281/MPT 255</td>
<td>Film History 1: Pre-1940</td>
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<td>LA 282/MPT 256</td>
<td>Film History 2: 1940-1974</td>
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<td>LA 283</td>
<td>Examining Film Noir</td>
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<td>LA 284</td>
<td>Evolution of the Horror Film</td>
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<td>LA 319</td>
<td>History of Architecture: Modernity</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 361</td>
<td>The Artist in the Modern World</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 384</td>
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<td>LA 385</td>
<td>Close-up on Hitchcock</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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<td>LA 400</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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<td>LA 422</td>
<td>Italian Baroque Art</td>
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<td>LA 423</td>
<td>The Golden Age of Dutch Art</td>
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<td>LA 432</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<td>LA 433</td>
<td>18th &amp; 19th Century European Art</td>
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<td>LA 434</td>
<td>History of Asian Art</td>
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<td>LA 464</td>
<td>Dada &amp; Surrealism</td>
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</tbody>
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### Master of Fine Arts [MFA] in Graphic Design

**MFA UNIT REQUIREMENTS**

- **MAJOR**
  - 27 UNITS
- **DIRECTED STUDY**
  - 18 UNITS
- **ELECTIVES**
  - 6 UNITS
- **GRADUATE LIBERAL ARTS**
  - 12 UNITS

**TOTAL**

- 63 UNITS

*Per director approval*

### MA Graphic Design and Digital Media Degree Requirements

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

### MA Graphic Design and Digital Media Required Major Courses

- GR 601: Type Systems
- GR 604: The Nature of Identity
- GR 606: Digital Design Studio 1
- GR 613: Type Experiments
- GR 616: Making Ideas Visible
- GR 617: Type Forms
- GR 618: Visual Literacy
- GR 619: Type Composition
- GR 620: Visual Thinking
- GR 700: MA Portfolio Seminar
- WNM 606: User Experience Design
- or WNM 613: Topics in Motion Graphics

### MA Graphic Design and Digital Media Degree Requirements

- Successful completion of Final Thesis Project
- Minimum grade of C in all required 63 units
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Art Historical Awareness & Aesthetic Sensitivity course
  1. Cross Cultural Understanding course
  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 611: Cultural Narratives
  - GLA 617: Mythology for the Modern World
  - GLA 619: Culture & Identity in Modern American Theater
  - GLA 627: The Global Design Studio: Past, Present, & Future
  - GLA 903: Graduate Seminar in Europe
  - GLA 905: Graduate Seminar in Florence: Renaissance Art & Architecture

### Professional Practices & Communications

- GLA 676: Professional Practices for Designers & Advertisers

### MA Graphic Design Graduate Liberal Arts Requirements

- Choose one:
  - GLA 615: History of Graphic Design
  - GLA 615E: History of Graphic Design

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

**MA UNIT REQUIREMENTS**

- **MAJOR**
  - 33 UNITS
- **GRADUATE LIBERAL ARTS**
  - 3 UNITS

**TOTAL**

- 36 UNITS

### MA Graphic Design and Digital Media Degree Requirements

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

### 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
- WNM 606: User Experience Design
- or WNM 613: Topics in Motion Graphics

### MA Graphic Design and Digital Media Required Major Courses

- Choose one:
  - GLA 615: History of Graphic Design
  - GLA 615E: History of Graphic Design

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### MA Graphic Design and Digital Media Degree Requirements

- Successful completion of Final Portfolio Review
- Minimum grade of C in all required 36 units
- Minimum 2.0 cumulative GPA and the following Academic Study 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 611: Cultural Narratives
  - GLA 617: Mythology for the Modern World
  - GLA 619: Culture & Identity in Modern American Theater
  - GLA 627: The Global Design Studio: Past, Present, & Future
  - GLA 903: Graduate Seminar in Europe
  - GLA 905: Graduate Seminar in Florence: Renaissance Art & Architecture

### Professional Practices & Communications

- GLA 676: Professional Practices for Designers & Advertisers

### MA Graphic Design Graduate Liberal Arts Requirements

- Choose one:
  - GLA 615: History of Graphic Design
  - GLA 615E: History of Graphic Design

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### MA Graphic Design and Digital Media Degree Requirements

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

### MA Graphic Design and Digital Media Required Major Courses

- GR 600: Visual Communications Lab
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- GR 616: Making Ideas Visible
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- WNM 606: User Experience Design
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### MA Graphic Design and Digital Media Required Major Courses

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  - GLA 615E: History of Graphic Design

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### MA Graphic Design and Digital Media Required Major Courses

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- GR 616: Making Ideas Visible
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- GR 618: Visual Literacy
- GR 619: Type Composition
- GR 620: Visual Thinking
- GR 700: MA Portfolio Seminar
- WNM 606: User Experience Design
- or WNM 613: Topics in Motion Graphics

### MA Graphic Design and Digital Media Required Major Courses

- Choose one:
  - GLA 615: History of Graphic Design
  - GLA 615E: History of Graphic Design
GR 122 Typography 1: Hierarchy and Form
Typography gives language a physical form. Part science and part art — good typography is a skill unique to graphic design and makes your ideas come to life. You’ll learn to solve typographic design problems by focusing on letterforms, proportion, hierarchy, legibility, structure, aesthetics, and more.

GR 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 242 History of Graphic Design
Know your history. You’ll examine the pivotal events, technical innovations, significant movements, and historical figures that shaped the past and informed the current state of visual communication. You will also build a vocabulary for design that will be critical to your success in studio classes.

GR 310 Typography 2: Formalizing Structure
Transform text into visually engaging communications for both print and screen experiences. Building on Typography 1, you’ll focus on building more complicated typographic compositions through an understanding of page and paragraph aesthetics, legibility across various media, typographic expression, and integration of visual imagery.

GR 320 Typography 3: Complex Hierarchy
Building on the skills learned in Typography 1 and 2, you will begin to construct larger systems of typography in the form of linear narrative structures, non-linear interactive formats and coordinated brand 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 strategy, you’ll create the mobile design experiences around which much of Silicon Valley revolves.

GR 365 Strategies for Branding
Brands are the means by which organizations differentiate themselves. Building on skills learned in Branding Principles, you will find new ways to bring brands to life, extend brands into new territories 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 426 Package Design 4
As an advanced packaging and branding practitioner, you’ll work collaboratively to develop more complex brand systems, branded line extensions and sophisticated physical materials to include in your final portfolio.

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 430 Visual Systems 3
Demonstrate your mastery of concept development. You’ll apply a variety of skills to create a wide range of print and digital communications including brochures, corporate campaigns, posters, environmental media, information design, and branding work.

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.

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

GR 120 Design Technology: Digital Publishing Tools
Get familiar with the technical tools of the trade. You’ll study the theory and function of industry-standard computer hardware and software and learn the digital design principles professionals use to produce visual communications and digital products.

GR 107 Introduction to Interaction Design
User-centered design is where it all starts. Following an interactive design process, in this class you’ll discover how human/computer interaction, user personas, interfaces, and information architecture drive the development of compelling user experiences.

GR 102 History of Graphic Design
Know your history. You’ll examine the pivotal events, technical innovations, significant movements, and historical figures that shaped the past and informed the current state of visual communication. You will also build a vocabulary for design that will be critical to your success in studio classes.

GR 122 Typography 1: Hierarchy and Form
Typography gives language a physical form. Part science and part art — good typography is a skill unique to graphic design and makes your ideas come to life. You’ll learn to solve typographic design problems by focusing on letterforms, proportion, hierarchy, legibility, structure, aesthetics, and more.

GR 310 Typography 2: Formalizing Structure
Transform text into visually engaging communications for both print and screen experiences. Building on Typography 1, you’ll focus on building more complicated typographic compositions through an understanding of page and paragraph aesthetics, legibility across various media, typographic expression, and integration of visual imagery.

GR 320 Typography 3: Complex Hierarchy
Building on the skills learned in Typography 1 and 2, you will begin to construct larger systems of typography in the form of linear narrative structures, non-linear interactive formats and coordinated brand 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 strategy, you’ll create the mobile design experiences around which much of Silicon Valley revolves.

GR 365 Strategies for Branding
Brands are the means by which organizations differentiate themselves. Building on skills learned in Branding Principles, you will find new ways to bring brands to life, extend brands into new territories 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 426 Package Design 4
As an advanced packaging and branding practitioner, you’ll work collaboratively to develop more complex brand systems, branded line extensions and sophisticated physical materials to include in your final portfolio.

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 430 Visual Systems 3
Demonstrate your mastery of concept development. You’ll apply a variety of skills to create a wide range of print and digital communications including brochures, corporate campaigns, posters, environmental media, information design, and branding work.

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.

**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 academic department director or advisor for more information. Course fees and prerequisites vary by topic.

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

**GRADUATE COURSES**

**GR 600 Visual Communications Lab**
Declar 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.

**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.

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**VIEW the schedule, prerequisites, and course fees & REGISTER at**
https://catalog.academyart.edu
GR 699 Special Topics
Advanced special topics class offerings change each semester and are taught by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites will vary by topic.

GR 700 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.

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.

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; 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/Storyboard Artist for Film & Games, Surface Design and Licensed Art

Advertising, Bookcover, Children’s Book & Royalties, Fantasy, Editorial Art, Comics: Penciller, Inker, Colorist

Technical Illustrator: Scientific, Architectural, Medical, Motion Books and Animated Stills

Web Design/Icons & Motion/New Media, Design Illustration, Avatar Designer

Storyboard Comp Artist, Icon Illustrator, Webgraphics, Greeting Cards
DEGREE REQUIREMENTS

Associate of Arts [AA] in Illustration

AA UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 33 UNITS
MAJOR 15 UNITS
+ LIBERAL ARTS 18 UNITS
TOTAL 66 UNITS

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

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

AA ILLUSTRATION CORE COURSES
FA 110 Still Life Painting 1
or ILL 292 Graphic Novel/Comic Book 2
FA 213 Introduction to Anatomy
FA 222 Heads & Hands
FND 110 Analysis of Form
or FND 110A Analysis of Form A
FND 112 Figure Drawing
FND 116 Perspective
FND 122 Color Fundamentals
or FND 125 Color and Design
ILL 120 Clothed Figure Drawing 1
ILL 133 Digital Media: Photoshop
ILL 232 Studio 1
ILL 233 Digital Media 2: Illustrative Imaging

GENERAL EDUCATION REQUIREMENTS

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers

ART HISTORICAL AWARENESS
LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Illustration

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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

BFA ILLUSTRATION DEGREE REQUIREMENTS

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

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

BFA ILLUSTRATION CORE COURSES

FA 110 Still Life Painting 1
or ILL 292 Graphic Novel/Comic Book 2
FA 213 Introduction to Anatomy
FA 222 Heads & Hands
FND 110 Analysis of Form
or FND 110A Analysis of Form A
FND 112 Figure Drawing
FND 116 Perspective
FND 125 Color and Design
or FND 122 Color Fundamentals
ILL 120 Clothed Figure Drawing 1
ILL 133 Digital Media: Photoshop
ILL 232 Studio 1
ILL 233 Digital Media 2: Illustrative Imaging
ILL 491 Portfolio Preparation and Self Promotion

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:
LA 202 English Composition: Creative Persuasion & Argument
LA 207 Persuasion & Argument for the Multilingual Writer
LA 280 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 278 Seminar in France
LA 279 Seminar in Italy
LA 359 Urban Sociology

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers
# Art Historical Awareness

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

**Choose Two:**

- **LA/LAN 117** Survey of Landscape Architecture
- **LA/IND 118** History of Industrial Design
- **LA 128** The Body As Art: History of Tattoo & Body Decoration
- **LA 129** History of Automotive Design
- **LA/GAM 131** History of Gaming
- **LA 132/ANM 102** History of Visual Effects & Computer Animation
- **LA/VIS 137** History of Visual Development
- **LA/PH 147** History of Photography
- **LA/LAN 177** Pre-Industrial Urban Open Spaces
- **LA 182** Genres in Film
- **LA/ILL 195** History of Comics: American Comics
- **LA/ILL 197** History of Comics: International and Alternative Comics
- **LA/ARH 219** History of Architecture: Ancient to Gothic
- **LA 220** American Art History
- **LA 222** 20th Century Art
- **LA 224** Women, Art & Society
- **LA 226/30D 230** Survey of Traditional Interior Architecture
- **LA 229/30D 231** Survey of Contemporary Interior Architecture
- **LA 236/30D 232** Survey of Bay Area Architecture
- **LA 242/GR 242** History of Graphic Design
- **LA 243/ILL 310** History of American Illustration
- **LA/FSH 244** History of Fashion
- **LA/JEM 245** History of Jewelry and Metal Arts from Around the World
- **LA/FSH 246** History of Textiles
- **LA 247** History & Techniques of Printmaking
- **LA 249** An Artistic and Intellectual History of the Renaissance

- **LA 274** Study Abroad: Art & Architecture of Renaissance Florence
- **LA 276** Seminar in Great Britain
- **LA/LAN 277** Pre-Industrial Urban Open Spaces
- **LA 278** Seminar in France
- **LA 279** Seminar in Italy
- **LA 281/MPT 255** Film History 1: Pre-1940
- **LA 282/MPT 256** Film History 2: 1940-1974
- **LA 283** Examining Film Noir
- **LA 284** Evolution of the Horror Film
- **LA 319** History of Architecture: Modernity
- **LA 326** Topics in World Art
- **LA 327** Art of the Classical World
- **LA 333** Art of the Middle Ages
- **LA 361** The Artist in the Modern World
- **LA 382** Film History 3: Contemporary Cinema
- **LA 383** World Cinema
- **LA 384** Underrated Cinema
- **LA 385** Close-up on Hitchcock
- **LA 386** Exploring Science Fiction Cinema
- **LA 387** Women Directors in Cinema
- **LA 388** Survey of Asian Cinema
- **LA 420** Art of the Italian Renaissance
- **LA 421** Northern Renaissance Art
- **LA 422** Italian Baroque Art
- **LA 423** The Golden Age of Dutch Art
- **LA 432** Art of Spain: From El Greco to Picasso
- **LA 433** 18th & 19th Century European Art
- **LA 434** History of Asian Art
- **LA 464** Dada & Surrealism

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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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<tbody>
<tr>
<td>+ GRADUATE LIBERAL ARTS</td>
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<td>**TOTAL</td>
<td>36 UNITS</td>
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MA ILLUSTRATION REQUIRED MAJOR COURSES

- ANM 614 Color and Design Application for Animation
- or FA 602 Head Drawing
- or FA 620 Color Theory
- FA 626 Chiaroscuro
- or ILL 610 Clotbed Figure Drawing
- GAM 665 Color & Composition for Game Art
- or ILL 632 Refining Layouts in Ink
- or ILL 670 Designing for Consumer Products and Licensing
- GAM 660 Digital Painting Principles
- or ILL 620 The Graphic Novel 1
- or ILL 735 Children’s Book Illustration
- ILL 652 Concept, Technique and Illustration
- or ILL 672 Writing for Comics & Graphic Novels
- ILL 612 The Rendered Figure
- or VIS 611 The Visual Elements of Story
- ILL 625 Perspective for Characters & Environment
- ILL 660 Preliminary Art
- or ILL 665 Vector Illustration & Motion
- ILL 660 Digital Painting
- ILL 704 Narrative Illustration Portfolio
- or ILL 706 Editorial Illustration
- or ILL 730 Graphic Novel/Comic Book 2
- +1 Major courses

MA ILLUSTRATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

- GLA 629 150 Years of American Illustration

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
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

*MFA ILLUSTRATION DEGREE REQUIREMENTS

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

MFA ILLUSTRATION REQUIRED MAJOR COURSES

ANM 614 Color and Design Application for Animation
or FA 602 Head Drawing
or FA 630 Color Theory
FA 626 Chiaroscuro
or ILL 610 Clothed Figure Drawing
GAM 660 Digital Painting Principles
or ILL 620 Graphic Novel/Comic Book 1
or ILL 735 Children’s Book Illustration
GAM 665 Color & Composition for Game Art
or ILL 632 Refining Layouts in Ink
or ILL 670 Designing for Consumer Products and Licensing
ILL 602 Concept, Technique and Illustration
or ILL 672 Writing for Comics & Graphic Novels
ILL 612 The Rendered Figure
or VS 611 The Visual Elements of Story
ILL 625 Perspective for Characters & Environment
ILL 650 Preliminary Art
or ILL 665 Vector Illustration & Motion
ILL 660 Digital Painting
ILL 704 Narrative Illustration Portfolio

MFA ILLUSTRATION GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 629 150 Years of American Illustration

CROSS CULTURAL UNDERSTANDING

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

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 676 Professional Practices for Illustrators
ILL 101 Introduction to Illustration
Explore your identity as an illustrator and the impact you could have on the world. Through contextualized projects, excursions, discussions, and activities you’ll get connected to Academy of Art University and San Francisco, and develop skills that lead to success.

ILL 120 Clothed Figure Drawing 1
Draw the clothed figure in various situations. You’ll study physical flexibility in observational drawing, the essential relationships of the body, how to achieve three-dimensional form, proportion, foreshortening, and how to construct folds.

ILL 133 Digital Media: Photoshop
Combine essential camera and Photoshop skills to augment your illustration work. Using a camera for reference and inspiration, and Photoshop to manipulate images, you’ll learn to create narrative content increases your skills in a fun yet challenging environment. Phone with camera, or digital camera and computer access required.

ILL 177 Drawing for Tattoo and Skin Art
Great tattoo art is both contemporary and timeless. You’ll explore the design tactics, history, and business practices of the tattoo artist, as you learn tattoo line and color techniques, and how to communicate custom work ideas to clients.

ILL 192 Graphic Novel/Comic Book 1
Tell your stories sequentially. 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 195 History of Comics: American Comics
Some argue comics are uniquely American. By studying significant American comic strips, comic books, and graphic novels, you’ll learn the styles, trends, and subject matter of cartoonists, illustrators, and authors and see how social conditions and comics align.

ILL 197 History of Comics: International and Alternative Comics
Go beyond superheroes. You’ll take a deep dive into the history of comics and graphic novels from the UK, Spain, France, Russian, and more. Plus, you’ll analyze manga, manhwa, bande dessinée, and underground and alternative comics for style and content.

ILL 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 233 Digital Media 2: Illustrative Imaging
Apply traditional illustration skills to digital media. You’ll increase your concept development and personal style abilities using composition, brushwork, lighting, content, meaning, and other criteria.

ILL 238 Drawing the Fantastic Figure
Increase your figure drawing skills. Focusing on anatomy, exaggeration, and the human form, you’ll create a set of portfolio-quality pieces that bring your imagination to life. Merge both live models and photo references, and both classical and modern approaches to enhance your character development.

ILL 243 Advanced Perspective for Illustration, Film & Games
Draw convincing backgrounds, architecture, and set treatments from multiple angles. You’ll learn to draw credible perspective relationships in any medium and from any point of view to create real, fantastic, and unusual art.

ILL 253 Visualizing Science
Communicate ideas using scientific visualization. You’ll study art from numerous scientific disciplines to bring scientific concepts to life through imaginative illustrations in both digital and traditional media.

ILL 267 Animal Anatomy
Learn to realistically depict animals—both real and imaginary. You’ll focus on animal fur, skin, feathers, textures, skeletons, muscles, movements, rhythms, expressions, and basic structures. [This course is cross-listed with ILL 639.]

ILL 270 Digital Clothed Figure
Draw the clothed figure using digital media. You’ll practice the principles of clothed figure drawing with greater emphasis on value, construction, the design of shapes, drapery, opinion and editing.

ILL 292 Graphic Novel /Comic Book 2
Successful comic book artists are expert storytellers. You’ll learn the creation of style, story arc, page layout, sense of camera, and mood and time expression techniques needed to work with major or independent publications or to self-publish.

ILL 310 History of American Illustration (20th Century)
Who are the significant American illustrators of the twentieth century? You’ll gain an historical awareness of modern illustration by examining social conditions, compositional styles, trends, and subject matter.

ILL 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 320 Clothed Figure Drawing 3
Convey character, attitude, action, mood, and spirit in your figure drawings. You’ll learn awareness of design, selectivity of emphasis, staging, cropping, patterning, and the refinement of drawing tools.

ILL 332 Vector Illustration & Motion
Companies need illustrators with specific skills. You’ll use vector-based tools to create illustrations that integrate digital images into interactive practice for use on the web. [This course is cross-listed with ILL 665.]

ILL 333 Digital Media 3: Digital Paint
Preproduction art, print illustration, and web imagery work requires digital painting skills. Using industry standard bitmap/raster painting software, you’ll create figurative, still life, and landscape digital paintings that include the illusion of three-dimensional form and depth in digital environments.
ILL 338 Studio 2
Illustrators are creative problem solvers. Building on the mixed media, plus digital tools, research, and process skills learned in ILL 232, you’ll develop professional habits, find an individual style, and create a unique portfolio of professional work.

ILL 378 Editorial Illustration
You will develop a personal communication approach to viewpoints on a specific subject or situation in this course. This includes an exploration of visual design used to illustrate words while creating portfolio pieces for the magazine market. [This course is cross-listed with ILL 706.]

ILL 380F Fantasy Illustration
Creatively bring your individual style and imagination to life in the fantasy genre. Combining reference and invented elements, you’ll learn to design and depict believable characters, creatures, environments, and apparatus while producing five portfolio-quality images.

ILL 380X Illustration: Concept & Narrative
Become an illustrated 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 Visualizing Story: Book Illustration and Beyond
Books are important. After exploring children’s, adventure, romance, fantasy, and science-fiction books, you’ll use different media and techniques to create original cover art and page illustrations from photos and drawing references.

ILL 385 Children’s Book Illustration
Find your voice as an illustrator of children’s books. You’ll analyze different types of children’s books to determine which illustration style works best for different age groups. You will study character design and also increase your pen and ink, watercolor, and acrylic style works best for different age groups. You will study character design and also increase your pen and ink, watercolor, and acrylic

ILL 388 Designing for Consumer Products: Surface Art & Licensing
It’s fun to see your illustrations at Target. You’ll use Adobe Illustrator and traditional art mediums to create lifestyle 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 391 Comics: Coloring & Lettering
Learn the entire coloring and lettering process, from the rich historic beginnings and traditional tools, to the web and contemporary trends. Plus, you’ll gain storytelling, focal point, mood, rendering styles, color palettes, and lettering skills, and learn to market your work.

ILL 392 Refining Layouts in Ink
Use ink to elevate your work. You’ll gain the inking skills to create mood, add definition, and convey a sense of dimension to augment your penciled sequential images. [This course is cross-listed with ILL 632.]

ILL 417 Advanced Writing for Comics
You’ll gain advanced script writing skills to produce a completed single issue comic book script with a multi-issue story arc.

ILL 460 Digital Painting & Portfolio Development
Master digital painting to create advanced, professional-level illustrations for your portfolio.

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 493 Study Abroad - Illustration
Find your voice as an visual journalist and storyteller. Using perspective, color, media, and text you’ll draw and paint inspirational places, people, things, and events, into one unified narrative package in your area of focus.

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.

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

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

ILL 602 Concept, Technique and Illustration
Find your voice. Experiment with different media as you work through the full illustration process from concept sketches to finished artwork.

ILL 607 Situation & Environment
We are emotionally tied to our environments. You’ll integrate the clothed figure in compositional relation to varied environments, using effects of light, color, and design.

ILL 609 Illustration in Watercolor
Watercolor is a fun and versatile medium. Combine your personal style and advanced watercolor techniques to create watercolor illustrations for various commercial opportunities.

ILL 610 Clothed Figure Drawing
Create a believable three-dimensional illusion of a figure on a flat surface of paper. You’ll study physical flexibility, how the figure moves, along with various types of folds and the construction of clothing.

ILL 612 The Rendered Figure
Learn the proportions and structure of the human figure. You’ll gain characuro skills—the correct application of light and shadow—to describe form or volume to the head, the entire figure, and the clothed figure. You’ll focus on muscular and skeletal structure, proportions, rhythm, stretch and compression, foreshortening, and expression.

ILL 620 Graphic Novel/Comic Book 1
Tell your stories sequentially. You’ll investigate the mechanics and structures of comics, storyboards, illustrated books, and film to create your own graphic short stories. [This course is cross-listed with ILL 192.]

ILL 625 Perspective for Characters & Environment
Learn to draw situations suggesting 3D believability. This will include not only naturalistic environments, but also lighting and the placement of characters, allowing your audience full understanding of your stories.

ILL 632 Refining Layouts in Ink
Use ink to elevate your work. You’ll gain the inking skills to create mood, add definition, and convey a sense of dimension to augment your penciled sequential images. [This course is cross-listed with ILL 392.]

ILL 639 Animal Anatomy
Learn to realistically depict animals—both real and imaginary. You’ll focus on animal fur, skin, feathers, textures, skeletons, muscles, movements, rhythms, expressions, and basic structures. [This course is cross-listed with ILL 267.]

ILL 650 Preliminary Art
The ability to clearly communicate an idea can be a lucrative skill. The vibrant “prelims” market is always looking for skilled illustrators to present ideas effectively using roughs, storyboards, sketches, and layouts. You’ll also acquire techniques, terminology, market tactics, and client relationship skills.

ILL 660 Digital Painting
Digital painting is in demand by many of today’s art buyers. In this class you’ll use digital painting software as a tool to create graduate-level, professional illustrations.

ILL 663 Digital Illustration
Using ILL 660 as a foundation, you’ll gain additional skills in photo-composition, manipulation, special effects, digital brushes, composition, and lighting to create portfolio-quality images.

ILL 665 Vector Illustration & Motion
Companies need illustrators with specific skills. You’ll use vector-based not only naturalistic environments, but also lighting and the placement of characters, allowing your audience full understanding of your stories.

ILL 670 Designing for Consumer Products: Surface Art & Licensing
It’s fun to see your Illustrations at Target. You’ll use Adobe Illustrator and traditional art mediums to create lifestyle products like greeting cards, paper products, home furnishings, wall decor, giftware, clothing and more. Plus, study the art licensing industry. [This course is cross-listed with ILL 388.]

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 complete comic book script in one semester. [This course is cross-listed with ILL 217/11A 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 a master storyteller. You’ll study the narrative tradition in art by following the development of compelling storytelling from concepts to producing a completed illustration. MA student? This is your portfolio review. MFA student? This is midpoint review prep.

ILL 706 Editorial Illustration
You will develop a personal communication approach to viewpoints on a specific subject or situation in this course. This includes an exploration of visual design used to illustrate words while creating portfolio pieces for the magazine market. [This course is cross-listed with ILL 378.]

ILL 730 Graphic Novel /Comic Book 2
Create your own graphic short stories and sequential narratives. You’ll look at comics, storyboards, illustrated books, and film to investigate advanced issues in the mechanics, structures, and possibilities of visual narratives. MA student? This is your portfolio review. MFA student? This is midpoint review prep.

ILL 735 Children’s Book Illustration
Find your voice as an illustrator of children’s books. You’ll analyze different types of children’s books to determine which illustration style works best for different age groups. You will study character design and also increase your pen and ink, watercolor, and acrylic paint abilities. [This course is cross-listed with ILL 385.]

ILL 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 803E Skill Enhancement: Editorial Illustration for Apps & Publication
Illustrations and photographs will be created specifically for tablet native and mobile device digital publications. Students will leave with a portfolio of animated, enhanced, and interactive work designed specifically for mobile devices. Digital publishing software and formats will be covered.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
ILL 805P Skill Enhancement: Advanced Digital Painting
Preproduction art, print illustration, and web imagery work requires digital painting skills. You'll create digital paintings that include the illusion of three-dimensional form and depth in digital environments.

ILL 810 Thesis Procedure
Get individual, specific direction to finish your thesis. We’ll help you use comments from the review committee to improve your thesis, address personal skill issues, and make a plan to complete the project successfully.

ILL 820 Advertising and Editorial Illustration
You'll build up the depth of the project, set target goals, and keep to a production cycle to fine tune your thesis concepts.

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 823 Concept Art Illustration
Refine your thesis concepts. You'll set target goals and keep to a production cycle to build up the depth of your pre-production art/ concept art project.

ILL 824 Designing for Consumer Products and Licensing
Using Adobe Illustrator and traditional art mediums, you'll work on your thesis project, bringing you designs to a professional level.

ILL 830 Digital Painting
Finalize your thesis concepts in digital painting. You'll set target goals and keep to a production cycle to build up the depth of your project.

ILL 831 Watercolor
Solidify your thesis concepts in watercolor painting. You'll set target goals and keep to a production cycle to build up the depth of your project.

ILL 850 Final Review Preparation
A comprehensive critique of your final thesis project will help your review go smoothly and successfully. You'll learn specific areas you may wish to address to enhance the caliber of your entire presentation.

ILL 903A Study Abroad
Travel can spark inspirational insights into the way you make art. You'll create portfolio ready art that reflects your personal insights about the location, people, lifestyle and customs.

ILL 903B Study Abroad
Leave the studio to immerse yourself in new inspiration. You'll create portfolio ready art that reflects your personal insights about the location, people, lifestyle and customs.

ILL 903C Study Abroad
Travel to an inspirational location to practice your craft. You'll create portfolio ready art that reflects your personal insights about the location, people, lifestyle and customs.
INDUSTRIAL DESIGN
Gain the Skills to Design a Better Future

Ask your grandfather to describe his double-edged safety razor and compare it to the sleek, pivoting shaving tools of today. The function remains the same, but the form has evolved.

Now think of things that never existed 20 years ago. Think of new ways to design a cell phone, an electric car and a flatscreen. Think beyond the present to the gizmos and gadgets of tomorrow.

Because what's going to happen tomorrow, you'll be doing today.
WHAT WE OFFER

Holistic Curriculum: In Industrial Design, students spend a lot of time learning to build the things that they design, and this helps them to better understand the processes that shape a mass-produced object. It also gives them an opportunity to develop their own skills and allows their confidence in their design capabilities to take firm root.

Skills Training: In addition to studio drawing, perspective and computer drawing, and rendering classes, students will take four-3D (model making) studio classes in which they first learn and later develop their model-making skills.

State-of-the-Art Facilities: Academy of Art University’s Industrial Design state-of-the-art workshops are where these skills are taught, and where students in Product, Transportation, and Toy and Furniture Design classes will come to build samples and prototypes of the products they design.

Real-World Projects: The School of Industrial Design gives students the opportunity to work on real projects for clients such as Nike and Nissan.

Professional Faculty: Industrial Design has an impressive faculty of industry greats and working professionals. Learn from mentors such as Ray Ng (Designer, Kia); Elliott Schneider (Senior Designer, Black and Decker; John Mun (Design Manager, Speedo); and Jim Shook, (Owner, Shook Designs).

Our Industrial Design Studio Workshops: The IND 3D workshops are divided into five physically separate areas, each corresponding to a different discipline: Wood Shop, Plastics Shop, Metal Shop, Painting Shop, and the 3D Computer Lab.

The Wood Shop
The IND Wood Shop is the largest and most often used of the four shops. It is used to fabricate items and jigs in both natural and artificial wood products. In this Workshop Area, you will find five band saws, four drill presses, jointer, planer, two miter saws, a panel saw, and four wood shapers and table routers. There are two wood lathes and two isolated sanding rooms containing spindle and disc sanders and one more lathe for working foam plastics. The Wood Shop features four state-of-the-art SawStop table saws. These saws were recently acquired as part of The Academy’s cutting-edge effort in shop safety.

The Paint Shop
The Academy IND Paint Shop is one of the best-equipped and best-managed design school painting facilities in the country, featuring a custom-built negative pressure spray booth large enough to hold a full-sized automobile. The department recently expanded to two additional booths, which comprise 18 student workstations. There are twin high-output air compressors to handle the air requirements of the booths and the other IND shops, and two state-of-the-art automatic spray gun washing stations were added recently. The Paint Shop uses the best-quality automotive paints, with 150,000 colors stored in a computer database, and a color bank allowing any of these colors to be mixed from stock on an “as needed” basis. Students refer to a color chip book, fill out an order form, and the color is mixed for their project. All students in the Industrial Design program at Academy of Art University learn to use a spray gun to apply paint in their first semester; these skills are continually used and refined throughout a student’s tenure at The Academy.

The Metal Shop
The IND Metal Shop features every tool necessary in order to make precision metal parts for a student’s model project. Most of the work here is done in aluminum, and these tools are used to make things from plastic. We have four precision machine lathes (three with digital readouts), four vertical milling machines (two with digital readouts), a bead-blasting cabinet, two grinders, and large sheet metal shear and bending brakes.

The Plastics Shop
The Academy Plastics Shop provides a setting in which students learn basics of sheet plastic fabrication (cutting, gluing, heat forming) and also learn to make molds and mold their own parts out of a variety of plastic materials. We also teach composite lay-up, sculpting in foam plastic and clay, and vacuum forming using the department’s own custom-built vacuum-forming machine.

The 3D Computer Lab
The 3D Computer Lab space is a custom-tailored, specially wired, and dust-free area to house our inventory of computerized model-making machines. These include a laser-sheet material cutter, a 3D duplicating machine, which works by plastic filament deposition, a small CNC 3-axis milling machine, and two 3D digitizing probes. In the works is a standard-sized 3-axis milling machine, a room-sized 5-axis milling machine, and additional laser cutting machines.
CAREER PATHS

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

Industrial Design
- Owner/VP
- Design Director
- Design Manager
- Senior Designer
- Designer/Junior Designer
DEGREE REQUIREMENTS

Associate of Arts [AA] in Industrial Design

<table>
<thead>
<tr>
<th>AA UNIT REQUIREMENTS</th>
<th>MAJOR COURSEWORK</th>
</tr>
</thead>
<tbody>
<tr>
<td>CORE</td>
<td>33 UNITS</td>
</tr>
<tr>
<td>MAJOR</td>
<td>15 UNITS</td>
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<tr>
<td>+ LIBERAL ARTS</td>
<td>18 UNITS</td>
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<tr>
<td>TOTAL</td>
<td>66 UNITS</td>
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</table>

AA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

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

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

AA INDUSTRIAL DESIGN CORE COURSES

- FND 122 Color Fundamentals
- IND 111 Perspective for Industrial Design
- or IND 111A Perspective for Industrial Design - A
- IND 123 Computer Drafting
- IND 132 Sketch Modeling
- or IND 138 Model Making 1
- IND 147 Design Problem Solving
- or IND 147A Design Problem Solving - A
- IND 151 Design Drawing 1
- IND 163 Digital Imaging 1
- IND 180 Development of Form
- or IND 182 Digital Development of Form
- IND 211 Design Drawing 2
- IND 223 Digital 3D Modeling 1
- IND 271 Product Modeling

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></th>
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</thead>
<tbody>
<tr>
<td><strong>CORE</strong></td>
<td>24</td>
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<tr>
<td><strong>MAJOR</strong></td>
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<td>UNITS</td>
</tr>
<tr>
<td><strong>+ LIBERAL ARTS</strong></td>
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<td>UNITS</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td>60</td>
<td>UNITS</td>
</tr>
</tbody>
</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:
  - 1 Written Communication: Composition course
  - 1 Written Communication: Critical Thinking course
  - 1 Automotive Design History course
  - 1 Quantitative Mechanics course
  - 1 Employment Communications and Practices course

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

### AA AUTOMOTIVE RESTORATION CORE COURSES

- AUT 120 Vintage Vehicle Woodworking Restoration
- AUT 140 Machining Technology & Visual Documentation
- AUT 159 Vintage Vehicle Disassembly Processes
- AUT 160 Vintage Vehicle Electrical Systems
- AUT 170 Automotive Sheet Metal Restoration
- AUT 177 Vintage Vehicle Body Restoration
- AUT 207 Vintage Vehicle Paint Restoration
- AUT 280 Vintage Vehicle Restoration Assembly

### GENERAL EDUCATION REQUIREMENTS

#### WRITTEN COMMUNICATION: COMPOSITION

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

#### WRITTEN COMMUNICATION: CRITICAL THINKING

**CHOOSE ONE:**
- LA 202 English Composition: Creative Persuasion & Argument
- LA 280 Perspective Journalism

#### AUTOMOTIVE DESIGN HISTORY

- LA 129 History of Automotive Design

#### EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

#### QUANTITATIVE MECHANICS

- LA 146 Anatomy of Automobiles
Bachelor of Fine Arts [BFA] in Industrial Design

**BFA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title &amp; Notes</th>
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<tbody>
<tr>
<td>FND 122</td>
<td>Color Fundamentals</td>
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<tr>
<td>IND 111</td>
<td>Perspective for Industrial Design</td>
</tr>
<tr>
<td>IND 123</td>
<td>Computer Drafting</td>
</tr>
<tr>
<td>IND 132</td>
<td>Sketch Modeling</td>
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<tr>
<td>IND 138</td>
<td>Model Making 1</td>
</tr>
<tr>
<td>IND 147</td>
<td>Design Problem Solving</td>
</tr>
<tr>
<td>IND 147A</td>
<td>Design Problem Solving - A</td>
</tr>
<tr>
<td>IND 151</td>
<td>Design Drawing 1</td>
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<tr>
<td>IND 163</td>
<td>Digital Imaging 1</td>
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<tr>
<td>IND 180</td>
<td>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>
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</tbody>
</table>

**TOTAL** 132 UNITS

**BFA INDUSTRIAL DESIGN CORE COURSES**

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<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>IND 251</td>
<td>Design Drawing 3</td>
</tr>
<tr>
<td>IND 381</td>
<td>Graphics &amp; Portfolio</td>
</tr>
</tbody>
</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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**HISTORICAL AWARENESS**

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

**QUANTITATIVE LITERACY**

**CHOOSE ONE:**
- LA 124  Physics for Artists: Light, Sound, and Motion
- LA 146  Anatomy of Automobiles
- LA 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 462  Power of Myth and Symbol

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

**CHOOSE ONE:**
- LA 291  Designing Careers

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

**Certificate Requirements**

<table>
<thead>
<tr>
<th>Major Core (Follow BFA Core)</th>
<th>36 Units</th>
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</thead>
<tbody>
<tr>
<td>Major</td>
<td>42 Units</td>
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<tr>
<td>+ BY ADVISEMENT</td>
<td>24 Units</td>
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<tr>
<td>+ ELECTIVES</td>
<td>12 Units</td>
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<tr>
<td>+ ART HISTORY</td>
<td>6 Units</td>
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<tr>
<td><strong>Total</strong></td>
<td><strong>120 Units</strong></td>
</tr>
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</table>

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

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<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/AN 117</td>
<td>Survey of Landscape Architecture</td>
</tr>
<tr>
<td>LA/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/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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<tr>
<td>LA 134/ANM 104</td>
<td>History &amp; Technology of Visual Effects &amp; Computer Animation</td>
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<tr>
<td>LA/VIS 137</td>
<td>History of Visual Development</td>
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<tr>
<td>LA/PH 147</td>
<td>History of Photography</td>
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<tr>
<td>LA/LAN 177</td>
<td>Pre-Industrial Urban Open Spaces</td>
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<tr>
<td>LA 182</td>
<td>Genres in Film</td>
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<td>LA/IIL 195</td>
<td>History of Comics: American Comics</td>
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<tr>
<td>LA/IIL 197</td>
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<td>LA/ARH 219</td>
<td>History of Architecture: Ancient to Gothic</td>
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<td>LA 220</td>
<td>American Art History</td>
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<td>20th Century Art</td>
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<td>LA 224</td>
<td>Women, Art &amp; Society</td>
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<td>LA 226/AD 230</td>
<td>Survey of Traditional Interior Architecture</td>
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<td>LA 229/AD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
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<td>LA 236/AD 232</td>
<td>Survey of Bay Area Architecture</td>
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<td>History of American Illustration</td>
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<td>LA/FSH 244</td>
<td>History of Fashion</td>
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<tr>
<td>LA/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<tr>
<td>LA/FSH 246</td>
<td>History of Textiles</td>
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<tr>
<td>LA 247</td>
<td>History &amp; Techniques of Printmaking</td>
</tr>
<tr>
<td>LA 249</td>
<td>An Artistic and Intellectual History of the Renaissance</td>
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</table>

- LA 274 Study Abroad: Art & Architecture of Renaissance Florence
- LA 276 Seminar in Great Britain
- LA/AN 277 Post Industrial Urban Open Spaces
- LA 278 Seminar in France
- LA 279 Seminar in Italy
- LA 281/MPT 255 Film History 1: Pre-1940
- LA 282/MPT 256 Film History 2: 1940-1974
- LA 283 Examining Film Noir
- LA 284 Evolution of the Horror Film
- LA 319 History of Architecture: Modernity
- LA 326 Topics in World Art
- LA 327 Art of the Classical World
- LA 333 Art of the Middle Ages
- LA 361 The Artist in the Modern World
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 384 Underrated Cinema
- LA 385 Close-up on Hitchcock
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 420 Art of the Italian Renaissance
- LA 421 Northern Renaissance Art
- LA 422 Italian Baroque Art
- LA 423 The Golden Age of Dutch Art
- LA 432 Art of Spain: From El Greco to Picasso
- LA 433 18th & 19th Century European Art
- LA 434 History of Asian Art
- LA 464 Dada & Surrealism
Master of Arts [MA] in Industrial Design

MA UNIT REQUIREMENTS

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

MA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 621 Model Making
IND 625 Polygon Modeling & Form Exploration
or IND 725 Introduction to Digital 3D Modeling
or IND 773 Digital Solid Modeling
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
IND 773 Digital Solid Modeling
or IND 625 Polygon Modeling & Form Exploration

MA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING
GLA 627 The Global Design Studio: Past, Present, & Future

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

Master of Fine Arts [MFA] in Industrial Design

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA INDUSTRIAL DESIGN REQUIRED MAJOR COURSES

IND 610 Industrial Design Processes
IND 612 Industrial Design Drawing 1: Perspective
IND 630 Design Project 1
IND 651 Materials and Processes
IND 662 Design Drawing 2
IND 680 Design Project 2
IND 712 Design Drawing 3
IND 762 Industrial Design Drawing 4
IND 773 Digital Solid Modeling
or IND 625 Polygon Modeling & Form Exploration
IND 780 Thesis Preparation

MFA INDUSTRIAL DESIGN DEGREE REQUIREMENTS

• Successful completion of Final Thesis Project
• Minimum grade of C in all required 63 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1. Cross Cultural Understanding course
  1. Professional Practices & Communications course
  1. Major Designated Graduate Liberal Arts course

MA INDUSTRIAL DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

CROSS CULTURAL UNDERSTANDING
GLA 627 The Global Design Studio: Past, Present, & Future

PROFESSIONAL PRACTICES & COMMUNICATIONS
GLA 672 Professional Practices & Communication for Industrial Designers

MAJOR DESIGNATED GRADUATE LIBERAL ARTS
GLA 632 The Science of Design: Ethnographic Methods
UNDERGRADUATE COURSES

AUT 120 Vintage Vehicle Woodworking Restoration
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 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 automobiles. 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.

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, refinish, and reassemble vintage automotive 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.

AUT 290 Vintage Vehicle Detailing
Become a master detailer. Your goal is to achieve visually correct finishes for presentation and car shows. You’ll learn detailing products, equipment, techniques, and procedures for final conditioning of interior and exterior components and surfaces.

AUT 299 Apprenticeship
If you are a qualified second-year student, apply for an apprenticeship to work in a restoration-related field.

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

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
Learn drafting and mechanical drawing techniques to represent
the birth of industrial design in the 30’s and 40’s, to the industry
influenced contemporary design, from the industrial revolution, to
practiced in both drafting and sketching.

Learning how to create accurate representations of objects in perspective, based on plans and elevations is a valuable skill. Through design and modeling projects, you will learn to make sketch models for industrial design purposes.

Students are expected to apply the knowledge gained in perspective theory onto sketching as well.

This second installment of two-component Perspective for Industrial Design will cover creating accurate representations of objects in perspective, based on plans and elevations. Students will learn principles of one-point and two-point perspective. Students are expected to apply the knowledge gained in perspective theory onto sketching as well.

This is the first of two-component Perspective for Industrial Design course. It will cover creating accurate representations of objects in perspective, based on plans and elevations. Students will learn principles of one-point and two-point perspective. Students are expected to apply the knowledge gained in perspective theory onto sketching as well.

111A Perspective for Industrial Design - A
This is the first of two-component Perspective for Industrial Design course. It will cover creating accurate representations of objects in perspective, based on plans and elevations. Students will learn principles of one-point and two-point perspective. Students are expected to apply the knowledge gained in perspective theory onto sketching as well.

111B Perspective for Industrial Design - B
This second installment of two-component Perspective for Industrial Design, students continue to learn creating accurate representations of objects in perspective. In addition to learning principles of one-point, two-point, and three-point perspective, plotting light, shadow, and reflection will be discussed and practiced in both drafting and sketching.

IND 118 History of Industrial Design
It’s important to know your design history. You’ll examine the social ramifications of industrialization and the profound influence of 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 transportation 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 techniques to research, define problems, challenge parameters, analyze, brainstorm, and evaluate matrices to solve problems.

IND 147A Design Problem Solving - A
This first of two-part course covers engaging and optimizing the creative design process to do voluminous idea generation and employ critical thinking on product and conceptual problems. How the designer can use research, problem definition, parameter challenging, analysis, brainstorming, evaluating matrices and note-taking to successfully complete a project is explored.

IND 147B Design Problem Solving - B
In this second installment of the two part course, students will continue employing Industrial Design Problem Solving Processes for developing a product gaining more experience, broadening the point of views, and deepening the understanding of IDPS.

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 Digital Imaging 1
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.

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
Practice 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 165.]

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 Modeling
This course teaches Polygon/Sub D modeling for athletic footwear and industrial design purposes, tools, commands, and methodologies, including recap of basic software operations, UV mapping, painting, Mesh Fusion, Procedural Modeling, basic animation, visualization, and more for developing a digital model of a footwear and visual communication of its design.

IND 240 Product Design 1
There’s a lot to consider when designing handheld consumer products. Ergonomics will be discussed in-depth and you will apply research, ideation and problem solving to develop your concepts. You will apply all skills learned to your final presentations including developmental sketches, orthographic drawings, sketch models and sketch renderings.

IND 249 Transportation Design 1
Improve your sketching skills by studying the history of automotive styling, trends, and design philosophies. You’ll learn to sketch and render with accurate perspective and proportion, based on the packaging of occupants and components.

IND 251 Design Drawing 3
Rapid freehand sketching techniques will improve your work. You’ll quickly sketch free and geometric forms focusing on textures and material delineation. [This course is cross-listed with IND 712.]

IND 263 Digital 3D Modeling 2
Dig into the 3D design and modeling world. You will develop digital models of your own designs and create presentation renderings using advanced-level NURBS surface modeling software with rendering capabilities.

IND 271 Product Modeling
Turn a product you designed in IND 280 into a professional quality model. You’ll get hands-on experience with the machine lathe and vertical mill, make RTV molds, and cast duplicate parts focusing on dimensional accuracy and visual quality.
IND 279 Traditional Transportation Modeling 1
Build a clay model for the vehicle 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 2
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 282 Digital Transportation Design 2
Use automotive history, influences, and styling trends to inform your designs, utilizing both traditional and digital drawing tools. You’ll develop a 4-door sedan with accurate proportion and packaging of occupants and components.

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 rendering in a 1/5 scale clay model. Plus you’ll learn the history, evolution, and influence of 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 render 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 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. 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 3
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 342 Digital Transportation Design 3
Learn small vehicle design. Apply packaging concepts to your designs using your sketching, rendering, and loft drawing skills to delineate 3D surfaces in a 2D domain. Final outcomes include sketches, renderings, package drawings, and a model.

IND 349 Transportation Design 3
You’ll work to present a complete painted clay model and a portfolio-style project book that aligns with the brand identity provided, including the mechanical and occupant layouts.

IND 363 Digital Imaging
Fine tune your work to make it portfolio-ready. You’ll evaluate past and current work to determine which projects best showcase your abilities using a comprehensive digital process. [This course is cross-listed with IND 763.]

IND 369 Digital Transportation Modeling 1
In this course, students will learn appropriate methods for creating automotive exterior surfaces. All work will be done digitally, from concept sketches to model making. Advanced rendering will be explored once a wire frame is completed.

IND 380 Product Design 4
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 382 Digital Transportation Design 4
Develop automotive interior design that is on target and on brand. You will consider human factors to develop packaging and package layouts using orthographic drawings and digital 3D models.

IND 383 Furniture Design
Develop original furniture design concepts and seating concepts. You’ll evaluate ergonomic criteria, code/safety requirements, construction techniques (including upholstery), and the appropriate use of materials and details.

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 386 Toy Design
Create an innovative preschool toy using the design process. You’ll develop the concept, create a three-dimensional prototype, and use 3D and 3D design tools. Your final outcomes will include sketches, renderings, package drawings, and scale models.

IND 389 Transportation Design 4
Improve your automotive interior design abilities. You’ll develop package skills for human factors and package layouts cumulating in a digital or physical model for final portfolio-ready presentation.

IND 423 Digital 3D Advanced Project
Apply your advanced-level NURBS surface modeling skills to a major project. You’ll gain new rendering and animation techniques using the software’s lighting, shading, and animation features for your presentations.

IND 440 Product Design 5
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 443 Intermediate Furniture Design
Learn professional finishing techniques to enhance furniture design. You’ll learn specialized techniques for detailing furniture for today’s market using stains, glazes, and acid washes.
IND 446 Intermediate Toy Design
Bring your innovative toy design to life. You’ll follow the full production process—including sketch models, molding, and model making—to create a finished, real working model of your original design.

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. Corporate sponsorship may apply.

IND 450 Product Design 6
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 483 Advanced Furniture Design
Become a successful furniture designer. Use your research, analysis, problem definition, and implementation skills to make a full-size prototype with appropriate production details, documentation, material specification, and costs.

IND 485 Transportation Design 6
Propose an advanced marketing strategy 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 486 Advanced Toy Design
Develop an age-appropriate toy. You’ll submit a proposal that includes extensive research on the target demographic, possible brand extensions, and an exploded view for manufacturability.

IND 489 Transportation Design 7
Use your voice as a designer to perfect your portfolio. You’ll evaluate your work-to-date and prepare additional portfolio pieces that highlight specific fields of interest and subjects to enhance your portfolio.

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

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

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

IND 590 Enhanced Studies
You will complete course assignments to develop the skills and knowledge as indicated on the graduate course syllabus and receive undergraduate credit for the course to be applied toward the undergraduate degree requirements. These credits cannot be applied toward any future graduate degree requirements. Director approval required. Fees and prerequisites will vary by topic.
IND 610 Industrial Design Processes
Learn the fundamentals of design thinking. You’ll discover the art, science and business aspects of design. You’ll learn through various design process techniques how to solve problems creatively.

IND 612 Industrial Design Drawing 1: Perspective
Learn to draw objects accurately. You’ll use one-point, two-point, and three-point perspective; practice plotting light, shadow, and reflection; and use visualization methods and freehand drawing techniques to create accurate drawings of basic forms.

IND 621 Model Making
Turn concepts and two-dimensional sketches into quick three-dimensional product models. You’ll focus on speed, safety, accuracy as you increase your ability to communicate and evaluate your ideas.

IND 625 Polygon Modeling & Form Exploration
Use creatively to explore and develop forms in a digital context. You’ll study basic sub-divisonal modeling commands, features, and workflows on a polygon modeling software to create photorealistic renderings suitable for 3-D printing. Polygon modeling software is often used in entertainment, footage, and reflection; and use visualization methods and freehand drawing techniques to create accurate drawings of basic forms.

IND 630 Design Project 1
Combine your introductory drawing and model making skills to explore your personal and professional interests under an assigned general topic. You’ll go through a typical design process, and how they’re used in various product manufacturing processes. [This course is cross-listed with IND 329.]

IND 662 Design Drawing 2
Practical freehand sketching abilities are a valuable asset. You’ll apply line, light, shade, shadow, value and contrast to shapes found in manufactured products, and begin the use of color. [This course is cross-listed with IND 211.]

IND 680 Design Project 2
Merge your more advanced drawing, model making and digital modeling skills to explore your personal and professional interest within a broad topic through a more sophisticated design process.

IND 694 Corporate Sponsored Project
In this corporate sponsored project, you’ll produce design proposals based on the sponsor’s project brief and will make adjustments based on sponsor feedback. You’ll also focus on concept, research, refinement, deliverables, presentation, and meeting project objectives.

IND 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 712 Design Drawing 3
Rapid freehand sketching techniques will improve your work. You’ll quickly sketch free and geometric forms focusing on textures and material delineation. [This course is cross-listed with IND 251.]

IND 725 Introduction to Digital 3D Modeling
Learn digital 3D modeling using industry standard NURBS solid 3D modeling software. You’ll explore basic tools and techniques to transform 2D design sketches into digital 3D models.

IND 730 Design Project 3
Apply your advanced skills and sophisticated understanding of the design process to a topic of your choice. Prepare for MA final review or MFA mid point reviews. Finish with a comprehensive portfolio piece.

IND 762 Industrial Design Drawing 4
As an advanced student, you will refine the ability to draw accurately, render realistically, with speed and confidence. You’ll combine these skills in the digital environment to create highly professional presentation drawings.

IND 763 Digital Imaging
Fine tune your work to make it portfolio-ready. You’ll evaluate past and current work to determine which projects best showcase your abilities using a comprehensive digital process. [This course is cross-listed with IND 363.]

IND 773 Digital Solid Modeling
Learn fundamental solid modeling, advanced part assembly, and how to export data for CNC output. You’ll generate orthographic drawings from 3-D data created in class. [This course is cross-listed with IND 323.]

IND 780 Thesis Preparation
Perform rigorous research to defend your midpoint proposals. You’ll exercise a variety of research methodologies and communication skills to prepare your midpoint review for committee approval.

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

IND 801 Group Directed Study
In addition to regular instructor critiques of your projects and works in progress, you will discuss approaches to your Thesis Project with graduate student peers. You must have passed your midpoint review and Director approval required. Course prerequisites and fees will vary by topic.

IND 807 Industry Expert Focus
Move your thesis project forward with direction from an industry expert. You’ll receive targeted recommendations, set goals and achieve goals, and get feedback from your peers through the design and/or implementation phases.

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; 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.

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.

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.
CAREER PATHS

Design Firm
- Principal (Certified Int. Designer)
- Architects, Senior Interior Designers (Certified Int. Designer)
- Project Manager, Designers (CID), Construction Manager
- Job Captains
- Renderers, Modelmaking, Presentation
- Drafters, BIM, CAD
- Interns

International Corporate
- Senior VP Global Design (Certified Interior Designer)
- VP Design (Regional) (CID)
- Senior Designers (CID)
- Project Manager, Designers, Architects
- Job Captains
- Drafters, BIM, CAD
- Interns

Did you know?
San Francisco boasts active chapters of International Interior Designer Association (IIDA), American Society for Interior Designers (ASID), Hospitality Industry Association (HIA), and others who work with Academy student chapters. The school joins with these groups for portfolio evaluations done in professional offices, by professionals.

The School of Interior Architecture & Design offers wonderful opportunities for students both online and on site to go to Chicago for NeoCon, participate in the Starbucks competition project and DIFIA (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 Rehlamp a Chair Competition sponsored by Leftovers Consignment Store, this last one is a charity event where students are given a chair to redesign raising funds for local animal shelters.

Recently, Hospitality Design Magazine did a special September education issue focusing on “projects, people and schools making an impact”. AAU is featured along with Cornell, Harvard and Georgetown to name a few.
## DEGREE REQUIREMENTS

### Associate of Arts [AA] in Interior Architecture & Design

#### AA UNIT REQUIREMENTS

**MAJOR COURSEWORK**

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
</tr>
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<tr>
<td>CORE</td>
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<td>MAJOR</td>
<td>15</td>
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<tr>
<td>LIBERAL ARTS</td>
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</table>

**TOTAL** 66 UNITS

### AA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS

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

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

### AA INTERIOR ARCHITECTURE & DESIGN CORE COURSES

- FND 113 Sketching for Communication
- FND 122 Color Fundamentals
- IAD 100 Foundations Studio - The Roots of Design
- IAD 140 Introduction to Construction Documents
- IAD 200 Spatial Development Studio
- IAD 240 Building Codes & Systems
- IAD 241 Perspective Drawing Techniques
- IAD 245 Materials
- IAD 280 BIM & Design Graphics
- IAD 330 Introduction to Lighting Design
- LAN 375 Sketching for Idea Development

### GENERAL EDUCATION REQUIREMENTS

#### WRITTEN COMMUNICATION: COMPOSITION

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

#### WRITTEN COMMUNICATION: CRITICAL THINKING

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

#### EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

#### ART HISTORICAL AWARENESS

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Interior Architecture & Design

**BFA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**
- **CORE** 36 UNITS
- **MAJOR** 42 UNITS
- **ELECTIVES** 9 UNITS
- **LIBERAL ARTS** 45 UNITS

**TOTAL** 132 UNITS

**BFA INTERIOR ARCHITECTURE & DESIGN UNIT REQUIREMENTS**

**DEGREE REQUIREMENTS**

- Minimum grade of C- in all core courses, major courses, and LA 107 or LA 108, LA 226/IAD 230, & LA 229/IAD 231.
- Minimum 2.0 GPA and the following general education requirements:
  - 2 Art Historical Awareness courses
  - 2 Interior Architecture History courses
  - 1 Employment Communications and Practices course
  - 1 Written Communication: Composition course
  - 1 Written Communication: Context & Style course
  - 1 Written Communication: Critical Thinking course
  - 1 Historical Awareness course
  - 1 Quantitative & Human Factors course
  - 1 Cultural Ideas & Influences course

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

**BFA INTERIOR ARCHITECTURE & DESIGN CORE COURSES**
- FND 113 Sketching for Communication
- FND 122 Color Fundamentals
- IAD 100 Foundations Studio - The Roots of Design
- IAD 140 Introduction to Construction Documents
- IAD 200 Spatial Development Studio
- IAD 240 Building Codes & Systems
- IAD 241 Perspective Drawing Techniques
- IAD 245 Materials
- IAD 280 BIM & Design Graphics
- IAD 330 Introduction to Lighting Design
- IAD 450 IAD Portfolio Preparation
- LAN 375 Sketching for Idea Development

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

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

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**HISTORICAL AWARENESS**

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

**ART HISTORICAL AWARENESS**
- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century

**INTERIOR ARCHITECTURE HISTORY**
- LA 226/IAD 230 Survey of Traditional Interior Architecture
- LA 229/IAD 231 Survey of Contemporary Interior Architecture

**QUANTITATIVE & HUMAN FACTORS**
- LA 254 Human-Centered Design

**CULTURAL IDEAS & INFLUENCES**

**CHOOSE ONE:**
- LA 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 462 Power of Myth and Symbol

**EMPLOYMENT COMMUNICATIONS & PRACTICES**
- LA 291 Designing Careers
Certificate in Interior Architecture & Design

CERTIFICATE REQUIREMENTS

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• 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

**REQUIRED MAJOR COURSES**
- IAD 600  Studio 1
- IAD 601 Fundamentals of Design Documentation
- IAD 602 Building Systems and Codes
- IAD 603 Sketching & Perspective for Interior Environments
- IAD 604 Lighting Design
- IAD 608 Digital Imaging
- IAD 610 Studio 2
- IAD 611 BIM - Building Information Modeling
- IAD 612 Material Use
- IAD 613 Studio 3

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**
- **GRADUATE LIBERAL ARTS REQUIREMENTS**
  - 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

**MA INTERIOR ARCHITECTURE AND DESIGN DEGREE REQUIREMENTS**
- Successful completion of Final Portfolio Review
- Minimum grade of C in all required courses
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  - 1 Art Historical Awareness & Aesthetic Sensitivity course
  - 1 Professional Practices & Communications course

**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

**REQUIRED MAJOR COURSES**
- IAD 600 Studio 1
- IAD 601 Fundamentals of Design Documentation
- IAD 602 Building Systems and Codes
- IAD 604 Lighting Design
- IAD 610 Studio 2
- IAD 611 BIM - Building Information Modeling
- IAD 612 Material Use
- IAD 613 Studio 3
- IAD 625 Survey of Sustainable Design
- IAD 640 Light & Color Perception
- IAD 603 Sketching & Perspective for Interior Environments
- IAD 608 Digital Imaging

**MFA INTERIOR ARCHITECTURE & DESIGN DEGREE REQUIREMENTS**
- Successful completion of Final Thesis Project
- Minimum grade of C in all required courses
- Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  - 1 Art Historical Awareness & Aesthetic Sensitivity course
  - 1 Cross Cultural Understanding course
  - 1 Professional Practices & Communications course
  - A minimum of thirty semester credits of college-level liberal arts and sciences (general education) must be completed (NOTE: this will include credits earned from the student's bachelor degree)
IAD 100 Foundations Studio - The Roots of Design
This course provides students with an overview of the interior design profession and the built environment. Students are introduced to the value of IAD and the contributions they can make to society as future designers. Covered are the principles and elements of design, color terminology and theories, the language of design, and the design process, including conceptual development. Students will create a variety of design solutions, demonstrate creative problem solving, sketching, and presentation skills.

IAD 140 Introduction to Construction Documents
In this course, students gain the practical technical skills needed to create construction documents. Students will hand-draft architectural construction documents including floor, lighting, electrical, furniture and finish plans, sections, elevations, details and schedules. Applying lettering, line weight, dimensions, and graphic symbols will also be covered.

IAD 161 The Golden Section and Sacred Geometry
The study of unique geometric constructions and proportions that form the structure of the universe. Artistic, mathematical, philosophical and aesthetic aspects will be explored. Students examine the symbolic and practical theories and applications of these divine principles from both classical and contemporary sources. Open to all majors.

IAD 200 Spatial Development Studio
The power of dynamic space planning propels design. Dive into ideation extrapolation, problem solving strategies, and the basics of commercial and residential spatial development. Schematic design tools such as diagramming, bubble drawings, and model-making will be integrated to explore factors such as circulation, accessibility, adjacencies, universal design and the relationship between human beings and their environment.

IAD 210 Digital Imaging
This course introduces students to digital imaging software. Students will learn techniques to enhance color presentations, create graphic layouts, and integrate various types of media into cohesive images.

IAD 215 Model Making in the Design Process
Students will study the process of 3D visualization for interior environments; students will develop models for all stages of the design process. Conceptual models, sketch/working models, structural models and detailed final presentation models will be explored.

IAD 220 Survey of Traditional Interior Architecture
This course will focus on major movements, innovations and advancements in architecture, design, furniture, and materials from pre-history to the early 19th century. Students apply design language and further examine societal, political, historical and economical influences in a series of assignments and discussions.

IAD 230 Survey of Contemporary Interior Architecture
Students will study the evolution of modern concepts of architecture and interior design from the Industrial Revolution to the present. Social philosophy is explored with special attention to the historical, political, and geographic influences.

IAD 231 Survey of Bay Area Architecture
Students study San Francisco architecture and interiors within the context of Bay Area history. Students learn general structural terms and how to place materials and furnishings in historical context. Orders of architecture, roof types, windows, porches, towers and interior detailing are explored.

IAD 240 Building Codes & Systems
This course provides a technical background in codes—zoning, building, life-safety and accessibility regulations. The course addresses building systems—structural, mechanical, plumbing, electrical, communication, acoustical, and lighting. Students acquire knowledge for coordinating holistically with a design team. Students demonstrate knowledge through a series of design projects, quizzes and design creation.

IAD 241 Perspective Drawing Techniques
The design you see in your mind will flow through your hand. Expert visual communication skills communicate your design solutions to colleagues and clients. You will create ideation and conceptualization hand drawings and perspective sketches that incorporate the elements of design to represent your interior design concepts.

IAD 245 Materials
Properties and performance criteria of materials for interiors will be evaluated for ergonomics, environmental attributes, life cycle cost, indoor air quality, flame spread ratings, regulations, and color interaction and purposes. Material fabrication, installation, and maintenance will be discussed. A final project of material boards and specifications will be developed.

IAD 260 Computer Aided Drafting
Students will learn the technical skill-sets of CAD while applying their existing drafting and design skills to a design project culminating in a small document set.

IAD 270 3D Digital Modeling
Students will gain an understanding of the steps required to produce spatial visualizations using the computer. Students create and render their own designs and develop techniques to enhance their virtual environments using geometry, materials, light and shadow. Simple animations will be explored.

IAD 280 BIM & Design Graphics
This course introduces building information modeling (BIM) technology. Students will create virtual 3D models and a document set including plans, elevations, sections, and details.

IAD 290 Integrated 3D Visualization & Virtual Reality
Discover the world of 3D Visualization. You will experience your prior digital perspectives in virtual reality. Develop your divergent thinking, spontaneity, and free flowing thought methodology. Expand your thought processes through the intersection of creative and technical domains.

IAD 310 Residential Design Studio
Students will practice the design process from programming to design documentation at an intermediate level. Projects will be evaluated based on the student’s ability to execute and communicate their design process including analysis, programming, conceptual design, space planning, design development, and design documentation. Specifications and architectural detailing will be emphasized.

IAD 330 Introduction to Lighting Design
In this course, students develop basic lighting strategies, drawings and specifications for interior design applications. Designs will be evaluated in terms of the design process, luminous composition, lighting, and color. Students will be introduced to the elements of design for real-world application will be emphasized.

IAD 340 Commercial Design Studio
Students will apply all skills and theory learned to develop a comprehensive response to program and context for a commercial design project. Students will demonstrate a detailed understanding of the design process including research, concept and design development, design documentation and presentation. Designing for real-world application will be emphasized.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
IAD 345 Color Rendering Techniques
This course focuses on professional rendering techniques that complement other graphic communication methods. Students will employ a variety of mediums to create authentic versions of their designs. Work will be evaluated on application of color theory and ability to depict effects of color, light, material, texture in the built environment.

IAD 380 Sustainable Design Studio
Focus on theoretical and practical understanding of the field of sustainable design in the built environment. Implementing sustainable design tools and strategies to create designs that promote energy and water efficiency, indoor environmental quality, and social welfare, while applying these strategies in a final design project with an interdisciplinary approach.

IAD 390 Specialty Studio
Engage in a dynamic specialty project. Through opportunities for collaboration, multidisciplinary team structures, and external partners you will raise the bar for innovation, creative solutions and visual communication. Adaptive thinking and user-centric methodologies will elevate your design solutions. Specific projects and partnerships will vary each semester.

IAD 410 Advanced Commercial Design Studio
Design benefits society. Create interiors for healthcare environments and special populations such as children and the elderly. You will design solutions for complex interior spaces and produce professional specifications that address universal and inclusive design and wellness, while placing emphasis on the client’s physical and emotional needs.

IAD 430 Professional Practice for Interior Design
The emphasis in this course is on the business skills necessary to open and operate an interior design practice. Professional ethics, liability, specification, purchasing documents and procedures will be stressed. Students will be taught to establish fee structures, negotiate services, and manage and expedite projects.

IAD 440 Comprehensive Design Studio
This course focuses on a complex commercial project in which students will apply their entire skillset. Students will identify the design process to the project, research case studies for innovative solutions used to satisfy similar challenges, and based on analysis of the precedents, incorporate successful design components with their own creative ideas to formulate the best solution. Emphasis will be placed on a comprehensive approach, solutions that promote positive sustainability, and a complete presentation including drawings across a range of appropriate media.

IAD 450 IAD Portfolio Preparation
The portfolio is a graphic representation of the designer’s range and overall approach to projects. In this course, students will develop identity package and portfolio as presentation of their ability and personal style, under the guidance of the instructor. Emphasis will be placed on conveying strengths and professional readiness.

IAD 490 Portfolio Enhancement
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.

IAD 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.

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.
IAD 600 Studio 1
This course will explore the design process through problem solving. Sketching alternatives, applied research and appropriate media for design communication will be stressed.

IAD 601 Fundamentals of Design Documentation
This course teaches the fundamentals of construction documents for interior architecture and design. Design documentation will include plans, elevations, and sections.

IAD 602 Building Systems and Codes
This course provides a technical background in building systems. Students acquire vital knowledge for coordinating holistically with a design team. Subjects include structural, mechanical, electrical, plumbing, and acoustical systems, detailing, building codes, and zoning. Students demonstrate their understanding by developing construction plans. Prior experience or coursework with 3D’s is required.

IAD 603 Sketching & Perspective for Interior Environments
This course addresses the ability to create quick sketches and use perspective and composition to communicate design.

IAD 604 Lighting Design
Students explore lighting design in a series of projects. Technical and aesthetic principles will be emphasized.

IAD 608 Digital Imaging
Students will further develop their ability to use imaging software, learn to improve their digital techniques for color presentation and better integrate various media. Graphic design principles will be emphasized.

IAD 610 Studio 2
This project-based course will emphasize development in spatial design, as well as utilizing various media and technology. Students will learn to improve their digital techniques for color presentation and develop spatial design concepts. Hand sketching, perspective drawing, and rendering will also be emphasized.

IAD 611 BIM - Building Information Modeling
This project-based course introduces Building Information Modeling (BIM) as a means to convey geometry, spatial relationships, geographic information, as well as quantities and properties of building components. Students will learn to maintain design project data within a single file, capable of seamlessly generating plans, sections, and elevations.

IAD 612 Material Use
This project-based course will emphasize the appropriate selection, specification and installation of both construction and finish materials used in the profession.

IAD 613 Studio 3
Students will develop a medium scale mixed use project from site analysis through to design documentation. Design process, research and the principles of sustainable design are emphasized as they apply to the interior environment, including finish materials, daylighting, and indoor air quality.

IAD 621 3D Modeling
Students will further develop their understanding of the steps required to produce architectural visualizations using the computer. Students will render their own designs using AutoDesk Viz.

IAD 625 Survey of Sustainable Design
This course will focus on sustainable design concepts and environmental issues influencing design in the 21st century. Students will examine facts and establish opinions regarding sustainability leading to a personal philosophy.

IAD 640 Light & Color Perception
In this course, students will learn the principals of color and light and how they affect the perception and the interior environment. Students will utilize various color theories and contemporary research to explain and predict integrated solutions concerning human emotional responses, way finding, and behavioral modification through design. Students will perform spatial analysis using color composition to emphasize, complement and create focal areas.

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
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 complete a Final Thesis Project to completion. Please note that some Directed Study courses have a required course fee and course prerequisites may vary by topic.

IAD 810 Programming
Guided by faculty, students select a building site in need of rehabilitation to fit the Community’s needs OR an area of Specialty as the basis for their thesis. Throughout the semester, students research the needs for the project. The course culminates with a programming booklet and presentation of their findings.

IAD 812 Schematic Design and Space Planning
Guided by faculty, students develop and finalize design decisions for the thesis based on work from IAD 810 and IAD 812. Work is supported by selections made in IAD 834 Materiality. IAD 830 culminates in a design development presentation. Progress is made towards a set of construction drawings including plans, elevations, and details.

IAD 834 Materiality: FF & E, Finishes and Lighting
Guided by faculty and based on work in IAD 810 and 812, students focus on FF&E, finish, and lighting selections for their thesis incorporating maintenance, durability, environmental impact, and aesthetics factors. Students produce specifications and an RCP. Selections must support the problem statement and concept. Requires collaboration with IAD 830.

IAD 838 Thesis Visualization
In this course, students will focus on digitally rendering five main interior areas. Students will develop and apply 3-D modeling techniques. Students will develop and refine authentic representations of interiors for their Final Thesis Project and document the process in weekly Directed Study Journal entries and a final presentation.

IAD 850 Thesis Implementation
In this course, students will receive instruction and critiques for their individual Final Thesis Project. In addition, students will discuss approaches to the written and graphic portions of their Final Thesis Project.
IAD 900 Internship
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.

IAD 990 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.
“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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<th>CORE</th>
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<td>+ LIBERAL ARTS</td>
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**TOTAL** 66 UNITS

### AA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

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

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

### GENERAL EDUCATION REQUIREMENTS

**WRITTEN COMMUNICATION: COMPOSITION**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

- **CHOOSER 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 CORE COURSES

- **FSH 161** Digital Techniques for the Fashion Business
- **FND 113** Sketching for Communication
- **JEM 108** Wax Carving and Introduction to Casting
- **JEM 110** Jewelry & Metal Arts 1
- **JEM 155** Jewelry & Fashion
- **JEM 165** Centrifugal & Vacuum Casting 1
- **JEM 210** Jewelry & Metal Arts 2
- **JEM 224** Exploring Textile Techniques in Metal
- **JEM 233** Digital Design, Laser Cutting, Milling for Jewelry & Metal Arts
- **JEM 240** Enameling 1
- **JEM 344** Moving Metal 1
Bachelor of Fine Arts [BFA] in Jewelry & Metal Arts

BFA UNIT REQUIREMENTS
MAJOR COURSEWORK
- CORE: 36 UNITS
- MAJOR: 42 UNITS
- ELECTIVES: 9 UNITS
- LIBERAL ARTS: 45 UNITS
TOTAL: 132 UNITS

BFA JEWELRY & METAL ARTS CORE COURSES
- FA 430: Senior Portfolio Workshop/Professional Practices
- 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 165: Centrifugal & Vacuum Casting 1
- JEM 210: Jewelry & Metal Arts 2
- JEM 224: Exploring Textile Techniques in Metal
- JEM 240: Enameling 1
- JEM 233: Digital Design, Laser Cutting, Milling for Jewelry & Metal Arts
- JEM 344: Moving Metal 1

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:
  - Art Historical Awareness courses
  - 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
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: Perspectve Journalism

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

QUANTITATIVE LITERACY
- CHOOSE ONE:
  - LA 124: Physics for Artists: Light, Sound, and Motion
  - LA 146: Anatomy of Automobiles
  - LA 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 462: Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES
- LA 291: Designing Careers
ART HISTORICAL AWARENESS

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

CHOOSE TWO:

LA/LAN 117  Survey of Landscape Architecture
LA/IND 118  History of Industrial Design
LA 128  The Body As Art: History of Tattoo & Body Decoration
LA 129  History of Automotive Design
LA/GAM 131  History of Gaming
LA 132/ANM 102  History of Animation
LA 134/ANM 104  History & Technology of Visual Effects & Computer Animation
LA/VIS 137  History of Visual Development
LA/PH 147  History of Photography
LA/LAN 177  Pre-Industrial Urban Open Spaces
LA 182  Genres in Film
LA/ILL 195  History of Comics: American Comics
LA/ILL 197  History of Comics: International and Alternative Comics
LA/ARH 219  History of Architecture: Ancient to Gothic
LA 220  American Art History
LA 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 236/AD 232  Survey of Bay Area Architecture
LA 242/GR 242  History of Graphic Design
LA 243/ILL 310  History of American Illustration
LA/FSH 244  History of Fashion
LA/JEM 245  History of Jewelry and Metal Arts from Around the World
LA/FSH 246  History of Textiles
LA 247  History & Techniques of Printmaking
LA 249  An Artistic and Intellectual History of the Renaissance

LA 274  Study Abroad: Art & Architecture of Renaissance Florence
LA 276  Seminar in Great Britain
LA/LAN 277  Post Industrial Urban Open Spaces
LA 278  Seminar in France
LA 279  Seminar in Italy
LA 281/MPT 255  Film History 1: Pre-1940
LA 282/MPT 256  Film History 2: 1940-1974
LA 283  Examining Film Noir
LA 284  Evolution of the Horror Film
LA 319  History of Architecture: Modernity
LA 326  Topics in World Art
LA 327  Art of the Classical World
LA 333  Art of the Middle Ages
LA 361  The Artist in the Modern World
LA 382  Film History 3: Contemporary Cinema
LA 383  World Cinema
LA 384  Underrated Cinema
LA 385  Close-up on Hitchcock
LA 386  Exploring Science Fiction Cinema
LA 387  Women Directors in Cinema
LA 388  Survey of Asian Cinema
LA 400  Art of the Italian Renaissance
LA 421  Northern Renaissance Art
LA 422  Italian Baroque Art
LA 423  The Golden Age of Dutch Art
LA 432  Art of Spain: From El Greco to Picasso
LA 433  18th & 19th Century European Art
LA 434  History of Asian Art
LA 464  Dada & Surrealism
Master of Arts [MA] in Jewelry & Metal Arts

MA UNIT REQUIREMENTS

MAJOR 30 UNITS
+ GRADUATE LIBERAL ARTS 6 UNITS
TOTAL 36 UNITS

MA JEWELRY & METAL ARTS REQUIRED MAJOR COURSES

FA 601  Drawing
JEM 605  Forging & Forming
JEM 608  Wax Model Making and Introduction to Casting
JEM 610  Jewelry & Metal Arts: Design & Fabrication
JEM 620  Jewelry & Metal Arts: Advanced Design & Fabrication
JEM 635  Modern & Contemporary Design & Techniques
JEM 644  Project Development
JEM 649  Casting for Jewelry and Sculpture
JEM 660  Introduction to 3D Printing and Modeling
or IND 725  Introduction to Digital 3D Modeling
JEM 668  Digital Design: Laser Cutting and Milling

MA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

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

MA JEWELRY & METAL ARTS GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601  Classical Aesthetics and the Renaissance
GLA 602  The Art & Ideology of the 20th Century
GLA 605  Motion Picture Theory & Style
GLA 606  Crossing Borders: Art & Culture in a Global Society
GLA 607  Art & Ideas of the Enlightenment
GLA 609  Renovating Tradition: Art & Ideas of the 19th Century
GLA 613  Fashion, Arts, and Influence
GLA 615  History of Graphic Design
GLA 615E  History of Graphic Design
GLA 621  History & Techniques of Character Animation
GLA 622  History & Techniques of VFX
GLA 623  History and Techniques of Games
GLA 624  History of Visual Development
GLA 625  History of Photography
GLA 629  150 Years of American Illustration
GLA 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  Graduate Seminar in Europe
GLA 905  Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 674  Professional Practices for Fine Artists
Master of Fine Arts [MFA] in Jewelry & Metal Arts

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA JEWELRY & METAL ARTS REQUIRED MAJOR COURSES

- FA 601 Drawing
- JEM 605 Forging & Forming
- JEM 608 Max Model Making and Introduction to Casting
- JEM 610 Jewelry & Metal Arts: Design & Fabrication
- JEM 620 Jewelry & Metal Arts: Advanced Design & Fabrication
- JEM 630 Innovations in Materials and Processes
- JEM 643 Papercraft/Mixed Media or any course in major
- JEM 644 Project Development
- JEM 649 Casting for Jewelry and Sculpture
- JEM 668 Digital Design: Laser Cutting and Milling

MFA JEWELRY & METAL ARTS DEGREE REQUIREMENTS

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

MFA JEWELRY & METAL ARTS GRADUATE LIBERAL ARTS REQUIREMENTS

- ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

  CHOOSE ONE:
  - GLA 601 Classical Aesthetics and the Renaissance
  - GLA 602 The Art & Ideology of the 20th Century
  - GLA 605 Motion Picture Theory & Style
  - GLA 606 Crossing Borders: Art & Culture in a Global Society
  - GLA 607 Art & Ideas of the Enlightenment
  - GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
  - GLA 613 Fashion, Arts, and Influence
  - GLA 615 History of Graphic Design
  - GLA 615E History of Graphic Design
  - GLA 621 History & Techniques of Character Animation
  - GLA 622 History & Techniques of VFX
  - GLA 623 History and Techniques of Games
  - GLA 624 History of Visual Development
  - GLA 625 History of Photography
  - GLA 629 150 Years of American Illustration
  - GLA 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 Graduate Seminar in Europe
  - GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

- CROSS CULTURAL UNDERSTANDING

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

- PROFESSIONAL PRACTICES & COMMUNICATIONS
  - GLA 674 Professional Practices for Fine Artists
JEWELRY & METAL ARTS

UNDERGRADUATE COURSES

JEM 108 Wax Carving and Introduction to Casting
Casting is an important today as it was thousands of years ago. Learn additive and subtractive methods like forming, texturing, machining, sawing, and melting wax, and execute proportions through layout carving, transferring, build-up, and casting gemstones in place.

JEM 110 Jewelry & Metal Arts 1
Create fine metal objects and jewelry using copper, brass, bronze, and sterling silver. Gain skills in inlay setting, metal forging, die forming, basic chain making, and introductory casting.

JEM 135 Jewelry & Fashion
Explore the world of jewelry and accessories. Learn intermediate fabrication, casting, and stone-setting techniques, along with chain making and etching. Plus, you’ll create an exciting inspiration journal of your research and ideas.

JEM 208 Advanced Wax Carving and Modeling
Bring your advanced designs to life. Learn additional subtractive and additive methods for texturing, machining, sawing, melting wax, and casting gemstones in place.

JEM 210 Jewelry & Metal Arts 2
Advanced stone setting, tool making, electroforming, metal leaf, woodworking, and mixed media. Use these techniques to create jewelry or small-scale sculptural objects—your choice!

JEM 224 Exploring Textile Techniques in Metal
Jewelers, textile artists, sculptors—learn to adapt textile techniques to metal. Weave, knit, and crochet with fine wire and metal to create unique wearable and sculptural forms. This course is cross-listed with JEM 624.

JEM 233 Digital Design: Laser Cutting and Milling
Using industry-standard software and digital fabrication technologies, you’ll develop vectors and rasters to be laser cut or machined with a CNC mill into precise, intricate designs in a variety of materials. Enhance your individualized projects with these new contemporary techniques. [This course is cross-listed with JEM 668.]

JEM 235 Kinetics and Mechanics
Add movement and interactivity to your projects to engage your audience. Learn to use mechanisms like gears, cams, pulleys, and linkages to create, convert, and control the movement of mechanical sculptures, automata, and wearables.

JEM 238 Papermaking/Mixed Media
Paper is a powerful, creative tool. Using historical and contemporary techniques, you’ll learn how natural and raw plant materials become unique papers. Turn these papers into amazing projects for book arts, sculpture, printmaking, photography, and wearables. [This course is cross-listed with JEM 643.]

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 using 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 CAD, SLA, laser and inkjet printing, 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 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 like technical/mechanical perfection? Practice complex applications that require high-precision tolerances, learn to turn a perfect cylinder, operate a live center, and combine materials using cold connections.

JEM 333 Advanced 3D Modeling and Printing
Precision and accuracy matter. Gain more hands-on 3D modeling and printing experience to create a cohesive collection of intricate and complex forms for your professional-level portfolio. [This course will be cross-listed with JEM 670.]

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 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 Casting for Jewelry and Sculpture
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 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 kum bo.

JEM 422 Advanced Techniques: Stone Setting
Set gemstones like a professional. Sharpen your stone-setting skills and create basket, prong, channel, bezel, and pave settings.

JEM 444 Moving Metal 2
You’ve completed Moving Metal 1; now you’ll be able to develop advanced projects using techniques like raising, fold forming, forging, die forging, surface embossment, and patina. You’ll also make specialized tools and shape custom-made hammers.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
JEM 450 Internship in 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 455 Centrifugal & Vacuum Casting 2
Improve your casting techniques with complex molds and mechanical finishing. Create a multi-piece sculpture, jewelry collection, or series using injection mold making, multi-metal casting, and finishing techniques.

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

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

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

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

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

GRADUATE COURSES

JEM 605 Forging & Forming
Shape non-ferrous metals through forging and the magic of fold forming to make jewelry, functional and non-functional objects. Gain a greater understanding of the malleability of metals and learn to make tools specific to project needs.

JEM 608 Wax Model Making and Introduction to Casting
Metal casts take on the exact image of wax models. Use waxes, tools, and finishes to create quality wax models for successful metal castings for jewelry and sculptural forms.

JEM 610 Jewelry & Metal Arts: Design & Fabrication
Learn soldering, fabrication, stone setting, texturing, patination, and lost wax casting techniques to develop thematically related jewelry or sculptural forms. Use sketchbooks and journals to document your ideas and inspirations.

JEM 620 Jewelry & Metal Arts: Advanced Design & Fabrication
Continue to develop your conceptual and technical skills. Building on your knowledge of the materials, techniques, styles, and movements learned in JEM 610, you’ll work on individually tailored projects using new skills in chain making, etching, intermediate stone setting, and advanced clasps.

JEM 624 Exploring Textile Techniques in Metal
Jewelers, textile artists, sculptors – using fine wires and metal, learn to weave, knit, crochet, and braid to adapt textile techniques to your jewelry, fashion, and sculptural forms. (This course is cross-listed with JEM 224.)

JEM 630 Innovations in Materials and Processes
Experiment with innovative concepts, materials, and techniques to create a sophisticated body of work. Learn to combine materials such as rubber, wood, fiber, cement, resin, and plastic to produce a unique professional outcome. [This course is cross-listed with JEM 310.]

JEM 635 Modern & Contemporary Design & Techniques
Integrate historical techniques and styles to create projects for this class. Through research, analysis, and fabrication of jewelry and related objects, you’ll gain an understanding of the concepts underlying various trends.

JEM 640 Stone Setting
Prong, Channel, Bead, Pavé. Gypsy. Learn new stone-setting techniques using gravers and a variety of professional stone-setting tools to produce a final project that showcases your advanced skills.

JEM 644 Project Development
Create a portfolio that demands attention. Use rigorous conceptual and technical skills to evaluate your current body of work, discover areas for growth, and create new pieces for your final presentation. Plus, you’ll develop an inspiration journal documenting your research, dialogue, and process.

JEM 650 Exploring Jewelry & Metal Arts: 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 underlying various trends.

JEWELRY & METAL ARTS

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
JEM 649 Casting for Jewelry and Sculpture
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 Modular Casting for Sculpture and Jewelry
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. [This course will be cross-listed with JEM 333.]

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

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

JEM 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 850 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; M.ARCH: 24 units total of completed major coursework, and director approved portfolio review. If interested, you should discuss your eligibility for an internship with your student services advisor who will direct you to the Internship Application Form, and inform you of deadlines.
LANDSCAPE ARCHITECTURE
Design spaces that create harmony

We believe all people deserve a conversation with nature. Landscape architects create community parks, revitalize urban centers and watersheds. They rejuvenate suburban streetscapes, playing fields and playgrounds. They design beautiful gardens, college campuses and landscapes for corporate headquarters. They create trails, interpretive walkways and entrances for national parks.

Urban regeneration, climate change, water issues, habitat restoration: here you will learn to think big. If you want to be a part of environmental solutions, landscape architecture is your passion.
WHAT WE OFFER

Professional Faculty: San Francisco is home to one of the largest concentrations of Landscape Architects. Come learn from them.

Cross-disciplinary Curriculum: Collaborate with Academy of Art University students from the Schools of Architecture, Interior Architecture & Design, Motion Pictures & Television, Fine Art & Sculpture and Graphic Design to create dynamic landscapes for the 21st Century. Learn to see the world in a new way and create landscapes that people love, landscapes that restore the earth’s processes and systems.

Real World Experience: Get hands-on experience with the latest tools in landscape architecture and learn to master every resource to create a dynamic portfolio that stands out above the rest.

CAREER PATHS

Landscape Architecture is the perfect combination of art and science, urban and rural, living systems and sculptural form, historical precedent and innovative vision. It is the profession of the future.

Come learn with us! All of our more than 25 instructors are practicing landscape architects, landscape designers, artists, or architects who bring their expertise and professional experience directly into our studios and classrooms. Our instructors represent celebrated landscape architecture firms recognized around the world for their exceptional and visionary designs.
DEGREE REQUIREMENTS

Associate of Arts [AA] in Landscape Architecture

AA UNIT REQUIREMENTS

MAJOR COURSEWORK
CORE 30 UNITS
MAJOR 18 UNITS
+ LIBERAL ARTS 18 UNITS
TOTAL 66 UNITS

AA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

• Minimum grade of C- in all core courses, major courses, and the following courses:
  LA 107 Writing for the Multilingual Artist
  or LA 108 Composition for the Artist
  LA/LAN 177 Pre-Industrial Urban Open Spaces
  LA 255 College Math
  LA 271 College Algebra with Geometry
  LA/LAN 277 Post Industrial Urban Open Spaces
• Minimum 2.0 GPA and the following general education requirements:
  2 History of Landscape Architecture courses
  1 Written Communication: Composition course
  1 Written Communication: Critical Thinking course
  1 Fundamental Math course
  1 Applied Math course
  1 Employment Communications & Practices course

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers

FUNDAMENTAL MATH
LA 255 College Math

APPLIED MATH
LA 271 College Algebra with Geometry

HISTORY OF LANDSCAPE ARCHITECTURE
LA/LAN 177 Pre-Industrial Urban Open Spaces
LA/LAN 277 Post Industrial Urban Open Spaces

AA LANDSCAPE ARCHITECTURE CORE COURSES

ARH 110 Studio 1: Conceptual Design Studio
FND 113 Sketching for Communication
IAD 210 Digital Imaging
LAN 135 The Natural World 2: Climate & Plant Communities
LAN 180 Plants in the Landscape 1
LAN 193 Drawing as Process
LAN 213 Digital Rendering
LAN 235 Site Inventory & Analysis
LAN 250 Landscape Design Studio
LAN 260 Site Engineering
Bachelor of Fine Arts [BFA] in Landscape Architecture

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK
- CORE
  - 36 UNITS
- MAJOR
  - 42 UNITS
- ELECTIVES
  - 9 UNITS
+ LIBERAL ARTS
  - 45 UNITS

TOTAL
  - 132 UNITS

BFA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

- Minimum grade of C- in all core courses, major courses, and the following courses:
  - LA 107 Writing for the Multilingual Artist
  - or LA 108 Composition for the Artist
  - LA/LAN 115 The Natural World 1
  - LA/LAN 117 Survey of Landscape Architecture
  - LA/LAN 177 Pre-Industrial Urban Open Spaces
  - LA 255 College Math
  - LA 271 College Algebra with Geometry
  - LA/LAN 277 Post Industrial Urban Open Spaces
  - LA/LAN 287 People & the Environment

- Minimum 2.0 GPA and the following general education requirements:
  1. History of Landscape Architecture courses
  2. Written Communication: Composition course
  3. Written Communication: Critical Thinking course
  4. Fundamental Math course
  5. Applied Math course
  6. Landscape Social Factors course
  7. Historical Awareness course
  8. Cultural Ideas & Influences course
  9. Employment Communications & Practices course

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

- CHOOSE ONE:
  - LA 291 Designing Careers

HISTORICAL AWARENESS

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

HISTORY OF LANDSCAPE ARCHITECTURE

- CHOOSE ONE:
  - LA/LAN 177 Pre-Industrial Urban Open Spaces
  - LA/LAN 277 Post Industrial Urban Open Spaces

LANDSCAPE SOCIAL FACTORS

- CHOOSE ONE:
  - LA/LAN 297 People & 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 462 Power of Myth and Symbol

FUNDAMENTAL MATH

- CHOOSE ONE:
  - LA 255 College Math

APPLIED MATH

- CHOOSE ONE:
  - LA 271 College Algebra with Geometry

LANDSCAPE ARCHITECTURE
Master of Arts [MA] in Landscape Architecture

MA UNIT REQUIREMENTS

MAJOR

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<tr>
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<th>Course Title</th>
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<td>LAN 605</td>
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<td>Historical Precedents of Landscape Architecture</td>
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<td>Site Engineering</td>
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<td>Designing Public Spaces Studio</td>
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<td>LAN 679</td>
<td>Advanced Landscape Graphics</td>
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TOTAL 36 UNITS

MA LANDSCAPE ARCHITECTURE DEGREE REQUIREMENTS

• Successful completion of Final Portfolio Review
• Minimum 2.0 cumulative GPA
• Minimum grade of C in all required 36 units
Master of Fine Arts [MFA] in Landscape Architecture

MFA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>MAJOR</th>
<th>57 UNITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ DIRECTED STUDY</td>
<td>6 UNITS</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>63 UNITS</strong></td>
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</tbody>
</table>

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 617 Site Engineering
- LAN 619 Ecological Foundations of Design 2
- LAN 620 Site Design Studio
- LAN 660 Designing Public Spaces Studio
- LAN 665 Digital Graphics for Landscape Architecture
- LAN 670 Regional Planning & Analysis Studio
- LAN 678 People & the Environment
- LAN 679 Advanced Landscape Graphics
- LAN 680 Site Planning & Sustainable Design Studio
- LAN 683 Landscape Architectural Construction Documents
- LAN 688 Emerging Topics & Research Methods
- LAN 699 Special Topics: The World of Plants
- LAN 700 Professional Practice for Landscape Architecture

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 117 Survey of Landscape Architecture
Today’s landscape architect is a dynamic, passionate professional. You’ll gain a brief history of the profession and focus on the challenges, opportunities and responsibilities of landscape architecture in the 21st century.

LAN 135 The Natural World 2: Climate & Plant Communities
Gains 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 177 Pre-Industrial Urban Open Spaces
Study the history of human interventions in the landscape from the ancients through the Industrial Revolution. You’ll discover that each of these human landscapes is a product of a specific time, place, and culture.

LAN 180 Plants in the Landscape 1
Landscape architects need to know their plants. Identifying the origin and growth requirements of a variety of trees, shrubs, ground covers, vines, and grasses will help you make responsible and appropriate design decisions.

LAN 193 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 213 Digital Rendering
Learn to express your spatial design ideas digitally. You’ll gain a foundation of digital illustration skills to create landscape models that can be rendered by hand or digitally. Plus, learn basic color theory and presentation strategies.

LAN 223 Digital Graphics for Landscape Architecture
You’ll learn to digitally draft plans, sections, elevations, axonometrics and renderings. You’ll become proficient in the same software that today’s design professionals use to produce legible, accurate, and well organized digital documents. [This course is cross-listed with LAN 666.]

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 concepts come from? Students will 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 277 Post Industrial Urban Open Spaces
Designed spaces reflect a specific era, culture, and location. After a brief historical review, you’ll focus on the significance of urban open spaces designed from the Industrial Revolution to the present day.

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 its 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 323 Advanced Landscape Graphics
Landscape architects use digital renderings to communicate with everyone involved in a project. You’ll learn to use the same state-of-the-art modeling and rendering software that the pros use to explore and communicate ideas at any scale.

LAN 330 The Technical World 2: Materials & Details
The beauty of an object or space is a combination of quality materials, craftsmanship, and attention to detail. Based on research, you’ll create detailed drawings that integrate innovative ideas and sustainable construction materials into outdoor designs.

LAN 350 Sustainable Designs & Practices Studio
Landscape architects are perfectly poised to help mitigate the effects of climate change. You’ll explore ways to integrate green infrastructure strategies into your designs, and enhance your presentation skills to effectively present defensible design decisions.

LAN 360 Landscape Architectural Construction Documents
Learn what it takes to put together an accurate set of construction documents. You’ll create plans, details, schedules and specifications to communicate your design intent and provide the detailed information required to permit, build and install a project. Strategies for sustainable construction and installation will be emphasized. [This course is cross-listed with LAN 683.]

LAN 375 Sketching for Idea Development
Quick sketching is an essential tool for thinking and spatial problem-solving in the field. Designers use this tool to confidently communicate ideas quickly and efficiently to untrained viewers. In this course, students will sketch multi-view drawing to solve space issues, test ideas quickly, and evaluate their work and make decisions.

LAN 391 Portfolio Preparation
Your portfolio is a graphic representation of your range of abilities, communication skills, and your individual style. You’ll develop a portfolio—including resume and cover letter—that presents your strengths and professional readiness.
LAN 392 Professional Practices
Landscape architecture is a business. By reviewing case studies, you’ll learn specific business principles that lead to a successful and profitable professional practice. You’ll also learn about the important process of becoming a licensed professional.

LAN 398 Community Design Studio
Landscape architects are creative problem solvers. As part of a collaborative team, you’ll work closely with a real client to analyze a site, identify its unique challenges, and propose a creative and sustainable design solution.

LAN 400 Regional Planning & Design Studio
Learn to address complex issues in regional planning and design. By applying the results of environmental inventory and analyses, you’ll produce planning and design solutions for more livable cities, towns, and communities.

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

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

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

GRADUATE COURSES

LAN 605 Drawing as Process
Communicating ideas through accurate plans, sections, elevations and other drawings is a fundamental skill for any designer. Students will develop strong foundations in mechanical and freehand drawing by applying professional graphic conventions to a variety of projects. Connecting information on 2D drawings to 3D spaces will be developed.

LAN 607 Historical Precedents of Landscape Architecture
Human history is recorded in the landscape. You’ll explore the factors that have converged at various points in time to create the iconic landscape spaces and traditions that continue to influence the profession today.

LAN 609 Ecological Foundations of Design 1
All life depends on soil, water, and plants. You’ll gain mapping, observation, and recording skills while exploring the scientific characteristics, ecological relationships, and the tolerances for human development on natural systems.

LAN 610 Landscape Architecture Design Studio
Designers create spaces with meaning and purpose. Using design principles and processes, you will explore methods of spatial composition and gain tools for ideation, organizing, and presenting your work.

LAN 617 Site Engineering
This course focuses on strategies and calculations for controlling stormwater. Students will create accurate grading plans and models in a variety of scales to test their designs. Students will be challenged to incorporate both functionality and aesthetics. Topics will include stormwater calculations, innovative sustainable technologies, road alignments and construction details.

LAN 619 Site Inventory & Analysis
This course focuses on the process of conducting site inventories and site analyses that generate relevant and effective site plans and master plans which will guide subsequent design decisions. Information gained through observing and analyzing any site will result in planning and design decisions that truly reflect its unique nature.

LAN 620 Site Design Studio
Create a strong site plan using newly acquired research techniques, design abilities, and observational and analytical skills. You’ll develop spaces that appropriately reflect their context by working on a range of project scales.

LAN 658 Landscape Architecture Design Theory
Examine the ideas, theories, and history central to the landscape architecture profession. Through intensive research and writing, you’ll gain both an historical and contemporary view of the profession.

LAN 660 Designing Public Spaces Studio
Explore the strategies and processes of creating livable urban public spaces. You’ll learn to develop and clearly communicate defensible solutions through the design process.

LAN 665 Digital Graphics for Landscape Architecture
You’ll learn to digitally draft plans, sections, elevations, axonometrics and renderings. You’ll become proficient in the same software that today’s design professionals use to produce legible, accurate, and well-organized digital documents. [This course is cross-listed with LAN 223.]
LAN 670 Regional Planning & Analysis Studio
Learn strategies to solve large-scale issues in regional planning and design. Applying the results of environmental inventories and analyses, you'll propose planning and design solutions for more livable cities, towns, and communities.

LAN 673 Landscape Architectural Methods & Materials
Selecting the right materials for each project matters. Using traditional and innovative materials, you'll develop conceptual ideas into accurate details that reflect the unique characteristics of each site. Learn how to complete cost estimates, specifications, and assess the environmental impact of your material choices.

LAN 678 People & the Environment
This course focuses on the relationship of individuals, communities, and societies to the landscape and the importance of promoting a user-oriented approach to design. Specific needs of under-represented populations will be discussed. Students will learn methods to observe, record, and analyze human interaction with their surroundings.

LAN 679 Advanced Landscape Graphics
Landscape architects use digital renderings to communicate with everyone involved in a project. You'll learn to use the same state-of-the-art modeling and rendering software that the pros use to explore and communicate ideas at any scale.

LAN 680 Site Planning & Sustainable Design Studio
Sustainability matters. After reviewing several case studies and conducting your own research, you'll integrate strategies and systems of green infrastructure in your studio projects.

LAN 683 Landscape Architectural Construction Documents
Learn what it takes to put together an accurate set of construction documents. You'll create plans, details, schedules and specifications to communicate your design intent and provide the detailed information required to permit, build and install a project. Strategies for sustainable construction and installation will be emphasized. [This course is cross-listed with LAN 360.]

LAN 688 Emerging Topics & Research Methods
It's the Midpoint Review—time to formulate a focus for your thesis project. You'll research a wide range of relevant topics including new developments and current challenges faced by the profession.

LAN 690 Advanced Professional Design Studio
Fine tune your thesis project. You'll use strategies and tactics to successfully produce a professional-quality graduate thesis and portfolio.

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

LAN 695HC Habitable Cities
Building upon information gained in previous courses, students will combine graphic skills, technical knowledge, and site inventory and analysis in order to collaboratively focus on the creation of sustainable, accessible and more livable public outdoor spaces. Emphasis will be placed on effectively applying each step of the design process.

LAN 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 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 801 Group Directed Study
In addition regular instructor critiques of your projects and works in progress, you will discuss approaches to you Final Portfolio and/or Thesis Project with graduate student peers. You must have passed your midpoint review and Director approval required. Course prerequisites and fees 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; 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
DEGREE REQUIREMENTS

Associate of Arts [AA] in Motion Pictures & Television

AA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE

MAJOR

+ LIBERAL ARTS

TOTAL

33 UNITS

15 UNITS

18 UNITS

66 UNITS

AA MOTION PICTURES & TELEVISION

DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:

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

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

AA MOTION PICTURES & TELEVISION CORE COURSES

MPT 105 Cinematic Storytelling
MPT 106 Edit 1: The Art of Editing
MPT 159 Cinematography 1
MPT 166 The Power of Story
MPT 205 Introduction to Producing
MPT 225 Sound Design
MPT 234 Scene Production Laboratory
MPT 236 Edit 2: Avid Fundamentals
or MPT 140 Lighting 1: The Art of Seeing Light
MPT 285 Production Design Foundations
MPT 330 Directing Actors for Film & TV
MPT 378 Directing Rehearsing Actors
or WRI 188 Characters & Backstory

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

CHOOSE ONE:

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

WRITTEN COMMUNICATION: CRITICAL THINKING

CHOOSE ONE:

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

EMPLOYMENT COMMUNICATIONS & PRACTICES

LA 291 Designing Careers

ART HISTORICAL AWARENESS

LA 120 Art History through the 15th Century
LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Motion Pictures & Television

**BFA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

- **CORE**
  - 36 UNITS

- **MAJOR**
  - 42 UNITS

- **ELECTIVES**
  - 9 UNITS

- **LIBERAL ARTS**
  - 45 UNITS

**TOTAL**

132 UNITS

**BFA MOTION PICTURES & TELEVISION CORE COURSES**

- MPT 105 Cinematic Storytelling
- MPT 106 Edit 1: The Art of Editing
- MPT 159 Cinematography 1
- MPT 166 The Power of Story
- MPT 205 Introduction to Producing
- MPT 225 Sound Design
- MPT 234 Scene Production Laboratory
- MPT 236 Edit 2: Avid Fundamentals
  or MPT 140 Lighting 1: The Art of Seeing Lighting
- MPT 285 Production Design Foundations
- MPT 330 Directing Actors for Film & TV
- MPT 378 Directors Rehearsing Actors
  or WR 188 Characters & Backstory
- MPT 495 Into the Industry

**GENERAL EDUCATION REQUIREMENTS**

**WRITTEN COMMUNICATION: COMPOSITION**

**CHOOSE ONE:**

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

**WRITTEN COMMUNICATION: CONTEXT & STYLE**

**CHOOSE ONE:**

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

**WRITTEN COMMUNICATION: CRITICAL THINKING**

**CHOOSE ONE:**

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

**HISTORICAL AWARENESS**

**CHOOSE ONE:**

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

**QUANTITATIVE LITERACY**

**CHOOSE ONE:**

- LA 124 Physics for Artists: Light, Sound, and Motion
- LA 146 Anatomy of Automobiles
- LA 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 462 Power of Myth and Symbol

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

**CHOOSE ONE:**

- LA 291 Designing Careers

After above general education requirements are met, take Liberal Arts electives as needed to fulfill the Liberal Arts unit requirement.
**Certificate in Motion Pictures & Television**

**CERTIFICATE REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR CORE (FOLLOW BFA CORE)</th>
<th>36 UNITS</th>
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<tbody>
<tr>
<td>MAJOR</td>
<td>42 UNITS</td>
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<tr>
<td>+ BY ADVISEMENT</td>
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<td>+ ELECTIVES</td>
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<tr>
<td>+ ART HISTORY</td>
<td>6 UNITS</td>
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<tr>
<td><strong>TOTAL</strong></td>
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</table>

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

### ART HISTORICAL AWARENESS

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<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
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<td>LA 121</td>
<td>Art History through the 19th Century</td>
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<td>LA 129</td>
<td>History of Automotive Design</td>
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<td>LA 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 of Visual Effects &amp; Computer Animation</td>
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<tr>
<td>LA/ANM 137</td>
<td>History of Visual Development</td>
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<td>LA/PH 147</td>
<td>History of Photography</td>
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<td>LA/LAN 177</td>
<td>Pre-Industrial Urban Open Spaces</td>
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<td>LA 182</td>
<td>Genre in Film</td>
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<td>LA/ILL 195</td>
<td>History of Comics: International and Alternative Comics</td>
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<td>LA/ARH 219</td>
<td>History of Architecture: 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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<td>LA 226/AD 230</td>
<td>Survey of Traditional Interior Architecture</td>
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<td>LA 229/AD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
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<td>LA 236/AD 232</td>
<td>Survey of Bay Area Architecture</td>
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<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
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<td>LA 243/ILL 310</td>
<td>History of American Illustration</td>
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<td>LA/FSH 244</td>
<td>History of Fashion</td>
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<td>LA/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<td>LA/FSH 246</td>
<td>History of Textiles</td>
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<td>LA 247</td>
<td>History &amp; Techniques of Printmaking</td>
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<tr>
<td>LA 249</td>
<td>An Artistic and Intellectual History of the Renaissance</td>
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<td>LA 281/MPT 255</td>
<td>Film History 1: Pre-1940</td>
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<td>LA 282/MPT 256</td>
<td>Film History 2: 1940-1974</td>
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<td>LA 283</td>
<td>Examining Film Noir</td>
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<td>LA 284</td>
<td>Evolution of the Horror Film</td>
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<td>LA 285</td>
<td>History of Architecture: Modernity</td>
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<td>LA 286</td>
<td>Topics in World Art</td>
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<td>LA 287</td>
<td>Art of the Classical World</td>
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<td>LA 288</td>
<td>Art of the Middle Ages</td>
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<td>LA 289</td>
<td>The Artist in the Modern World</td>
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<td>LA 290</td>
<td>Film History 3: Contemporary Cinema</td>
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<td>LA 291</td>
<td>World Cinema</td>
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<td>LA 292</td>
<td>Underated Cinema</td>
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<td>LA 293</td>
<td>Close-up on Hitchcock</td>
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<td>LA 294</td>
<td>Exploring Science Fiction Cinema</td>
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<td>LA 295</td>
<td>Women Directors in Cinema</td>
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<td>LA 296</td>
<td>Survey of Asian Cinema</td>
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<td>LA 297</td>
<td>Art of the Italian Renaissance</td>
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<td>LA 298</td>
<td>Northern Renaissance Art</td>
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<td>LA 299</td>
<td>Italian Baroque Art</td>
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<td>LA 300</td>
<td>The Golden Age of Dutch Art</td>
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<td>LA 301</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 302</td>
<td>18th &amp; 19th Century European Art</td>
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<td>LA 303</td>
<td>History of Asian Art</td>
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<tr>
<td>LA 304</td>
<td>Dada &amp; Surrealism</td>
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**ART HISTORICAL AWARENESS**

- **Certificate in Motion Pictures & Television**
- **CERTIFICATE REQUIREMENTS**
- **MAJOR CORE (FOLLOW BFA CORE): 36 UNITS**
- **MAJOR: 42 UNITS**
- **+ BY ADVISEMENT: 24 UNITS**
- **+ ELECTIVES: 12 UNITS**
- **+ ART HISTORY: 6 UNITS**
- **TOTAL: 120 UNITS**
- Minimum 2.0 GPA
- Minimum grade of C- in all core courses and major courses

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<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 129</td>
<td>History of Automotive Design</td>
</tr>
<tr>
<td>LA 131</td>
<td>History of Gaming</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 of Visual Effects &amp; Computer Animation</td>
</tr>
<tr>
<td>LA/ANM 137</td>
<td>History of Visual Development</td>
</tr>
<tr>
<td>LA/PH 147</td>
<td>History of Photography</td>
</tr>
<tr>
<td>LA/LAN 177</td>
<td>Pre-Industrial Urban Open Spaces</td>
</tr>
<tr>
<td>LA 182</td>
<td>Genre in Film</td>
</tr>
<tr>
<td>LA/ILL 195</td>
<td>History of Comics: International and Alternative Comics</td>
</tr>
<tr>
<td>LA/ARH 219</td>
<td>History of Architecture: Ancient to Gothic</td>
</tr>
<tr>
<td>LA 220</td>
<td>American Art History</td>
</tr>
<tr>
<td>LA 222</td>
<td>20th Century Art</td>
</tr>
<tr>
<td>LA 224</td>
<td>Women, Art &amp; Society</td>
</tr>
<tr>
<td>LA 226/AD 230</td>
<td>Survey of Traditional Interior Architecture</td>
</tr>
<tr>
<td>LA 229/AD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
</tr>
<tr>
<td>LA 236/AD 232</td>
<td>Survey of Bay Area Architecture</td>
</tr>
<tr>
<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
</tr>
<tr>
<td>LA 243/ILL 310</td>
<td>History of American Illustration</td>
</tr>
<tr>
<td>LA/FSH 244</td>
<td>History of Fashion</td>
</tr>
<tr>
<td>LA/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
</tr>
<tr>
<td>LA/FSH 246</td>
<td>History of Textiles</td>
</tr>
<tr>
<td>LA 247</td>
<td>History &amp; Techniques of Printmaking</td>
</tr>
<tr>
<td>LA 249</td>
<td>An Artistic and Intellectual History of the Renaissance</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>
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<tr>
<td>LA/ILAN 277</td>
<td>Post Industrial Urban Open Spaces</td>
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<td>LA 278</td>
<td>Seminar in France</td>
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<tr>
<td>LA 279</td>
<td>Seminar in Italy</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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<tr>
<td>LA 283</td>
<td>Examining Film Noir</td>
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<tr>
<td>LA 284</td>
<td>Evolution of the Horror Film</td>
</tr>
<tr>
<td>LA 285</td>
<td>History of Architecture: Modernity</td>
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<tr>
<td>LA 286</td>
<td>Topics in World Art</td>
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<tr>
<td>LA 287</td>
<td>Art of the Classical World</td>
</tr>
<tr>
<td>LA 288</td>
<td>Art of the Middle Ages</td>
</tr>
<tr>
<td>LA 289</td>
<td>The Artist in the Modern World</td>
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<td>LA 290</td>
<td>Film History 3: Contemporary Cinema</td>
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<td>LA 291</td>
<td>World Cinema</td>
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<td>LA 292</td>
<td>Underated Cinema</td>
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<td>LA 293</td>
<td>Close-up on Hitchcock</td>
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<tr>
<td>LA 294</td>
<td>Exploring Science Fiction Cinema</td>
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<tr>
<td>LA 295</td>
<td>Women Directors in Cinema</td>
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<tr>
<td>LA 296</td>
<td>Survey of Asian Cinema</td>
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<td>LA 297</td>
<td>Art of the Italian Renaissance</td>
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<tr>
<td>LA 298</td>
<td>Northern Renaissance Art</td>
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<tr>
<td>LA 299</td>
<td>Italian Baroque Art</td>
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<tr>
<td>LA 300</td>
<td>The Golden Age of Dutch Art</td>
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<tr>
<td>LA 301</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 302</td>
<td>18th &amp; 19th Century European Art</td>
</tr>
<tr>
<td>LA 303</td>
<td>History of Asian Art</td>
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<tr>
<td>LA 304</td>
<td>Dada &amp; Surrealism</td>
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</table>
### MA Writing & Directing for Film

**MA Unit Requirements**

<table>
<thead>
<tr>
<th>Major</th>
<th>33 Units</th>
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</thead>
<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>
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</tbody>
</table>

**MA Writing & Directing for Film Required Major Courses**

- MPT 605: Film Language Studio
- MPT 616: Directing Actors for Motion Pictures
- MPT 625: Editing Concepts
- MPT 641: Visual Storytelling
- MPT 644: Directors Rehearsing Actors
- MPT 651: A Director Prepares
- MPT 664: Organic Blocking for Camera
- MPT 688: Development: Finding Material and Influencing Writers
- MPT 773: Securing Rights & Agreements for Film

**MA Designated Graduate Liberal Arts Requirements**

- GLA 716: Fast & Furious: The World of Shorts

### MA Writing & Directing for Film Graduate Liberal Arts Requirements

- 1 Major Designated Graduate Liberal Arts course

**Course Notes:**

- *Year-long course taken over two consecutive semesters

### MA Motion Pictures & Television

**MA Unit Requirements**

<table>
<thead>
<tr>
<th>Major</th>
<th>30 Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ Directed Study</td>
<td>18 Units</td>
</tr>
<tr>
<td>+ Electives*</td>
<td>6 Units</td>
</tr>
<tr>
<td>+ Graduate Liberal Arts</td>
<td>9 Units</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>63 Units</strong></td>
</tr>
</tbody>
</table>

**MA Motion Pictures & Television Required Major Courses**

- MPT 605: Film Language Studio
- MPT 616: Directing Actors for Motion Pictures
- MPT 618: Writer-Director Intensive 1
- MPT 625: Editing Concepts
- MPT 641: Visual Storytelling
- MPT 644: Directors Rehearsing Actors
- MPT 651: A Director Prepares
- MPT 664: Organic Blocking for Camera
- MPT 688: Development: Finding Material and Influencing Writers
- MPT 773: Securing Rights & Agreements for Film

**Course Notes:**

- *Per director approval

### MA Motion Pictures & Television Graduate Liberal Arts Requirements

- 1 Art Historical Awareness & Aesthetic Sensitivity course
- 1 Cross Cultural Understanding course
- 1 Major Designated Graduate Liberal Arts course

### MFA Motion Pictures & Television

**MFA Unit Requirements**

<table>
<thead>
<tr>
<th>Major</th>
<th>30 Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ Directed Study</td>
<td>18 Units</td>
</tr>
<tr>
<td>+ Electives*</td>
<td>6 Units</td>
</tr>
<tr>
<td>+ Graduate Liberal Arts</td>
<td>9 Units</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>63 Units</strong></td>
</tr>
</tbody>
</table>

**MFA Motion Pictures & Television Required Major Courses**

- MPT 605: Film Language Studio
- MPT 616: Directing Actors for Motion Pictures
- MPT 618: Writer-Director Intensive 1
- MPT 625: Editing Concepts
- MPT 641: Visual Storytelling
- MPT 644: Directors Rehearsing Actors
- MPT 651: A Director Prepares
- MPT 664: Organic Blocking for Camera
- MPT 688: Development: Finding Material and Influencing Writers
- MPT 773: Securing Rights & Agreements for Film

**Course Notes:**

- *Per director approval

### MFA Motion Pictures & Television Graduate Liberal Arts Requirements

- 1 Art Historical Awareness & Aesthetic Sensitivity course
- 1 Cross Cultural Understanding course
- 1 Major Designated Graduate Liberal Arts course

### MFA Motion Pictures & Television Degree Requirements

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

### MFA Motion Pictures & Television Graduate Liberal Arts Requirements

- 1 Art Historical Awareness & Aesthetic Sensitivity course
- 1 Cross Cultural Understanding course
- 1 Major Designated Graduate Liberal Arts course

### Major Designated Graduate Liberal Arts

- Any GLA course in major

### Cross Cultural Understanding

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

### Art Historical Awareness & Aesthetic Sensitivity

- GLA 605: Motion Picture Theory & Style
  - or GLA 716: Fast & Furious: The World of Shorts
MPT 105 Cinematic Storytelling
This class is a hands-on overview of the entire filmmaking process. Emphasis will be placed on collaboration between the various disciplines required to make a professional piece of digital content. Students will interact as teams, functioning in a range of creative and technical roles to produce content.

MPT 106 Edit 1: The Art of Editing
This course introduces students to visual storytelling through the creative use of video editing. Using Adobe Premiere Pro, students will learn the concepts of montage, screen direction, continuity and the elements of style while editing a narrative scene. This class prepares students for the Adobe Premiere ACA exam.

MPT 135 Virtual Reality/360 Production: The New Frontier
This course provides hands-on experience with cutting-edge Virtual Reality and 360-degree video production equipment and post-production software. Students will explore the emerging visual grammar of all types of VR and 360 video, develop and create 360-degree immersive experiences in narrative or non-narrative formats, and use industry-leading VR/360 post-production software.

MPT 138 Immersive Storytelling
Focused on the emerging art of storytelling for VR, this course will teach practical skills from the worlds of immersive narrative, gaming and interactive video. Contemporary work in VR will be analyzed, and students will participate in a creative writing workshop with weekly assignments and critiques.

MPT 140 Lighting 1: The Art of Seeing Light
This course will introduce students to the basic concepts of lighting. Students will gain hands-on experience shooting with black and white film. Topics will include diffusion, contrast, key-to-fill ratios and light placement. Industry safety procedures including proper handling of electricity and high heat lights will be emphasized.

MPT 159 Cinematography 1
This course is designed to give the student an introduction to the technical and conceptual aspects cinematography through short format filmmaking. This class will explore the tools, techniques and visual language of cinematography. Students will receive hands-on experience with cinematography while completing group and individual projects.

MPT 166 The Power of Story
The root of all great storytelling is imagination channeled through character development, dialogue, conflict and structure. In this interactive class you will develop these skills with an eye to creating digital content for a screen of any size.

MPT 204 Breaking through the Noise of Social Media
Using case studies and hands-on applications, students will learn how to manipulate a social media campaign in terms of strategy and techniques. Through the creation of a campaign, students will learn to employ tactics to reach a target audience, work within legal boundaries and measure their success.

MPT 205 Introduction to Producing
Students will participate in exercises that lead to identifying and refining the skills to perform as a creative producer. Skills included are: identifying and acquiring the rights to material, raising financing, securing distribution, creating a marketing plan, and functioning as a creative producer in all stages of production.

MPT 225 Sound Design
Sound is 50% of the motion picture experience. Learn to record, edit and mix sound 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.

MPT 233 Writing Shorts for Production
In this course, students will write two 8 to 12-minute scripts. Emphasis will be placed on great hooks and twists, solid structure, and compelling characters. Students will also learn how to pitch stories concisely and professionally.

MPT 234 Scene Production Laboratory
In this course, students will work together in teams to write, produce and direct short scenes. Projects will emphasize developing the skills necessary to function in and run a film crew. Students will write, preproduce, shoot and edit their scenes within a fixed schedule and within a set budget.

MPT 235 Virtual Reality/360 Production & Post-Production
This course provides training in advanced techniques for Virtual Reality production and post-production. Students will learn immersive storytelling techniques, shoot with a variety of high quality VR/360 camera rigs, manually stitch and stabilize video using professional stitching software, practice advanced VR editing techniques with Adobe Premiere, and explore additional VR technology.

MPT 236 Edit 2: Avid Fundamentals
This course will expand students’ understanding of video editing and introduce them to Avid Media Composer. Students will explore editorial issues including file management, importing media and outputting final projects. Students will apply sound design, color correction, and special effects to their projects.

MPT 246 Scheduling and Budgeting a Feature Film
You will acquire the skills to create budgets and shooting schedules for films. You will gain the tools to assess potential pitfalls and challenges and understand the impact of special effects, stunts, animals, and minors a film.

MPT 250 Set Management
This course will prepare producers to deal with the unexpected. Students will gain practical experience in how to build a budget for a location shoot, find and manage locations, and operate as a member of an AD team.

MPT 255 Film History 1: Pre-1940
This course explores the major film movements from 1895 to 1940, from the silent era to the advent of color film. Students will learn the fundamental forms of cinema as developed by Eisenstein and Griffith, while being introduced to the concepts of 'mise-en-scene', montage editing, expressionism, and film noir.

MPT 256 Film History 2: 1940-1974
This course explores the major movements in the Golden Age of Cinema from 1940 to 1974 including Neo-Realism, the French New Wave, Cinema Vérité, 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 photographic actors on sound stages, with discussions of real world situations. Homework assignments will be shot on digital cameras that students must provide.

MPT 285 Production Design Foundations
Production designers are key to creating the visual style of a film. This course covers the components of the art department and the role of the production designer. Students will gain hands-on experience with the design process including breakdowns, research, basic set design and concept presentations for selected script scenes.

MPT 286 Art Department Organization
In this class, you will work as the head of an art department. You will coordinate communications between executive producers, production office, director, art department and vendors. You will supervise acquisition of set decoration and props, and learn how to allocate crew as needed.

MPT 288 Development: Finding Material and Influencing Writers
In this course, students will find and option material which can be developed for film and television. Students will evaluate appropriate marketplaces to sell the opted material. Students will also practice writing effective script notes and delivering their notes to writers.

MPT 299 Organic Blocking for Camera
Directors will assess different ways to cover rehearsed scenes – exploring the grammar of static masters, moving masters, developing masters, and the array of coverage options. Students will learn to evaluate the camera work and shot selection that best tells the story, and optimize performances through shot selection and adjustments between takes.

MPT 301 Makeup: Street & Special Effects
This course examines all aspects of creating realistic, contemporary street makeup, as well as dealing with the special needs of creating character, special effects and medical makeup.

MPT 303 Makeup: Character & FX
This course takes students into the realms of character-specific makeup, fashion makeup and advanced special effects. Students will take a script and create a character’s makeup design from printed words.

MPT 304 Crowdfunding & Social Media Marketing
This course examines the role of crowdfunding and social media in project creation. Students learn social media community building and how to find your target audience as you create an actual crowdfunding campaign from inception to launch, building a brand for their projects taking it from development through production and distribution.

MPT 315 Experimental Filmmaking 1
This course focuses on expression ideas and emotions within the constraints of moving images. Students will reassign meaning to found footage and creatively combine sound and image for a visual experience. The evolution of experimental film will be studied in a sociological context.

MPT 330 Directing Actors for Film & TV
In this course, students will concentrate on the analysis, rehearsal, and direction of scripted material. Practical elements of working with actors in the audition, casting, callback, and rehearsal process are also discussed.

MPT 341 Making the Documentary
This is an advanced videography course focusing on the documentary from both a production and a theoretical standpoint. Students will develop and produce their own documentary throughout the semester.

MPT 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.

MPT 343 Documentary Editing
Students in this course will acquire the skills to edit all forms of documentary content including narrative, non-fiction, long & short form, behind the scenes and corporate.

MPT 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.

MPT 359 Film Cinematography 3
In this course, students will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman.

MPT 360 Producing for Motion Pictures
In this course, students will examine the producer's role as the driving force in the selection and delivery of a visual product. Students will execute the role of producer on a student production and develop business plans and marketing strategy.

MPT 362 Cinematography: Shooting with Style
In this course, students will compare, contrast, and select the cinematic aesthetic that best supports their story. Students will analyze successful techniques and techniques from classical composition and framing to today's reality driven frenetic approach. Aesthetics of light, color, framing, coverage and movement will be practiced in studio and location work.

MPT 363 Traditional & Social Media Marketing of Feature Films
This course examines film acquisitions, distribution, marketing and exhibition. Students will be given knowledge of the business of film, what sells and how to bring films into the marketplace. The course will link filmmaking and distribution marketing so that each student will appreciate the interconnected qualities of the two disciplines.

MPT 367 Securing Rights & Agreements for Film
This course exposes students to the business and legal affairs of the motion picture industry. Emphasis is placed on understanding how professional film projects and production companies are organized and administered, project financing, protection of intellectual property, drafting and negotiation of agreements, fees, profit participation and other compensation, insurance, and relationships with cast and crew.

MPT 371 Editing for Professional Editors
In this course, students learn the unique capabilities of industry standard editing software in order to create state-of-the-art effects, layering and titles. This is an advanced editorial course designed to teach students the skills that are becoming the industry standard worldwide.

MPT 372 Advanced After Effects
In this course, students will explore the more advanced techniques that Adobe After Effects has to offer including motion tracking, chroma keying, expression scripting, and 3D motion graphics.

MPT 377 Principles of Directing
This course examines the role of the director in relation to critical, creative areas of motion picture production. Students work in a digital video format to practice their skills. The course teaches students to recognize and execute the industry standards.
MPT 378 Directors Rehearsing Actors
This course teaches students to successfully direct actors on camera. Students gain a firm grounding in matching their actors’ performance and vocal energy to shot size. The course also covers creative blocking options, preparation for rehearsals, scene analysis, the creation rhythm and timing in scenes, and effective casting strategies.

MPT 380 Film Postproduction: Digital Transfer & Color Correction
This course covers digital film transfer and digital intermediate color correction. Students will use their own media on telecine machine and in digital intermediate software to create desired effects through appropriate use of color grading, filters and masks.

MPT 384 Shooting the One-Hour Drama
Students will learn how to run a set, how to solve on-the-set problems, and how to communicate with key personnel, such as the Production Designer, the Director of Photography, and the Editor. Emphasis will be placed on effective storytelling through camera direction, coverage, and shot selection for the One-Hour TV format.

MPT 386 Advanced Editing Theory
This course has been designed to provide an in-depth study of how editing newreel films based on image selection, juxtaposition and pace in addition to story principles. Students will deconstruct a wide variety of editing styles in order to understand the purpose of each one.

MPT 389 Production Design: Short Form Entertainment
This course focuses on creating the “look” or visual style for commercials, music videos and short films. Lectures, demos and assignments will include researching and specifying choices for set decorations, props, location modifications, materials and scenic finishes for the sets in your selected projects.

MPT 390 The Work of the Great Directors
This course examines the films of the great directors with an emphasis on critical studies. In analyzing the work of such filmmakers as Woody Allen, Ingmar Bergman, Wong Kar Wai, Stanley Kubrick, Akira Kurosawa and Roman Polanski, students will develop an understanding of the creation of personal style.

MPT 391 Production Design: Fundamentals
In this course, students will develop sketching and drafting skills required to design sets for the film and television industry. Students will learn about set sketches, plans and drafting, notations, model making, graphics and signs, storyboards, locations, sourcing, to networking and careers.

MPT 392 Production Design: Features
In this course, students will analyze successful production design for feature films as research for their projects. Students will select a script and break it down into a scene list to establish the visual structure of “film” and design introduction, middle and climactic scenes.

MPT 415 Experimental Filmmaking 2
This course allows students further experience with filmmaking as a narrative art form. Students will be challenged to make multiple films unrestrained by the 3-act structure. Topics will include advanced hand processing, optical printing, and front and rear screen techniques. Visual poetry, aesthetics, utilizing public resources and found footage will be emphasized.

MPT 431 Editing for Performance
This class will consist of using dailies from acting classes and discussing a variety of editing decisions. The students will cut scenes weekly and will be critiqued. There will be lectures on the numerous concerns regarding how the editing enhances, refines and accentuates the performance.

MPT 440 Overview: Film & Video Post-Production
In this class, emphasis is placed on the state-of-the-art post-production process. Students learn about motion picture laboratories and video post-production houses including the Bosch film to tape transfer houses including the Bosch film to tape transfer.

MPT 441 Documentary 2
In this class, students will take their projects to the next level. This course will be an in-depth workshop on researching, developing, and fine-tuning documentary projects. Issues of funding, production, post-production, and distribution will also be addressed.

MPT 445 Editing: Advanced Color Correction
This course is designed to teach digital video color correction tips and techniques as performed in a variety of color correction software applications. Learn to adjust poorly exposed shots, create shots with color casts, create looks, match shots, and master secondary color correction techniques. Students will use color correction to advance a story.

MPT 456 Emerging Technologies in Editing
This is a cutting edge course designed to inform advanced students regarding the most recent developments in post- production practices. This course is an in-depth investigation of emerging tools and applications and will prepare students for the industry on a timely basis.

MPT 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-viz, music cutting, titles, and VFX needed to cut promos for documentary, narrative, serials, and more.

MPT 459 Cinematography 4
In this course, students will learn how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Different types of specialty cinematography are discussed, including underwater, car mounts, rigs, and aerials.

MPT 464 Directing the Commercial
In this course, students will gain hands-on experience making original commercials. Lighting, set design, location scouting, casting, and directing talent will be covered. Effective editing will be emphasized to deliver a tight and understandable story. Projects will be critiqued based on current industry standards, concept, execution, performance, and image quality.

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

MPT 478 Television Production
This collaborative course, ADV and MPT students will work in production teams to produce finished television commercials. Active collaboration with other majors will be encouraged in all stages of the production. Topics will include casting, the bidding process, music and sound design, graphics, special effects, and alternative broadcast media.

MPT 487 T.V. Commercial Production
In this collaborative course, ADV and MPT students will work in production teams to produce finished television commercials. Active collaboration with other majors will be encouraged in all stages of the production. Topics will include casting, the bidding process, music and sound design, graphics, special effects, and alternative broadcast media.

MPT 501 Television & Video Production
This course allows students further experience with filmmaking as a narrative art form. Students will be challenged to make multiple films unrestrained by the 3-act structure. Topics will include advanced hand processing, optical printing, and front and rear screen techniques. Visual poetry, aesthetics, utilizing public resources and found footage will be emphasized.
MPT 471 Senior Narrative A
In this course, students will work collaboratively to produce short narrative films. Emphasis will be placed on preproduction, production, and postproduction of the thesis project.

MPT 471L Senior Narrative A Lab
You will take this lab in conjunction with MPT 471 Senior Narrative, and will focus on preproduction, production, and postproduction of the thesis project.

MPT 472 Senior Narrative B
Students in Senior Narrative-Post will complete a previously started project. Emphasis will be placed on completing a 10-12 minute film ready for film festival submission. Topics will include editing for a target audience, EPK (electronic press kit), and promoting projects with alternative media and mobile entertainment.

MPT 472L Senior Narrative B Lab
You will take this lab in conjunction with MPT 472 Senior Narrative, and will focus on preproduction, production, and postproduction of the thesis project.

MPT 477 Shot in a Day
In this course, students will direct short scenes each week, guiding a camera crew. Students will focus on interpreting original material from screenwriters, effectively planning for shots as a director and delivering engaging performances from actors. Take MPT 477L concurrently.

MPT 477L Shot in a Day Lab
You will take this lab in conjunction with MPT 477 Shot in a Day and will focus on directing portfolio projects.

MPT 479 Set Procedure & Protocol Lab
This is a lab required for students taking MPT 479 Set Procedure & Protocol. Students will work together as a crew on simulated professional shooting scenarios.

MPT 480 Producing for Television
This course is designed as an overview of the professional television studio environment. The course will focus on specific applications for writing, producing and directing for cable and network television.

MPT 489 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
This culminating course focuses on developing the professional elements needed for entry into the entertainment industry. Students will create a professional website, resume, demo reel, and a personal pitch. They will also create and package a project to market to the industry upon graduation. (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 498BD Business of Drones
This course will provide the student with the skills required to complete the Part 107 FAA Drone Pilots License. Emphasis will be placed on designing a business model that the student can utilize for income generation. Various industries will be explored including motion pictures, newsgathering, regulatory and architectural.

MPT 498DD Drones and Director
In this course, students with prior drone experience (or director approval) will work in multi-disciplinary teams to deliver projects for real world clients. You will also work hands-on with an underwater remote operated vehicle and focus on advanced drone cinematography techniques. Previous water experience is a plus.

MPT 498L Production Hub
You will take this lab in conjunction with MPT 498 Production Hub, and will focus on acting in projects for your reel.

MPT 498WSD Writing for Production: Shot in a Day
In this course, students will work with directors to develop material for production on sound stages each week. Original scenes from class will be cast and shot each week. Focus is on developing story and character arc within a scene.

MPT 498WW Writing for Production: Web Series
In this course, students will collaborate with producers and other writers to create a web series. Focus will be on engaging characters and dialogue within the framework of tight, character-driven plot. Students are expected to engage in robust rewrite process.

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

MPT 500 Internship in Motion Pictures & 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 618 Writer-Director Intensive 1
Students will generate ideas for a short film. They will acquire the skills necessary to tell stories in a logical and emotionally connective way. Students will develop either original ideas or ideas adapted from existing material, through the outline stage.

MPT 624 Scheduling and Budgeting a Feature Film
You will acquire the skills to create budgets and shooting schedules for films. You will gain the tools to assess potential pitfalls and challenges and understand the impact of special effects, stunts, animals, and minors a film.

MPT 625 Editing Concepts
This course introduces students to the rules of editing through the use of non-linear Avid Media Composer editing systems. Students will learn the concepts of invisible rhythms, screen direction, continuity, and the elements of style.

MPT 630 Film Cinematography 1
In this course, students experiment with camera concepts. Emphasis is placed on further developing each student’s personal direction. Students produce 16mm black-and-white films that tell stories cinematically without the use of dialogue.

MPT 632 Sound Design
Sound is 50% of the motion picture experience. Learn to record, edit and mix soundtrack elements like dialog, sound effects and more. You will use industry standard audio production tools and understand how to create compelling soundtracks in sync with the moving image.

MPT 634 Digital Cinematography 1
The purpose of this class is to produce films that tell stories cinematically without the use of dialogue. This course is designed to give students an introduction to the technical and conceptual aspects of DV cinematography through short format filmmaking.

MPT 636 Film Cinematography 2
This course offers an investigation into lighting, staging of scenes and blocking for the camera, as seen from the director of photography’s perspective. Projects will be in 16mm color film with dialog recorded.

MPT 639 Digital Cinematography 2
Students will explore the tools and skills that a Cinematographer employs to create and control the image and tell a story. Professional cameras, digital technology, lighting for digital and photographic technique will be discussed with an emphasis on producing stylistic quality products.

MPT 640 Producing for Motion Pictures
In this course, students study production from the perspective of the associate producer/unit production manager. Students break down a script into its prime components, and examine scheduling and budgeting issues. Sales, marketing and packaging motion picture for investors are also explored.

MPT 641 Visual Storytelling
Students will study visual storytelling techniques in film masterpieces and make short digital films demonstrating these same techniques. Students will draw inspiration from well-known examples of film history. Students will work on shot choices, composition skills, camera movement, and editing decisions.

MPT 644 Directors Rehearsing Actors
This course teaches students to successfully direct actors on camera. Students gain a firm grounding in matching their actors’ performance and vocal energy to shot size. The course also covers creative blocking options, preparation for rehearsals, scene analysis, the creation rhythm and timing in scenes, and effective casting strategies.

MPT 645 Overview of Production Design
This course explores the importance of production design on the overall production and a discussion topics will include interaction with the director, the importance of color, set design, period design, the budgetary process and other production issues.

MPT 646 Film Cinematography 3
In this course, students will be taught 35mm techniques in both Arriflex and Mitchell formats from the viewpoint of the first assistant cameraman.

MPT 649 Editing with Motion Graphics & Visual Effects
Students will learn the unique capabilities of After Effects in order to create state-of-the-art effects, layering, titles, motion graphics, compositing, and color enhancement. This course is designed to teach students skills that are a worldwide industry standard.

MPT 651 A Director Prepares
Creatively and financially, film productions need a director who shows up prepared. This course teaches directors to break down screenplays and communicate creative intentions and production needs. Students will practice pre-planning an entire film and each day of shooting, while maintaining flexibility when confronted with real world obstacles.

MPT 654 Managing a Set
You will acquire the tools to lead a production through the challenges of managing the cast, the crew, and demands of locations, transportation, stunts, special effects, and crowd control.

MPT 663 Aesthetics of Editing
Based on image selection, character development, pace, and story principles, students will learn how editing revives a film. Students will study various editors and editing styles to study each style’s purpose. A variety of film and editing theories and how they relate to film production and editing will be covered.
MPT 664 Organic Blocking for Camera
Directors will assess different ways to cover rehearsed scenes—exploring the grammar of static masters, moving masters, developing masters, and the array of coverage options. Students will learn to evaluate the camera work and shot selection that best tells the story, and optimize performances through shot selection and adjustments between takes.

MPT 677 Shot in a Day
In this course, students will direct short scenes each week, guiding a camera crew. Students will focus on interpreting original material from screenwriters, effectively planning for shoots as a director and delivering engaging performances from actors. Take MPT 677L concurrently.

MPT 677L, Shot in a Day Lab
You will take this lab in conjunction with MPT 677 Shot in a Day and will focus on directing portfolio projects.

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.

MPT 685 Crowdfunding and Social Media Marketing
MPT 688 Development: Finding Material and Influencing Writers
In this course, students will find and option material which can be developed for film and television. Students will evaluate appropriate marketplaces to sell the optioned material. Students will also practice writing effective script notes and delivering their notes to writers.

MPT 695 Collaborative Project
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.

MPT 695 Production Hub
You will take this lab in conjunction with MPT 695 Production Hub, and will focus on acting in projects for your reel.

MPT 695BD Business of Drones
This course will provide the student with the skills required to complete the Part 107 FAA Drone Pilot License. Emphasis will be placed on designing a business model that the student can utilize for income generation. Various industries will be explored including motion pictures, newsgathering, regulatory and architecture.

MPT 695BD 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 697W Writing for Production: Web Series
In this course, students will work in collaborative teams to work with real world clients.

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 advisor or advisor for more information. Course fees and prerequisites will vary by topic.

MPT 705 Breaking through the Noise of Social Media
Using case studies and hands-on applications, students will learn how to manipulate a social media campaign in terms of strategy and techniques. Through the creation of a campaign, students will learn to employ tactics to reach a target audience, work within legal boundaries and measure their success.

MPT 715 Advanced Studio Lighting
Students will build on the skills acquired in Lighting 1, focusing on advanced lighting and photographing actors on sound stages with discussions of real world situations. Homework assignments will be shot on digital cameras that students must provide.

MPT 718 Writer-Director Intensive 2
Writer-directors will take their outline from Writer-Director Intensive 1 to script. Students will complete a first draft, rewrite and polish of their thesis film. Emphasis will be placed on the central question, enhancing character through dialogue, and scene descriptions. Drafts will be refined based on audience reaction and instructor critiques.

MPT 735 VR/360 Production
In this course, students will learn how to communicate in VR/360 and using an emerging visual language and apply it to their own projects in Virtual Reality/360 video. Students will utilize the workflow unique to VR/360 productions and learn basic stitching and editing techniques unique to this new medium.

MPT 736 Cinematography Styles: Classic & Contemporary
In this course, students will learn to compare, contrast, and explain how cinematic aesthetics support a story. Students will analyze successful principals and techniques from classical composition and framing to today’s reality-driven frenzied approach. Aesthetics of light, color, framing, continuity, coverage, and movement will be emphasized.

MPT 750 Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and post projects. Students will troubleshoot and solve development and production problems working in assigned roles. Students will become adept at implementing notes to improve projects, as in a studio model.

MPT 751L, Production Central Lab
You will take this lab in conjunction with MPT 750, and will focus on pre-production, production and post-production of the thesis project.

MPT 757 Movie Trailer Production
Learn professional trailer, teaser, and promo editing and practice techniques that relate to this unique form of storytelling. This course will guide you in the process of pitching, writing, pre-vis, music cutting, titles, and VFX needed to cut promos for documentary, narrative, serials, and more.

MPT 766 Certification Preparation for Avid Media Composer
This course continues Avid Media Composer training, with emphasis on professional techniques. Upon completing the course, students may take the exam for Avid Certification as a Certified Avid Editor. This credential has international standing, proving you were trained for professional-level work with Avid Media Composer.

MPT 767 Certification Preparation for Avid Media Composer
MPT 773 Securing Rights & Agreements for Film
This course exposes students to the business and legal affairs of the motion picture industry. Emphasis is placed on understanding how professional film projects and production companies are organized and administered, project financing, protection of intellectual property, drafting and negotiation of agreements, fees, profit participation and other compensation, insurance, and relationships with cast and crew.

MPT 800 Directed Study
Directed study is the primary concentration of a Master’s degree candidate’s work toward the completion of a Final Portfolio and/or Thesis Project. With the approval of the Department Director, students may take any university coursework to develop specific conceptual and technical skills that will enable them to further develop their Final Portfolio and/or successfully bring a Final Thesis Project to completion. Please note that some Directed Study courses have a required course fee and course prerequisites may vary by topic.

MPT 803C Content Creation: Film Postproduction: Digital Transfer & Color Correction
This technical course covers digital film transfer and digital intermediate color correction. Students will use their own media on telecine machine and in digital intermediate software to create desired effects through appropriate use of color grading, filters and masks.

MPT 803F Content Creation: Overview: Film & Video Post-Production
In this class, emphasis is placed on the state-of-the-art post-production process. Students learn about motion picture laboratories and video post-production houses including the Bosch film to tape transfer house including the Bosch film laboratories and video post-production houses including the

MPT 803M Content Creation: Traditional & Social Media Marketing of Feature Films
This course examines film acquisitions, distribution, marketing and exhibition. Students will be given knowledge of the business of film, what sells and how to bring films into the marketplace. The course will link filmmaking and distribution/marketing so that each student will appreciate the interconnected qualities of the two disciplines.

MPT 804A Content Creation: Production Design: Fundamentals
In this course, students will develop sketching and drafting skills required to design sets for the television industry. Students will learn about set sketches, plans and drafting notations, model making, graphics and signs, storyboards, locations, sourcing, to networking and careers.

MPT 804D Content Creation: Art Department Organization
In this class, you will work as the head of an art department. You will coordinate communications between executive producers, production office, director, art department and vendors. You will supervise acquisition of set decoration and props, and learn how to allocate crew as needed.

MPT 804E Content Creation: Production Design: Short Form Entertainment
This course focuses on creating the "look" or visual style for commercials, music videos and short films. Lectures, demos and assignments will include researching and specifying choices for set decorations, props, location modifications, materials and scenic finishes for the sets in your selected projects.

MPT 804F Content Creation: Production Design: Features
In this course students will analyze successful production design for feature films as research for their projects. Students will select a script and break it down into a scene list to establish the visual structure for the "look" of a film and design introduction, middle and climatic scenes.

MPT 804S Content Creation: Scenic Production
This course focuses on the realization of scenic design. Students will learn to assess, design, and fabricate architectural elements, wall treatments, and set decorations. Selected jonyer skills will be taught. Students will learn to work with schematics and scale drawings for building and budgetary purposes. Visual research will be emphasized.

MPT 805A Content Creation: Making the Documentary
This is an advanced videography course focusing on the documentary from both a production and a theoretical standpoint. Students will develop and produce their own documentary throughout the semester.

MPT 805C Content Creation: T.V. Commercial Production
Collaborate with ADV and MPT students to produce solid television commercials. You’ll learn all stages of production, including casting, the bidding process, music, sound design, graphics, special effects, and more.

MPT 805D Content Creation: Documentary 2
In this class, students will take their projects to the next level. This course will be an in-depth workshop on researching, developing, and fine-tuning documentary projects. Issues of funding, production, post-production, and distribution will also be addressed.

MPT 805E Content Creation: Experimental Filmmaking 1
This course focuses on expression ideas and emotions within the constraints of moving images. Students will reassign meaning to found footage and creatively combine sound and image for a visual experience. The evolution of experimental film will be studied in a sociological context.

MPT 805M Content Creation: Making the Music Video
In this course, each of the students will explore the entire creative process of producing work targeted toward music television (MTV) including conception, storyboard, shooting, editing, and completing a music video of their own. Students will learn how to break down and time out a song and how to present initial conceptual ideas.

MPT 805T Content Creation: Directing the T.V. Commercial
In this course, students will gain hands-on experience making original commercials. Lighting, set design, location scouting, casting, and directing talent will be covered. Effective editing will be emphasized to deliver a tight and understandable story. Projects will be critiqued based on current industry standards, concept, execution, performance, and image quality.

MPT 806C Content Creation: Editing: Advanced Color Correction
This course is designed to teach digital video color correction tips and techniques as performed in a variety of color correction software applications. Learn to adjust poorly exposed shots, create shots with color casts, create looks, match shots, and master secondary color correction techniques. Students will use color correction to advance a story.
MPT 806E Content Creation: Emerging Technologies in Editing
This is a cutting edge course designed to inform advanced students regarding the most recent developments in post-production practices. This course is an in-depth investigation of emerging tools and applications and will prepare students for the industry on a timely basis.

MPT 808N Content Creation: Cutting the Narrative
In this class, students will learn how to light and shoot night scenes weekly and will be critiqued. There will be lectures on the numerous concerns regarding how the editing enhances, refines and accentuates the performance.

MPT 808WSD Directed Study: Content Creation: Writing for Production: Shot In A Day
In this course, students will work with directors to develop material for production on sound stages each week. Original scenes from class will be cast and shot each week. Focus is on developing story and character arc within a scene.

MPT 810 Content Creation: Into the Industry
This intensive editing course, students will focus on narrative cutting. Students will edit short scenes and web series content. Professional level aesthetics and finishing will be emphasized.

MPT 815 Exterior Lighting
In this course, students will learn creative and technical approaches for designing exteriors for day and night. Students will gain hands on experience with the operational procedures of working on a professional film set. Lighting will be done in both digital and film formats.

MPT 820 Cinematography: The True Visual
In this course, students will focus on their final thesis project and specifically, concentrate on the visual aspects of their film. Students will receive guidance on the successful completion of their thesis film.

MPT 845 Production Design for Feature Films
In this class, you will work as the head of an art department. You will coordinate communications between executive producers, production office, director, art department and vendors. You will supervise acquisition of set decoration and props, and learn how to allocate crew as needed.

MPT 850 Content Creation: Production Central
In this advanced course, teams of students work in a production environment to develop scripts and prepare, shoot and post projects. Students will troubleshoot and solve development and production problems working in assigned roles. Students will become adept at implementing notes to improve projects, as in a studio model.

MPT 865 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 Cinematography 4
In this course, students will learn how to light and shoot night interiors and products. Image quality of 35mm and HD cameras will be compared. Different types of specialty cinematography are discussed, including underwater, car mounts, rigs, and aerials.

MPT 860 Advanced Editing & Post-Production
In this course, students will focus on the post-production demands of completing a professional film/video for broadcast airing or film festivals submission. Using various software applications available in the Final Cut Studio Suite students will learn how to enhance sound and image for increased dramatic impact in their final product.

MPT 870 Screenwriting Thesis 1: The Feature Outline
In this course, students will write an outline for a feature-length screenplay. Students will focus on development of ideas, structure, and character development. Students will also write an effective logline and premise and identify the theme of their story.

MPT 872 Screenwriting Thesis 2: The Feature Screenplay
In this course, students will write a draft of a feature-length screenplay. In addition to story development, character development, and theme, students will also focus on dialogue, subtext, and proper script formatting.

MPT 874 Screenwriting Thesis 3: The Feature Rewrite
In this course, students will rewrite and polish a feature screenplay. Students will focus on tightening story structure, scene structure, dialogue and pacing, as well as improving character development. Attention will also be given to the look of the final script on the page.

MPT 894 Content Creation: Overview of Production Design
This course explores the importance of production design on the overall impact of a motion picture. Discussion topics will include interaction with the director, the importance of color, set design, period design, the budgetary process and other production issues.

MPT 896 Content Creation: Aesthetics of Editing
Based on image selection, character development, pace, and story principles, students will learn how editing rewrites a film. Students will study various editors and editing styles to study each style’s purpose. A variety of film and editing theories and how they relate to film production and editing will be covered.

MPT 900 Internship
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 mid-point 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.

MPT 990 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.
MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA
Make the World Your Stage

Images need music to fully convey the depths of their emotion: the shower scene from Psycho, the beach scene from Chariots of Fire, level one of Super Mario Brothers. Ask anyone to imagine these visual media without their respective scores, and you’ll see how vital the role of the composer really is.

Film, television, video games and the Internet have turned the world into one big concert stage, and today’s musicians need to have the technological savvy to compose for it.

In our program, you’ll become a professionally trained musician, and you’ll learn the latest technology to make the world your stage.
WHAT WE OFFER

Compose for the Screen: Music for Film, Video Games, Television, Web Content, and more.

Professional Faculty: The School of Music for Visual Media has assembled a distinguished faculty of working professionals, all at the top of the music industry.

World-Class Curriculum: We offer in-depth technical training, paired with advanced courses in music theory and composition. Technically and creatively, students learn to master the craft of pairing music with visual storytelling.

State-of-the-Art Facilities: The school offers all of the latest production technologies. Students have access to the same musical equipment, technology, and computer-based production tools used in the industry.

Hands-on Experience: Our approach is dedicated to practical, hands-on training in a collaborative framework, giving students many opportunities to work on real-world projects.

Demo Reel: Graduate with an impressive demo reel to take to prospective employers when you graduate.

CAREER PATHS

Music Production & Sound Design for Visual Media

Film Composer (film, games, commercials, web)
Orchestrator, Score Supervisor, Music Coordinator
Sound Designer, Synth Programmer, Music Supervisor
Music Copyist, Music Editor, Musician Contractor
Music Librarian
DEGREE REQUIREMENTS

Associate of Arts [AA] in Music Production

AA UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 33 UNITS
MAJOR 15 UNITS
+ LIBERAL ARTS 18 UNITS
TOTAL 66 UNITS

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

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers

Associate of Arts [AA] in Sound Design

AA UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 33 UNITS
MAJOR 15 UNITS
+ LIBERAL ARTS 18 UNITS
TOTAL 66 UNITS

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

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

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

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers

SOUND DESIGN HISTORICAL AWARENESS
LA 258 Creative Perspectives in Sounds Design 1

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
or MUS 125A Audio Production A
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 Music Editing for Visual Media
MUS 415 The Music Mix

AA SOUND DESIGN CORE COURSES
MPT 225 Sound Design
MUS 102 Soundtrack Industry Overview
MUS 105 Pro Tools User Certification Preparation
MUS 120 Music Production 1
MUS 125 Audio Production
MUS 170 Music Production 2
MUS 179 History of the Recording Industry
MUS 195 Sound Design for Games
MUS 205 Pro Tools 2 Operator Certification Preparation
MUS 320 Creative Sound Design for Visual Media
MUS 370 Music Editing for Visual Media
Bachelor of Fine Arts [BFA] in Music Production

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

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<thead>
<tr>
<th>CORE</th>
<th>36 UNITS</th>
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<tr>
<td>MAJOR</td>
<td>42 UNITS</td>
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<tr>
<td>+ ELECTIVES</td>
<td>9 UNITS</td>
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<td>+ LIBERAL ARTS</td>
<td>45 UNITS</td>
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<td><strong>TOTAL</strong></td>
<td><strong>132 UNITS</strong></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:
  1. One Historical Awareness course
  2. One Written Communication: Composition course
  3. One Written Communication: Context & Style course
  4. One Written Communication: Critical Thinking course
  5. One Historical Awareness course
  6. One Quantitative Literacy course
  7. One Cultural Ideas & Influences course
  8. One Employment Communications and Practices course

GENERAL EDUCATION REQUIREMENTS

WRITE COMMUNICATION: COMPOSITION

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<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 107 Writing for the Multilingual Artist</td>
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<td>LA 108 Composition for the Artist</td>
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WRITE COMMUNICATION: CONTEXT & STYLE

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<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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WRITE 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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<td>LA 280 Perspective Journalism</td>
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HISTORICAL AWARENESS

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<tr>
<th>CHOOSE ONE:</th>
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<tbody>
<tr>
<td>LA 171 Western Civilization</td>
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<td>LA 270 U.S. History</td>
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<td>LA 274 Study Abroad: Art &amp; Architecture of Renaissance Florence</td>
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<td>LA 276 Seminar in Great Britain</td>
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<td>LA 278 Seminar in France</td>
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<td>LA 279 Seminar in Italy</td>
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<td>LA 359 Urban Sociology</td>
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QUANTITATIVE LITERACY

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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 254 Human-Centered Design</td>
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<td>LA 255 College Math</td>
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<td>LA 271 College Algebra with Geometry</td>
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<td>LA 286 Discrete Mathematics</td>
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<td>LA 288 Vector, Matrices, &amp; Transformations</td>
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<td>LA 293 Precalculus</td>
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<td>LA 296 Applied Physics</td>
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CULTURAL IDEAS & INFLUENCES

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<th>CHOOSE ONE:</th>
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<tr>
<td>LA 292 Programming &amp; Culture</td>
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<td>LA 326 Topics in World Art</td>
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<td>LA 328 World Literature</td>
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<td>LA 343 Comparative Religion</td>
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<td>LA 368 Experiencing Culture: Anthropology for Today’s Artist</td>
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<td>LA 462 Power of Myth and Symbol</td>
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EMPLOYMENT COMMUNICATIONS & PRACTICES

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<th>CHOOSE ONE:</th>
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<td>LA 291 Designing Careers</td>
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BFA MUSIC PRODUCTION CORE COURSES

- MUS 102 Soundtrack Industry Overview
- MUS 105 Pro Tools User Certification Preparation
- MUS 110 Harmony 1
- MUS 120 Music Production 1
- MUS 125 Audio Production
- MUS 125A Audio Production A
- MUS 170 Music Production 2
- MUS 188 Rhythm & Beat Production
- MUS 205 Pro Tools 2 Operator Certification Preparation
- MUS 370 Music Editing for Visual Media
- MUS 415 The Music Mix
- MUS 425 Experimental Sound Design & Synthesis
- MUS 480 Music Demo Reel

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

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

CHOOSE TWO:

LA/LAN 117 Survey of Landscape Architecture
LA/IND 118 History of Industrial Design
LA 128 The Body As Art: History of Tattoo & Body Decoration
LA 129 History of Automotive Design
LA/GAM 131 History of Gaming
LA 132/ANM 102 History of Animation
LA 134/ANM 104 History & Technology of Visual Effects & Computer Animation
LA/VIS 137 History of Visual Development
LA/PH 147 History of Photography
LA/LAN 177 Pre-Industrial Urban Open Spaces
LA 182 Genres in Film
LAILL 195 History of Comics: American Comics
LA/ILL 197 History of Comics: International and Alternative Comics
LA/H 219 History of Architecture: 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 236/AD 232 Survey of Bay Area Architecture
LA 242/GP 242 History of Graphic Design
LA 243/ILL 310 History of American Illustration
LAFSH 244 History of Fashion
LA/JEM 245 History of Jewelry and Metal Arts from Around the World
LA/FSH 246 History of Textiles
LA 247 History & Techniques of Printmaking
LA 249 An Artistic and Intellectual History of the Renaissance

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
LA 276 Seminar in Great Britain
LA/LAN 277 Post Industrial Urban Open Spaces
LA 278 Seminar in France
LA 279 Seminar in Italy
LA 281/MPT 255 Film History 1: Pre-1940
LA 282/MPT 256 Film History 2: 1940-1974
LA 283 Examining Film Noir
LA 284 Evolution of the Horror Film
LA 319 History of Architecture: Modernity
LA 326 Topics in World Art
LA 327 Art of the Classical World
LA 333 Art of the Middle Ages
LA 361 The Artist in the Modern World
LA 382 Film History 3: Contemporary Cinema
LA 383 World Cinema
LA 384 Underrated Cinema
LA 385 Close-up on Hitchcock
LA 386 Exploring Science Fiction Cinema
LA 387 Women Directors in Cinema
LA 388 Survey of Asian Cinema
LA 420 Art of the Italian Renaissance
LA 421 Northern Renaissance Art
LA 422 Italian Baroque Art
LA 423 The Golden Age of Dutch Art
LA 432 Art of Spain: From El Greco to Picasso
LA 433 18th & 19th Century European Art
LA 443 History of Asian Art
LA 445 Dada & Surrealism
Bachelor of Fine Arts [BFA] in Music Scoring & Composition

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

CORE
36 UNITS

MAJOR
42 UNITS

+ ELECTIVES
9 UNITS

+ LIBERAL ARTS
45 UNITS

TOTAL
132 UNITS

BFA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS

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

• Minimum 2.0 GPA and the following general education requirements:
  1. Art Historical Awareness courses
  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.

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

QUANTITATIVE LITERACY

CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

CHOOSE ONE:
LA 291 Designing Careers

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 360 Songwriting in Popular Music
MUS 370 Music Editing for Visual media
MUS 480 Music Demo Reel
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<td>LA 132/ANM 102</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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</tbody>
</table>
Bachelor of Fine Arts [BFA] in Sound Design

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

- CORE: 36 UNITS
- MAJOR: 42 UNITS
- ELECTIVES: 9 UNITS
- LIBERAL ARTS: 45 UNITS

TOTAL: 132 UNITS

BFA SOUND DESIGN CORE COURSES

- MPT 225 Sound Design
- MUS 102 Soundtrack Industry Overview
- MUS 105 Pro Tools User Certification Preparation
- MUS 120 Music Production 1
- MUS 125 Audio Production
- MUS 170 Music Production 2
- MUS 179 History of the Recording Industry
- MUS 195 Sound Design for Games
- MUS 205 Pro Tools 2 Operator Certification Preparation
- MUS 320 Creative Sound Design for Visual Media
- MUS 370 Music Editing for Visual Media
- MUS 480 Music Demo Reel

GENERAL EDUCATION 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
  - Sound Design Historical Awareness courses
  - Historical Awareness course
  - Quantitative Literacy course
  - Cultural Ideas & Influences 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.

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

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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers

SOUND DESIGN HISTORICAL AWARENESS

- LA/MUS 258 Creative Perspectives in Sounds Design 1
Master of Arts [MA] in Music Scoring & Composition

MA UNIT REQUIREMENTS
MAJOR 33 UNITS
+ GRADUATE LIBERAL ARTS 3 UNITS
TOTAL 36 UNITS

MA MUSIC SCORING & COMPOSITION DEGREE REQUIREMENTS
• Successful completion of Final Portfolio Review
• Minimum 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 601 Pro Tools User Certification Preparation
MUS 602 Soundtrack Industry Overview
MUS 605 Music Notation and Score Preparation
MUS 609 Modern Techniques in Music Production
MUS 610 Harmony: Advanced Techniques
MUS 625 Orchestration
MUS 635 MIDI Orchestration
MUS 639 Music Production 2
MUS 640 Music Scoring for Film
MUS 780 Music and Sound Design Professional Practices

MA MUSIC SCORING & COMPOSITION GRADUATE LIBERAL ARTS REQUIREMENTS
GLA 618 Film Music History: The Art of the Film Score

Master of Arts [MA] in Sound Design

MA UNIT REQUIREMENTS
MAJOR 33 UNITS
+ GRADUATE LIBERAL ARTS 3 UNITS
TOTAL 36 UNITS

MA SOUND DESIGN DEGREE REQUIREMENTS
• Successful completion of Final Portfolio Review
• Minimum grade of C in all required 36 units
• Minimum 2.0 cumulative GPA and the following Academic Study requirements:
  1 Major Designated Graduate Liberal Arts course

MA SOUND DESIGN REQUIRED MAJOR COURSES
MPT 632 Sound Design
MUS 601 Pro Tools User Certification Preparation
MUS 602 Soundtrack Industry Overview
MUS 609 Modern Techniques in Music Production
MUS 616 Audio Production 1
MUS 617 Sound Design for Games
MUS 629 Music Editing for Visual Media
MUS 639 Music Production 2
MUS 643 Creative Sound Design for Visual Media
MUS 701 ProTools 2 Operator Certification Preparation
MUS 780 Music and Sound Design Professional Practices

MA SOUND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS
GLA 618 Film Music History: The Art of the Film Score
Master of Fine Arts [MFA] in Music Scoring & Composition

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA MUSIC SCORING & COMPOSITION REQUIRED MAJOR COURSES

MUS 601 Pro Tools User Certification Preparation
MUS 602 Soundtrack Industry Overview
MUS 605 Music Notation and Score Preparation
MUS 609 Modern Techniques in Music Production
MUS 610 Harmony: Advanced Techniques
MUS 620 The Art of Counterpoint
MUS 625 Orchestration
MUS 639 Music Production 2
MUS 640 Music Scoring for Film
MUS 780 Music and Sound Design Professional Practices

MFA MUSIC SCORING & COMPOSITION 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 GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 605 Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

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

MAJOR DESIGNATED GRADUATE LIBERAL ARTS
GLA 618 Film Music History: The Art of the Film Score

MFA SOUND DESIGN REQUIRED MAJOR COURSES

MPT 632 Sound Design
MUS 601 Pro Tools User Certification Preparation
MUS 602 Soundtrack Industry Overview
MUS 609 Modern Techniques in Music Production
MUS 616 Audio Production 1
MUS 617 Sound Design for Games
MUS 629 Music Editing for Visual Media
MUS 639 Music Production 2
MUS 643 Creative Sound Design for Visual Media
MUS 701 ProTools 2 Operator Certification Preparation
MUS 780 Music and Sound Design Professional Practices

MFA SOUND DESIGN DEGREE REQUIREMENTS

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

MFA SOUND DESIGN GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY
GLA 605 Motion Picture Theory & Style

CROSS CULTURAL UNDERSTANDING

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

MAJOR DESIGNATED GRADUATE LIBERAL ARTS
GLA 618 Film Music History: The Art of the Film Score
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 125 Audio Production
Audio production skills are key to success in the media industry. In this course you will learn recording, microphone positioning, signal flow, audio editing and more. Gain experience in recording voice, instruments, and how to combine elements to create balanced mixes.

MUS 125A Audio Production A
Learn how to create quality audio tracks the right way from the start. This course introduces necessary skills you can use to create quality audio for media projects and music recording. Learn principles of microphone use, digital audio recording, editing and audio software used daily in the industry.

MUS 125B Audio Production B
Produce quality audio for media projects and music projects. You will gain hands-on experience in recording and mixing voice and other soundtrack elements, and learn about standard audio processing tools used in the industry, like compression, reverb, and equalization (EQ). Principles of a quality final mix are introduced.

MUS 140 Music Notation and Score Preparation
Learn how to communicate your musical ideas effectively using musical notation. This course teaches you how to notate music accurately and create effective scores and lead sheets using industry-standard notation software. [This course is cross-listed with MUS 605.]

MUS 142 Film Music Appreciation
Learn the history of film music, from the birth of sound film to today. You will trace the historical development of the art of film music and how it supports the narrative elements of the story.

MUS 150 Harmony 2
Leonardo da Vinci said, “our soul is composed of harmony.” To increase your harmony skill set, you’ll explore scale and chord theory, harmonic progressions, minor mode harmony, musical cadence and voice leading, secondary dominants, and modal harmony.

MUS 170 Music Production 2
Learn advanced techniques in music production using music production software. Increase your ability to compose original music for media and improve your editing skills. You’ll learn to integrate MIDI with audio tracks, use plug-ins to create compelling mixes, and to sync music and audio with video. [This course is cross-listed with MUS 619.]

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 Arranging 1
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 sound 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 will 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 PreTools 2 Operator Certification Preparation
Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Operator Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing.

MUS 210 Harmony 3
Develop successful compositions using more sophisticated harmony techniques. Learn more complex chord structures, extended musical phrases, and historical context for harmonic frameworks.

MUS 222 Ableton Live Certification Preparation
Ableton Live represents the next evolutionary step of the virtual music production studio. In this course you will learn to compose in Ableton, use MIDI mapping, create beats, and more.

MUS 235 Analysis of Dramatic Scoring
Analyze the structure of music scores for 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 626.]

MUS 250 Harmony
Learn the most contemporary harmonic chord progressions and study 20th Century compositions. You’ll conduct an advanced analysis of musical examples, voice doubling, and techniques for connecting musical phrases into longer forms.

MUS 258 Creative Perspectives in Sound Design 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.

MUS 265 Orchestration
Orchestration is the art of deciding which instruments play which notes. Building on your knowledge of harmony structures, you’ll study the characteristics and sound ranges for various instruments and learn to combine them to create various musical textures and styles.

MUS 280 Arranging
Increase your ability to adapt musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. [This course is cross-listed with MUS 616.]

MUS 285 Session Recording 1: Protocols and Practices
Learn how to function effectively in a recording studio and get good tracks on the first take. Acquire techniques for recording sound sources well, create good headphone mixes, master studio signal flow, microphone selection and placement. You’ll also learn important skills like session file organization and asset management.

MUS 310 Real Time Mixing
Put “DJ experience” on your resume. Using professional level mixing gear, you’ll learn professional practices like track selection, how to build a mashup, and beat creation.

MUS 320 Creative Sound Design for Visual Media
Sound design is a powerful storytelling tool. Increase your abilities in audio editing, psychoacoustics, plug-ins and mixing to develop soundtracks based on script and character analysis. You’ll also collaborate intelligently with directors, editors, and composers.

MUS 330 Production Sound Recording
Learn to capture quality sound during film production. You’ll capture high quality production dialog tracks, ambiances, and sound effects, focusing on the role of the production sound recordist and working with the rest of the film crew.

MUS 335 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 365 Orchestration Techniques 2
Learn to use more complex combinations of instruments for dramatic effect. You’ll create material into a larger, more complex orchestration for a fully realized composition.

MUS 370 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 synthesize and edit music to picture. [This course is cross-listed with MUS 629.]

MUS 375 Music Scoring for Film
Acquire the skills to compose music scores for motion pictures to enhance your portfolio. You’ll use practical, technical, and aesthetic techniques to create an effective music score that reinforces the emotional content of films. [This course is cross-listed with MUS 640.]

MUS 385 Session Recording 2 - Vocal Production
The human voice was the first instrument, and it remains the most powerful expression of ourselves. Explore studio session skills that focus on vocal recording and production. In this course you will gain skills in producing, recording and processing vocal tracks.

MUS 390 Advanced Game Audio
Create and implement audio for game design using industry software UNITY, FMOD and Wwise. Hands-on projects will teach you industry workflows and generate material you can use for your senior portfolio.

MUS 395 Music Scoring for Games
Scoring music for game environments presents unique challenges. Following game design workflow, you’ll compose music for a variety of game play styles and forms using DAW’s, audio middleware, and game engines. You’ll also compare music for film, TV, and cartoons to music made for video games and non-linear media.

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 Dialogue Editing
Create quality dialog tracks like a pro. In this editing intensive course, you’ll use quality source recordings in Avid Pro Tools, and learn standard industry software to reduce noise in dialog tracks, make effective edits and match ADR to production dialog.

MUS 480 Music Demo Reel
Develop your demo reel and portfolio materials that reflect your style. You’ll build a professional demo reel that demonstrates your abilities as a music creator or sound designer that effectively supports the narrative and emotional content of visual media. Professional practices in the entertainment media industry are also emphasized.

MUS 498 Collaborative Project
Gain practical soundtrack media production experience and portfolio material by working on an interdisciplinary collaborative project. Course fees and prerequisites vary by topic.

MUS 498A The Agency
Work collaboratively to produce professional soundtracks for all types of advertising media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.
If interested, you should discuss your eligibility for an internship with your student services advisor. They can direct you to the academic department director or advisor for more information.

Put the knowledge and skills you have acquired in the classroom to work in a real-world setting by applying for an internship. To do this, 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 498G Sound Design for Game Studio**
Work collaboratively to produce professional soundtracks for gaming media. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

**MUS 498M Motion Picture Post Production**
Work collaboratively to produce professional soundtracks with the School of Motion Pictures & Television’s Production Hub. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

**MUS 498V Game Sound Virtual Reality/Augmented Reality**
Work collaboratively to produce professional soundtracks for animated shorts. You’ll focus on scoring, sound design, library research, and asset gathering.

**MUS 498X Animation Studio X**
Work collaboratively to produce professional soundtracks for venues, VR, and AR. You’ll focus on scoring, sound design, and balancing all audio elements in a final mix.

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

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

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

**MUS 600 Fundamentals of Harmony**
Build your foundation in the language of music. You’ll gain a solid skill set in music composition, note identification, intervals, key signatures, and chord construction by studying diatonic chord progressions, major and minor mode harmony, and rhythmic meter principles.

**MUS 601 Pro Tools User Certification Preparation**
Avid Pro Tools is the most widely used sound and music production system in the world. This course introduces Pro Tools and prepares you to take the official level 1 User Certification exam.

**MUS 602 Soundtrack Industry Overview**
As an incoming graduate student, you’ll get an industry overview of soundtrack production for media, learn foundational concepts, and learn strategies for success in the MUS curriculum and in your midpont and final review.

**MUS 605 Music Notation and Score Preparation**
Learn how to communicate your musical ideas effectively using musical notation. This course teaches you how to notate music accurately and create effective scores and lead sheets using industry-standard notation software. [This course is cross-listed with MUS 140.]

**MUS 609 Modern Techniques in Music Production**
Digital audio workstation technology is at the heart of music production today. Learn valuable skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

**MUS 610 Harmony: Advanced Techniques**
Master techniques in voice leading, harmonic rhythm, voice doubling, and connecting musical phrases into longer forms. By analyzing musical examples, you’ll learn the advanced concepts of music harmony necessary for successful composition.

**MUS 615 Arranging**
Increase your ability to adapt musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. [This course is cross-listed with MUS 280.]

**MUS 616 Audio Production 1**
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.]

**GRADUATE COURSES**

**MUS 600 Fundamentals of Harmony**
Build your foundation in the language of music. You’ll gain a solid skill set in music composition, note identification, intervals, key signatures, and chord construction by studying diatonic chord progressions, major and minor mode harmony, and rhythmic meter principles.

**MUS 601 Pro Tools User Certification Preparation**
Avid Pro Tools is the most widely used sound and music production system in the world. This course introduces Pro Tools and prepares you to take the official level 1 User Certification exam.

**MUS 602 Soundtrack Industry Overview**
As an incoming graduate student, you’ll get an industry overview of soundtrack production for media, learn foundational concepts, and learn strategies for success in the MUS curriculum and in your midpont and final review.

**MUS 605 Music Notation and Score Preparation**
Learn how to communicate your musical ideas effectively using musical notation. This course teaches you how to notate music accurately and create effective scores and lead sheets using industry-standard notation software. [This course is cross-listed with MUS 140.]

**MUS 609 Modern Techniques in Music Production**
Digital audio workstation technology is at the heart of music production today. Learn valuable skills in the use of DAW technology, MIDI, synthesizers, samplers, loops, and multi-track music production, while learning to construct musical ideas effectively.

**MUS 610 Harmony: Advanced Techniques**
Master techniques in voice leading, harmonic rhythm, voice doubling, and connecting musical phrases into longer forms. By analyzing musical examples, you’ll learn the advanced concepts of music harmony necessary for successful composition.

**MUS 615 Arranging**
Increase your ability to adapt musical ideas from an existing composition. Build more complex arrangements for dramatic effect in this course. Go from basic lead sheet to fully realized arrangement. [This course is cross-listed with MUS 280.]

**MUS 616 Audio Production 1**
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 690 Modern Techniques in Music Production**
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.
MUSIC PRODUCTION & SOUND DESIGN FOR VISUAL MEDIA

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. [This course is cross-listed with MUS 370.]

MUS 639 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 635 Music Production 2
Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Operator Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing.

MUS 715 The Music Mix
Creating the final mix in music production is an art. You'll learn to balance elements in the mix, signal processing, equalization, compression and reverb to produce polished final mixes. [This course is cross-listed with MUS 415.]

MUS 780 Music and Sound Design Professional Practices
Develop your demo reel and portfolio materials in preparation to enter the soundtrack for media industry. You'll build a professional demo reel that demonstrates your talent as a 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 643 Creative Sound Design for Visual Media
Sound design is a powerful storytelling tool. Increase your abilities in audio editing, psychoacoustics, plug-ins and mixing to develop soundtracks based on script and character analysis. You'll also collaborate intelligently with directors, editors, and composers.

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

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

MUS 701 ProTools 2 Operator Certification Preparation
Learn advanced audio production skills while preparing to take your level 2 Avid Pro Tools Operator Certification Exams. You will learn post-production audio workflows, and receive advanced training in session management, editing, automation, and mixing.

MUS 819 Music Scoring Thesis
In this graduate directed study course, you will focus on development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music creation for your final portfolio.

MUS 815 Advanced Orchestration Techniques
Graduate students working on their individual thesis projects receive instruction and critiques of their work in addition to training in MIDI orchestration with high quality samples. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 831 Sound Design & Production 2
Graduate students working on their individual thesis projects receive instruction and critiques of their work in sound design and music production, mixing, and the use of virtual instruments. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 809 Interim 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; 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 900 Portfolio Enhancement
Students will further their skill in specific areas as determined by the Department Director. Professional standards for process, technique, and execution will be emphasized. Outcomes will be topic specific. Department Director approval is required. Course fees and prerequisites may vary by topic.

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

MUS 811 Sound Design Thesis
In this graduate directed study course, you will focus on development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music creation for your final portfolio.

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MUS 817 Advanced Sound Design
Graduate students working on their individual thesis projects receive instruction and critiques of their work in addition to training in sound design and mixing to develop soundtracks based on script and character analysis. You'll also collaborate intelligently with directors, editors, and composers.

MUS 819 Music Scoring Thesis
In this graduate directed study course, you will focus on development of material for your final thesis portfolio project and demo reel. Instructor feedback and peer critique of work in progress will help you shape your sound design and music creation for your final portfolio.

MUS 830 Composition 2
Graduate students working on their individual thesis projects receive instruction and critiques of their work in orchestration and scoring. In addition to regular instructor critiques of their work in progress, graduate students discuss approaches to their thesis projects as peers.

MUS 900 Portfolio Enhancement
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MUS 819 Music Scoring Thesis
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MUS 811 Sound Design Thesis
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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
- Porsche
- 7 x 7 Magazine
- Seabourn Cruise Line
- Scientific American Magazine
- Sony
- TBWA / Chiat Day
- Wired Magazine
- Xbox

CAREER PATHS

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- New York Times Magazines
- Nike
- Porsche
- 7 x 7 Magazine
- Seabourn Cruise Line
- Scientific American Magazine
- Sony
- TBWA / Chiat Day
- Wired Magazine
- Xbox

CAREER PATHS

Fine Art
- Museum, Gallery Showings
- Assignment/Commission Work
- Book Publishing
- University Teaching, Museum Curator
- Self-Publishing, Consulting
- Fine Art Printing, College Teaching
- Stock Photography
- High School Teaching

Art for Commerce
- Assignment Work, High End Wedding Portraits
- Advertising Photography
- Still Life, Editorial and Fashion Portraits
- Stock Photography, Photo Buyer, Assignment Work
- High End Catalog, Photo Editor, location Scout, Producer, Stylist, Studio Manager, Teaching, Wedding Portraits
- Assignment Work, 2nd Shooter, 1st Assistant, PA
- Special Photography, Event Photography
- Medical/Scientific Photography, Catalog House

Digital Tech
- Retouching, Compositing
- Digital Montage Work, Teaching, or Consulting
- On-Set Digital Tech, Medical/Scientific Photography
- Lab Technician, Basic Retouching

Documentary/Photo Journalism
- Magazine/Newspaper Photography
- Special Assigned Projects
- Non-profits, Event Photography
- Manufacturing/ Sales Jobs
DEGREE REQUIREMENTS

Associate of Arts [AA] in Photography

**AA UNIT REQUIREMENTS**

**MAJOR COURSEWORK**

- **CORE**
  - 33 UNITS
- **MAJOR**
  - 15 UNITS
- **+ LIBERAL ARTS**
  - 18 UNITS

**TOTAL**

- 66 UNITS

**AA PHOTOGRAPHY DEGREE REQUIREMENTS**

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

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

**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 PHOTOGRAPHY CORE COURSES**

- **PH 107** Imaging Workflow & Process
- **PH 108** Photography Principles and Techniques
- **PH 112** Quality of Light
- **PH 115** Visualization
- **PH 177** Imaging for Photographers
- **PH 197** Digital Printing
- **PH 225** Photo Design and Concept
- **PH 235** People Photography
- **PH 250** Location Lighting
- **PH 256** Motion for Photographers
- **PH 275** Concept Project
Bachelor of Fine Arts [BFA] in Photography

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

| CORE | 36 UNITS |
| MAJOR | 42 UNITS |
| ELECTIVES | 9 UNITS |
| LIBERAL ARTS | 45 UNITS |
| TOTAL | 132 UNITS |

BFA PHOTOGRAPHY DEGREE REQUIREMENTS

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

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

BFA PHOTOGRAPHY CORE COURSES

PH 107 Imaging Workflow & Process
PH 108 Photography Principles and Techniques
PH 112 Quality of Light
PH 115 Visualization
PH 177 Imaging for Photographers
PH 197 Digital Printing
PH 225 Photo Design and Concept
PH 235 People Photography
PH 250 Location Lighting
PH 256 Motion for Photographers
PH 275 Concept Project
PH 495 Senior Portfolio

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

GENERAL EDUCATION REQUIREMENTS

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

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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

- LA 291 Designing Careers
### ART HISTORICAL AWARENESS

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course 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>
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#### CHOOSE TWO:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>LA/LAN 117</td>
<td>Survey of Landscape Architecture</td>
</tr>
<tr>
<td>LA/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>
</tr>
<tr>
<td>LA 129</td>
<td>History of Automotive Design</td>
</tr>
<tr>
<td>LA/GAM 131</td>
<td>History of Gaming</td>
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<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/VIS 137</td>
<td>History of Visual Development</td>
</tr>
<tr>
<td>LA/PH 147</td>
<td>History of Photography</td>
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<tr>
<td>LA/LAN 177</td>
<td>Pre-Industrial Urban Open Spaces</td>
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<tr>
<td>LA 182</td>
<td>Genres in Film</td>
</tr>
<tr>
<td>LA/IILL 195</td>
<td>History of Comics: American Comics</td>
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<tr>
<td>LA/IILL 197</td>
<td>History of Comics: International and Alternative Comics</td>
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<tr>
<td>LA/ARH 219</td>
<td>History of Architecture: 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>
</tr>
<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 236/AD 232</td>
<td>Survey of Bay Area Architecture</td>
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<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
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<td>LA 243/IILL 310</td>
<td>History of American Illustration</td>
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<tr>
<td>LAFSH 244</td>
<td>History of Fashion</td>
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<td>LA/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
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<td>LA/FSH 246</td>
<td>History of Textiles</td>
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<tr>
<td>LA 247</td>
<td>History &amp; Techniques of Printmaking</td>
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<tr>
<td>LA 249</td>
<td>An Artistic and Intellectual History of the Renaissance</td>
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<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/LAN 277</td>
<td>Post Industrial Urban Open Spaces</td>
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<td>LA 278</td>
<td>Seminar in France</td>
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<tr>
<td>LA 279</td>
<td>Seminar in Italy</td>
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<tr>
<td>LA 281/MPT 255</td>
<td>Film History 1: Pre-1940</td>
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<td>LA 282/MPT 256</td>
<td>Film History 2: 1940-1974</td>
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<td>LA 283</td>
<td>Examining Film Noir</td>
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<td>LA 284</td>
<td>Evolution of the Horror Film</td>
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<tr>
<td>LA 319</td>
<td>History of Architecture: Modernity</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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<td>LA 361</td>
<td>The Artist in the Modern World</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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<tr>
<td>LA 384</td>
<td>Underrated Cinema</td>
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<td>LA 385</td>
<td>Close-up on Hitchcock</td>
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<tr>
<td>LA 386</td>
<td>Exploring Science Fiction Cinema</td>
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<tr>
<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>
</tr>
<tr>
<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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<tr>
<td>LA 422</td>
<td>Italian Baroque Art</td>
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<tr>
<td>LA 423</td>
<td>The Golden Age of Dutch Art</td>
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<tr>
<td>LA 432</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 433</td>
<td>18th &amp; 19th Century European Art</td>
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<tr>
<td>LA 434</td>
<td>History of Asian Art</td>
</tr>
<tr>
<td>LA 464</td>
<td>Dada &amp; Surrealism</td>
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### PHOTOGRAPHY

#### CERTIFICATE REQUIREMENTS

<table>
<thead>
<tr>
<th>Category</th>
<th>Units</th>
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<tbody>
<tr>
<td>MAJOR CORE (FOLLOW BFA CORE)</td>
<td>36</td>
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<tr>
<td>MAJOR</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>
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<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 Photography

MA UNIT REQUIREMENTS

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

MA PHOTOGRAPHY REQUIRED MAJOR COURSES

PH 601 Photography Concept
PH 603 The Language of Photography
PH 612 The Nature of Photography
PH 616 Photoshop & Lightroom for Photographers
PH 635 Digital Printing Techniques
PH 673 Portfolio: Concept & Development
PH 675 Portfolio: Print & Presentation
+ 4 Major courses

MA PHOTOGRAPHY 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. Art Historical Awareness & Aesthetic Sensitivity course

MA PHOTOGRAPHY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 625 History of Photography

Master of Fine Arts [MFA] in Photography

MFA UNIT REQUIREMENTS

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

*Per director approval

MFA PHOTOGRAPHY REQUIRED MAJOR COURSES

PH 601 Photography Concept
PH 603 The Language of Photography
PH 612 The Nature of Photography
PH 616 Photoshop & Lightroom for Photographers
PH 635 Digital Printing Techniques
PH 650 Portfolio Development
or PH 675 Portfolio: Print & Presentation
PH 673 Portfolio: Concept & Development
+ 3 Major courses

MFA PHOTOGRAPHY DEGREE REQUIREMENTS

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

MFA PHOTOGRAPHY GRADUATE LIBERAL ARTS REQUIREMENTS

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

GLA 625 History of Photography

CROSS CULTURAL UNDERSTANDING

CHOOSE ONE:

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

PROFESSIONAL PRACTICES & COMMUNICATIONS

GLA 626 Business Practices & Principles for Photographers
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.

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.

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.

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.

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 225 Photo Design and Concept
You’ll combine contemporary composition and design skills with the personality and style of your work to produce creative concepts.

PH 235 People Photography
Explore all forms of people photography. Using skills in graphic design, emotional input portraiture, and appropriate lighting, you’ll learn to shoot people for use in all fields, including illustration, fashion, and documentary.

PH 250 Location Lighting
Create studio-quality photography while on the road. You’ll use strobe and ambient lighting techniques to do the most with the least amount of equipment while on location.

PH 256 Motion for Photographers
Communicate using motion imaging. You’ll combine basic camera operation, editing, and storyboarding skills with the technical and conceptual aspects of motion imaging to produce two completed projects.

PH 260 Documentary
W. Eugene Smith said, “I think photojournalism is documentary photography with a purpose.” Explore the ins and outs of the Documentary field. You’ll study major historical, contemporary, and ethical markers in photojournalism, and create images for print or online publication.

PH 275 Concept Project
Improve the conceptual intent of your work. You will make personal images that are memorable and evoke response, focusing on conceptual development and refining your individual style.

PH 295 Portfolio Preparation and Professional Development
Prepare to compete for professional photography opportunities in this AA Photography degree capstone course. You’ll develop a unified body of work with a cohesive personal style that demonstrates your personal vision, technical, and conceptual abilities.

PH 301 Fine Art Photography
Express yourself artistically with photography. You’ll study contemporary and historical ideas and movements, and create art using photography.

PH 310 Fine Art Photography
Express yourself artistically with photography. You’ll study contemporary and historical ideas and movements, and create art using photography.

PH 312 Alternative Processes
Apply historical, technical, and aesthetic processes like pinhole photography, cyanotype, and Van Dyke prints to your own photographic work.

PH 316 Landscape as Fine Art
Investigate the role of landscape photography in the fine art world. You will produce a unique and personal series of landscape work that demonstrates your personal vision, technical, and conceptual abilities.

PH 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 335 Contemporary Fine Art Practices
Produce a body of work that reflects your photographic interests. You’ll use contemporary fine art practices and processes to convey your concepts.

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 1
Practice all types of still photography—from tabletop to fine art to illustrative—a using appropriate studio and natural light.

PH 350 Architectural Photography
Take beautiful photographs of buildings and exteriors. You’ll gain skills in lens movements, filter/shift, lens choices, angle of view, sense of space, perspective, lighting, appropriate time of day, and shooting under diverse light sources and color temperatures.

PH 355 Portfolio Development I
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 371 Advanced Location Lighting
Get creative with light and take dynamic shots of buildings, interiors, people, and macro objects. Using remotes, lighting modifiers, special effects software, and other professional lighting equipment you’ll learn to use light as a powerful storytelling tool.

### PH 372 Environmental Portraiture
Get creative with light and take dynamic shots of buildings, interiors, people, and macro objects. Using remotes, lighting modifiers, special effects software, and other professional lighting equipment you’ll learn to use light as a powerful storytelling tool.

### PH 385 Advanced Photo Imagination
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 414 Mixed Media Photo Techniques
You’ll use drawing, painting, collage, and sculptural techniques to augment your photos, experimenting with different surface textures and complex imagery. [This course is cross-listed with PH 644.]

### 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 455 Fine Art Project
Focus on creating a significant body of personal work. Explore ideas that inspire you and present your work for discussion and criticism. Learn about the fine art side of the photo industry.

### 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. [This course is cross-listed with PH 633.]

### 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 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.

### PH 492 Travel Portfolio
Have you recently returned from study abroad in Italy or another exciting travel experience? You likely have hundreds of images of beautiful scenery, people, culture, architecture, and more. In this online course, we explore editing, sequencing, and presenting a cohesive body of work from photographs captured during recent travels. This course is open to all majors.

### 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 494A Study Abroad: Photo Capture Intensive
Discover the art, culture, and historical aspects 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 494 Travel Portfolio
Explore the art, culture, and historical aspects 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 495 Senior Portfolio
Make your portfolio sing. You’ll develop a cohesive portfolio—both a physical and a web-based version—that includes a comprehensive body of unique, impactful, and memorable print and digital work showcasing your advanced conceptualization, innovation, and photographic abilities.

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

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

### PH 590 Enhanced Studies
You will complete coursework 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 612 The Nature of Photography
Explore photography as an intricate visual language. You will discover individual artistic expression using applied composition and photographic design skills and understanding relationships of form and narrative in single images and complete bodies of work.

PH 614 Black & White Darkroom
Establish black and white darkroom techniques, procedures, and printing. You will explore film processing, exposure standardization, toning, and other fine art printing techniques and strategies.

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 Experimental Photography
Expand your individual artistry in the photographic medium. You will use both historical and contemporary photographic techniques and printing processes, including alternative capture, image transfer, encaustic application, Cyanotype, and Van Dyke Brown.

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.

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 632 Large Format Techniques
Using a 4x5 large format camera, you will explore still life, figure, interior, and exterior photographic techniques to define and interpret spatial relationships.

PH 633 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. (This course is cross-listed with PH 414.)

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 640 Historic Processes
Familiarize yourself with historic 19th century processes including Cyanotype, Van-Dyke Brown, TinType, and Gum Printing. You’ll create digital negatives and experiment with different printing techniques.

PH 642 Lighting on Location
Apply your creative lighting skills while working on location. You will learn to maximize available light, use strobes, work with light modifiers, and combine lighting techniques at interior and exterior locations for fine art and commercial applications.

PH 644 Mixed Media Photo Techniques
You will use drawing, painting, collage, and sculptural techniques to augment your photos, experimenting with different surface textures and complex imagery. (This course is cross-listed with PH 640.)

PH 645 Experimental Contemporary Photography
Enjoy exploring contemporary experimental photography techniques. You will learn non-traditional methods of creating and displaying your photographs, including alternative capture, liquid emulsion, toning, colorization, image transfer, and presentation on alternative print surfaces.

PH 650 Portfolio Development
Develop a professional print portfolio, including a website and promotional materials to exhibit your thesis work to the photography industry. You will learn to edit, sequence, brand, and present your photographic projects for career success.

PH 653 Environmental Portraiture and Production
Shoot effective portraits on location. Gaining valuable experience with a wide range of subjects and environments, you’ll learn profitable business practices and refine your pre-production planning, on-set production, and location lighting skills.
PH 655 Digital Montage
Discover the diverse, imaginative possibilities of digital montage using Adobe Photoshop. Using the latest software tools, you will refine your creative, conceptual, and technical imaging skills to advance your project images.

PH 656 Motion Capture & Visual Storytelling
Explore visual storytelling using motion imaging for documentary, fine art, and commercial applications. Utilizing current industry practices of video capture and Adobe Premiere Pro editing software, you will conceptualize, create, and finalize your motion projects.

PH 658 Advanced Digital Capture
Get advanced digital capture skills relevant to the industry now. You’ll learn to use tethered shooting and workflow, Phase One and Leaf digital backs, and Capture One software to produce high quality files for a client or for your own collection. [This course is cross-listed with PH 325.]

PH 672 Photography Intensive
Display your work in a San Francisco gallery. During the condensed summer semester, you’ll hustle to create exhibition-quality work from an incredible outdoor location for inclusion in a condensed summer semester. You’ll hustle to create exhibition-quality work from an incredible outdoor location for inclusion in a collaborative group show at the 625 Sutter Street Gallery.

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: Print & Presentation
Edit, sequence, print, design, and prepare your portfolio for final presentation and 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.

PH 679 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 680 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 681 Fine Art
Examine contemporary philosophies and fine art practices as you continue to conduct research, create images and receive guidance on your fine art thesis project. You will study current fine art photographers, exhibition practices, portfolio reviews, grant opportunities, and more.

PH 682 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 684 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 685 Advanced Photoshop
Receive advanced Photoshop instruction and critique on your thesis project images in a small group environment. You will receive individualized instruction and engage in group critique as you advance your thesis research and add to your project portfolio.

PH 686 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 687 Alternative Practices
Explore contemporary concepts, philosophies and practices in alternative capture, processing, and printing methods. You will receive guidance on alternative concepts and technologies applied in your thesis work through class instruction and group critique.

PH 688 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 689 Thes is 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 690 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: Approved midpoint review and director approval; MA: 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.

PH 691 Thesis Intensive
Examine contemporary philosophies and fine art practices as you continue to conduct research, create images and receive guidance on your fine art thesis project. You will study current fine art photographers, exhibition practices, portfolio reviews, grant opportunities, and more.

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 693 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 900 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 901 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 902 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: Approved midpoint review and director approval; MA: 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.

PH 903 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 904 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: Approved midpoint review and director approval; MA: 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.

PH 905 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 906 Final Review Preparation
Prepare for your Final Thesis Review and entrance into the photography industry. You will receive guidance and critique on writing and speaking skills, professional readiness, completion and presentation of your research, and the final presentation of your photographic print portfolio.

PH 907 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 908 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: Approved midpoint review and director approval; MA: 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.

PH 909 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 910 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 911 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 912 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.

PH 913 Travel Portfolio & Print Presentation
Have you recently returned from an exciting travel adventure such as study abroad in Italy? With graduate-level guidance and advanced peer critique you will learn to edit, sequence, and present a cohesive body of work in digital and print formats from images you have captured during your recent travels. NOTE: This course is open to students of all majors.
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
## DEGREE REQUIREMENTS

**Associate of Arts [AA] in Visual Development**

### AA UNIT REQUIREMENTS

<table>
<thead>
<tr>
<th>CORE</th>
<th>33 UNITS</th>
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<tr>
<td>MAJOR</td>
<td>15 UNITS</td>
</tr>
<tr>
<td>+ LIBERAL ARTS</td>
<td>18 UNITS</td>
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</tbody>
</table>

**TOTAL** 66 UNITS

### AA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

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

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

### 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 VISUAL DEVELOPMENT CORE COURSES

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>FA 110</td>
<td>Still Life Painting 1</td>
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<tr>
<td>FASCU 270</td>
<td>Ecoche</td>
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<td>FND 110</td>
<td>Analysis of Form</td>
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<td>or FND 110A</td>
<td>Analysis of Form A</td>
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<td>FND 112</td>
<td>Figure Drawing</td>
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<td>Visual Development Production</td>
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<td>VIS 250</td>
<td>Visual Development 2</td>
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</tbody>
</table>
Bachelor of Fine Arts [BFA] in Visual Development

BFA UNIT REQUIREMENTS

MAJOR COURSEWORK

| CORE                                      | 36 UNITS |
| MAJOR                                     | 42 UNITS |
| + ELECTIVES                               | 9 UNITS  |
| + LIBERAL ARTS                            | 46 UNITS |
| **TOTAL**                                 | 132 UNITS |

BFA VISUAL DEVELOPMENT DEGREE REQUIREMENTS

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

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

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

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

WRITTEN COMMUNICATION: CONTEXT & STYLE

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

WRITTEN COMMUNICATION: CRITICAL THINKING

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

HISTORICAL AWARENESS

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

GENERAL EDUCATION REQUIREMENTS

GENERAL EDUCATION REQUIREMENTS

WRITTEN COMMUNICATION: COMPOSITION

**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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES

**CHOOSE ONE:**
LA 291 Designing Careers
ART HISTORICAL AWARENESS

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course 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>
<tr>
<td>LA/AN 117</td>
<td>Survey of Landscape Architecture</td>
</tr>
<tr>
<td>LA/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>
</tr>
<tr>
<td>LA 129</td>
<td>History of Automotive Design</td>
</tr>
<tr>
<td>LA/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/VIS 137</td>
<td>History of Visual Development</td>
</tr>
<tr>
<td>LA/PH 147</td>
<td>History of Photography</td>
</tr>
<tr>
<td>LA/LAN 177</td>
<td>Pre-Industrial Urban Open Spaces</td>
</tr>
<tr>
<td>LA 182</td>
<td>Genres in Film</td>
</tr>
<tr>
<td>LA/ILL 195</td>
<td>History of Comics: American Comics</td>
</tr>
<tr>
<td>LA/ILL 197</td>
<td>History of Comics: International and Alternative Comics</td>
</tr>
<tr>
<td>LA/ARH 219</td>
<td>History of Architecture: Ancient to Gothic</td>
</tr>
<tr>
<td>LA 220</td>
<td>American Art History</td>
</tr>
<tr>
<td>LA 222</td>
<td>20th Century Art</td>
</tr>
<tr>
<td>LA 224</td>
<td>Women, Art &amp; Society</td>
</tr>
<tr>
<td>LA 226/AD 230</td>
<td>Survey of Traditional Interior Architecture</td>
</tr>
<tr>
<td>LA 229/AD 231</td>
<td>Survey of Contemporary Interior Architecture</td>
</tr>
<tr>
<td>LA 236/AD 232</td>
<td>Survey of Bay Area Architecture</td>
</tr>
<tr>
<td>LA 242/GR 242</td>
<td>History of Graphic Design</td>
</tr>
<tr>
<td>LA 243/ILL 310</td>
<td>History of American Illustration</td>
</tr>
<tr>
<td>LA/FSH 244</td>
<td>History of Fashion</td>
</tr>
<tr>
<td>LA/JEM 245</td>
<td>History of Jewelry and Metal Arts from Around the World</td>
</tr>
<tr>
<td>LA/FSH 246</td>
<td>History of Textiles</td>
</tr>
<tr>
<td>LA 247</td>
<td>History &amp; Techniques of Printmaking</td>
</tr>
<tr>
<td>LA 249</td>
<td>An Artistic and Intellectual History of the Renaissance</td>
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<tr>
<td>LA 274</td>
<td>Study Abroad: Art &amp; Architecture of Renaissance</td>
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<tr>
<td>LA 276</td>
<td>Seminar in Great Britain</td>
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<tr>
<td>LA/LAN 277</td>
<td>Post Industrial Urban Open Spaces</td>
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<tr>
<td>LA 278</td>
<td>Seminar in France</td>
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<tr>
<td>LA 279</td>
<td>Seminar in Italy</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 283</td>
<td>Examining Film Noir</td>
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<td>LA 284</td>
<td>Evolution of the Horror Film</td>
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<tr>
<td>LA 319</td>
<td>History of Architecture: Modernity</td>
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<tr>
<td>LA 326</td>
<td>Topics in World Art</td>
</tr>
<tr>
<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 361</td>
<td>The Artist in the Modern World</td>
</tr>
<tr>
<td>LA 382</td>
<td>Film History 3: Contemporary Cinema</td>
</tr>
<tr>
<td>LA 383</td>
<td>World Cinema</td>
</tr>
<tr>
<td>LA 384</td>
<td>Underrated Cinema</td>
</tr>
<tr>
<td>LA 385</td>
<td>Close-up on Hitchcock</td>
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<tr>
<td>LA 386</td>
<td>Exploring Science Fiction Cinema</td>
</tr>
<tr>
<td>LA 387</td>
<td>Women Directors in Cinema</td>
</tr>
<tr>
<td>LA 388</td>
<td>Survey of Asian Cinema</td>
</tr>
<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>
</tr>
<tr>
<td>LA 422</td>
<td>Italian Baroque Art</td>
</tr>
<tr>
<td>LA 423</td>
<td>The Golden Age of Dutch Art</td>
</tr>
<tr>
<td>LA 432</td>
<td>Art of Spain: From El Greco to Picasso</td>
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<tr>
<td>LA 433</td>
<td>18th &amp; 19th Century European Art</td>
</tr>
<tr>
<td>LA 434</td>
<td>History of Asian Art</td>
</tr>
<tr>
<td>LA 464</td>
<td>Dada &amp; Surrealism</td>
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</table>

Note: The course codes are listed with their respective course titles for easy reference.
**Master of Arts [MA] in Visual Development**

**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>
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</tbody>
</table>

**MA VISUAL DEVELOPMENT DEGREE REQUIREMENTS**

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

---

**Master of Fine Arts [MFA] in Visual Development**

**MFA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR</th>
<th>30 UNITS</th>
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<tbody>
<tr>
<td>+ DIRECTED STUDY</td>
<td>18 UNITS</td>
</tr>
<tr>
<td>+ ELECTIVES*</td>
<td>6 UNITS</td>
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<tr>
<td>+ GRADUATE LIBERAL ARTS</td>
<td>9 UNITS</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>63 UNITS</strong></td>
</tr>
</tbody>
</table>

*Per director approval

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**MFA VISUAL DEVELOPMENT DEGREE REQUIREMENTS**

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

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**MA VISUAL DEVELOPMENT REQUIRED MAJOR COURSES**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ANM 610</td>
<td>Figurative Concepts</td>
</tr>
<tr>
<td>ANM 633</td>
<td>Drawing and Design for Animation</td>
</tr>
<tr>
<td>FA 602</td>
<td>Head Drawing</td>
</tr>
<tr>
<td>or FA 605</td>
<td>Landscape Painting</td>
</tr>
<tr>
<td>or FA 607</td>
<td>Urban Landscape</td>
</tr>
<tr>
<td>or FA 630</td>
<td>Color Theory</td>
</tr>
<tr>
<td>or ANM 614</td>
<td>Color and Design Application for Animation</td>
</tr>
<tr>
<td>ILL 610</td>
<td>Clothed Figure Drawing</td>
</tr>
<tr>
<td>ILL 612</td>
<td>The Rendered Figure</td>
</tr>
<tr>
<td>ILL 625</td>
<td>Perspective for Characters &amp; Environment</td>
</tr>
<tr>
<td>ILL 620</td>
<td>The Graphic Novel 1</td>
</tr>
<tr>
<td>or ILL 650</td>
<td>Preliminary Art</td>
</tr>
<tr>
<td>or ILL 735</td>
<td>Children’s Book Illustration</td>
</tr>
<tr>
<td>ILL 660</td>
<td>Digital Painting</td>
</tr>
<tr>
<td>ILL 602</td>
<td>Concept, Technique and Illustration</td>
</tr>
<tr>
<td>or ILL 632</td>
<td>Refining Layouts in Ink</td>
</tr>
<tr>
<td>or ILL 670</td>
<td>Designing for Consumer Products and Licensing</td>
</tr>
<tr>
<td>VIS 611</td>
<td>The Visual Elements of Story</td>
</tr>
<tr>
<td>VIS 660</td>
<td>Fundamentals of Environments and Prop Design</td>
</tr>
<tr>
<td>VIS 670</td>
<td>Portfolio Development</td>
</tr>
<tr>
<td>+ 1 Major course</td>
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**ENTERTAINMENT ART EMPHASIS**

<table>
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<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ANM 633</td>
<td>Drawing and Design for Animation</td>
</tr>
<tr>
<td>FA 630</td>
<td>Color Theory</td>
</tr>
<tr>
<td>ILL 610</td>
<td>Clothed Figure Drawing</td>
</tr>
<tr>
<td>ILL 612</td>
<td>The Rendered Figure</td>
</tr>
<tr>
<td>ILL 625</td>
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</tr>
<tr>
<td>ILL 620</td>
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<td>ILL 602</td>
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<tr>
<td>or ILL 632</td>
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<tr>
<td>or ILL 670</td>
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<tr>
<td>VIS 611</td>
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</tr>
<tr>
<td>VIS 660</td>
<td>Fundamentals of Environments and Prop Design</td>
</tr>
<tr>
<td>VIS 670</td>
<td>Portfolio Development</td>
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</table>

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**MA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS**

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>GLA 624</td>
<td>History of Visual Development</td>
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**MFA VISUAL DEVELOPMENT GRADUATE LIBERAL ARTS REQUIREMENTS**

**ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>GLA 624</td>
<td>History of Visual Development</td>
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**CROSS CULTURAL UNDERSTANDING**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</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 611</td>
<td>Cultural Narratives</td>
</tr>
<tr>
<td>GLA 617</td>
<td>Mythology for the Modern World</td>
</tr>
<tr>
<td>GLA 619</td>
<td>Culture &amp; Identity in Modern American Theater</td>
</tr>
<tr>
<td>GLA 627</td>
<td>The Global Design Studio: Past, Present, &amp; Future</td>
</tr>
<tr>
<td>GLA 903</td>
<td>Graduate Seminar in Europe</td>
</tr>
<tr>
<td>GLA 905</td>
<td>Graduate Seminar in Florence: Renaissance Art &amp; Architecture</td>
</tr>
</tbody>
</table>

**PROFESSIONAL PRACTICES & COMMUNICATIONS**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>GLA 679</td>
<td>Professional Practices for Visual Development</td>
</tr>
</tbody>
</table>
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 Drawing and Design for Animation
FA 630 Color Theory
ILL 602 Concept, Technique and Illustration
or ILL 620 Graphic Novel 1
or ILL 670 Designing for Consumer Products and Licensing
ILL 610 Clothed Figure Drawing
ILL 612 The Rendered Figure
ILL 625 Perspective for Characters & Environment
ILL 660 Preliminary Art
or ILL 665 Interactive Illustration
or ILL 730 Graphic Novel/Comic Book 2
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 103 Visual Development Imaging
Create images that tell a story. Using digital photography and imaging software, you’ll gain the basic local point, depth, and perspective skills to compose stories with a cohesive look.

VIS 132 History of Visual Development
To create the future of this profession, you must understand the past. You’ll explore the impact specific designers and artists have had, and see how production techniques, costs, financing, and marketing have evolved over time.

VIS 150 Visual Development 1
Skills needed. You’ll gain essential Photoshop abilities, along with basic composition, clothed figure, and color theory skills for visual development.

VIS 205 Visual Development Production
Promote your skills with portfolio-quality work and a personal website. You’ll experience the full production pipeline for animation, documentary, and live action by working on a short film or game that tells a compelling story.

VIS 230 Digital Painting for Visual Development
Intensive digital painting tailored to the visual development design process. You’ll utilize Photoshop and 3D software to create a suite of thematically related pieces demonstrating consistent lighting and effective value, color, depth, and focal point(s).

VIS 235 Character Design for Visual Development (ZBrush)
Use 3D software to sculpt and paint models. You’ll create organic and hard surface assets, adding surface details, and finishing models with UVs and textures, and generate their maquettes in clay and paint them using Zbrush software.

VIS 250 Visual Development 2
You’ll use your vivid imagination and strong drawing and painting skills to help you create characters and environments that set the mood of a story.

VIS 270 Vehicle & Armor Design for Visual Development
Explore vehicle and armor design with post-apocalyptic, futuristic, and steam punk themes. You’ll use both traditional and digital drawing media to develop your concepts and create paintings that tell a story.

VIS 280 Color Scripting
You’ll use cinematic composition, atmospheric use of color, and color continuity to complete a sixteen-frame color script.

VIS 300 Environment Design for Visual Development
Designing dynamic environments for film or games is a process. From thumbnails to finished product, you’ll gain the composition, lighting, and texturing techniques to create dramatic environments and prop call outs.

VIS 310 Visual Development for Spot Animation
Create a spot animation and art for a short film. You’ll practice quick sketching and storyboarding for recognition, personal association, and identity branding to keep a viewer’s attention despite limited use of characters and settings.

VIS 315 UI 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 320 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 330 Environment Design for Visual Development
Designing dynamic environments for film or games is a process. From thumbnails to finished product, you’ll gain the composition, lighting, and texturing techniques to create dramatic environments and prop call outs.

VIS 350 Visual Development for Live Action
Become a versatile artist. You’ll create to create a professional package that includes value and color studies, production paintings, and thumbnail compositions. Learn to do both live action and family film style without compromising the integrity of the design.

VIS 364 Character Design 1: Bringing Characters to Life
Explore quick drawing, line-of-action, volume, and caricature skills that tell a story.

VIS 370 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 thumbnail color/value studies, and finished illustrations to design four creatures.

VIS 387 Texture and Look Development for Mari
You’ll explore the different stages of the texturing process and learn the process to achieve a realistic rendered image.

VIS 400 Visual Development Styles
Apply style to animation visual development. You’ll learn to apply graphic, European, and Eastern styling techniques to character design, prop design, environment design, composition, value, and color.

VIS 405 Senior Portfolio for Visual Development
Develop a professionally marketable portfolio with your best work. You’ll build client and artist relationships by practicing the art of presentation and behavioral skills to create a consistent and effective value, color, depth, and focal point(s).

VIS 410 Portfolio Enhancement
You’ll develop a comprehensive project proposal designed to improve your skills in targeted areas, as determined by your program director. Professional standards for process, technique, and execution will be emphasized. Course outcomes, fees, and prerequisites may vary by topic.
VIS 498 Collaborative Project
Cross-disciplinary projects mirror real-world projects, and require a varied and sophisticated approach to problem solving. Course fees and prerequisites vary by topic.

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

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

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

GRADUATE COURSES

VIS 611 The Visual Elements of Story
Master the visual elements of story, including color and design, color theory, staging and composition, camera angles, perspective principles, and typography. You’ll also learn film vocabulary.

VIS 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.

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
WEB DESIGN & NEW MEDIA
Welcome to the new

Web Design & New Media graduates are strategic thinkers, producers, and creative technologists poised to lead innovation.

Think you’ve got what it takes to build the next generation of web sites, mobile apps, and motion graphics? Then join us on a journey into the future, where you are poised to lead innovation on a global scale!
WHAT WE OFFER

With industry professionals in every classroom, you’ll learn from the best. Hands-on tutorials, professional mentoring and in-person critiques make learning exciting.

The latest in software and equipment is standard. We keep up with current advancements in technology and industry practices. Whatever the pros are using, that’s what you will find in our classrooms and studios.

CAREER PATHS

Web, Mobile, and New Media Design

Creative Director or Technical Director
Art Director
Senior Designer or Developer: UX/UI Design, Product Design, Motion Graphics, Front-end Development
Junior Designer or Developer: UX/UI Design, Product Design, Motion Graphics, Front-end Development
Production Artist: Web Graphics, Front-end Coding, Motion Graphics
### DEGREE REQUIREMENTS

#### Associate of Arts [AA] in Web Design & New Media

**AA UNIT REQUIREMENTS**

<table>
<thead>
<tr>
<th>MAJOR COURSEWORK</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>CORE</td>
<td>33 UNITS</td>
</tr>
<tr>
<td>MAJOR</td>
<td>15 UNITS</td>
</tr>
<tr>
<td>+ LIBERAL ARTS</td>
<td>18 UNITS</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>66 UNITS</td>
</tr>
</tbody>
</table>

**AA WEB DESIGN & NEW MEDIA DEGREE REQUIREMENTS**

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

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

#### AA WEB DESIGN & NEW MEDIA CORE COURSES

- ADV 236 Digital Photography
- FND 122 Color Fundamentals
- GR 102 Design Technology: Digital Publishing Tools
- GR 150 Visual Communication A
- WNM 105 Design Technology: Visual Design Tools
- WNM 120 User Experience 1
- WNM 210 Visual Design 1
- WNM 230 Digital Imaging 1
- WNM 249 Web Design 1
- WNM 250 Web Design 2
- WNM 310 Visual Design 2

#### GENERAL EDUCATION REQUIREMENTS

**WRITTEN COMMUNICATION: COMPOSITION**

Choose one:
- LA 107 Writing for the Multilingual Artist
- LA 108 Composition for the Artist

**WRITTEN COMMUNICATION: CRITICAL THINKING**

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

**EMPLOYMENT COMMUNICATIONS & PRACTICES**

- LA 291 Designing Careers

**ART HISTORICAL AWARENESS**

- LA 120 Art History through the 15th Century
- LA 121 Art History through the 19th Century
Bachelor of Fine Arts [BFA] in Web Design & New Media

BFA UNIT REQUIREMENTS
MAJOR COURSEWORK
CORE 36 UNITS
MAJOR 42 UNITS
+ ELECTIVES 9 UNITS
+ LIBERAL ARTS 45 UNITS
TOTAL 132 UNITS

BFA WEB DESIGN & NEW MEDIA DEGREE REQUIREMENTS

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

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

BFA WEB DESIGN & NEW MEDIA CORE COURSES
ADV 236 Digital Photography
FND 122 Color Fundamentals
GR 102 Design Technology: Digital Publishing Tools
GR 150 Visual Communication A
WNM 105 Design Technology: Visual Design Tools
WNM 120 User Experience 1
WNM 210 Visual Design 1
WNM 230 Digital Imaging 1
WNM 249 Web Design 1
WNM 250 Web Design 2
WNM 310 Visual Design 2
WNM 482 Portfolio 2

GENERAL EDUCATION REQUIREMENTS

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

WRITTEN COMMUNICATION: CONTEXT & STYLE
CHOOSE ONE:
LA 110 English Composition: Narrative Storytelling
LA 133 Short Form Writing

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

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

QUANTITATIVE LITERACY
CHOOSE ONE:
LA 124 Physics for Artists: Light, Sound, and Motion
LA 146 Anatomy of Automobiles
LA 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 Pre-calculus
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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES
LA 291 Designing Careers
<table>
<thead>
<tr>
<th>ART HISTORICAL AWARENESS</th>
<th>Certificate in Web Design &amp; New Media</th>
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<tbody>
<tr>
<td>LA 120 Art History through the 15th Century</td>
<td>MAJOR REQUIREMENTS</td>
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<tr>
<td>LA 121 Art History through the 19th Century</td>
<td>MAJOR 36 UNITS</td>
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<td><strong>CHOOSE TWO:</strong></td>
<td><strong>MAJOR</strong></td>
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<tr>
<td>LA/LAN 117 Survey of Landscape Architecture</td>
<td>42 UNITS</td>
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<tr>
<td>LA/IND 118 History of Industrial Design</td>
<td>+ BY ADVISEMENT 24 UNITS</td>
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<tr>
<td>LA 128 The Body As Art: History of Tattoo &amp; Body Decoration</td>
<td>+ ELECTIVES 12 UNITS</td>
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<tr>
<td>LA 129 History of Automotive Design</td>
<td>+ ART HISTORY 6 UNITS</td>
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<tr>
<td>LA/GAM 131 History of Gaming</td>
<td>TOTAL 120 UNITS</td>
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<tr>
<td>LA 132/ANM 102 History of Animation</td>
<td>• Minimum 2.0 GPA</td>
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<tr>
<td>LA 134/ANM 104 History &amp; Technology of Visual Effects &amp; Computer Animation</td>
<td>• Minimum grade of C- in all core courses and major courses</td>
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<td>LAVIS 137 History of Visual Development</td>
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<td>LAPH 147 History of Photography</td>
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<td>LA/LAN 177 Pre-Industrial Urban Open Spaces</td>
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<td>LA 182 Genres in Film</td>
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<td>LA/ILL 195 History of Comics: American Comics</td>
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<td>LA/ILL 197 History of Comics: International and Alternative Comics</td>
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<td>LA/ARH 219 History of Architecture: 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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<td>LA 226/AAD 230 Survey of Traditional Interior Architecture</td>
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<td>LA 229/AAD 231 Survey of Contemporary Interior Architecture</td>
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<td>LA 230/AAD 232 Survey of Bay Area Architecture</td>
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<td>LA 242/GR 242 History of Graphic Design</td>
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<td>LA 243/IAD 310 History of American Illustration</td>
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<td>LA/FSH 244 History of Fashion</td>
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<td>LA/JEM 245 History of Jewelry and Metal Arts from Around the World</td>
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<td>LA/FSH 246 History of Textiles</td>
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<td>LA 247 History &amp; Techniques of Printmaking</td>
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<td>LA 249 An Artistic and Intellectual History of the Renaissance</td>
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<td>LA 274 Study Abroad: Art &amp; Architecture of Renaissance</td>
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<td>LA 276 Seminar in Great Britain</td>
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<td>LA/LAN 277 Post Industrial Urban Open Spaces</td>
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<td>LA 278 Seminar in France</td>
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<td>LA 279 Seminar in Italy</td>
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<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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<td>LA 283 Examining Film Noir</td>
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<td>LA 284 Evolution of the Horror Film</td>
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<td>LA 319 History of Architecture: Modernity</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 333 Art of the Middle Ages</td>
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<td>LA 361 The Artist in the Modern World</td>
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<td>LA 382 Film History 3: Contemporary Cinema</td>
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<td>LA 383 World Cinema</td>
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<td>LA 384 Underrated Cinema</td>
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<td>LA 385 Close-up on Hitchcock</td>
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<td>LA 386 Exploring Science Fiction Cinema</td>
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<td>LA 387 Women Directors in Cinema</td>
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<td>LA 388 Survey of Asian Cinema</td>
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<td>LA 420 Art of the Italian Renaissance</td>
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<td>LA 421 Northern Renaissance Art</td>
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<td>LA 422 Italian Baroque Art</td>
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<td>LA 423 The Golden Age of Dutch Art</td>
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<td>LA 432 Art of Spain: From El Greco to Picasso</td>
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<td>LA 433 18th &amp; 19th Century European Art</td>
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<td>LA 434 History of Asian Art</td>
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<td>LA 464 Dada &amp; Surrealism</td>
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MA WEB DESIGN & NEW MEDIA REQUIRED

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

MA WEB DESIGN & NEW MEDIA DEGREE REQUIREMENTS

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

MA WEB DESIGN & NEW MEDIA GRADUATE

ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:

GLA 601 Classical Aesthetics and the Renaissance
GLA 602 The Art & Ideology of the 20th Century
GLA 605 Motion Picture Theory & Style
GLA 606 Crossing Borders: Art & Culture in a Global Society
GLA 607 Art & Ideas of the Enlightenment
GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
GLA 613 Fashion, Arts, and Influence
GLA 615 History of Graphic Design
GLA 615E History of Graphic Design
GLA 621 History & Techniques of Character Animation
GLA 622 History & Techniques of VFX
GLA 623 History and Techniques of Games
GLA 624 History of Visual Development
GLA 625 History of Photography
GLA 629 150 Years of American Illustration
GLA 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 Graduate Seminar in Europe
GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture
ART HISTORICAL AWARENESS & AESTHETIC SENSITIVITY

CHOOSE ONE:
- GLA 601 Classical Aesthetics and the Renaissance
- GLA 602 The Art & Ideology of the 20th Century
- GLA 605 Motion Picture Theory & Style
- GLA 606 Crossing Borders: Art & Culture in a Global Society
- GLA 607 Art & Ideas of the Enlightenment
- GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
- GLA 613 Fashion, Arts, and Influence
- GLA 615 History of Graphic Design
- GLA 615E History of Graphic Design
- GLA 621 History & Techniques of Character Animation
- GLA 622 History & Techniques of VFX
- GLA 623 History and Techniques of Games
- GLA 624 History of Visual Development
- GLA 625 History of Photography
- GLA 629 150 Years of American Illustration
- GLA 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 Graduate Seminar in Europe
- GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture

PROFESSIONAL PRACTICES & COMMUNICATION
- GLA 676 Professional Practices for Designers & Advertisers
WEB DESIGN & NEW MEDIA

UNDERGRADUATE COURSES

WMN 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, wrangling the Mac OS, finding workflow techniques, presentation and output methods, and more.

WMN 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.

WMN 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.

WMN 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.

WMN 230 Digital Imaging 1
Photoshop isn’t just an application anymore, it’s a verb. You’ll discover the techniques that take you to a new, professional level of photo compositing, colorwork, and image retouching.

WMN 249 Web Design 1
HTML and CSS are the backbone of the web. As you develop your coding skills, you’ll learn strategies in site architecture, navigation, file management, and more to create highly intuitive websites.

WMN 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.

WMN 270 Type Design
Good typography is art, and one of the best ways to learn it is by creating the type that comprises it. You’ll learn to create compelling, expressive letterforms and typefaces, and tune them into working fonts for desktop and the web.

WMN 282 Midpoint Portfolio
Your portfolio is everything. You’ll take the first step into creating and presenting your own portfolio website and personal branding system. You’ll revisit, redo, update, revise, and add to past work to create a portfolio that reflects the skills you’ve gained.

WMN 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.

WMN 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.

WMN 310 Visual Design 2
Combine innovative technologies with the power of traditional design and production to create meaningful concepts to an audience. You’ll learn to use visual structures like type, imagery, graphics, interface design, brand identity, and interactive product design.

WMN 330 Digital Imaging 2
Develop your compositing and creative imaging techniques. You’ll learn high concept digital photography and gain creative problem solving skills to make pieces in your portfolio shine.

WMN 335 Digital Imaging 3
Learn photo art direction. You’ll use original photography and Photoshop to produce creative, conceptual visuals in a range of styles for commercial application.

WMN 349 Web Design 3
Build professional websites using current web standards and scripting tools. You’ll develop the design, user interaction, user experience, and coding skills necessary to produce large scale web sites using standard frameworks, libraries, and content management systems.

WMN 369 Web Design 4
Build interactive websites that deliver dynamic data and a cohesive user experience. You’ll implement your design ideas to develop a complex database-driven website, and use PHPer server-sidet scripting and MySQL databases to manage content.

WMN 380 Senior Project
This is the culmination of your academic career—a semester-long exploration of the design work you’re most passionate about. By designing your own 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.

WMN 425 Introduction to Physical Computing
The “Internet of Things” brings the power of the internet to everyday objects. You’ll learn analog and digital input/outputs, electronic components, basic coding for microprocessors, and use your design skills to create unique and beautiful interactive products and experiences.

WMN 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.

WMN 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.

WMN 494 Corporate Sponsored Project
You’ll propose design solutions for a project given directly by the sponsor. You will gain valuable feedback and critique from an industry partner as you apply your professional-level design and technology skills. Industry partners change each semester and fees, and prerequisites may vary by topic.

WMN 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.

WMN 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.

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

WNM 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

WNM 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.

WNM 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.

WNM 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.

WNM 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.

WNM 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.

WNM 613 Motion Graphics and Video
Become a better storyteller using motion graphics and digital video. You’ll learn how to sync music, sound, and video to develop compelling digital video. Learn contemporary trends and practices in motion graphics. You’ll research, concept, storyboard, and design motion graphics using industry-standard tools.

WNM 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.

WNM 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.

WNM 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.

WNM 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.

WNM 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.

WNM 694 Corporate Sponsored Project
Be a design thinker and creative problem solver. You’ll collaborate with an industry partner to develop design solutions for challenges in today’s industry.

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

WNM 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.

WNM 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.

WNM 725 Interactive Physical Systems
Everything is connected. You will gain technology and programming skills for microprocessors and electronic components as you apply interaction design principles to IOT projects.

WNM 735 Masters Portfolio
Create a portfolio that shines. 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.

WNM 800 Directed Study
Refine your skills. As a Master of Fine Arts degree candidate, you will 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.

WNM 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.

WNM 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.

WNM 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.

WNM 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 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.

WNM 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.
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 sales)
- 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
- WRI 240 Script Analysis
- WRI 250 Writing for Television 1A
- WRI 269 Feature Film 1B
- WRI 325 Screenwriting: Adaptation

GENERAL EDUCATION REQUIREMENTS

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

WRITTEN COMMUNICATION: CONTEXT & STYLE
- CHOOSE ONE:
  - LA 110 English Composition: Narrative Storytelling
  - LA 133 Short Form Writing

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

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

QUANTITATIVE LITERACY
- CHOOSE ONE:
  - LA 124 Physics for Artists: Light, Sound, and Motion
  - LA 146 Anatomy of Automobiles
  - LA 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 462 Power of Myth and Symbol

EMPLOYMENT COMMUNICATIONS & PRACTICES
- LA 291 Designing Careers

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

CHOOSE TWO:
- LA 113 Principles of Short Film Storytelling
- LA 132 History of Animation
- LA 134 History & Technology of Visual Effects & Computer Animation
- LA 140 Music Appreciation
- LA 141 Storytelling: From Telephone to Transmedia
- LA 142 Film Music Appreciation
- LA 182 Genres of Film
- LA 195 History of Comics: American Comics
- LA 197 History of Comics: International and Alternative Comics
- LA 281 Film History 1: Pre-1940
- LA 282 Film History 2: 1940-1974
- LA 283 Examining Film Noir
- LA 285 Physical Theatre
- LA 289 Tune into the Tube: History of Television
- LA 382 Film History 3: Contemporary Cinema
- LA 383 World Cinema
- LA 384 Underrated Cinema
- LA 385 Close-Up on Hitchcock
- LA 386 Exploring Science Fiction Cinema
- LA 387 Women Directors in Cinema
- LA 388 Survey of Asian Cinema
- LA 407 The Beatles in the Visual Arts

STORYTELLING & CHARACTER PSYCHOLOGY

CHOOSE ONE:
- LA 166 The Power of Story
- LA 216 Science Fiction and Fantasy
- LA 217 Writing for Comics & Graphic Novels
- LA 305 Educational Psychology
- LA 312 Creative Writing
- LA 318 Writing for Picture Books
- LA 365 General Psychology
- LA 462 Power of Myth and Symbol

WRI WRITING FOR FILM, TELEVISION & DIGITAL MEDIA

DEGREE REQUIREMENTS

MFA UNIT REQUIREMENTS

MAJOR 36 UNITS
DIRECTED STUDIES 18 UNITS
ELECTIVE 6 UNITS
TOTAL 60 UNITS

MFA WRITING FOR FILM, TELEVISION & DIGITAL MEDIA REQUIRED MAJOR COURSES

- MPT 605 Film Language Studio
- MPT 618 Writer-Director Intensive 1
- MPT 628 Development: Finding Material and Influencing Writers
- WRI 610 Creating Character & Backstory
- WRI 620 Script Analysis
- WRI 625 Dialogue & Character
- WRI 628 Writing for Film Genres
- WRI 660 Writing the Feature Film 1A
- WRI 662 Screenwriting: Adaptation
- WRI 665 Writing the Feature Film 1B
- WRI 680 The Art of the Pitch
- WRI 900 Internship

or any course in major

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
In this course, students will learn to identify narrative potential of character and backstory.

WRI 200 First Steps in Television
Analyze current and past television and streaming shows and trends. Discover how to write for half-hour and hour comedy and drama shows. Write an outline and episode of an existing television show.

WRI 239 Feature Film 1A
In this two-part course, students will learn the basics of screenwriting, outlining and writing the first draft of a screenplay.

WRI 240 Script Analysis
View, Read and Discuss Screenplays and Films. You will gain the tools to analyze theme, story, structure, plot, characters & dialogue in screenplays and films that have influenced major screenwriters and the art of filmmaking.

WRI 244 Dialogue 1
Beginning with the foundations of character and backstory, students will craft authentic and emotionally engaging dialogue in a variety of scenes and short scripts.

WRI 250 Writing for Television 1A
In this course students will create a bible for an original television series and write the pilot episode. [This course is cross-listed with WRI 740.]

WRI 269 Feature Film 1B
In the last part of this two part course, students will demonstrate a mastery of core screenwriting skills through writing a section of a screenplay or a complete feature.

WRI 295 Pitch 1
Students will learn to pitch stories with confidence and style. Students will practice pitching well-known films, learning how to condense key ideas and engage prospective buyers. Students will work on: rehearsing; performance-level energy; projecting confidence and sustaining a professional demeanor.

WRI 297 Writing for Film Genre
In this class, students will explore writing for genre and deliver a short genre-defined screenplay.

WRI 320 TV Pilot Creation B
Students will write a pilot script for an original half-hour comedy series. Students will come up with the arena, create characters, establish conflicts and relationships, and write a beat sheet and outline. Students will also write a series presentation, consisting of an overview, character bios and additional episode ideas.

WRI 325 Screenwriting: Adaptation
Students will work with material from pre-existing intellectual properties, crafting outlines, character biographies, and beat sheets for potential projects.

WRI 339 Writing the Feature Film 2A
In this two-part course, students will craft an updated twist on a Public Domain work to create an adapted screenplay.

WRI 350 TV Pilot Creation A
Students will write two drafts of a spec pilot for an original one-hour dramatic series. Topics include creating the world, story and character development, establishing the tone and series theme, setting the pace and style, and creating a show that has great potential for a number of future episodes.

WRI 369 Feature Film 3A
In this two-part course, students will revise previously written feature-length screenplays.

WRI 370 Writing for Television 1B
In this course students will revise their bible for an original television series and write the pilot episode. (This course is cross-listed with WRI 740.)

WRI 439 Writing the Feature Film 2B
In this two-part course, students will craft an updated twist on a Public Domain work to create an adapted screenplay.

WRI 450 Adapted TV Pilot B
In this two-part course, students will adapt a public domain work as a television project.

WRI 469 Feature Film 3B
In this two-part course, students will revise previously written feature-length screenplays.

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

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

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

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

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

WRI 610 Creating Character & Backstory
In this course, students will learn to implement advanced screenwriting techniques through character development and backstory.

WRI 620 Script Analysis
View, Read and Discuss Screenplays and Films. You will gain the tools to analyze theme, story, structure, plot, characters & dialogue in screenplays and films that have influenced major screenwriters and the art of filmmaking.

WRI 622 Screenwriting: Adaptation
Students will work with material from pre-existing intellectual properties, crafting outlines, character biographies, and beat sheets for potential projects.

WRI 625 Dialogue & Character
Through the lens of character, students will craft compelling dialogue in scenes and short film scripts.

WRI 628 Writing for Film Genres
In this class, students will explore key tenets of various genres and craft a short screenplay in a specific genre.

WRI 634 First Steps in Television
Analyze current and past television and streaming shows and trends. Discover how to write for half-hour and hour comedy and drama shows. Write an outline and episode of an existing television show.

WRI 645 Writing for Television 1A
In this course students will create a bible for an original television series and write an outline for an original television pilot.

WRI 660 Writing the Feature Film 1A
In this two-part course, students will acquire the skills to generate feature film ideas, develop characters, craft an outline, and complete a screenplay.

WRI 665 Writing the Feature Film 1B
In this two-part course, students will acquire the skills to generate feature film ideas, develop characters, craft an outline, and complete a screenplay.

WRI 680 The Art of the Pitch
The course covers the entire process of what goes into a successful pitch. Students do research on prospective buyers, and learn how to condense an idea into a compelling presentation. Students rehearse to help develop performance-level energy, confidence, and professionalism that will prepare them for pitch meetings with industry executives.

WRI 695 Collaborative Project
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.

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 740 Writing for Television 1B
In this course students will revise their bible for an original television series and write the pilot episode. [This course is cross-listed with WRI 370.]

WRI 760 Feature Film 3: Rewrite & Polish
In this course, students will rewrite and polish screenplays to complete professional-quality scripts suitable for the marketplace. Emphasis is placed on structural changes, character depth, and quality of dialogue.

WRI 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 805A Content Creation: Writing for TV 1A
In this course, students will write a television project which may be drama, comedy, or a limited series.

WRI 805B Content Creation: Writing for TV 1B
Students will write two drafts of a spec pilot for an original one-hour dramatic series. Topics include creating the world, story and character development, establishing the tone and series theme, setting the pace and style, and creating a show that has great potential for a number of future episodes.

WRI 809A Content Creation: Feature Film 2A
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 Content Creation: Feature Film 2B
In this two-part course, students will adapt a public domain work as a feature-length screenplay.

WRI 809C Content Creation: 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 mid-point 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.

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

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
Achieve heightened realism. You’ll learn to use the 5-value system to analyze light and shadow on forms, and gain skills in perspective, composition, and rendering of various textures and materials.

FND 110A Analysis of Form A
Introduction of a two-part in-depth study of classical drawing principles on achieving heightened realism in imagery. Incorporating perspective, sighting of proportions and accurate geometrical construction of objects and compositions. Light and shadow utilizing the 5-value system, to apply form/cast shadow edge distinctions to model form will also be introduced.

FND 110B Analysis of Form B
In this conclusion of the in-depth study of classical drawing principles, students will build on the knowledge acquired in previous course and refine execution skills on realistic drawing and rendering of light, shadow and three-dimensional form.

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.

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 EAP courses, individual EAP support which can be arranged for any art and design class at the university, EAP writing, speaking, and multimedia labs, as well as online EAP support.

We offer a specialized English for Art Purposes curriculum, for students of all levels. We will give you the EAP coursework that you need to succeed in your art and design classes, whether your English skills are beginner or advanced.

Our EAP curriculum allows low proficiency English speakers to enroll in art and design classes while they improve their language skills. EAP support is available for on campus and online courses. Placement in on campus EAP courses is determined by an ESL Placement Test.

Our EAP Support Program provides in-class language support and free individual tutoring for both on campus and online classes. After you have taken one or more EAP courses, we will continue to support you in and out of the classroom. EAP support teachers are assigned to classes based on qualifying need. EAP teachers, depending on the need, may also hold study groups.

Academy of Art University is strongly committed to its international population. Our English for Art Purposes program makes the Academy the best choice for non-native English speakers who wish to study art and design in the United States. EAP services available include EAP courses, individual EAP support which can be arranged for any art and design class at the university, EAP writing, speaking, and multimedia labs, as well as online EAP support.
Welcome artists! Introducing the English language. You will learn basic grammar structures and develop foundational skills in listening, speaking, pronunciation, reading, and writing.

As a new international student, you’ll gain language abilities and learn strategies to thrive at the Academy and in the Bay Area. You'll gain speaking, listening, grammar, writing, presentation, and critique, you'll learn to successfully communicate both in and outside the classroom.

Get personal attention for targeted outcomes. You’ll learn strategies to improve your artistic and academic performance.

Strongen your English by listening, speaking, reading, and writing about your area of study. You’ll learn major-specific vocabulary for your midpoint review, and practice self-directed learning to sustain language development after EAP.

Do your listening and speaking skills need work? Increase your speaking skills using intensive practice methods that enhance your artistic and academic performance.

Even as an advanced masters student, you may need to refine certain language skills. A focus on reading and writing issues will help you increase your vocabulary in various art and design topics.

Get personal attention for targeted outcomes. You’ll learn processes, projects, techniques, concepts, and styles specific to your abilities. Course outcomes, fees, and prerequisites vary depending on your needs.
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.
LA 103 Fundamentals of English
Domestic and international students who place into this course will learn skills to prepare them for the reading and writing demands of subsequent Liberal Arts courses. Students will read and analyze short texts to inspire and inform their own essay development in three rhetorical modes: description, narration, and persuasion.

LA 104 Respect for Acting
This course introduces students to the craft of acting through hands on experience with scene study, exercises, and script analysis. Students will learn industry specific terminology used to communicate with actors and techniques to improve performance. Emphasis will be placed on the ensemble and partner collaboration.

LA 106 Speaking & Listening for Artists
This course gives students intensive practice in oral skills through methods and materials that enhance students’ artistic and academic performance. This course is aimed at students who need to improve their speaking, listening, and pronunciation skills.

LA 107 Writing for the Multilingual Artist
This introductory writing course gives multilingual students foundational writing skills needed to succeed in their coursework and the professional world. Essay assignments are designed to help students express their own artistic identity, process, and vision through proficient, professional writing. Emphasis is placed on grammar, style, revision and research basics.

LA 110 Writing the Short Story
This is a creative writing course designed to teach students the elements of narrative storytelling, including dialogue, point of view, character development, plot, setting and variations in narrative genre.

LA 113 Principles of Short Film Storytelling
This course examines the fundamental storytelling principles of short film. Emphasis will be placed on what makes a great short film. Students will analyze films, write critiques, and practice essential storytelling skills needed before moving into the script stage in the following course.

LA 115 The Natural World 1: The Base Layer
This course provides the opportunity to gain a deeper understanding of the natural landscape. By exploring local sites, students will learn to identify and analyze soil types, geological forms, watersheds, and other topographical features and how they affect design decisions. Strategies for mapping and recording this information will be introduced.

LA 117 Survey of Landscape Architecture
This course provides an overview of the profession and highlights the responsibilities and challenges of the 21st century landscape architect. Students will study the history of landscape architecture and the role landscape architects have in the shaping of human spaces. Influences for positive changes in the environment will be discussed.

LA 118 History of Industrial Design
This course begins with early mechanization and the industrial revolution and follows the social ramifications of historic periods and their influences on contemporary design. Special emphasis is placed on the glory years of the 30’s and 40’s as the era associated with the birth of industrial design.

LA 119 Fabric and Fiber Technology
Students are introduced to the basic properties of textiles, and how they relate to performance and end use. The course includes hands-on analysis of fabric swatches.

LA 120 Art History Through the 15th Century
Examine the major styles of art and architecture in Western civilization from prehistory to the late Gothic and early Renaissance periods.

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.

LA 122 Design Philosophy: Aesthetics, Logic, and Ethics
The course introduces students to philosophical concepts and narratives that are embedded in our design problems. A dialectical system of Socratic method will be exercised in the class to critique and resolve oppositions. Students will compare and contrast a range of philosophies in the defense of a philosophical stance.

LA 124 Physics for Artists: Light, Sound, and Motion
This course focuses on the physical properties of light, sound and motion. Students in this course develop a conceptual and quantitative understanding of these fundamental phenomena in physics. Strongly recommended for students in photography, animation and special effects, game design, music production and sound design.

LA 125 The Creative Process
This course exposes students to the various perspectives on creativity. It covers historical and social ramifications, both from scientific and first-person artist perspectives. Through projects and group discussions, students will analyze their own creative process, identify their creative strengths and develop creative problem-solving skills that will help them realize their creative potential.

LA 126 Fabric and Fiber Technology
Students are introduced to the basic properties of textiles, and how they relate to performance and end use. The course includes hands-on analysis of fabric swatches.

LA 128 The Body As Art: History of Tattoo & Body Decoration
The decoration of the human body is perhaps the oldest art form and continues through today as a means of personal, spiritual, and cultural expression. This course offers a historical introduction to global traditions and contemporary forms, techniques, styles, designs, and cultural meanings of “decorated skin.”

LA 129 History of Automotive Design
This course introduces students to the evolution of automotive and coachwork design in historical and cultural context. Students study the connections between technological advancement and changes in safety requirements, and their influences in automotive design history. Emphasis is placed on the era associated with the advancement of assembly line and the glory years of the 1930’s and 40’s.

LA 130 Broadway! The Evolution of the American Musical
In this course students will examine selected musicals from the early 20th century to the present. Students will delve into major artistic styles by decade, utilizing visual and auditory representation. Students will also analyze trends in pop culture and sociological milestones, using musical theatre to better understand the American experience.

VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
LA 131 History of Gaming
Covering games from ancient board games to modern consoles, this course gives relevance and meaning to the human experience of interaction through games. Game design theory and non-linear storytelling theory, an overview of video game industry companies, technology and terminology are introduced.

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.

LA 133 Short Form Writing
This writing course explores brevity as a creative option. Students will work through the reductive writing process and learn how powerful story, voice, and style develop with fewer words. The goal? Simple. Clear. Concise.

LA 134 History & Technology of Visual Effects & Computer Animation
The history of special effects is rich with innovation. You’ll examine the techniques behind classic animated characters from Bugs Bunny to Thanos, and see how production techniques, costs, financing, and marketing have evolved over time.

LA 135 First Year Seminar for Academic Success
This class provides strategies and individualized support to help students excel. Students share, develop and implement best practices for topics such as time management, motivation, project planning and communication. This seminar is required for first year students on academic probation; it is recommended to all students.

LA 136 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 137 History of Visual Development
To create the future of the profession, you must understand the skills, interviewing techniques, and radio production abilities. Produce your own podcasts. You’ll learn the professional roles behind them that are the foundation of the art form.

LA 138 History of Photography
This course is a survey of the visual structure and history of photography, examining individuals, movements and the theories behind them that are the foundation of the art form.

LA 139 Introduction to Radio/Podcasting
LA 140 Music Appreciation
This course is an historical and critical survey of classical music and how it supports the narrative elements of the story.

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

LA 142 Film Music Appreciation
Learn the history of film music, from the birth of sound film to today. You will trace the historical development of the art of film music and how it supports the narrative elements of the story.

LA 143 Anatomy of Automobiles
This course introduces the various components used in vintage automobiles. In this course, students identify common automotive components and those that work together as a system. This course satisfies a Quantitative Literacy requirement and includes calculating volume, conversion of temperature (Fahrenheit and Celsius), and mathematical, philosophical and aesthetic aspects will be explored. Students examine the symbolic and practical theories and applications of these divine principles from both classical and contemporary sources. This course is open to all majors.

LA 144 History of the Telephone
This course introduces the various components used in vintage automobiles. In this course, students identify common automotive components and those that work together as a system. This course satisfies a Quantitative Literacy requirement and includes calculating volume, conversion of temperature (Fahrenheit and Celsius), and mathematical, philosophical and aesthetic aspects will be explored. Students examine the symbolic and practical theories and applications of these divine principles from both classical and contemporary sources. This course is open to all majors.

LA 145 History of the Written Word
This course provides strategies and individualized support to help students excel. Students share, develop and implement best practices for topics such as time management, motivation, project planning and communication. This seminar is required for first year students on academic probation; it is recommended to students who are striving for academic success.

LA 146 Golden Section/Sacred Geometry
This course studies the unique geometric constructions and proportions that form the structure of the universe. Artists, mathematicians, philosophers and aesthetic aspects will be explored. Students examine the symbolic and practical theories and applications of these divine principles from both classical and contemporary sources. This course is open to all majors.

LA 147 History of Photography
This course is a survey of the visual structure and history of photography, examining individuals, movements and the theories behind them that are the foundation of the art form.

LA 148 Great Performances: Legendary Actors of the Silver Screen
An actor’s performance can transform a good film into a classic. In this course, students will be introduced to the seminal work and creative process of some of Hollywood’s greatest stars. Utilizing interviews and selected scenes, students will develop the ability to analyze and discuss groundbreaking moments in film.

LA 149 History of the Telephone
This course introduces the various components used in vintage automobiles. In this course, students identify common automotive components and those that work together as a system. This course satisfies a Quantitative Literacy requirement and includes calculating volume, conversion of temperature (Fahrenheit and Celsius), and mathematical, philosophical and aesthetic aspects will be explored. Students examine the symbolic and practical theories and applications of these divine principles from both classical and contemporary sources. This course is open to all majors.

LA 150 Introduction to Radio/Podcasting
Producing your own podcasts. You’ll learn the professional roles associated with radio broadcasting and gain basic audio editing skills, interviewing techniques, and radio production abilities.

LA 151 First Year Seminar for Academic Success
This class provides strategies and individualized support to help students excel. Students share, develop and implement best practices for topics such as time management, motivation, project planning and communication. This seminar is required for first year students on academic probation; it is recommended to students who are striving for academic success.

LA 152 History of the Written Word
This course provides strategies and individualized support to help students excel. Students share, develop and implement best practices for topics such as time management, motivation, project planning and communication. This seminar is required for first year students on academic probation; it is recommended to students who are striving for academic success.

LA 153 History of Music and Film
This writing course explores brevity as a creative option. Students will work through the reductive writing process and learn how powerful story, voice, and style develop with fewer words. The goal? Simple. Clear. Concise.

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

LA 155 The Genius of Appeal
This course will examine the nature of audience appeal in entertainment design and production. Students will review and evaluate examples of appealing and unappealing properties in film, television, animation, and games. Emphasis will be placed on understanding the means, methods, and principles by which students can achieve more appeal in their work.

LA 156 History of Animation
Learn the history of film music, from the birth of sound film to today. You will trace the historical development of the art of film music and how it supports the narrative elements of the story.

LA 157 History of the Written Word
This course provides strategies and individualized support to help students excel. Students share, develop and implement best practices for topics such as time management, motivation, project planning and communication. This seminar is required for first year students on academic probation; it is recommended to students who are striving for academic success.
LA 201 Programming Languages
This course builds on previous programming/scripting courses to broaden students’ skills with hands-on assignments writing simple programs in several popular programming languages. Topics will include Lua, C++, Python, development tools, writing automation scripts, and the value of being versatile with knowledge of multiple programming languages.

LA 202 English Composition: Creative Persuasion & Argument
This course offers an examination of the art of persuasion in creative non-fiction and contemporary arguments. Students learn to support their points of view through research and argumentation and to express their opinions in written, thesis-based expository essays.

LA 204 Power of Social Media
This course offers an overview of how to harness the power of social media. Using various platforms and other tools, students will analyze the roads to success and failure in the world of social media. Students will gain an appreciation of how to apply social media to an entrepreneurial career.

LA 207 Persuasion & Argument for the Multilingual Writer
This course examines the art of rhetoric in creative non-fiction and persuasive arguments. Students learn to support their points of view with research, logic, and argumentation through critical readings of contemporary opinion pieces, and by expressing their own opinions on internationally relevant topics in written, thesis-based essays.

LA 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.

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.

LA 216 Science Fiction and Fantasy
This course offers a critical and historical survey of science fiction and fantasy literature. Emphasis is placed on social and cultural analysis of the genre. Students will analyze professional work, emulate it, and create their own work using classic storytelling structures, figures, and themes.

LA 217 Writing for Comic Books & Graphic Novels
Gain professional comic book scriptwriting skills. You’ll study graphic novel mechanics, the physical space words occupy, and critical thinking about comics, to produce a completed comic book script in one semester. (This course is cross-listed with ILL 217/ILL 672.)

LA 218 Blogging: Content Creation & Promotion
Blogs form part of the contemporary media and marketing landscape alongside social media tools such as Facebook and Twitter. This course aims to define the term, analyze various elements of successful blogging, and offer practical experience in conceptualizing, producing, and marketing your own blog online as an art professional.

LA 219 History of Architecture: Ancient to Gothic
This course provides a critical investigation into major developments in architecture from approximately 3000 B.C. through the start of the 15th century. Students will study Egyptian, Mesopotamian, Greek, Roman, Pre-Columbian, Indian, East-Asian, Islamic, South American, African, Byzantine, and Gothic architecture.

LA 220 American Art History
This course is a survey of American Art from the beginnings of European colonization in the 1500s to the present day. Subjects and styles in American art will be explored as reflections of cultural values that have shaped American thought and history.

LA 222 20th Century Art
Study Western fine art movements from the late 19th century to the present including Post-Impressionism, Expressionism, Fauvism, Art Nouveau, Cubism, Futurism, Dadaism, Surrealism, Abstract Expressionism, Minimalism, Pop Art, Performance Art, Graffiti, and Post-Modernism.

LA 224 Women, Art & Society
This course explores the work of women artists from the Middle Ages to the Present. Students will be exposed to the artwork of women artists and gain an understanding of their lives while analyzing the personal and socio-historical conditions that have shaped the production and reception of their work.

LA 225 History of Art Education
Students will analyze art education theory and practices from the late 19th through 20th centuries. In addition, students will identify the characteristics of a sound art education program and the considerations for implementing art education in various settings. Students will examine various approaches to teaching art through structured field experiences.

LA 226 Survey of Traditional Interior Architecture
This course will focus on major movements, innovations and advancements in architecture, design, furniture, and materials from pre-history to the early 19th century. Students apply design language and further examine societal, political, historical, and economical influences in a series of assignments and discussions.

LA 229 Survey of Contemporary Interior Architecture
Students will study the evolution of modern concepts of architecture and interior design from the Industrial Revolution to the present. Social philosophy is explored with special attention to the historical, political, and geographic influences.

LA 233 Popular Topics in Health, Nutrition, & Physiology
This course explores current issues in health and nutrition science. Students gain the scientific background required to interpret health claims and news and to make informed personal decisions. Topics include genetically engineered food, nutritional supplements, drugs, addiction, stem cell research, and environmental health. This course meets the quantitative literacy requirement.

LA 236 Survey of Bay Area Architecture
Students study San Francisco architecture and interiors within the context of Bay Area history. Students learn general structural terms and how to place materials and furnishings in historical context. Orders of architecture, roof types, windows, porches, towers and interior detailing are explored.

LA 242 History of Graphic Design
This course offers a comprehensive survey of the historical and cultural events, technical innovations, art and design movements and important designers and typographers that have formed the origins of the art form that we now call graphic design.

LA 243 History of American Illustration
This is a comprehensive survey of the work of significant American illustrators of the twentieth century. Compositions are analyzed for their styles, trends and subject matter. The relationships between social conditions and styles are explored. Modern illustration is discussed in the context of historical awareness.
LA 244 History of Fashion
Use your knowledge of the clothing tradition—from antiquity to the 20th century—to inform your designs. Explore ideals of beauty and major fashion revivals like classic, exotic, country, and romantic.

LA 245 History of Jewelry and Metal Arts from Around the World
This course provides a comprehensive study of the progression of design and craftsmanship of jewelry and metal arts starting with primitive materials from the ancient world and ending with 21st century digital innovations. Emphasis will be placed on materials, symbolism, techniques, and key artisans and their signature styles and contributions.

LA 246 History of Textiles
This survey course investigates textiles from prehistory to the present, examining traditional textiles of Asia, Africa, and the Americas as well as western traditions and innovation, with an emphasis on late 19th and early 20th century design movements. Textile use in interiors, clothing, cars, and industry will be explored.

LA 247 History & Techniques of Printmaking
This course surveys the art of printmaking, from its ancient origins to the stylistic and technological innovations of the present day. Emphasis is placed on the distinctive characteristics of relief, intaglio, lithographic, and silkscreen techniques, as students explore the expressive power and changing cultural role of the printed image throughout history.

LA 249 An Artistic and Intellectual History of the Renaissance
This course introduces students to the art, architecture, and cultural aspects of the Renaissance through the literary and philosophical texts of the period. Emphasis is placed on analysis of paintings, sculptures, and buildings using primary source readings. Inquiry-based class discussions will relate key ideas to life and artistic practice today.

LA 250 Podcast Production and Promotion
Explore podcasts from start to finish. You’ll write, host, record, and edit 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/COM 750.]

LA 254 Human-Centered Design
This course introduces students to the science of ergonomics, providing them with an awareness of how to make products that satisfy the physical, physiological and psychological needs of consumers.

LA 255 College Math
This course provides the opportunity for the artists to strengthen basic math skills. Math skills are applied to personal finance, accounting and investing. Topics include fractions, percents, ratio and proportion, probability, converting units of measurement, and fundamentals of algebra and geometry. NOTE: There are place out options for this course. Students with the following scores are exempt from this course and the Quantitative Literacy requirement: Academy of Art University (AAU) Quantitative Literacy Placement Exam score of 200 or higher, American College Test (A.C.T.) Exam score of 28 or higher or pass A.C.T. Level I or II, Advance Placement (AP) Exam score of 3 or higher on one of the following tests: Calculus AB, Calculus BC, Statistics or Computer Science AB. International Baccalaureates (IB) Mathematics Exam, probably, converting units of measurement, and fundamentals of algebra and geometry.

LA 258 Creative Perspectives in Sound Design 1
This course surveys the development of sound design and sound tracks from before the inception of motion pictures through 1978. Selected examples throughout its history will be demonstrated in class. Students will learn the importance of sound design, the influence of technologies and key historical figures to help them in developing their own creative works. Emphasis will be placed on how sound design functions to support the aesthetic and narrative elements of the story.

LA 260 French 1: Basic Grammar & Speech
This course covers the basic principles of pronunciation, vocabulary and grammar. Emphasis is placed on practical applications to and appreciation of French culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 262 French 2: Conversational French
In this course, emphasis continues to be placed on understanding idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 267 Italian 1: Basic Grammar & Speech
This course covers the basic principles of pronunciation, vocabulary and grammar. Emphasis is placed on conversational Italian with practical applications to and appreciation of Italian culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 268 Spanish 1: Basic Grammar & Speech
This course covers the basic principles of pronunciation, vocabulary and grammar. Emphasis is placed on conversational Spanish with practical application and appreciation of Spanish and Latin American culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 269 Italian 2: Conversational Italian
In this course, emphasis continues to be placed on understanding idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations and cultural awareness. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 270 U.S. History
This course surveys the history of the United States from the pre-colonial era through the 20th century. The diverse groups of peoples and major events that intricately shaped the nation’s development will be examined. Student will apply their knowledge of American history to analyze relevant historical and contemporary issues.

LA 271 College Algebra with Geometry
This course provides an introduction to linear systems, algebraic models and coordinate curves, and applications including triangles, area, and volume. Students with the following scores are exempt from this course: Academy of Art University (AAU) Quantitative Literacy Placement Exam score of 300 or higher.

LA 273 Spanish 2: Conversational Spanish
In this course, emphasis continues to be placed on understanding idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations. The course covers conversational Spanish for practical applications, as well as appreciation of Spanish and Latin American culture. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 274 Study Abroad: Art & Architecture of Renaissance Florence
The study abroad course introduces students to the primary works of art and architecture in Florence that culminate in a final project.
LA 276 Seminar in Great Britain
In this three-week course, students will be exposed to the art of a particular city or region of Europe. Lectures will accompany visits to the architecture of the chosen locality and visits to the city’s museums. The seminar destination will vary each year; please consult the class schedule for location specifics.

LA 277 Post Industrial Urban Open Spaces
Designed spaces are the product of a specific era, culture and location. This course continues the exploration of urban open spaces. Students will compare and contrast designed outdoor spaces from the Renaissance to the present day and discuss their significance in historical context.

LA 278 Seminar in France
In this three-week intensive, students will study and then write about the art collections of France. Lectures will accompany visits to the museums. Students will explore the extraordinary architecture of Paris and visit the extensive collections of paintings, sculpture and decorative objects housed in the city’s world-renowned museums.

LA 279 Seminar in Italy
In this three-week intensive, students will study and then write about the art collections of Italy. Lectures will accompany visits to the museums. Students will explore the extraordinary architecture of Rome and visit the extensive collections of paintings, sculpture and decorative objects housed in the Vatican’s world-renowned museums.

LA 280 Perspective Journalism
In this course, students learn the elements of writing and reporting for print and online media. Students will develop reporting skills, including information gathering and interviewing. Legal, moral and ethical rights and responsibilities on reporting will be covered.

LA 281 Film History 1: Pre-1940
This course explores major film movements from 1895 to 1940, from the silent era to the advent of color film. Students learn the fundamental forms of cinema as developed by Eisenstein and Griffith, the introduction of ‘mise-en-scene’, montage editing, expressionism, and film noir.

LA 282 Film History 2: 1940-1974
This course explores the major movements in the Golden Age of Cinema from 1940 to 1974 including Neo-Realism, the French New Wave, Cinema Verite, and A New Golden Age of Hollywood. The work of Vittorio DeSica, Billy Wilder, Francois Truffaut, Akira Kurosawa, Mike Nichols, Francis Ford Coppola, and other great directors will be examined. Lectures and screenings are accompanied by assigned readings.

LA 283 Examining Film Noir
In this course, students will explore film noir, a genre of crime movies characterized by extreme fatalism and highly stylized dialogue and lighting. Noir films proliferated in the late 1930s and early 1940s and were influenced by the Depression and post-WWII malaise. Neo-noir movies from 1970 onward will also be explored.

LA 284 Evolution of the Horror Film
This course examines the horror film genre from the Silent Era to the Present. Students will discuss the differences between artistic creation and exploitation; as well as become familiar with genre styles and movements. Students will apply their knowledge to further academic study and active filmmaking.

LA 285 Physical Theatre
This course focuses on acting and directing skills that will strengthen the artist’s and animators’ ability to communicate visually and verbally. The course will concentrate on three essential elements: pantomime, voice-over acting, and improvisational acting.

LA 286 Discrete Mathematics
This course provides students an introduction to the mathematics common to computer science. Topics include logic, sets, algorithms, Boolean algebra, number theory, counting techniques, recurrence, graph theory, and trees.

LA 288 Vectors, Matrices, & Transformations
This course introduces vectors, matrix operations, and matrices as transformations. Rotations, projections, translations, and shearing will be highlighted. Other topics include the dot product, cross product, and various coordinate spaces. Topics such as trigonometry and geometric primitives will be reviewed; topics such as Euler angles and quaternions will be introduced.

LA 289 Tune into the Tube: History of Television
The history of television is nostalgic, amusing, and provocative and continues to influence us from broadcast to podcast. Contemporary broadcast television content and cable television programming will also be fully explored. So let’s tune the flickering tube and find out more.

LA 291 Designing Careers
This course focuses on communication skills for collaboration, self-promotion, and professional interactions. Topics include industry research, entrepreneurial and employee-based career opportunities, and legal issues associated with the workplace. Students will write a persuasive job proposal and also collaborate across disciplines in group projects. Audience and purpose will be emphasized.

LA 292 Programming & Culture
This course approaches design from a humanistic and sociopolitical position, examining the interrelationship between human behavior and the role of buildings in the city. Students will learn to observe, gather, and interpret cultural information into ideas that can shape the organization, form, or design intent of a building.

LA 293 Precalculus
In this course, students will study fundamental precalculus with concepts and applications geared toward studies in architecture and design. Topics include algebraic modeling, trigonometry, vector algebra, linear programming, analytic geometry, and an introduction to calculus.

LA 294 German 1: Basic Grammar/Speech
This course covers the basic principles of pronunciation, vocabulary, and grammar. Emphasis is placed on practical applications to and appreciation of German culture. Minimal reading and writing is required. This course is not intended for native or advanced speakers.

LA 295 German 2: Conversational German
In this course, emphasis continues to be placed on understanding idioms, useful phrases and conversational patterns. Topics deal with true-to-life situations. Some reading and writing are required. This course is not intended for native or advanced speakers.

LA 296 Applied Physics
This fundamental physics course emphasizes the concepts and math-based applications most essential for architectural practice. Topics include vibrations and waves, sound, seismology, laws of motion, forces, gravity, energy, heat and thermodynamics, fluids, properties of materials, properties of light, and electrical circuits.

LA 297 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.
LA 303 Introduction to Philosophy
This course provides an introduction to western philosophy and the history of ideas. Students will evaluate the effects of the work of various philosophers on modern-day philosophy and apply their theories to current issues while formulating solid arguments assessing the validity of philosophical concepts in relationship to their own work.

LA 304 Crowdfunding & Social Media Marketing
This course will examine the increasingly important role of social media in project creation. Students will enhance, promote, and facilitate projects by integrating such concepts as crowdfunding, crowdsourcing, and transmedia development into their work. Through practical strategies, students will build a brand for their projects that can be used from development through production and distribution.

LA 305 Educational Psychology
This course introduces basic psychological principles and their application to educational settings. Educational and artistic perspectives will be used to explore educational practices, students’ development and characteristics, learning processes, perspectives will be used to explore educational practices, learning processes, and role-playing will be emphasized.

LA 306 Theory of Aesthetics
This course offers an investigation into art theory. Notions of truth, beauty, artistic form, unity, expression, representation and taste are emphasized. Students will study the ideas of philosophers, art critics and artists, including Plato, Aristotle, Kant, Nietzsche, Croce, Henri, Rodin and Hughes.

LA 312 Creative Writing
This class is designed to familiarize students with the creative writing process. Students are expected to express themselves through original poetry, prose and fiction. Focus is on metaphor, emotion, plot, motif and character.

LA 313 Style Icons & Fashion Objects
This course focuses on iconography of style, fashion avatars and media interpretation and reinvention of icons. Historical eras, youth movements, style capitals and the roots of iconic fashion imagery in editorial work will be discussed in depth. Students will examine legendary images and trace their influences on popular culture.

LA 315 Social Media Strategies
This course focuses on using social media to develop 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 and how to effectively analyze and evaluate social media activity. Students will learn the key metrics of social media, how to interpret data, and how to apply that data to social media campaigns. Emphasis will be placed on interpreting data to evaluate social media performance.

LA 317 Social Media Management
In this culminating course, students will apply all of the social media skills learned to develop a social media campaign for a prospective client, small business or non-profit organization. Emphasis will be placed on research, reporting, and management, monitoring and evaluating the effectiveness of the campaign.

LA 318 Writing for Picture Books
In this course, students will analyze outstanding picture books that convey and validate the momentous moments in a child’s life. Universal themes of childhood including family, friendship, sibling rivalry, problem solving, and independence will be explored. Through in-class writing exercises, students will develop picture book texts and characters with whom children can empathize.

LA 319 History of Architecture: Modernity
This course focuses on modern developments in architecture from the 18th through 20th centuries. Modern architecture will be addressed in three phases: “Emergence to World War I,” “Development 1920s to 1960s,” and “Plurality: Global Modernisms.” Students will analyze the vernacular manifestations of modernism and key 20th century architects.

LA 320 Social Media Law & Ethics
As social media is adopted by a rising number of brands and consumers, social media specialists must become familiar with legal issues and ethical considerations of publicly presenting information and interacting with consumers online. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and role-playing will be emphasized.

LA 321 History of Architecture: Modernism
Students will analyze the vernacular manifestations of modernism and key 20th century architects.

LA 322 World Literature
This course introduces students to a wide variety of historical periods and literary traditions. Students will read major works of various genres and study the historical and cultural contexts informing those works. Students will experiment in writing with styles covered in the course.

LA 323 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.

LA 324 Social Media Law & Ethics
This course covers the various product manufacturing processes and parameters involved in designing parts primarily out of plastics and metals. The major types of plastics and metal categories and their respective characteristics, actual design problems addressing detailed for the process, and product parts examination are all discussed.

LA 325 Art of the Middle Ages
This course focuses on Christian art and architecture of the Roman and Byzantine empires as well as that of Western Europe up until the time of the Renaissance. Decorative arts will also be examined. Students will analyze artwork and apply their knowledge in research papers and presentations.
LA 343 Comparative Religion
This survey course focuses on the ideals and history of classic world religions such as Hinduism, Buddhism, Christianity, Judaism, and Islam. Students are also introduced to the basics of 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 sweeps, promos, radio segments, and feature-length podcasts.

LA 359 Urban Sociology
This course explores the role of the city and its relation to the growth of civilization throughout recorded history. Students will compare and contrast urban settings, institutions, and socio-cultural systems in historical context. Internal relationships within the community, power structures and how community members seek individual expression will be emphasized.

LA 361 The Artist in the Modern World
This course presents a critical study of contemporary art, through a survey of art movements from 1980 to the Present. The social, political and technological contexts of contemporary art movements such as Graffiti Art, Trans-avant-garde, Britart, and postmodernism will be examined. Lectures and screenings.

LA 363 General Psychology
This is a survey course of the science of psychology. Subject matter will include human development, perception, physiological psychology, psychopathology, learning and personality. Application of these concepts will be both practical and theoretical.

LA 368 Experiencing Culture: Anthropology for Today’s Artists
This course introduces students to the field of anthropology and explores the depth of human and cultural diversity. Students will compare and contrast how people identify themselves in terms of kinship, economics, religion, and artistic production. Students will research and analyze people’s attitudes and interpretations of cultural differences.

LA 381 Marketing Essentials
This course exposes students to the world of marketing through the study of creating and managing profitable customer relationships and understanding consumer needs. This course will introduce students to the essentials of basic marketing and reinforce the notion that marketing is the strategic underpinning of product market development.

LA 382 Film History 3: Contemporary Cinema
This course explores the major movements in contemporary cinema and the birth of the video/digital revolution from 1975 to the present including: The Hollywood Blockbuster, Sundance Film Festival, Dogme 95, The Political Documentary, and Third World New Wave. The work of Steven Spielberg, Spike Lee, Jane Campion, David Lynch, The Coen Brothers, Lars Von Trier, Wong Kar Wai, and other great directors will be examined. Lectures and screenings are accompanied by assigned readings.

LA 383 World Cinema
Discover films made outside of Hollywood. You’ll examine the work of filmmakers from across the globe and identify the unique stylistic elements and narrative strategies that characterize cinema from various cultures.

LA 384 Underated Cinema
This course will explore films that have been generally dismissed by film critics and the commercial market. Students will examine the connections and disconnections between public taste, commercial viability, and critical acclaim. Various underrated films and their directors will be examined through lectures, readings, and screenings.

LA 385 Close-Up on Hitchcock
This course focuses on the enduring, influential cinema of Alfred Hitchcock, including the process from which his cinema evolved from his roots in silent cinema to his early British sound years to his American period. Assigned readings and viewing assignments for homework accompany in-class screenings and lectures.

LA 386 Exploring Science Fiction Cinema
This course investigates the history of science fiction cinema beginning with George Mels’ A Trip to the Moon and Fritz Lang’s Metropolis in the early 20th Century through the “golden era” of the 1950s to today’s special effects laden epics. Assigned readings and viewings will complement in-class screenings and lectures.

LA 387 Women Directors in Cinema
This course will explore films that women have been an integral part of creating, independently as well as within Hollywood. Students will examine directors, producers, and studio heads who have paved the road for women to direct films in the business. Various films will be examined through lectures, readings, and screenings.

LA 388 Survey of Asian Cinema
This course exposes students to a wide range of Asian films through stylistic analysis of narrative and film language. Students will analyze how social context has influenced film as an art, an industry, and a political instrument. Films and filmmakers from Japan, China, India, and Korea will be explored.

LA 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
This course focuses on French grammar presentation and review. Students will also study vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various French-speaking cultures. There is continued listening and speaking practice, as well as development of reading and writing skills.

LA 393 Spanish 3: Reading & Writing
This course focuses on Spanish grammar presentation and review. Students will also study vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various Spanish-speaking cultures. There is continued listening and speaking practice, as well as development of reading and writing skills.

LA 395 German 3: Reading & Writing
This course focuses on German grammar presentation and review. Students will also study vocabulary and idiomatic expressions based on situational dialogues, articles, and readings that reflect various German-speaking cultures. There is continued listening and speaking practice, as well as development of reading and writing skills.

LA 407 The Beatles in the Visual Arts
This course focuses on the evolution of the Beatles style of fashion, design, film and music during the course of their career and how the visual media associated with them influenced the work of other artists.
LA 410 E-Commerce
This course provides students with the fundamentals of selling fashion products online. New strategies in e-commerce technology, emerging web-based business models, marketing innovations, and the latest techniques for an enhanced customer interface will be explained.

LA 417 Advanced Writing for Comics
This course teaches advanced comic book script writing techniques. Students will read graphic novels, outline an original, multi-issue story arc, and produce a completed single issue comic book script.

LA 420 Art of the Italian Renaissance
This course examines the major artists, artworks, and seminal theories of Baroque scholarship in written work and oral presentations. This course examines topics related to the art and architecture of Northern Europe including, Netherlands, Flanders, France, Germany and England from 1300 to 1600. Students will engage in critical analysis of artwork through application of primary source readings and seminal theories of Renaissance scholarship in written work and presentations.

LA 423 The Golden Age of Dutch Art
This course examines the art of the 17th century Dutch Republic and its surrounding regions. Artists covered include Rembrandt, Rubens, Van Dyck, Vermeer, Hals, Dou, and Leyster. Students will engage in critical analysis of artwork through application of primary source readings and seminal theories of Netherlandish scholarship in written work and presentations.

LA 429 Architecture Theory
This course introduces students to the formative movements and concepts of architectural theory. By tracing the evolution of theory, students draw connections between distinct thought structures and architectural production in academic writing. Students will situate their own work within the continuum of architectural discourse and production.

LA 432 Art of Spain: From El Greco to Picasso
This course analyzes the art of Spain, movements, events, and institutions that shaped the course of Spanish Art from the 16th to 20th centuries. Students will engage in critical analysis of artwork through application of primary source readings and theoretical scholarship in written work and oral presentations.

LA 433 18th & 19th European Art
This course examines 18th century European art and its 19th century origins. Focus will be placed on the Enlightenment and aesthetic themes of the Rococo, Neoclassicism, Romanticism, Realism and Impression. Students will engage in critical analysis of artwork through application of primary source readings and recent scholarship in written and oral presentations.

LA 434 History of Asian Art
This course covers the major art forms, including painting, sculpture, ceramics, and architecture, of Asia, primarily the regions of India, China and Japan. Students will engage in critical analysis of artwork through application of primary source readings and seminal theories of Asian art scholarship in written work and oral presentations.

LA 435 The Power of Signs: Semiotics & The Visual Arts
This course investigates semiotics, the theory and study of signs and symbols. This course will explore the relationship between the visual arts and the language of signs in the areas of fine art, film, graphic design, advertising and mass media.

LA 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 444 Urban Design Theory
This course enables students to analyze and articulate the city as a condition of networks. Students will explore rapidly accelerating urban conditions, ecologies, and various emerging logics as catalysts for new architectural possibilities, while developing their own perspective on critical theory and its various effects on design practices.

LA 446 Power of Myth and Symbol
This course focuses on diverse cultural mythologies and their symbolic representations. Students learn to recognize the myths and symbols prevalent in modern society and to identify these themes within their own work.

LA 449 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 AHS 634.]

LA 462 Script Analysis
In this course, actors and directors will collaborate to utilize a shared vocabulary and approach to selected texts, focusing on play:able actions, behavior, and subtext. Applying theme, culture, and historical context to a script will be highlighted.

LA 480 The Small Business Entrepreneur
This course takes a practical approach to conceiving, planning, organizing and managing a small business. Presented from a how-to perspective, with many practical examples and applications from the business world, the course asks students to complete a well-reasoned business plan for future implementation.

LA 483 Interactive Media Production & Entrepreneurship
This course delves into the roles of project managers and studio bosses in the game and interactive entertainment industries. Students will cultivate the skills necessary to organize teams and build successful studios. Topics will include managing resources and keeping schedules and budgets. Indie studio business issues including business formation and studio operations will also be covered.

LA 492 French 4: Proficiency
In this course, emphasis continues to be placed on French grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.

LA 493 Spanish 4: Proficiency
In this course, emphasis continues to be placed on Spanish grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.
LA 495 German 4: Proficiency
In this course, emphasis continues to be placed on German grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.

LA 497 Italian 4: Proficiency
In this course, emphasis continues to be placed on Italian grammar presentation and review, emphasizing more advanced structures. Students will also read, analyze, and evaluate short stories and literacy selections related to art and design. There will be extensive practice in spoken and written communication.

LA 499 LA Special Topics
Special topics class offerings change each semester and are conducted by experts in a specific topic. You may contact your academic department director or advisor for more information. Course fees and prerequisites vary by topic.
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.
This course introduces basic psychological principles and their application to educational settings. Educational and artistic perspectives will be used to explore educational practices, students’ development and characteristics, learning processes, and teaching strategies. Students will use these principles to better understand themselves and their pupils, and to foster healthy classroom environments.

GLA 601 Classical Aesthetics and the Renaissance
Rooted in classical aesthetic theory, this course will examine the ideas that helped shape the period known as the Renaissance. Students will consider the art and ideas of ancient Greece, Rome and Medieval Europe as the foundation for their analysis of the Renaissance and its transition to the modern world.

GLA 602 The Art & Ideology of the 20th Century
After a brief review of the art of the 19th century and the avant-garde, this course will focus on the artistic movements, styles and world of ideas of the 20th Century. Various philosophical, social movements, and artists will be considered, while exploring what constitutes modernism, art, and culture.

GLA 603 Anthropology: Experiencing Culture
Through readings, classroom projects, and art criticism, students will apply the dominant theories in anthropology in their analysis of cultural patterns within and across contemporary social groups as they apply to contemporary society. To further develop students’ intercultural communication as a visual artist, focus will be placed on areas related to art, design, and marketing.

GLA 605 Motion Picture Theory & Style
This course addresses the formation and evolution of motion picture style in the areas of camera, lighting, editing, mise-en-scene, sound, story, and performance. The history of cinema is examined with an emphasis on aesthetic developments and the forces behind innovations which influence contemporary works.

GLA 606 Crossing Borders: Art & Culture in a Global Society
This course explores the historical relationships between the dominant, Euro-American culture and other cultures. Students consider concepts including post-colonialism, transnationalism, and globalization, and examine how these factors have shaped the production, circulation, and consumption of art.

GLA 607 Art & Ideas of the Enlightenment
This course explores the art of the Enlightenment by examining the evolution of artistic styles and philosophies from the Renaissance to the Early Modern era. Students will examine the history of ideas that informed artists and artwork of the Baroque and Rococo movements of 17th and 18th century Europe.

GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
In this course, students will be instructed in the ideas and art of the 19th century. Students will study the philosophy, art history and selected literature in the context of the European-American aesthetic milieu.

GLA 611 Cultural Narratives
This course explores a diversity of cultural voices in literature, exposing students to the artist’s capacity for expression in a specific set of cultural and thematic circumstances that transcend time and place. Students will read several creative texts, participate in weekly classroom discussions, and apply critical thinking skills in written essays.

GLA 612 Writing & Research for the Master’s Student
With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

GLA 613 Fashion, Arts, and Influence
Explore historical and global influences of the arts on fashion, design, and culture. You will examine artistic and commercial mechanisms that contribute to the fashion system as it intersects with ethics, the environment, and economic justice.

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

GLA 615 History of Graphic Design
This course explores the historical, cultural, social, and political movements that have influenced the evolution of design. Close attention will be paid to significant practitioners and the application of their contributions to contemporary design practice.

GLA 616 Sacred Geometry
Explore historical and global influences of the arts on fashion, design, and culture. You will examine artistic and commercial mechanisms that contribute to the fashion system as it intersects with ethics, the environment, and economic justice.

GLA 617 Mythology for the Modern World
This course explores diverse cultural mythologies and their symbolic representations from various perspectives. Students will interpret and discuss myths applying standard analytical models, explore the history of mythological studies, and learn to recognize mythic forms and how they operate in ancient and tribal societies as well as modern culture.

GLA 618 Film Music History: The Art of the Film Score
This course surveys the development of the film score for motion pictures from its beginnings in silent film through the multitude of styles we hear today. Selected examples will be demonstrated in class. Students will learn how the score functions to support the aesthetic and narrative elements of the story.

GLA 619 Culture & Identity in Modern American Theater
This course examines themes of identity, community, gender, race, and sexuality in American plays post-1940 with emphasis on the work of influential female, gay/lesbian, and multicultural literary voices in dramatic literature. Students will analyze plays from the author’s perspective and identify their sociohistorical significance and artistic contribution in American culture.

GLA 621 History & Techniques of Character Animation
Through the 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 Writing & Research for the Master’s Student
With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

GLA 623 Writing & Research for the Master’s Student
With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

GLA 624 Writing & Research for the Master’s Student
With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

GLA 625 Writing & Research for the Master’s Student
With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

GLA 626 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 600 Educational Psychology
This course introduces basic psychological principles and their application to educational settings. Educational and artistic perspectives will be used to explore educational practices, students’ development and characteristics, learning processes, and teaching strategies. Students will use these principles to better understand themselves and their pupils, and to foster healthy classroom environments.

GLA 602 The Art & Ideology of the 20th Century
After a brief review of the art of the 19th century and the avant-garde, this course will focus on the artistic movements, styles and world of ideas of the 20th Century. Various philosophical, social movements, and artists will be considered, while exploring what constitutes modernism, art, and culture.

GLA 603 Anthropology: Experiencing Culture
Through readings, classroom projects, and art criticism, students will apply the dominant theories in anthropology in their analysis of cultural patterns within and across contemporary social groups as they apply to contemporary society. To further develop students’ intercultural communication as a visual artist, focus will be placed on areas related to art, design, and marketing.

GLA 605 Motion Picture Theory & Style
This course addresses the formation and evolution of motion picture style in the areas of camera, lighting, editing, mise-en-scene, sound, story, and performance. The history of cinema is examined with an emphasis on aesthetic developments and the forces behind innovations which influence contemporary works.

GLA 606 Crossing Borders: Art & Culture in a Global Society
This course explores the historical relationships between the dominant, Euro-American culture and other cultures. Students consider concepts including post-colonialism, transnationalism, and globalization, and examine how these factors have shaped the production, circulation, and consumption of art.

GLA 607 Art & Ideas of the Enlightenment
This course explores the art of the Enlightenment by examining the evolution of artistic styles and philosophies from the Renaissance to the Early Modern era. Students will examine the history of ideas that informed artists and artwork of the Baroque and Rococo movements of 17th and 18th century Europe.

GLA 609 Renovating Tradition: Art & Ideas of the 19th Century
In this course, students will be instructed in the ideas and art of the 19th century. Students will study the philosophy, art history and selected literature in the context of the European-American aesthetic milieu.

GLA 611 Cultural Narratives
This course explores a diversity of cultural voices in literature, exposing students to the artist’s capacity for expression in a specific set of cultural and thematic circumstances that transcend time and place. Students will read several creative texts, participate in weekly classroom discussions, and apply critical thinking skills in written essays.

GLA 612 Writing & Research for the Master’s Student
With an emphasis on audience and purpose, this course will guide students through the writing process and provide strategies to address its various stages, including idea generation, research, drafting, and editing. Activities will help students develop and articulate final project concepts as well as meet future writing demands in the professional world.

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

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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.

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VIEW the schedule, prerequisites, and course fees & REGISTER at https://catalog.academyart.edu
### GLA 622 History & Techniques of VFX
This course will analyze the history of special effects techniques and apply that knowledge to contemporary visual effects and animation. Starting with in-camera techniques, topics from traditional stop motion, motion control, matte paintings, models, and miniatures, to modern computer-generated visual effects and animation, compositing and production methodology will be covered.

### GLA 623 History and Techniques of Games
This course will provide an overview of games in history, from board games to the most complex PC and console games. Game design and theory, non-linear storytelling, pre-production, and game art will be examined. Emphasis will be placed on the use of games in society and how humans relate to each other through games.

### GLA 624 History of Visual Development
This course will expand the student’s knowledge of visual design across multiple platforms and disciplines and place it in a broader historical context. The student will be exposed to the visual language of live-action and animated film, television, and gaming.

### GLA 625 History of Photography
In this course, students explore the rich history of photography and the impact of photography on the visual arts. The major photographic movements and genres throughout the history of the medium will be defined and studied in theoretical and applied terms.

### GLA 626 Business Practices & Principles for Photographers
In this course, students study contemporary business practices and standards for Fine Art, Art for Commerce, and Documentary Photographers, in addition to general practices for Teaching Photography. In this course, students set up a viable business and marketing plan based on their individual concentration and professional goals in the industry.

### GLA 627 The Global Design Studio: Past, Present, & Future
Taking a cross-cultural approach, this course explores the history of design and its social, political and cultural impact on the world in which we live. Students will analyze historical precedents and make projections regarding the responsibilities and challenges facing designers in the decades to come.

### GLA 629 150 Years of American Illustration
This course is a comprehensive survey of the work of significant American illustrators beginning in the mid-19th up to the 21st century. Techniques and styles are analyzed in conjunction with the printing and advertising capabilities of the time. The influences of illustration to the cultural patterns of the time are explored.

### GLA 630 Survey of Sustainable Design
This course will focus on sustainable design concepts and environmental issues influencing design in the 21st century. Students will examine factual and opinionated sources regarding sustainability leading to a personal philosophy.

### GLA 632 The Science of Design: Ethnographic Methods
This course analyzes the motivations and behaviors of potential consumers and users. Working in real-life contexts, students will apply interview and survey strategies, observation skills, and other ethnographic research methods. Using multiple forms of qualitative and quantitative data, students will craft stories and creative insights to inform the design process.

### GLA 634 Professional Practice for Interior Designers
This course places emphasis on the business skills necessary to be effective as a professional interior designer. Professional ethics, fee generation, billing and accounting, purchasing documentation and post-occupancy evaluations are discussed. Professional organization involvement and the benefits of a career path including national examination, state certification and/or licensing is illustrated.

### GLA 636 Acting for Animators
This course focuses on acting and directing skills which will strengthen students' abilities to communicate visually and verbally. The course will concentrate on three essential elements: pantomime, voice-over acting, and improvisational acting. An emphasis will also be made on learning how to create and enact comedy.

### GLA 637 Theory & Movements in Traditional Interior Architecture
This course surveys significant aesthetic and theoretical movements in interior design, furniture, decorative arts, architecture, art and material culture from pre-history to the 19th century. Students will analyze the social, political, and physical influences affecting historical changes in design of the built environment through class discussion, written reflections and a final project.

### GLA 638 Theory & Movements in Contemporary Interior Architecture
This course covers significant social and economic influences affecting the design of the built environment. Environmental and historical influences affecting the design of the built environment are analyzed.

### 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 650 History of Fashion & Society
This course will examine the history of fashion and the societal impacts of fashion, from its origins to the present day. Students will study the evolution of fashion and its relationship to social, economic, and cultural trends.

### GLA 651 The Global Design Studio: Past, Present, & Future
This course will analyze the history of design and its social, political and cultural impact on the world in which we live. Students will analyze historical precedents and make projections regarding the responsibilities and challenges facing designers in the decades to come.

### GLA 652 History of Fashion Design
This course will focus on the historical development of fashion design and its impact on society. Students will study the evolution of fashion design from the 19th century to the present day, examining significant designers, movements, and trends.

### GLA 660 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 661 History of Photography
In this course, students explore the rich history of photography and the impact of photography on the visual arts. The major photographic movements and genres throughout the history of the medium will be defined and studied in theoretical and applied terms.

### GLA 662 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 663 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 664 History of Fashion & Society
This course will examine the history of fashion and the societal impacts of fashion, from its origins to the present day. Students will study the evolution of fashion and its relationship to social, economic, and cultural trends.

### GLA 665 History of Art and Design
This course will focus on the history of art and design, from prehistory to the present day. Students will study the evolution of art and design movements, significant artists and designers, and the impact of art and design on society.

### GLA 666 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 667 History of Interior Design
This course will focus on the history of interior design, from prehistoric times to the present day. Students will study the evolution of interior design movements, significant designers, and the impact of interior design on society.

### GLA 668 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 669 History of the Global Design Studio
This course will focus on the cultural and historical context of the global design studio, from the 19th century to the present day. Students will study the evolution of the global design studio, significant designers and businesses, and the impact of the global design studio on society.

### GLA 670 Professional Practices for Interior Designers
This course will focus on the business skills necessary to be effective as a professional interior designer. Professional ethics, fee generation, billing and accounting, purchasing documentation and post-occupancy evaluations are discussed. Professional organization involvement and the benefits of a career path including national examination, state certification and/or licensing is illustrated.

### GLA 671 Professional Practices for Fine Artists
This course will focus on the business skills necessary to be effective as a professional fine artist. Professional ethics, fee generation, billing and accounting, purchasing documentation and post-occupancy evaluations are discussed. Professional organization involvement and the benefits of a career path including national examination, state certification and/or licensing is illustrated.

### GLA 672 Professional Practices & Communication for Industrial Designers
In this course, students will learn about the business-related elements required for an industrial midpoint review and final review. Students are also introduced to various business fundamentals to insure success upon graduation.

### GLA 673 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 674 Professional Practices for Fine Artists
This course will enable students to prepare their portfolio for professional presentation and exhibits. 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 exhibits. Emphasis is placed on the creation of a portfolio package based on personal career analysis, followed with building a supportive financial strategy, resulting in the creation of a persuasive, multi-channeled portfolio package centered on an artist website.

### GLA 676 Professional Practices for Designers & Advertisers
This course focuses on professional practices in graphic design, web design & new media and advertising. The most common business issues shared by these three affiliated fields will be covered in depth. Students will create personal career plans and will study legal and project management issues and solutions.
GLA 679 Professional Practices for Visual Development
This course focuses on professional practices in visual development for the animation, games and film industries. The most common business issues shared by these three affiliated fields will be covered in depth. Students will create personal career plans and study legal and project management issues and solutions. Emphasis is placed on communication, collaboration, crowdfunding, networking, marketing, and workplace pipelines.

GLA 685 Social Media Marketing for Entertainment
Whether you are creating an app, fashion line, game, product, film, or other endeavor, this course delivers the most current information about the increasingly important world of crowdfunding and social media marketing. Learn how to secure funds, build your brand, attract supporters, and bring your dream project to life.

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

GLA 705 Breaking through the Noise of Social Media
Using case studies and hands-on applications, students will learn how to manipulate a social media campaign in terms of strategy and techniques. Through the creation of a campaign, students will learn to employ tactics to reach a target audience, work within legal boundaries and measure their success.

GLA 712 Genres in Science Fiction and Fantasy
This course provides a critical and historical survey of science fiction and fantasy in literature, film and gaming. Emphasis is placed on the history, genres and evolutions of science fiction and fantasy, and on the way the works reflect upon their social and cultural contexts.

GLA 713 Creative Writing
This class is designed to familiarize students with the creative writing process. Students will express themselves through original poetry, prose and fiction. Focus is placed on metaphor as well as theme, emotion, plot motif and character.

GLA 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 Graduate Seminar in Europe
In this three-week course, students will be exposed to the art of a particular city or region of Europe. Lectures will accompany visits to the architecture of the chosen locality and visits to the city’s museums. The seminar destination will vary each year; please consult the class schedule for location specifics.

GLA 905 Graduate Seminar in Florence: Renaissance Art & Architecture
This immersion-style course introduces students to the seminal works of art and architecture in Florence, Italy. On site experience, lectures, and readings present the rich history of Florence’s cultural heritage, while writing and sketching projects give students the opportunities to explore the Renaissance period and its tremendous influence.
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.

**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:
• 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 POAC 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

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.

Eligibility Requirements
• Open to all high school students
• Must be proficient in English
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 KPIs (Key Performance Indicators) and other metrics. Emphasis will be placed on interpreting data to evaluate social media performance.

PRO 317 Social Media Management
This course offers an expanded set of approaches and strategies on how to cultivate and retain your brand’s social media community. From advanced social media strategies to community management techniques, students will practice to meet client’s as well as audience’s expectations.

PRO 320 Social Media Law & Ethics
Building on information covered in the previous Social Media courses, this course addresses the legal issues and ethical considerations of publicly presenting information and interacting with consumers online as social media is adopted by a rising number of brands and consumers. This course helps establish clear rules for social engagement, solicitation, communication, marketing, advertising and other everyday actions conducted by a variety of agents within the social web.

PRO 325 Social Media Professional Practices
In this culminating course, students will apply methodologies, insights, and tools they have learned to develop a professional social media portfolio. Using practical skills acquired during the social media management certificate program, students will demonstrate their ability to integrate social media solutions into real-world case studies.

PRO 494 Graphics & Self-Publishing
This companion course designed to be taken concurrently with ARH 493 Contemporary Architecture Foreign Study. Students will learn about self-publishing, book layout, design consideration, assembly, and production. Students will research topics, gather materials, and assemble a professional quality travel book based on their study abroad experience.

PRO 499 Special Topics
Special Topics class offerings change each semester and are conducted by specialists. You may contact your academic department director or advisor for more information. Please note that some Special Topics have a required course fee and course prerequisites may vary by topic.
ATHLETICS
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.
Knights By The Numbers

- 200 Artist-Athletes
- 122 NCAA All-West Region Honors
- 55 NCAA DII All-American Trophies
- 35 Countries Represented
- 16 Sports Teams
- 13 NCAA DII Post-Season Appearances
- 3 Pacific West Conference Championships
- 1 Art School in the NCAA

The Recreation & Wellness Department offers a variety of activities ranging from dance classes to intramurals.

Campus Life offers numerous clubs ranging from health and fitness to major-specific groups.

Numerous intramural sports and clubs are also offered

Athletics at The Academy

Intercollegiate Sports
NCAA & PacWest Conference members

Fall Intercollegiate Teams
- Cross Country (m/w)
- Soccer (m/w)
- Volleyball (w)

Winter Intercollegiate Teams
- Basketball (m/w)
- Indoor Track & Field (m/w)

Spring Intercollegiate Teams
- Baseball (m)
- Softball (w)
- Outdoor Track & Field (m/w)
- Golf (m/w)
- Tennis (w)
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 of https://www.academyart.edu/

FINANCIAL AID & TUITION

Financial Aid Office
Academy of Art University
150 Hayes Street
San Francisco, CA 94102
800.544.2787 or 415.274.2222
School Code 007531

Students may view their financial aid awards through Student Self Service via the Academy of Art University website at www.academyart.edu.

What Kinds of Financial Aid We Offer

Academy of Art University offers financial aid packages consisting of:
• Federal grants, loans and work-study: for eligible students with demonstrated financial need
• Low-interest unsubsidized loans: for all eligible students regardless of financial need

Academy of Art University participates in the following financial aid programs:
• Pell Grant Program (up to $6,095 for the 2018/2019 academic year– full time)
• SEOG Program ($600 per academic year)
• Federal Work Study Program
• Federal Direct Student Loan Program
• Stafford-Subsidized
• Stafford-Unsubsidized
• PLUS Loan Program (Graduate students and parents of dependent students)
• Private Alternative Loans
• Veterans Benefits (including the Yellow Ribbon Program)

(Consumer information regarding financial aid at Academy of Art University may be obtained from the Financial Aid Office or by going to https://www.academyart.edu/c click on Disclosures, then Financial Aid Consumer Information)

How to Apply for Financial Aid

Complete the Free Application for Federal Student Aid (FAFSA). We strongly recommend that you complete the FAFSA online at www.fafsa.gov. Follow the directions carefully; you must either sign electronically using your PIN number, complete and mail the required signature page to the processor.

Applications for campus-based Federal aid programs, as well as private alternative loans, are available online at www.academyart.edu. Links and downloads for other financial information and required forms are also available on this web site.

Financial Aid Timeline

Financial Aid students should complete the FAFSA at least 2-4 weeks prior to the start of the semester to ensure that an awards letter will be received prior to the start of classes.

If you do not have an awards letter by the first day of classes you can still receive financial aid, but you will have to settle any tuition balance with Accounts Receivable.

You must complete all of your financial aid paperwork within 14 days following the start of the Spring and Fall semesters, and within 7 days following the start of the Summer semester. This may include federal tax documents and a verification worksheet if your application is selected for verification by the US Department of Education.

Scholarship Programs
• Summer Portfolio Grant Program
• Teacher Grant Program
• STEAM Program Scholarship
• MFA/MA Fall Scholarship
• Spring Forward Scholarship

For more information or to apply for any of our Scholarships, please visit our website at https://www.academyart.edu/scholarships.

Pre-College High School Programs

More Scholarship Information

For more information or to apply for any of our Scholarships, please visit our website at www.academyart.edu. You may also call us at 800.544.2787 or 415.274.2222.
Tuition Information

Undergraduate Tuition  $963 per unit
Graduate & Art Teaching Credential Tuition  $1,083 per unit

(Effective Fall 2020)
Undergraduate Tuition  $1,011 per unit - Domestic
$1,059 per unit - International

Graduate & Art Teaching Credential Tuition  $1,137 per unit - Domestic
$1,191 per unit - International

Financial Aid

Many students need financial assistance to go to college. We have many financial aid sources available for students, and we welcome you to contact us to discuss our financial aid options. We are here to encourage and help you in finding financial assistance.

How Tuition is Billed

• Tuition is charged on a per-unit basis.
• Students pay for the number of units enrolled each semester.
• Students are required to pay application and registration fees, as well as specified additional course fees.
• Tuition is due on the Saturday prior to the first day of classes each semester.

Course-Related Fees

Many courses require the payment of a course-related fee. Course fees are listed with the course descriptions in this catalog. Course-related fees must be paid by the tuition deadline. Fees pay for fees are listed with the course descriptions in this catalog. Course-related fees must be paid by the tuition deadline. Fees pay for

How to Pay Tuition

Undergraduate Tuition (24 units x $963)  $23,112
Graduate Tuition (24 units x $1,083)  $25,992

Undergraduate Tuition (24 units x $1,011)  $24,264 - Domestic Students
Graduate Tuition (24 units x $1,137)  $27,288 - Domestic Students

Undergraduate Tuition (24 units x $1,059)  $25,416 - International Students
Graduate Tuition (24 units x $1,191)  $28,084 - International Students

Additional Fees

Typical Fees for Academic Year (varies by major)  $600
Typical Cost of Supplies for Academic Year (varies by major)  $1,790
Course Drop Fee Per Course  $25
Locker Rental Fee (Fall and Spring / Summer)  $20
Returned Check Handling Fee  $15
Registration Fee  $50
Late Registration Fee  $50
Late Tuition Payment Charge  $50
Payment Plan Fee  $50
Photo I.D. replacement fee  $30
Student Activity fee  $30

Changes in Tuition and Fees

Tuition and fee charges are subject to change at any time. Students are advised that the information contained in this Catalog is subject to change without notice. Information in this Catalog does not constitute a contract between Academy of Art University and a student or applicant for admission.

How to Pay Tuition

Option #1 (Recommended)
If you are paying by Visa, MasterCard, American Express or Discover, you can pay online by logging in to Student Self Service. Go to www.academyart.edu (click on Current Students, then click on Self Service). Payments can be made 24 hours a day.

Option #2
If you are paying by Check please make it payable to Academy of Art University and send it to:

Accounts Receivable
Attn: Tuition Payments
Academy of Art University
79 New Montgomery St
San Francisco, CA 94105

**Note: Please indicate the student ID# on the check for identification purposes***

Option #3
Cash payments may be made at the Accounts Receivable Department on the 4th floor of the 150 Hayes building during normal business hours or deposited in our secure drop box.

Electronic Disbursement of Financial Aid

(Highly Recommended for All Students)
Academy of Art University has partnered with BankMobile Disbursements, a division of financial services company Customers Bank, to provide students with refund delivery choices in case you might be due money back from the school at any point during your academic career. Current students are highly recommended to make a refund preference online at www.refundselection.com using the personal code provided at the time of enrollment.

For more information, please visit us online at www.academyart.edu - click on Finances, then Refund Options.

Installment Payment Plan

(All Academy of Art University students are eligible to apply)

• The Installment Payment Plan an affordable and convenient option for students and parents to make tuition payments.
• The Installment Payment Plan is available for Fall, Spring, and Summer semesters.

Students and parents may pay tuition in four equal payments (two payments for Summer). If you receive partial financial aid, you may use the Installment Payment Plan to pay tuition costs not covered by your financial aid package.

How to Apply for the Installment Payment Plan

You must be registered for classes before applying to the Installment Payment Plan. A payment plan fee of $50.00 is due with the first installment.

Apply online:
You may apply online via Student Self Service. Go to www.academyart.edu. You will find additional instructions within the “make a payment” page.

Apply In Person:
Come to the Accounts Receivable Department, 150 Hayes Street, 4th Floor, San Francisco. Bring a copy of your current Financial Aid Awards Letter (if applicable) and your current course schedule.

For more information, call the Accounts Receivable Department at 800.544.2787 or 415.274.2222, or visit us online at www.academyart.edu.
Campus Life & Leadership

A substantial part of an artist’s growth and inspiration occurs outside the classroom or studio. At Academy of Art University, we understand this. We have developed a robust Campus Life & Leadership division that adds value to your academic experience. There will be many opportunities for you to get involved and getting involved is a key to success for many students. Our number one goal is to motivate you to do your best.

Campus Life & Leadership also offers:

• Student Activities
• Recreation & Wellness Classes (for more info, see the Athletics section)
• Student Organizations
• Career and Entrepreneurial Development

When you arrive on campus, we will greet you with our New Student Orientation. “Start Smart” was designed with you in mind. We sponsor a series of events and fun activities to help you achieve a successful start to your Academy of Art University experience.

Campus Housing

Artists in Residence
• We offer campus residence halls across San Francisco, in the city’s most vibrant neighborhoods.
• Housing is guaranteed to all new students.
• Housing communities are available for first year students, transfer and continuing students, and students 21 years of age and older.
• Every campus building has an assigned Residence Director, and in many buildings a Residence Assistant lives on-site.
• Safety is a primary concern in all campus housing buildings and across campus.
• Meal plans are available – enjoy our restaurant-quality dining program!

Apply for housing online! You may find out more information and complete your campus housing application online at www.academyart.edu. Or contact us at:
800.544.2787 (toll free)
415.274.2222 (from outside the U.S.)
housing@academyart.edu

Student Housing Academy of Art University 79 New Montgomery Street San Francisco, CA 94105

Academy of Art University does assume responsibility for student housing when a Housing License Agreement is executed and offers housing assistance. Academy of Art University does not have dormitory facilities under its control. According to rentals.com for San Francisco, CA rental properties start at approximately $2,500 per month.

Health Insurance

Domestic Onsite Students
Health Net has a student medical insurance plan designed especially for our domestic on-site students. The plan covers office visits, medical, accident and hospital expenses.

Find a summary of coverage: Academy of Art University Domestic Student Health Insurance Plan 2019-2020
Sign up for this plan: https://jcbins.com/
Ask general questions: healthinsurance@academyart.edu
Ask billing questions: ar@academyart.edu

Domestic/International Athletes
All domestic/international athletes enrolled in 6 or more credits at Academy of Art University will be automatically enrolled in the Aetna Student Health Insurance Plan.

For more detailed information about your health benefits:
• Academy of Art University Aetna Student Health Plan Design and Benefits Summary
• Academy of Art University 2019-2020 Student Health Insurance Plan Highlights

Ask general questions: sportsmedicine@academyart.edu
Ask billing questions: ar@academyart.edu

Dignity Health
Go Health Urgent Care Centers provide prompt care for non-life threatening injuries or illnesses. These facilities are close to your home for same-day care, and the health practitioners there, will refer to specialists at St. Francis or St. Mary’s Hospital in San Francisco if needed. Dignity Health accepts both the Aetna and Health Net Insurance that is offered above to students who attend the Academy of Art University.

BENEFITS:
• Convenient after hours, weekend and holiday care
• Check in online or just walk in
• Quality -focused Dignity Health Medical Foundation providers
• X-ray and lab onsite
• In-network with Aetna and Health Net Insurance

https://www.gohealthnyc.com/

International Onsite F1 Students
All F1 students enrolled in 6 or more credits at the Academy of Art University will be automatically enrolled in the Aetna Student Health Insurance Plan.

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**LIBRARY & ACADEMIC RESOURCES**

**Student Services**

Student Services is a department for continuing students. New students will receive a letter from their advisor in the first month of school offering assistance in academic counseling. All students are assigned an advisor to assist in re-registration for future semesters, class changes and program evaluation and planning for a graduating term at The Academy. Self-service may offer the convenience of registration and class changes online. However, students should discuss their academic progress with their advisor in-person or by phone every semester. Regular meetings for program evaluation with advisors help students to stay on track toward their degrees.

Please call or email if you do not know who your advisor is:

**Undergraduate Students:**
Phone: 800.544.2787 or 415.274.2222
Email: studentservices@academyart.edu

**Graduate Students:**
Phone: 800.544.2787 or 415.274.2222
Email: graduateschool@academyart.edu

**Online Students:**
Students who began their academic careers entirely online from the Summer of 2005 and forward can contact their Online Student Services Advisor by calling 800.544.2787 or 415.274.2222 and asking for Online Student Services.

**Academy of Art University Library**

This is not your typical library! Academy of Art University Library has a extensive and well-curated collection of books, periodicals, movies, screenplays, and electronic resources directly supports the diverse needs of the school’s art and design programs. Our onsite and online resources are specifically tailored to the visual research needs of our student artists, who are encouraged to work together in a vibrant atmosphere where they can conduct visual research, collaborate, learn, and create.

Library services include:
- Online and in-person research help
- Digital image collections
- Full-text periodical databases
- Computers, scanners, and printers
- Theater Room
- Quiet and Group study areas

Learn more at [http://library.academyart.edu](http://library.academyart.edu).

**ARC**

The Academy Resource Center, or ARC, is the home for all educational support services at Academy of Art University. ARC is staffed with friendly, supportive, and highly qualified educators whose mission is to provide every student with the educational support they need to succeed. Throughout your time at The Academy, ARC will always be there to address all of your academic needs inside or outside of the classroom.

**Workshops**

Academy of Art University offers the unique opportunity to attend regular drop-in art and design workshops. Every academic department at the Academy holds drop-in workshops, where students may have extra time with professional instructors to improve upon their skills or to receive additional course help. All Academy workshops are free to all students, and students may attend as many workshops affiliated with their classes as they wish. Student Academic Support is also available to all students through academic coaching, to assess the individualized needs of students, develop customized success plans, and connect students with vital academic and community resources.

**Writing Lab and Other Language Labs**

At Academy of Art University, we understand the needs of art and design students, and we have designed our curriculum to support the visual learning style of the students. Whether you want to hone your writing skills or need help with presentation skills or pronunciation, language support is available to all domestic and international students. Students may schedule one-on-one appointments at the ARC Labs anytime throughout the semester. Speaking and Writing Lab support is available on campus as well as online.

**Accessibility**

Academy of Art University ensures equal access for students with disabilities. The Classroom Services office facilitates reasonable accommodations and provides individualized academic coaching, a quiet place to study, resources, and referrals. Classroom Services promotes the use of Universal Design throughout the curriculum.

**EAP Support**

The Academy is strongly committed to its international population. Our English for Art Purposes courses makes The Academy a great choice for non-native English speakers who wish to study art and design in the United States. The EAP curriculum at The Academy integrates the study of art and the study of language. EAP services available include EAP courses, individual EAP support can be arranged for any art and design classes at the university with qualifying students, EAP writing, speaking and multimedia labs, as well as online EAP support.

**Online Support**

No other university offers the quality and scope of online art and design educational support which is available at Academy of Art University. Educational support services available on campus are also available online. We also provide academic support materials tailored specifically for the needs of students learning in an online environment. A trained team of online academic coaches are available to help online students with their learning needs. Online students also have access to English for Art Program support and our Online Writing Lab.
ACADEMIC CALENDAR

Dates subject to change. Please refer to the school’s website for the most up-to-date information.

Hyperlink to Academy of Art University calendar: [www.academyart.edu/content/aau/en/about-us/news-events/calendar.html](http://www.academyart.edu/content/aau/en/about-us/news-events/calendar.html)

**FALL 2020**

**DATES**

**FALL 2020** Registration for Summer & Fall 2020 begins

February 17, 2020

Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semester start)

August 17, 2020

New Students Move In

August 25, 2020

New Student Orientation & Parent’s Orientation

August 26, 2020

Meet Your Department Directors

August 27, 2020

Continuing Student Move In

August 28, 2020

Last day to submit grade changes for Summer 2020 “Incompletes”

August 29, 2020

Tuition Due for Fall 2020

August 29, 2020

Installment Payment Plan Contract

August 29, 2020

Installment Plan Deadline: 1st Payment Due

Installment Plan Deadline: 2nd Payment Due

Installment Plan Deadline: 3rd Payment Due

August 29, 2020

Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees

August 29, 2020

Fall 7x1 session begins

August 31, 2020

Labor Day (All Buildings Closed)

September 7, 2020

Fall classes begin

September 3, 2020

Last day to register for Fall 2020 without a late fee

September 12, 2020

Last day for course changes without a late fee

September 12, 2020

Late Registration Period for Fall 2020 (late fee will apply)

September 14-19, 2020

Financial Aid file complete deadline

September 14, 2020

Late day to register for Fall 2020 (late fee will apply)

September 19, 2020

Registration for Spring 2021 begins

September 21, 2020

Installment Plan Deadline: 2nd Payment Due

September 29, 2020

Fall Pre-College Art Experience classes begin

October 3, 2020

Midterm Grading Period for Fall 2020

October 19-28, 2020

Fall 7x1 session ends

October 21, 2020

Fall 7x2 session begins

October 26, 2020

Installment Plan Deadline: 3rd Payment Due

October 29, 2020

Daylight savings time ends (set clocks one hour back)

November 1, 2020

“WF” Penalty Attendance on or after

November 7, 2020

Fall Pre-College Art Experience classes end (onsite students)

November 13, 2020

Fall Pre-College Art Experience: Last day to apply/change class schedule

November 26-29, 2020

Fall Pre-College Art Experience classes end (online students)

November 13, 2020

Thanksgiving Break (All Buildings Closed)

November 13, 2020
Installment Plan Deadline: 4th Payment Due  
2020 Academy of Art University Graduate Ceremonies (MA, MFA, MARCH, MAT)  
2020 Academy of Art University Undergraduate Ceremonies (AA, BA, BS, BFA, B.ARCH)  
Final Grading Period for Fall 2020  
Fall Pre-College Art Experience Final Exhibition  
Fall classes end  
Residence Halls Close for Winter Break  
Fall 7x2 session ends  
Final grades for Fall 2020 to students  
Winter Holiday (All Buildings Closed)  
New Year’s Holiday (All Buildings Closed)  

**SPRING 2021**  
RegISTRATION FOR SPRING 2021 BEGINS  
New Year’s Holiday (All Buildings Closed)  
Winter Intersession begins  
Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semester start)  
Martin Luther King, Jr. Day  
Winter Intersession ends  
Spring 2021 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 2020 “Incompletes”  
Tuition due for Spring 2021  
Installment payment plan contract deadline  
Installment plan deadline: 1st payment due  
Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees  
Locker reservations begin  
Spring classes begin  
Last day to register for Spring 2021 without a late fee  
Last day for course changes without a late fee  
Late Registration Period for Spring 2021 (late fee will apply)  
Last day to register for Spring 2021 (late fee will apply)  
Spring Pre-College Art Experience Prep-Day (mandatory for all first time onsite students)  
Financial Aid file complete deadline  

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>November 29, 2020</td>
<td>Installment Plan Deadline: 4th Payment Due</td>
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<tr>
<td>December 2, 2020</td>
<td>2020 Academy of Art University Graduate Ceremonies (MA, MFA, MARCH, MAT)</td>
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<td>December 7-9, 2020</td>
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<td>December 19, 2020</td>
<td>Fall classes end</td>
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<tr>
<td>December 19, 2020</td>
<td>Residence Halls Close for Winter Break</td>
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<tr>
<td>December 20, 2020</td>
<td>Fall 7x2 session ends</td>
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<td>December 7-29, 2020</td>
<td>Final grades for Fall 2020 to students</td>
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<td>December 24-25, 2020</td>
<td>Winter Holiday (All Buildings Closed)</td>
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<td>January 1, 2021</td>
<td>New Year’s Holiday (All Buildings Closed)</td>
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<td>DATES</td>
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<tr>
<td>September 21, 2020</td>
<td>SPRING 2021 registration begins</td>
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<tr>
<td>January 1, 2021</td>
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<td>January 11, 2021</td>
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<tr>
<td>February 6, 2021</td>
<td>Tuition due for Spring 2021</td>
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<tr>
<td>February 7, 2021</td>
<td>Installment payment plan contract deadline</td>
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<tr>
<td>February 8, 2021</td>
<td>Installment plan deadline: 1st payment due</td>
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<tr>
<td>February 8, 2021</td>
<td>Financial Aid students must contact Accounts Receivable to confirm award will cover tuition and fees</td>
</tr>
<tr>
<td>February 8, 2021</td>
<td>Locker reservations begin</td>
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</table>

**SUMMER 2021**  
Registration for Summer & Fall 2021 begins  
Summer Intersession begins  
Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semester start)  
New Student Move In  
Summer 2021 Welcome Week  
New Student Orientation  
Meet Your Department Directors  
Last day to submit grade changes for Spring 2021 “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 2021  
Installment Payment Plan Contract  
Financial Aid initial paperwork deadline (to guarantee timely award letter prior to semester start)  
New Student Move In  
Summer 2021 Welcome Week  
New Student Orientation  
Meet Your Department Directors  
Last day to submit grade changes for Spring 2021 “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 2021  
Installment Payment Plan Contract  

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<tr>
<th>Date</th>
<th>Event</th>
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<td>February 22, 2021</td>
<td>Registration for Summer &amp; Fall 2021 begins</td>
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<tr>
<td>February 22, 2021</td>
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</table>
Installment Plan Deadline: 1st Payment Due
Locker Reservations begin
Summer classes begin (including Portfolio Grant & Teacher Grant recipients)
Last day to register for Summer 2021 without a late fee
Last day for course changes without a late fee
Summer Pre-College Art Experience classes begin
Financial Aid File Complete
Last day to register for Summer 2021 (late fee will apply)
Independence Day (All Buildings Closed)
Midterm Grading Period for Summer 2021
“WF” Penalty
Installment Plan Deadline: 2nd Payment Due
Summer Pre-College Art Experience classes end (onsite)
Summer Pre-College Art Experience Final Exhibition
Final Grading Period for Summer 2021
Summer Pre-College Art Experience classes end (online)
Summer Classes End
Residence Halls Close
Final grades for Summer 2021 to students
August 19, 2021

TBA
June 21, 2021
June 21, 2021
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July 4, 2021
July 11-July 16, 2021
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August 5-August 18, 2021
TBA
August 11, 2021
TBA
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 skill levels, beginning to advanced, will be accommodated with the proper coursework. We prepare students for advanced courses by offering foundations courses that teach fundamental art, design, communications and acting skills.

Graduate Admissions Philosophy

Academy of Art University graduate programs are designed for students who desire focused, master-level study in their field of choice. All students who hold a bachelor’s degree are encouraged to apply. Graduate students undergo an individualized program of study that includes one-on-one instruction from a professional advisor and a faculty-guided final project. Applicants to the graduate programs are asked to submit a portfolio and other materials to demonstrate their level of ability (see Graduate Admissions Requirements for more information). The portfolio is used for program placement purposes. The Academy provides skills-mastery courses for first semester students who need preparatory work.

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

Access Statement

Students with disabilities are invited to apply for admission to any program. Academy of Art University strongly recommends that students who are requesting accommodations for equal access to educational programs notify the Classroom Services office prior to, or early in the semester to ensure their needs are met in a timely manner. To be eligible for accommodations, recent documentation from a medical doctor, psychologist, psychiatrist or learning specialist is required. Consult with Classroom Services for additional information.
How to Apply

DOMESTIC ADMISSIONS

U.S. Citizens or Permanent Residents (Green Card Holders)

If you are a US citizen or permanent resident (Green Card holder), please follow the application instructions for either Domestic Undergraduate or Domestic Graduate admissions. If you have any questions, please contact us at 800.544.2787 or 415.274.2222, or e-mail the department at admissions@academyart.edu.

Step-by-step instructions for submitting your application are listed on the back of each application form.

There are 5 simple ways to apply for Domestic Admissions:

ONLINE: Visit The Academy’s website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call 800.544.2787 or 415.274.2222 and an Admissions Representative will assist you.

BY FAX: Fax your application to 415.618.6287 and mail your application fee to the address below.

BY MAIL: Send your application and fee to:

Academy of Art University
PO Box 193844
San Francisco, CA 94109-3844

IN PERSON: Visit the Admissions Office:

79 New Montgomery Street
(between Mission and Market)
4th Floor, Mon. – Sat., 9am – 5pm

INTERNATIONAL ADMISSIONS

Non-U.S. Citizens

If you are a non-US citizen, please follow the application instructions for either International Undergraduate or International Graduate admissions. If you have any questions, please contact us at 800.544.2787 or 415.274.2208, or e-mail the department at intladmissions@academyart.edu.

If you are a U.S. Citizen, living abroad, and applying for Online classes, please fill out the Undergraduate or Graduate Domestic Application.

The International Student Admissions/Services Department helps and guides international students with any questions or concerns they may have. The advisors assist each student with the application and admissions process, student visa and immigration procedures, academic advising and class registration. Every semester, the department hosts an international student orientation to help new students get acquainted with Academy of Art University and San Francisco. Additionally, The Academy has its own English for Art 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 5 simple ways to apply for International Admissions:

ONLINE: Visit The Academy’s website at www.academyart.edu to apply and submit your application fee online.

BY PHONE: Call (+1) 415.274.2208 and an Admissions Representative will assist you.

BY FAX: Fax your application to (+1) 415.618.6278 and mail your application fee to the address below.

BY MAIL: Send your application and fee to:

International Student Admissions
79 New Montgomery Street, 4th Floor
San Francisco, CA 94105-3410
USA

IN PERSON: If you are planning a trip to San Francisco, please visit us at

79 New Montgomery Street
(between Mission and Market)
4th Floor, Mon. – Sat., 9am – 5pm

Admissions Requirements

UNDERGRADUATE ADMISSIONS REQUIREMENTS

*(For AA, BA, BFA, BS, B.Arch, & Second BA/BFA)

Academy of Art University requires one of the following*:

• High School Diploma
• GED / CHSPE

Academy of Art University accepts the following as proof of high school graduation:

• Official or unofficial completed high school transcript or GED
• Official or unofficial completed Bachelor’s degree transcript
• Signed Home School Program Certification form and transcripts
• California High School Proficiency Exam (CHSPE) Letter

*Copy of complete High School Diploma for first degree undergraduate students (Academy of Art University cannot certify Cal Grant GPA from this document)

Official transcripts or proof of high school graduation are due prior to the start of the first semester.

GED Test Center

To locate a GED Test Center go to:

www.cde.ca.gov/ta/tg/gd/gedtestcenters.asp

Enter your zip code to find the center closest to you.

How and When to Submit Your Proof of High School Graduation

• Proof of high school graduation (which clearly shows the graduation date) are due before the start of your first semester.
• Proof of your completed GED or CHSPE.
If you are sending transcripts or other proof of high school graduation, they must be delivered or mailed to:

Academy of Art University
Office of the Registrar
79 New Montgomery Street, 435
San Francisco, CA 94105-3410

or

Academy of Art University accepts electronic submission of official and unofficial transcripts. Students sending an official or unofficial electronic transcript should have it directed to the following email address: transcripts@academyart.edu

Academy of Art University is also a member of the National Student Clearinghouse Electronic Transcript Exchange Registry and can accept transcripts directly from other member organizations.

Home School Students

We welcome and encourage home school students to enroll in our degree and non-degree programs. An experienced admissions representative will review your application and help you through the admissions process. Academy of Art University open door admissions policy equally applies to home school students who participate in a program officially recognized by the state in which they live. To qualify for admittance, students must submit Home School Program Certification Form along with home school transcripts.

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

ART TEACHING CREDENTIAL ENTRY REQUIREMENTS

Application: Complete the online www.academyart.edu/missions/go/apply application (A non-refundable and non-deferable $50 application fee is required)

Proof of Earned Bachelor’s Degree or Higher: Official or unofficial transcripts must show the granting of a Bachelor’s degree or higher in Fine Art or in a related program with a minimum GPA of 2.5. www.academyart.edu/assets/pdf/international-transcripts-policy.pdf International transcripts must be accompanied by an English translation.

CBEST Test Results: Official results of passing the California Basic Education Skills Test (CBEST)

CSET Test Results: Official results of passing the California Subject Matter Examination Test (CSET) in Art

CBEST Test Results: Candidates must successfully pass both parts of the CSET in Art. Subtest 1 and Subtest 2.


Certificate of Clearance from Department of Justice (DOJ) & Federal Bureau of Investigation (FBI): Official documentation of the fingerprint clearance from the DOJ and FBI

Resume: An outline of educational and professional experience

Letters of Recommendation: Three verifiable letters of recommendation from academic or professional sources

CPR and First Aid Workshop Certificate: Official documentation proving successful completion of an approved CPR and First Aid workshop/class NOTE: The CPR/First Aid Workshop or class must be approved by the California Emergency Medical and Safety Authority (EMSA) NOTE: Completion of the CPR/First Aid Workshop must be completed prior to second semester courses that require fieldwork

Optional Portfolio: Students are recommended to submit a body of work to showcase their skills. Please contact an Admissions Representative for details.

GRADUATE ADMISSIONS REQUIREMENTS

The Academy requires graduate applicants to demonstrate their ability and intent to complete a Master of Arts (MA), Master of Fine Arts (MFA) or Master of Architecture program (M. Arch.).* After submitting the application form and application fee, graduate applicants must submit the following additional items. Students may only register for graduate classes after being admitted into a Master of Arts, Master of Fine Arts or Master of Architecture program.

• Statement of Intent: Explain your goals in Graduate School, leading to your MA, MFA or M. Arch. Final Project, in a one-page, typed essay.

• Resume: Describe your educational and professional experience.

• Official or unofficial College Transcripts: Sealed transcripts may be sent directly from the college(s) attended or may be submitted by the applicant by mail.

• Transcripts from applicant may also be emailed to transcripts@academyart.edu

• Transcripts must show completion of at least a Bachelor’s Degree. You must submit official or unofficial transcripts from the institution from which you graduated. Academy of Art University accepts electronic submission of official transcripts. Students sending an official electronic transcript should have it directed to the following email address transcripts@academyart.edu. Academy of Art University is also a member of the National Student Clearinghouse Electronic Transcript Exchange Registry and can accept transcripts directly from other member organizations.

• Portfolio/Reel (for class placement in the graduate program): A body of work representing the chosen discipline will be required. A description list is helpful to accompany portfolios/reels when being reviewed, with all pieces labeled with your name and the title, size, medium and date of completion. For collaborative works, please explain your role in the creative process. International applicants are asked to provide an English translation of any copy/written material presented as part of the portfolio/reel. Registration for the appropriate classes is based on the skills demonstrated in your portfolio/reel. Applicants should contact an Admissions Representative for details on portfolio/reel submission, including content and format requirements. ** In most cases portfolios may be sent digitally. Ask your Admissions Representative today!

• Additional materials may be required by the specific departments. Please check with your Admissions Representative.

* Upon receiving all application requirements, the department will review and will recommend that the student be accepted, not accepted or allowed to enroll in Graduate Preparatory Coursework. Preparatory Coursework will be determined by the department to meet the graduate admissions requirements.

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

**Portfolio/Reel Return Policy: Applicants must make arrangements to pick up their portfolios or reels in person or to have them returned via US Postal Service; only portfolios/reels with prepaid return postage will be returned via US Postal Service. Portfolios or reels that are unclaimed or returned due to incorrect address or inadequate postage will not be stored. Although every precaution is taken to protect portfolios and reels, Academy of Art University cannot be held responsible for loss or damage of portfolios or reels either in transit or on campus for
How to Register for Classes

For degree requirements and more course information, contact us at 800.544.2787 or 415.274.2222. You may also visit us online at www.academyart.edu.

Students may register by any one of the following ways:

1. Register in person or by phone
   • New Undergraduate Students: Schedule a registration appointment or register by phone by calling the Undergraduate Admissions Office at 800.544.2787 or 415.274.2222.
   • New Graduate and Art Teaching Credential Students: Schedule a registration appointment or register by phone by calling the Graduate Admissions Office at 800.544.2787 or 415.618.6326.
   • New International Students: Schedule a registration appointment or register by phone by calling the International Admissions Office at 800.544.2787 or 415.274.2208.
   • Returning/Continuing Domestic (U.S. Citizen or Resident Green Card Holders), and International Undergraduate Students: Schedule a registration appointment 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 415.274.8817.

2. Register online
   All continuing students may register, look up class schedules, and view course descriptions at https://catalog.academyart.edu. To register online, new students may contact an Admissions Representative or Student Services Advisor for more information by calling 800.544.2787 or 415.274.2222.

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.

Transfer Information

Academy of Art University invites all applicants interested in receiving transfer credit from previous post-secondary institutions to submit their official transcripts for review.

How to Transfer

Transferring into Academy involves two steps:
1. Complete an application to Academy of Art University.
2. Submit official or unofficial college/university transcript(s) by mail in a sealed envelope to:
   • Academy of Art University
   • Office of the Registrar
   • 79 New Montgomery Street, 435
   • San Francisco, CA 94105-3410
   or
   • Academy of Art University accepts electronic submission of official and unofficial transcripts. Students sending an official or unofficial electronic transcript should have it directed to the following email address: transcripts@academyart.edu

   Academy of Art University is also a member of the National Student Exchange Registry and can accept transcripts directly from other member organizations.

Transfer Policies

• Academy of Art University accepts unofficial and official transcripts for the purpose of applying transfer credit to a student’s record. Only an official transcript may be used to apply transfer credit to the student’s record at Academy of Art University for student athletes.
• Transfer evaluations are based on the current transfer policies during the student’s semester of admission and will be binding for the student’s entire matriculation at Academy of Art University. Subsequent evaluations are not permitted unless the student changes his or her degree program (i.e. from an Associate of Arts degree to a Bachelor of Fine Arts degree).
• Coursework from accredited post-secondary institutions will be considered for transfer if it carries the equivalent credit, prerequisites, content, and level of instruction. Remedial or pre-college courses are not eligible for transfer.
• Coursework presented for transfer must be successfully completed with a letter grade of “C” or above or a grade of “pass” in a pass/fail course.
• Units completed at another institution after the student has started a degree program or any degree eligible classes at Academy of Art University will not be considered for transfer.
• The deadline for submission of all official and unofficial transcripts is prior to the end of the student’s first degree seeking semester. Courses may only be transferred from transcripts received by the deadline.

Undergraduate Degrees

Liberal Arts courses: All degree programs have unique Liberal Arts requirements. Courses that cannot be applied toward a degree will not be transferred, Major courses: A portfolio review is required to determine if courses may be transferred toward the major.

Second Bachelor’s Degrees

Students who have completed a bachelor’s degree and are seeking a second bachelor’s degree may have 50% of the required units transferred based on a department’s predetermined agreement. Major courses may be waived based on portfolio review. NOTE: Not all departments offer a predetermined transfer agreement. Speak with an Admissions Representative for details. Students who have completed a bachelor’s degree and are seeking an associate of arts degree may have 18 units transferred based on a department’s predetermined agreement. Major courses may be waived based on portfolio review. A maximum of 50% of total units may be transferred based on a portfolio and transcript review. NOTE: Not all departments offer a predetermined transfer agreement. Speak with an Admissions Representative for details.

Graduate Degrees

A maximum of 6 transfer units from another graduate program may be transferred towards degree requirements.

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Transfer Policies

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• Transfer evaluations are based on the current transfer policies during the student’s semester of admission and will be binding for the student’s entire matriculation at Academy of Art University. Subsequent evaluations are not permitted unless the student changes his or her degree program (i.e. from an Associate of Arts degree to a Bachelor of Fine Arts degree).
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Graduate Degrees

A maximum of 6 transfer units from another graduate program may be transferred towards degree requirements.
Transcript Submission Deadline
Upon enrollment at Academy of Art University, all official transcripts must be received prior to the end of the student’s first semester. Transfer evaluations for degree-seeking students are conducted during the student’s first semester and are considered final. Transfer credit will not be awarded after the end of the student’s first semester. Any appeals must be presented to the Office of the Registrar Transfer Office by the end of the first semester.

Undergraduate students who fail to submit proof of High School graduation and/or conferral of a Bachelor’s degree by the end of their first semester will not be allowed to enroll in subsequent terms until proof of graduation has been received by the Office of the Registrar. Graduate degree seeking students who fail to submit proof of conferral of a Bachelor’s degree by the end of their first semester will not be allowed to enroll in subsequent terms until proof of graduation has been received by the Office of the Registrar.

Undergraduate Residency Requirement
Students seeking a degree must complete a minimum of 50% of required units at Academy of Art University to satisfy the undergraduate residency requirement.

Transferability
Students who wish to continue their education at other schools must not assume that credits earned at Academy of Art University will be accepted by the receiving institution. It is the responsibility of the student to consult with the appropriate 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.

Placement & Portfolio Reviews
Students may place into a course by demonstrating necessary knowledge and skill level. Major course placement and transfer is determined by a portfolio review conducted by the Department Director. Students who place out of a required course will have that requirement waived but must make up the units with a substitute Academy of Art University course which will be determined by the Department Director.

Detailed instructions for portfolio submissions are provided by the Admissions Office. Portfolios may be submitted digitally. Physical portfolios of original work are also accepted. Applicants are responsible for picking up portfolios or reels in person or to have them returned via US Postal Service. Only portfolios/reels with prepaid return postage will be returned via US Postal Service. Portfolios or reels that are unclaimed or returned due to incorrect address or inadequate postage will be retained on campus for approximately 90 days. Although every precaution is taken to protect portfolios and reels, Academy of Art University cannot be held responsible for loss or damage of portfolios or reels either in transit or on campus for review. New undergraduate students should consult their Admissions Representative at Academy of Art University for additional portfolio requirements.

Placing out of a required course will have the requirement waived but must make up the units with a substitute Academy of Art University course which will be determined by the Department Director.

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That’s the story.

It’s a story in pictures and a few words that tells of creativity, imagination, and people, just like you, on their way to the top. The professionals who have created this story for you love going to work where they spend their days turning ideas into compelling communications. Filling the world with beauty that never existed before. Looking at things like they’ve never been seen before. Telling stories like they’ve never been told before. Making music and characters that have never been heard before. They’re working creative professionals who have jobs so rewarding that they take great joy in what they love and do so well.

If these words and pictures have fanned the spark of creativity in you, find areas that really interest you. Then, do something about it. It could be the beginning of another story, your story. You know, the one that makes history.

SPECIAL THANKS: To all the students, faculty and alumni whose artwork and words appear in this catalog. Your talent is an inspiration and we appreciate you being a part of The Academy family.

CONCEPT DESIGN: Stuart Morgan
COVER ARTWORK: Adam Dennis, School of Illustration, 2008 BFA Alumnus, www.adamdennisarts.com
CATALOG PRODUCTION: Mateo Tayamen
CONTENT COORDINATORS: Denise Cottin
PRIMARY PHOTOGRAPHY: Bob Toy and Eva Kolenko
EFFECTIVE DATE: January 1, 2019 - December 31, 2020