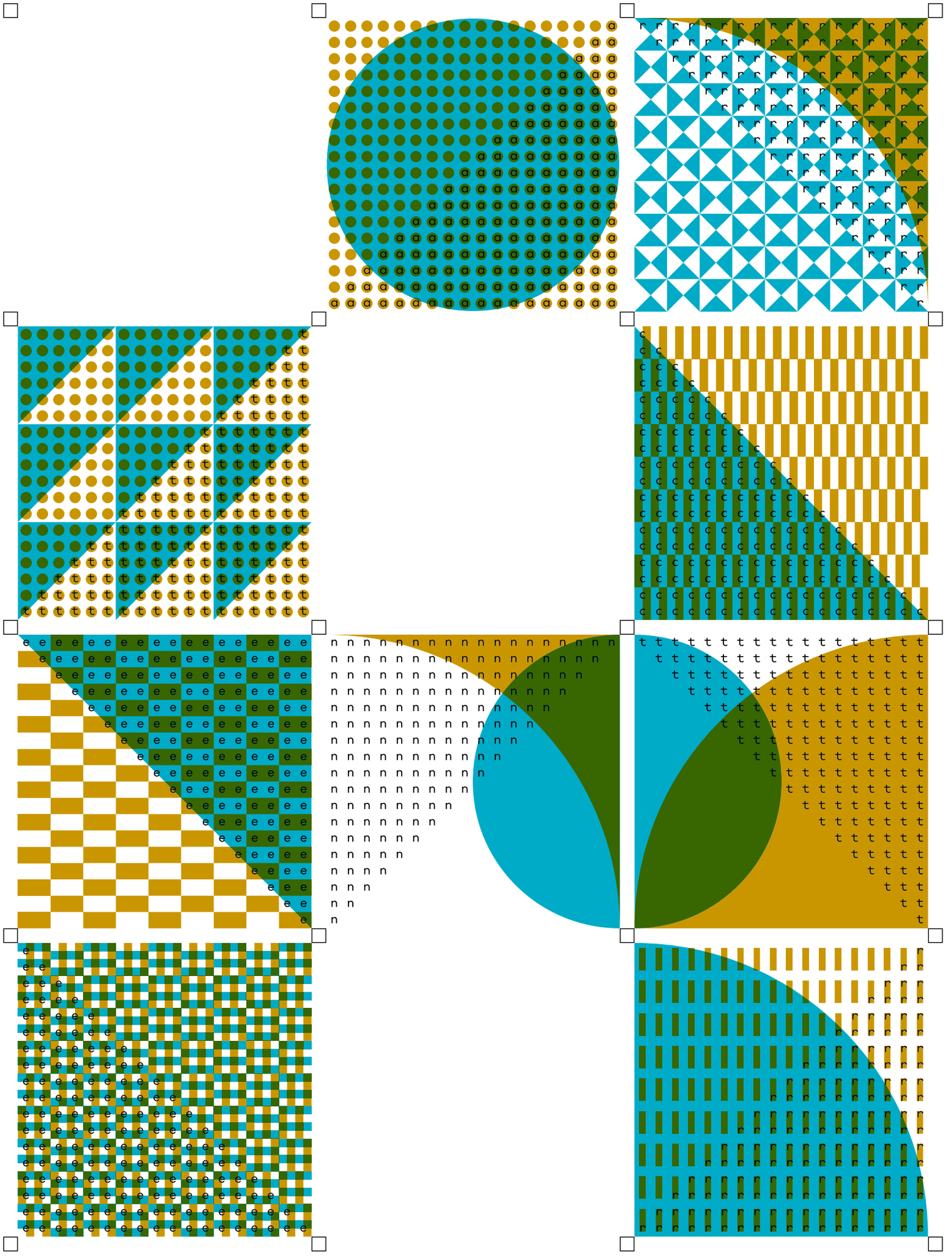
ArtCenter 2019–2020



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President's Message

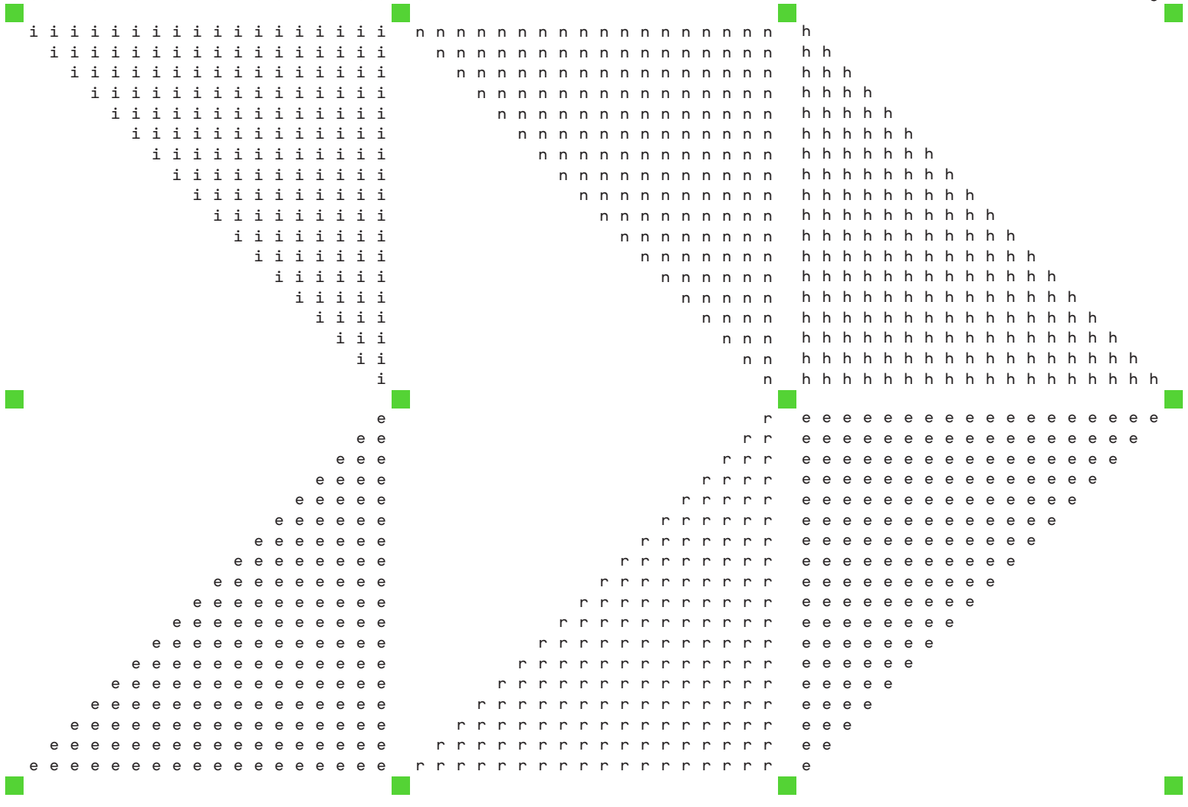
One attribute has always been at the heart of an ArtCenter education: creativity. The world's greatest cultural achievements emerge from it. It's what employers seek. It's what our graduates offer. Our students and faculty cultivate creativity every day in their classrooms, studios and off-campus projects. We invite you to join us—a community whose bold imagination continues to make an impact around the globe—and to embark on an extraordinary education that will prepare you to invent new challenges and discover new opportunities.

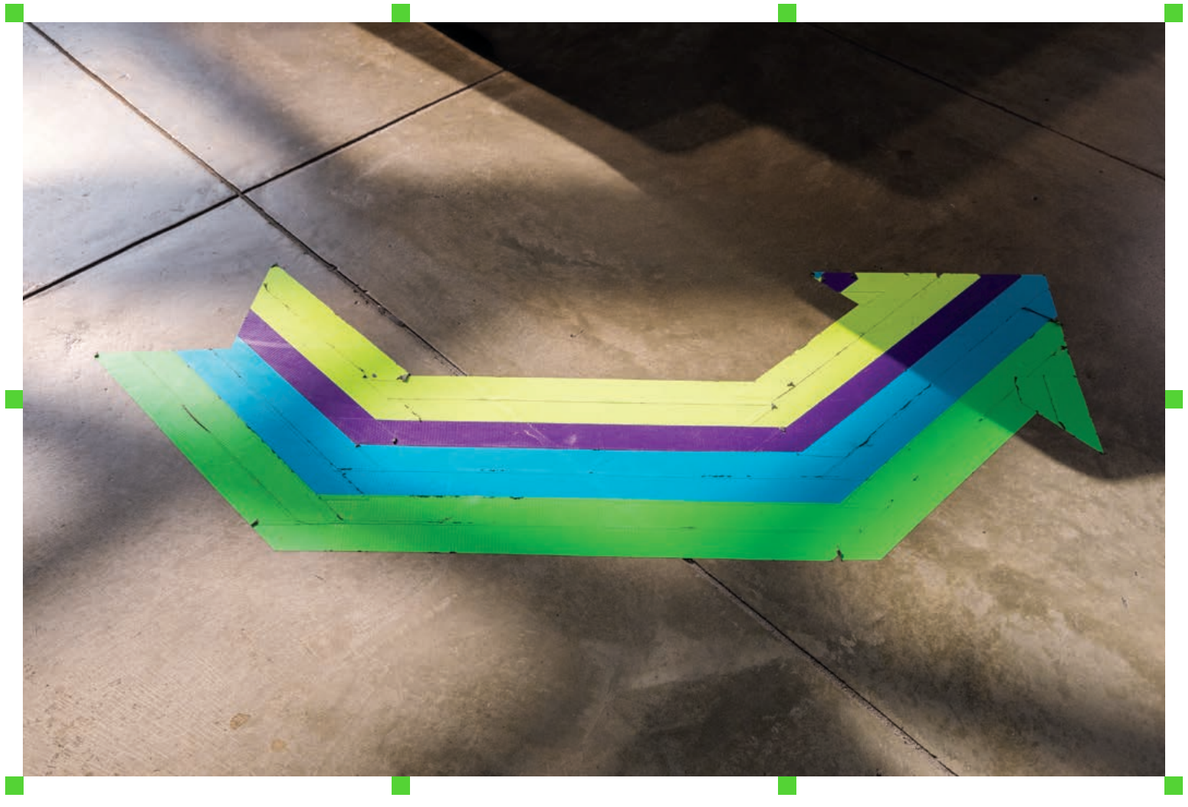
—

Lorne M. Buchman, President

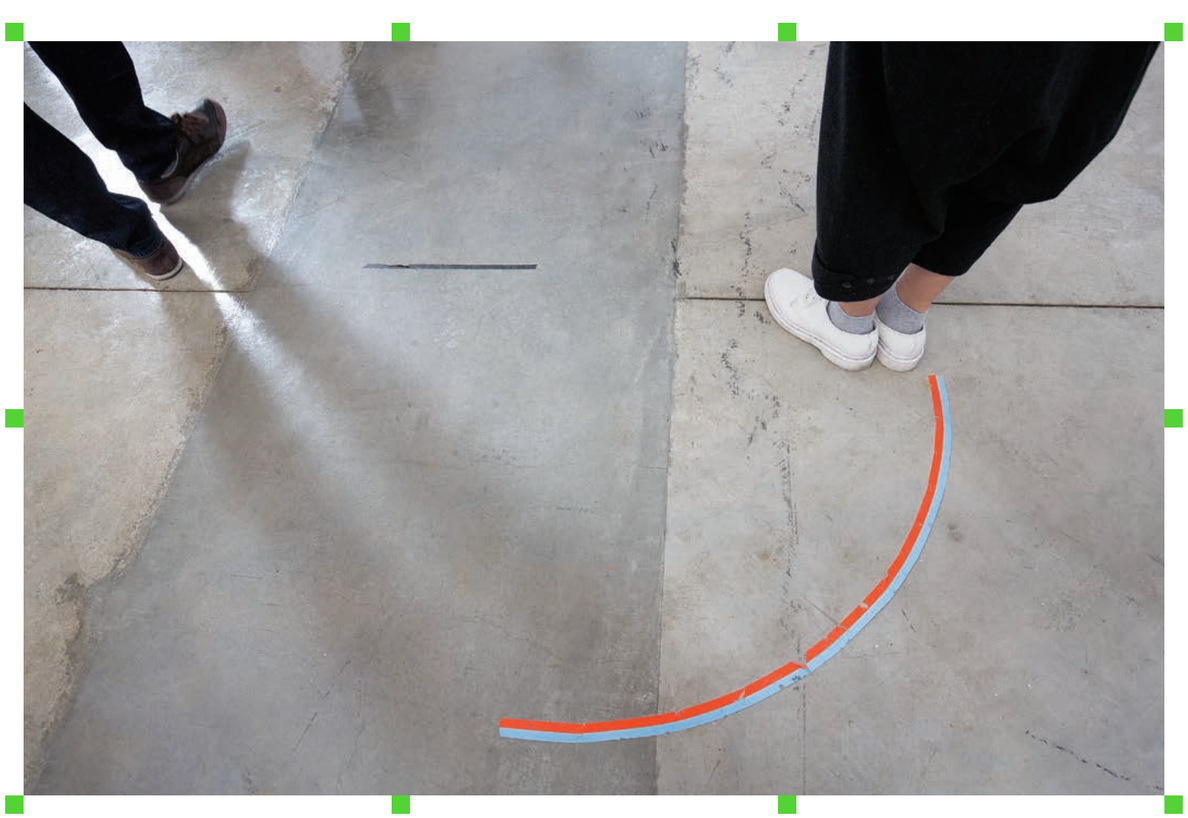
At ArtCenter,
we learn by making.

It’s where every
student’s journey
begins.





Like a conservatory for aspiring performing artists, we offer our students a dedicated space where they can grow and thrive under the guidance of practicing artists and designers.



In 1930, ArtCenter College of Design's co-founder and first president, Edward "Tink" Adams, pioneered a no-nonsense curriculum to prepare artists and designers for roles in industry and the professional fields.

While the College has changed dramatically since those days, our singular brand of education remains rooted in his forward-thinking vision.

We provide our students with the skills necessary to craft exceptional work and tackle ambitious projects—everything from autonomous vehicles to deeply personal narratives.

Our interdisciplinary curriculum emphasizes collaboration and making and mirrors real-world experiences.

All of which means that once our students graduate, they hit the ground running.

At ArtCenter, we ask our undergraduates to declare a major at the time of their application. This is an important decision and one that requires careful consideration.

We offer 11 undergraduate degree programs:

Bachelor of Fine Arts
Advertising; Film; Fine Art; Graphic Design; Illustration; Photography and Imaging

Bachelor of Science
Entertainment Design; Environmental Design; Interaction Design; Product Design; Transportation Design

Social Innovation minor
Students in select majors who are interested in working with communities and designing for social impact can also earn a minor in social innovation through our Designmatters program.

Most students take courses in the Integrated Studies Department, and all take courses in the Humanities and Sciences Department.

In addition, Transdisciplinary Studio (TDS) courses—often sponsored by industry or community partners—give upper-term students from different majors opportunities to collaborate on projects.

Undergraduate Degree Programs

- Advertising
- Entertainment Design
- Environmental Design
- Film
- Fine Art
- Graphic Design
- Illustration
- Interaction Design
- Photography and Imaging
- Product Design
- Transportation Design

Graduate Studies
For advanced study and practice,
we also offer seven graduate degrees:

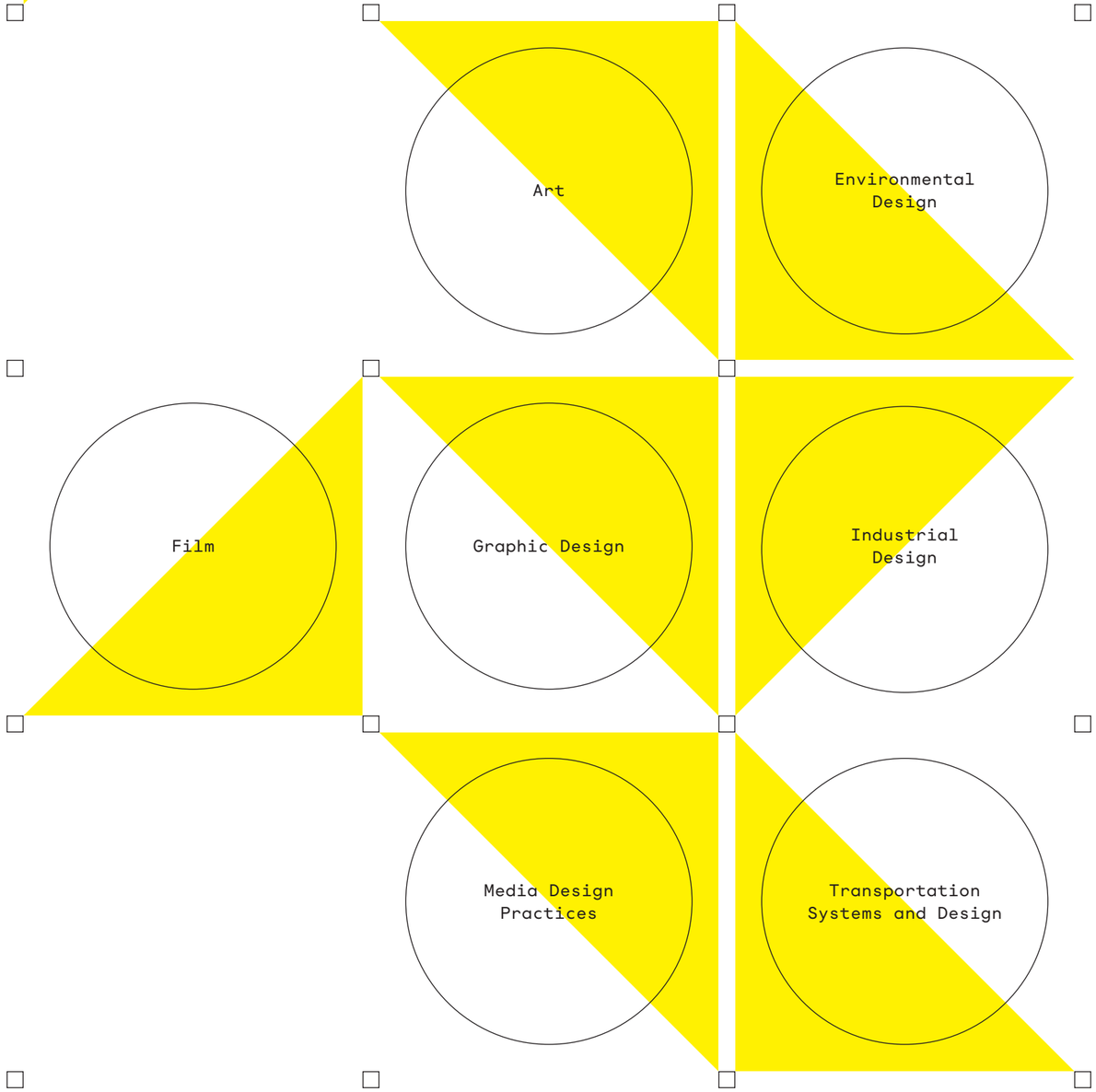
Master of Fine Arts
Art; Film; Graphic Design;
Media Design Practices

Master of Science
Environmental Design; Industrial Design;
Transportation Systems and Design

Each area of study represents an opportu-
nity to challenge the conventional and
establish a unique personal trajectory.
All benefit from the College's creatively
charged atmosphere.

Graduate Studies

Graduate Degree Programs



Campus Life

ArtCenter stretches across two campuses in Pasadena: Hillside Campus, with a modernist steel-and-glass structure located on 165 wooded acres; and South Campus, an evolving downtown complex that counts among its suite of buildings a renovated supersonic wind tunnel.

The Center for the Student Experience (CSE) offers a wide array of resources designed to support the physical and emotional well-being of the College's students, including student leadership programs, personal counseling, and international student advisement. CSE also supports dozens of active student clubs and organizations—groups dedicated to everything from social justice, sustainability and military veterans to picnics, hiking and virtual reality.

→
Campus facilities

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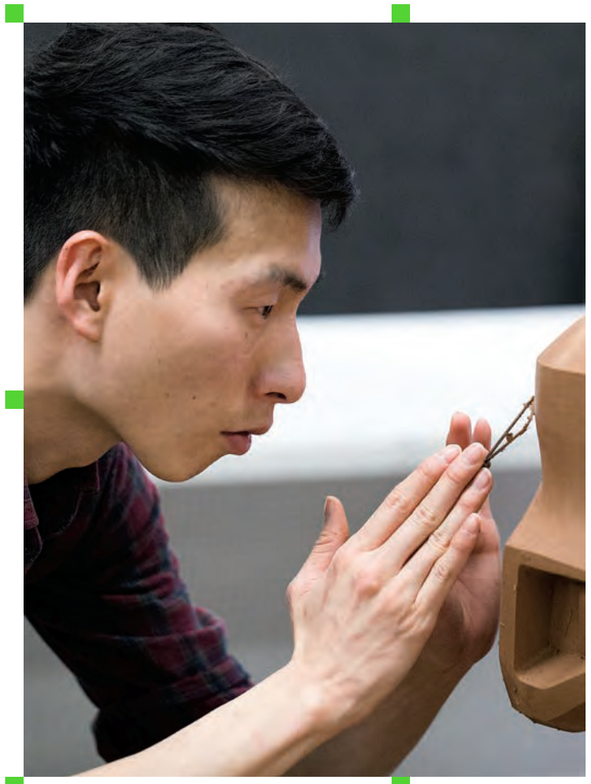
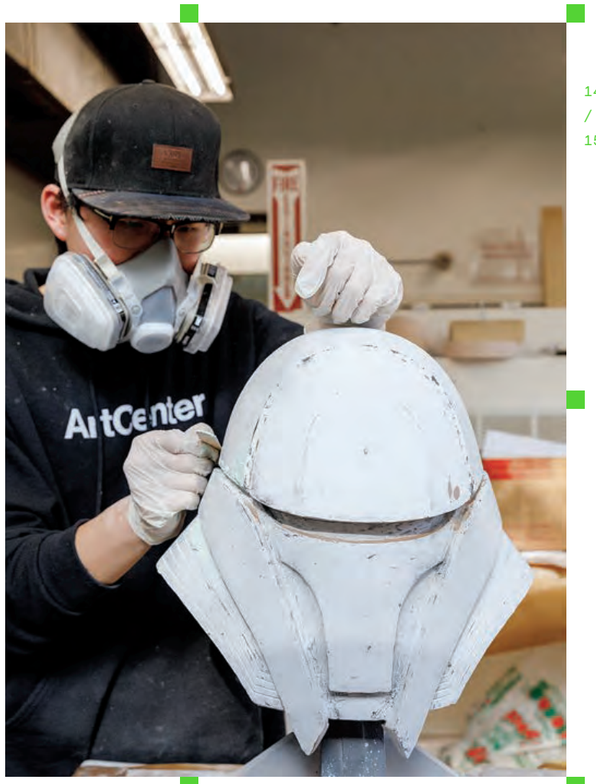
Printmaking Studio; Color, Materials and Trends Exploration Lab; Hoffmitz Milken Center for Typography; Archetype Press; 3D prototyping and fabrication shops; photo and film stages; art and design library; exhibition spaces; student galleries




ArtCenter

DX

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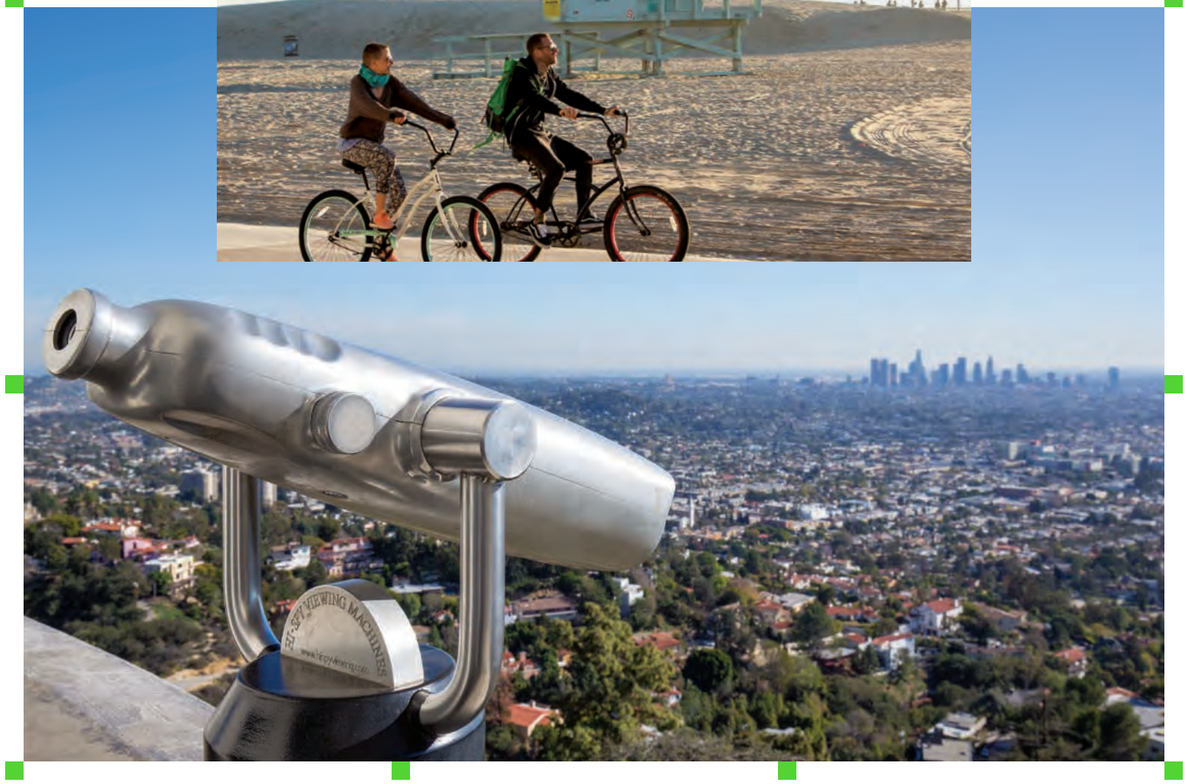
Greater Los Angeles is a magnet for driven people across the globe. Why? Because here virtually anything is possible.

Want to go surfing in the morning, study ancient Greek sculpture in the afternoon, have an authentic Ethiopian dinner, and catch a professional baseball game in the evening? No problem.

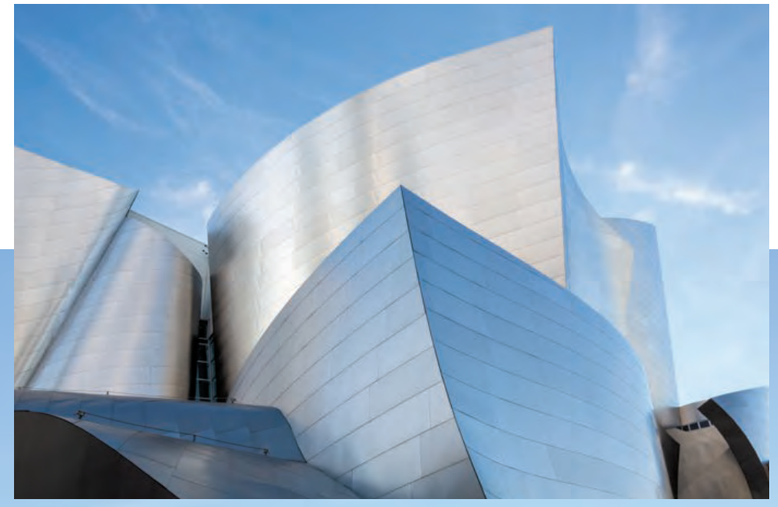
As the unofficial western capital of the U.S. and eastern capital of the Pacific Rim, as well as the gateway to Latin America, L.A. reflects diverse worldviews, cultures, cuisines and languages (225, at last count).

The largest city in California—a state that boasts the fifth-largest economy in the world—L.A. offers unparalleled opportunities in the fields of film and entertainment, and the region is also a hub of innovation in advertising, art, automotive design, technology and higher education.



“In many ways, the Los Angeles region is unique because of its combination of place, resources and open attitudes towards new ideas,” stated a recent economic report from the Los Angeles County Economic Development Corporation. “In Los Angeles, new ideas are constantly given form and brought to life by creative people.”

Just 10 miles from downtown Los Angeles, ArtCenter’s hometown of Pasadena can claim an array of architectural masterpieces and an impressive collection of cultural institutions—including the Norton Simon Museum, The Huntington Library, and the USC Pacific Asia Museum—as well as frequent ArtCenter collaborators Caltech and NASA’s Jet Propulsion Laboratory.



ArtCenter's Study Away program offers students the means to address design challenges and explore artistic opportunities globally.

Signature programs include partnerships with INSEAD business school in France and Singapore, Tama Art University in Japan and Centro School of Design in Mexico.

Another Study Away option is ArtCenter Berlin. Located in a city of constant reinvention, the College's year-round Berlin studio operates like a professional creative agency.

In addition, ArtCenter offers exchange programs with the following institutions:

Finland: Aalto University
France: École nationale supérieure des beaux-arts;
Strate School of Design
Germany: Berlin University of the Arts;
Branschweig University of Art; Weissensee School of Art
Israel: Bezalel Academy of Arts and Design
Mexico: CENTRO University
Netherlands: Design Academy Eindhoven;
Delft University of Technology
Norway: Oslo School of Architecture and Design
People's Republic of China: Tongji University
Sweden: Konstfack University of Arts, Crafts and Design;
Linnaeus University; Umeå University

From the General Electric Space Capsule in 1960 to the recent *New Car Experiences* with Jaguar Land Rover and Intel, hundreds of industry-funded projects have taken place at ArtCenter.

Industry-funded collaborations are woven into our students' experience through Sponsored Projects, classroom studios that embrace collaboration across disciplines.

In these studios—which take the form of a three-day DesignStorm®, a weeklong DesignFlash, or a full 14-week course—industry partners present students with a specific challenge.

Through the course of the studio, students immerse themselves in an experience that mirrors professional practice, including presenting their solutions to a panel of the company's leaders.

Both our partners and our students benefit from this educational model: The partners get access to the fresh, bold thinking of our talented artists and designers, and our students benefit both by gaining experience and by owning the intellectual property they create.

Internships
Enhancing students' education through real-world experience, internships provide opportunities to grow creatively, diversify your skill set, and build your professional network.

Mentorships
Our Mentorship Program brings students together with industry leaders who provide them with insight into specific fields and offer professional advice and perspectives.

Networking
Through the College's "Career Chats: Insights into Creative Professions" speaker series, students regularly hear presentations by top industry professionals on a variety of topics.

Graduating students have opportunities to network with professionals and make other valuable contacts while showcasing their work.

→
Internships

–
72andSunny, Apple, BCG Digital Ventures, Blizzard Entertainment, Cartoon Network, Facebook, Fujitsu, General Motors Design Center, Google, Hasbro Inc., Honda R&D Americas, The Huntington Library, Hyundai Design North America, IDEO,

ArtCenter invites employers from around the world to visit open studios, view student work and discuss positions available at their organizations. Recent participants include 72andSunny, Adidas, Apple, Columbia Records/Sony Music, Deutsch LA, Disney Consumer Products, Dreamworks Animation, Droga5, Facebook, Ford Motor Company, fuseproject, IBM Design, IDEO, Insomniac Games, Intel Corporation, Honda R&D Americas, HTC, Mazda, Microsoft, Nestlé, Nike, Nickelodeon, Nissan Design America, Pepsico Design Center, Pixar Animation Studios, Random House, Saatchi & Saatchi LA, Snapchat, SpaceX, SYPartners, Tesla Motors, Thinkwell Group, Walt Disney Animation Studios, Warner Bros. and Wieden+Kennedy.

Jaguar Land Rover, Karten Design, Mercedes-Benz Advanced Design Center, Motorola, NASA Jet Propulsion Laboratory, Nike, Paramount Pictures Corporation, Pininfarina, Porsche AG, Siemens Corporation, Skechers, Sonos, Tesla, Titmouse, Under Armour, VICE, Volkswagen and Warner Bros. Animation

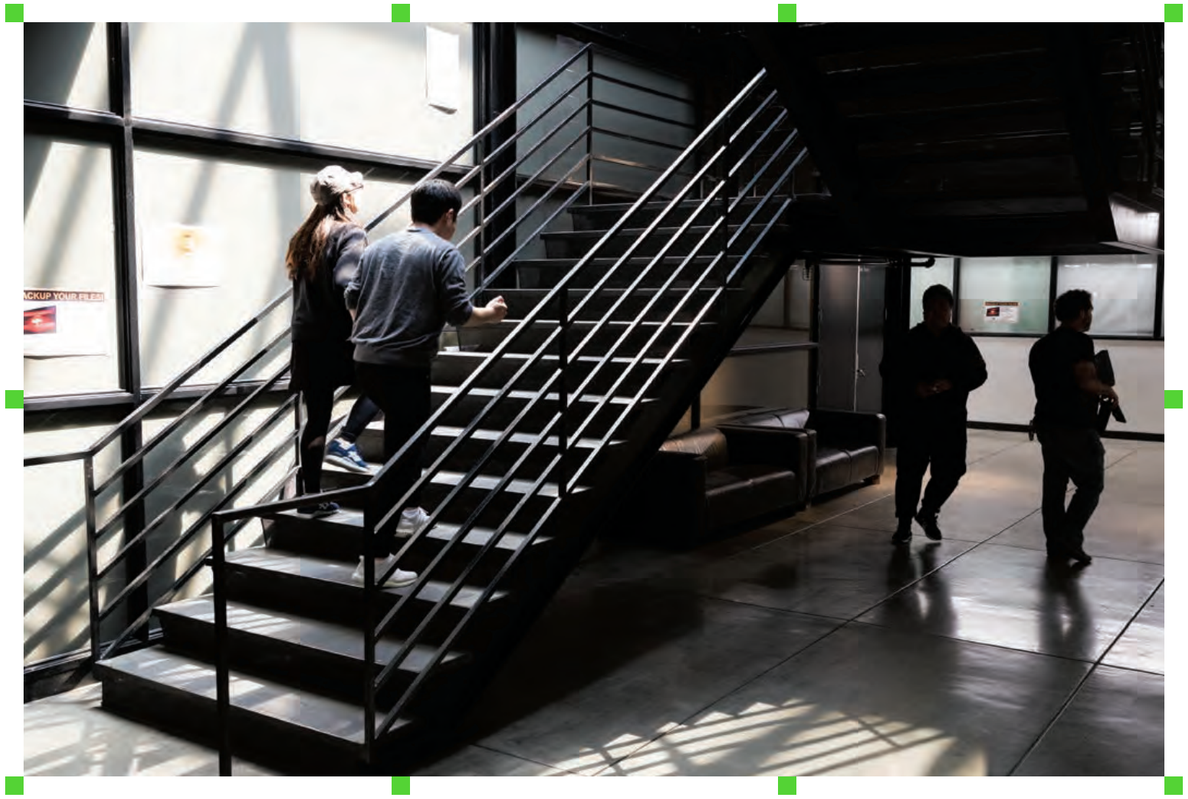
Creating your career

ArtCenter has a long tradition of helping its students find meaningful careers, dating back to the very origins of the institution. In fact, it was our co-founder Tink Adams' frustration with the impractical nature of art schools that led him to create an educational model that would prepare students for the real world.

Today, the College offers several programs to help students find fulfilling employment, get their work out into the larger world or create a new venture of their own.

These programs include Dot Connect, an online platform that connects students with prospective employers and opportunities, and DOT Launch, a resource that helps ArtCenter designers develop entrepreneurial ventures.

The great news is that it's working. Based on a survey sent to our one-year-out graduates who received a bachelor's degree, with a 49.5% response rate, 82.2% of the respondents were employed.



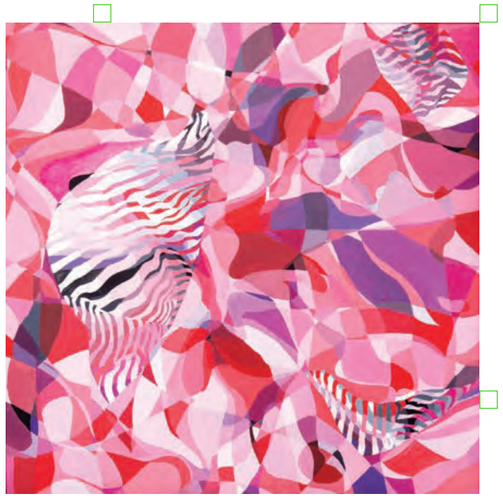
Lifelong connections

When you're hitting the ground running, nothing better motivates—or makes the journey more enjoyable—than having a good partner at your side.

ArtCenter alumni are famously supportive of one another. After graduating, many of our students discover that the close friends they made at the College also become professional collaborators.

The Office of Alumni Relations stays engaged with all of our graduates via AlumNetwork—a global, connected community of more than 20,000 artists and designers—and organizes worldwide networking events, industry-specific panels, workshops and symposiums.

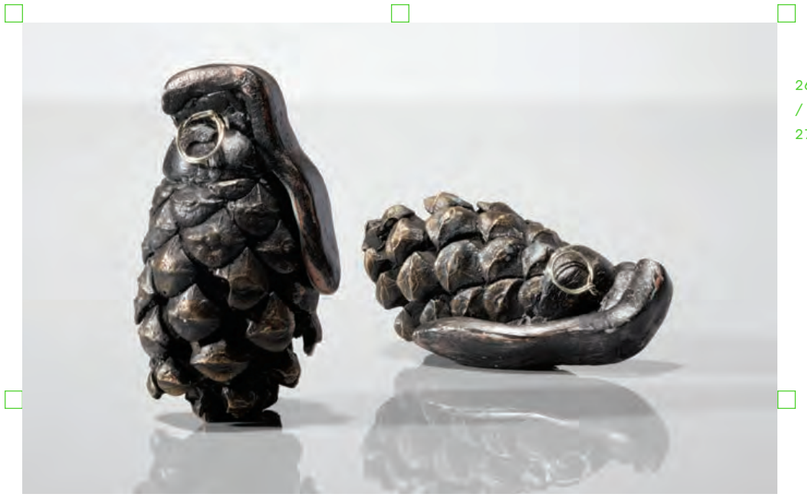
Integrated Studies



←
Shuo Wang
Graphic Painting
–
Design 1
Maura Bendett

→
Kate Magill
Bronze Grenades
–
Materials for Art
and Design
Seth Kaufman

↓
Mikiko Yamabayasi
Self Portraits
–
Basics of Photography
for Non-Majors
Wanelle Fitch



At ArtCenter, we learn by making. And when it comes to making, strong foundation skills can make all the difference.

In the Integrated Studies Department, students are guided in developing outstanding abilities that drive any thriving creative practice: basic visual vocabulary, compositional techniques, color theory, craftsmanship and a variety of technical skills. The eye, mind and hand are all vessels of thinking and understanding, and you'll learn how to train them to work in unison. We call this learning by making "embodiment," and it is the essential building block to self-discovery. Through embodiment, Integrated Studies helps students gain critical awareness and begin to find their personal voice.

Integrated Studies classes are automatically incorporated into most students' first-year course of study and progressively develop into more fully formed interdisciplinary projects. ArtCenter is renowned for its commitment to craft, and immersion in craft begins with Integrated Studies.

As the name implies, Integrated Studies provides an opportunity for you to meet and collaborate with peers from other majors, and form friendships in the process.

For example: All Illustration majors study drawing. But students in every field need to be able to communicate their ideas in a drawing well enough to have someone else—for example, a professional photographer or filmmaker—execute the final version. Our drawing class for non-illustrators emphasizes working with fellow students of comparable skill so that students can collaborate and grow together. In Integrated Studies, you'll constantly be encouraged to try new things and to move beyond your comfort zone.

Imagine three different students who come together in the same *Design 1* class: a graphic designer who might have a minimalist aesthetic and is focused on communication for a client; an illustrator who might be a wonderful draftsman and compelling storyteller; and a fine artist who might look for metaphors and unusual solutions to challenge the viewer. By observing and learning from one another, students will discover there are different ways to solve the same problem, broadening their own repertoire of solutions beyond their natural inclinations.

Later, as an upper-term student, you'll participate in Transdisciplinary Studios, experiencing deeper levels of collaboration and team building and gaining real-world design experience that fosters growth, innovation and mutual respect.

The classes you will be taking are taught by some of the best art educators in the United States. They are professional artists and designers who take time out of their practice to share their considerable knowledge and experience to launch the next generation of image-makers. The faculty is nimble, able to change project assignments to reflect new ideas and new media, but always maintaining faithfulness to the fundamentals of good design.

The possibilities of art and design are endless, and our role is to equip you with the techniques and tools you'll need to explore them.

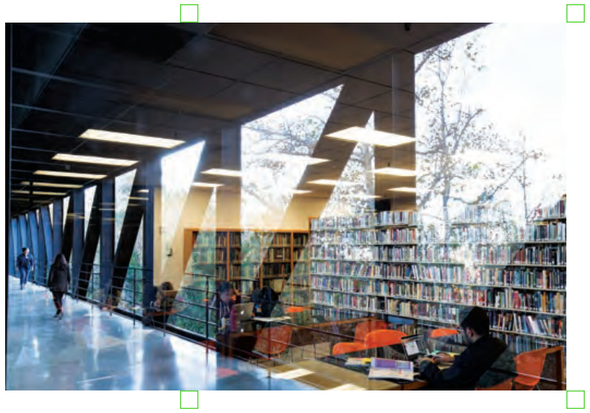
A Photography student might take *Materials for Art and Design*; Fine Art and Illustration majors might take *Rapid Prototyping*, a required class for Product Design majors. Interaction design students often find their *Design 1* and *Design 2* sequence the most challenging yet most rewarding classes in their first few terms. At the same time, Integrated Studies classes are so comprehensive that it's not unusual for a Film major to take our *Basics of Video Production* class, or for an Illustration student to take *Narrative Image*, a photo editing class for graphic designers.

Integrated Studies also provides hands-on workshops in a variety of media, including drawing and painting, bookbinding, computer software, welding and other interests that respond to both current trends and students' interests.

Integrated Studies classes are always available as electives, regardless of your major.

Enjoy your journey of discovery!
–
Wendy Adest, Chair

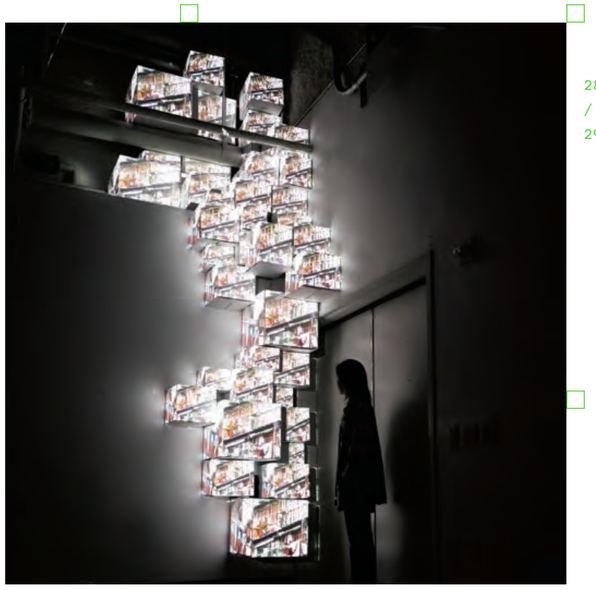
Humanities and Sciences



← The James Lemont Fogg Memorial Library, at ArtCenter's Hillside Campus, houses more than 100,000 books, periodicals and audio-visual collections.

→ Historical and critical analysis, paired with making, can result in thought-provoking work.
—
Matt Adams
Narrow Alleys and Huddled Masses

↘ Students explore tech up close and personal in *Computer Science for Designers and Artists.*



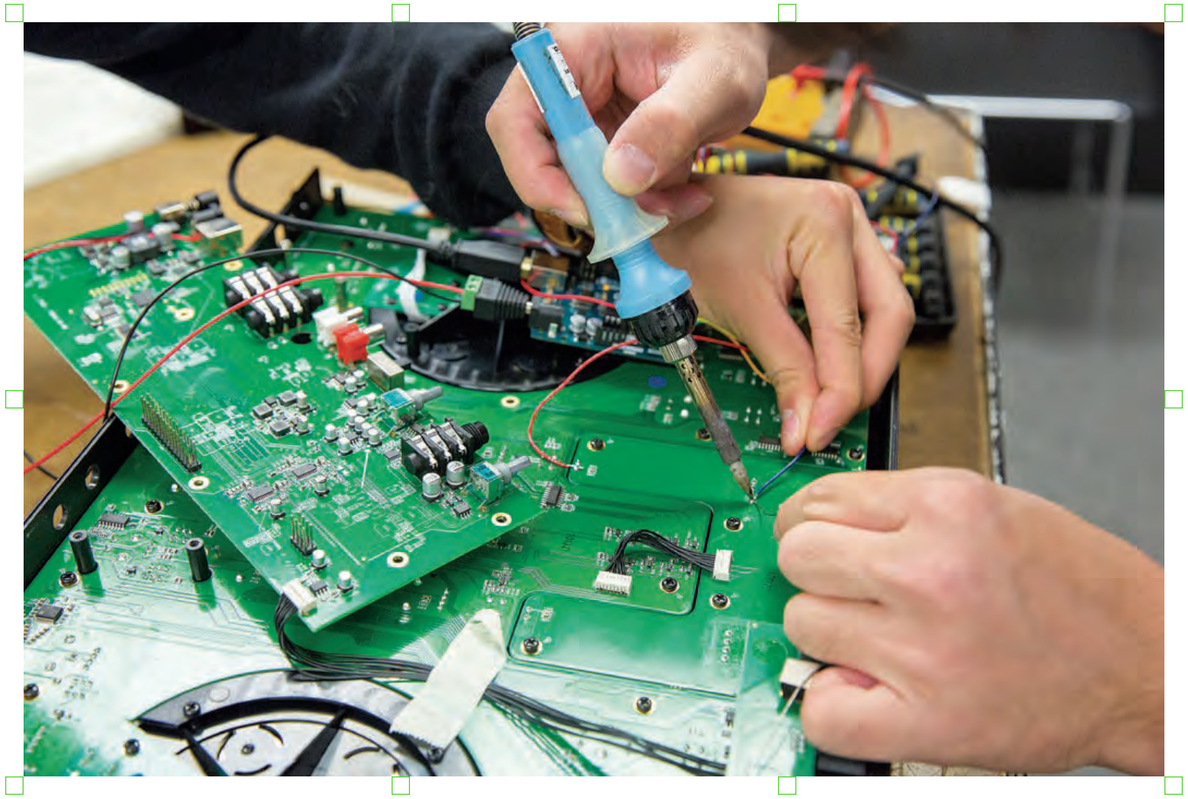
As artists and designers, we are participants in contexts and discourses beyond the immediate focus of our work. ArtCenter gives you the tools to understand how your specialized course of study fits into the larger world. Courses offered through the Humanities and Sciences (H&S) Department promote literary and historical literacy; develop ethical and critical capacity; and encourage new modes of collaboration and cross-cultural thinking. In the rapidly changing technological environment into which students graduate, learning to assess and assemble diverse bodies of information into workable, cohesive and useful wholes is not just an educational goal, it's a survival skill. Based on a classic curriculum of studies deemed essential for enabling an individual to take an active part in civic life, the department is designed to enrich creative people, nurturing and supporting students as multidimensional thinkers and dynamic lifelong learners. H&S courses provide students with the rational and intellectual foundation for successful practice as designers, illustrators, photographers, filmmakers and fine artists.

We offer a diverse and intensive program of courses, with a strong emphasis on literacy, critical thinking and research. The department has more than 100 faculty—comprised of writers, historians, scientists, philosophers, critics, activists, researchers and business leaders—who bring into the classroom their expertise as practitioners in their fields. Humanities and Sciences courses cover traditional subject areas, while also providing focused areas of interest to the artist and designer. All students are able to use the H&S offerings both to explore their creative and intellectual interests and to further develop their professional skills.

Your H&S experience will begin with foundational courses in writing, research and history that provide the appropriate intellectual skills and contexts for studio practice. You may then develop your coursework in the H&S Department, balancing the requirements of your major with your elective interests across several areas of study, including literature, history, science and social science. The study of science, for example, encourages students to explore the processes that control the world around us. As an analytical tool, science helps you to rationally tailor your design practices to maximize a positive impact on the environment. You will learn about new materials and electronic technologies, and you'll gain the ability to push an evolving concept through rapid cycles of development and evaluation.

You can also take a range of courses in professional practice, business and entrepreneurship to help prepare you for the complexities of working in a professional field or developing an innovative business idea. H&S is committed to helping students find coherent and relevant pathways through the curriculum.

H&S also hosts an ongoing endowed lecture series, ArtCenter Dialogues, which invites distinguished guests to the College. Recent themes for the series have included Creative Leadership, Future Ecologies and Life Without Objects.
—
Jane McFadden, Chair



Designmatters

←
Sky Coopenrath
Alberto Esses
Margaux Reynolds
Jikke van Giffen
LIO
–
Qualified Self, 2017
Brian Boyl
Jeff Higashi

→
Busarin Chumnong
Kou Wenyi Xiang
Warmth of Nature
–
Future Craft: Japan
+ Thailand, 2016
Penny Herscovitch
Dan Gottlieb
Charles Tsunashima
Hayakawa Kazuhiko

ArtCenter recognizes the power of design to change the world. Through research, advocacy and action, the College's social innovation department, Designmatters, engages, empowers and leads an ongoing exploration of art and design as a positive force in society. Designmatters courses vary from term to term but include academic, discipline-specific and studio-based offerings that engage students across all majors, taught with a dynamic, entrepreneurial and experiential approach to design education.

Knowledge into action
A singular and trailblazing initiative, Designmatters pursues strategic partnerships, collaborations and sponsored projects to enable students to tackle local, national and global issues head-on.

"Designmatters is about putting knowledge into action," says Mariana Amatullo, who co-founded the department in 2002. "It's about fostering future creative leaders with the commitment, aspiration and know-how to be catalysts for social change and innovation."

Whether creating educational campaigns to end gun violence in local communities, raising awareness about the human rights of young girls around the world, or implementing innovative design solutions for safe water access for impoverished communities in Chile, Colombia and Peru, Designmatters students are combining their remarkable talents with their strong desire to make a positive impact.

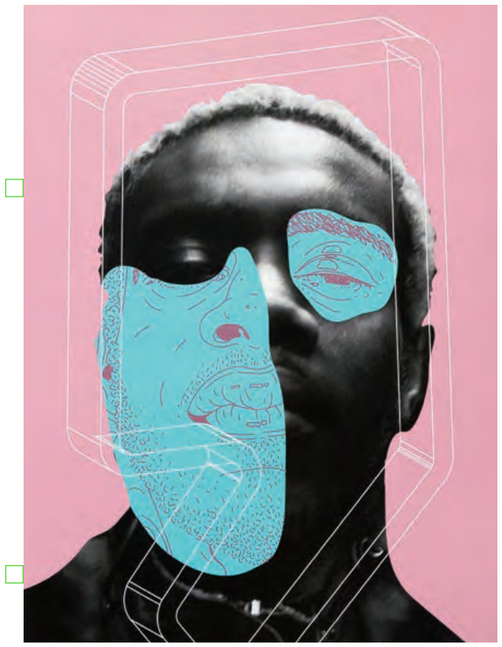
In recognition of the initiative's extraordinary service to society, ArtCenter was awarded status as a Nongovernmental Organization (NGO) by the United Nations in 2003—the first art and design school to receive this designation.

With a growing array of projects realized, both around the corner and around the world, Designmatters and its methodologies have real impact. Today, the department is also leading the way in establishing social innovation design as a critical discipline unto itself.

A curriculum for change
The values of sustainable development, global health, public policy and social entrepreneurship are core to the Designmatters curriculum, programs and projects, with the outcomes of students' work widely disseminated beyond the studio walls.

To meet the demand of students interested in navigating the complex dynamics of working with communities and designing for social impact, in 2017 ArtCenter launched the Designmatters minor in social innovation, a fully transcripted course of study for undergraduate students. The minor's requirements vary by discipline and are comprised of both studio and academic courses. Upon graduating, students earn the minor in addition to their undergraduate degree and enter the working world equipped for many exciting career pathways.

An expanding world of opportunities
ArtCenter is at the forefront of developing clear pathways for artists and designers interested in careers in social innovation. Designmatters programs and special initiatives open new opportunities for students and build capacity in this important field.



↑
Damian Antonio
Riley Gish
Sam Ramirez
Amy Huang
DEAR LONG BEACH
–
Engage + Envision +
Empower: Creating a
Safe Sex Culture in
the City of Long Beach
Tyrone Drake
Dennis Lee

The Designmatters Fellowship Program embeds top students in host organizations across private, public and nonprofit sectors. Students spend one full 14-week academic term working on high-level projects and exploring the mission, model and meaning of their host organization's work. The benefits are mutual: The host organizations are introduced to the power of design, while students have the opportunity to apply their skills to impactful projects.

In 2013, the Designmatters-conceived international symposium "LEAP: The New Professional Frontier in Design for Social Innovation" brought together designers, thought leaders, educators and practitioners to explore the growing field of social innovation. LEAP resulted in several significant outcomes, from new mentorship and internship programs for ArtCenter students to the award-winning publication *LEAP Dialogues: Career Pathways in Social Innovation* (2016) and its companion piece, *LEAP Dialogues: The Educator's Guide* (2017), the latter a selection of dialogues accompanied by open-ended questions designed to provoke critical reading and jump-start classroom discussions.

Thousands of students are joining the movement to participate in and impact the world around us. ArtCenter is dedicated to seeing this movement grow and its practitioners flourish.
–
Jennifer May, Director

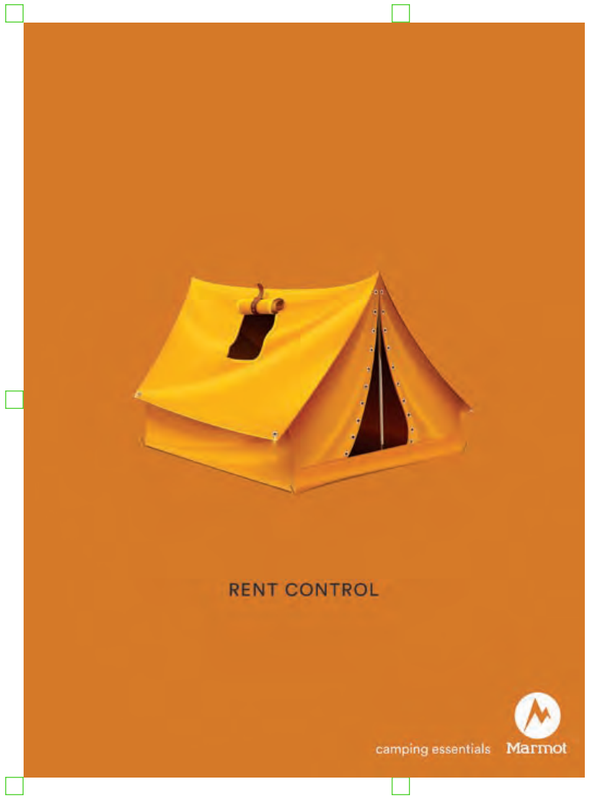
ArtCenter Undergraduate Degrees

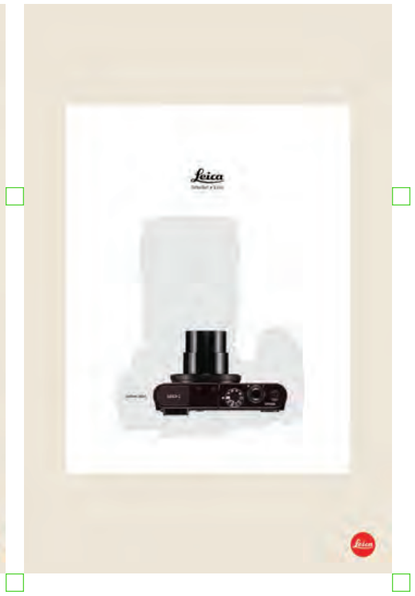
↑
Scott Struhs
Lava Soap
–
Communication Design 1
Lou Danziger
Elena Salij

Advertising

The advertising industry is changing rapidly. As new media continues to transform the way our messaging looks, feels and interacts with the viewer, the fundamental needs have changed: Brands must now make a powerful, “two-way” connection with their audience. At ArtCenter, you will learn to create those connections by becoming well-versed in all of the most relevant and contemporary forms of media, as well as mastering new technologies and emerging ad platforms.

Beginning classes leave you visually and verbally fluent in the languages of communication and skilled in the art of media-making, including film, video, photography, graphic and interaction design, social media, digital engagement and app conception. In later terms, you will collaborate with students from other majors in Transdisciplinary Studio courses and use creative problem-solving skills to develop consumer insights and dynamic campaigns that integrate all forms of contemporary and new media. And because we break the conventional classroom structure, you’ll get a true sense of what it feels like to become part of a modern communications company, working with teams of your peers under the guidance of real-life creative directors.
–
Gary Goldsmith, Chair



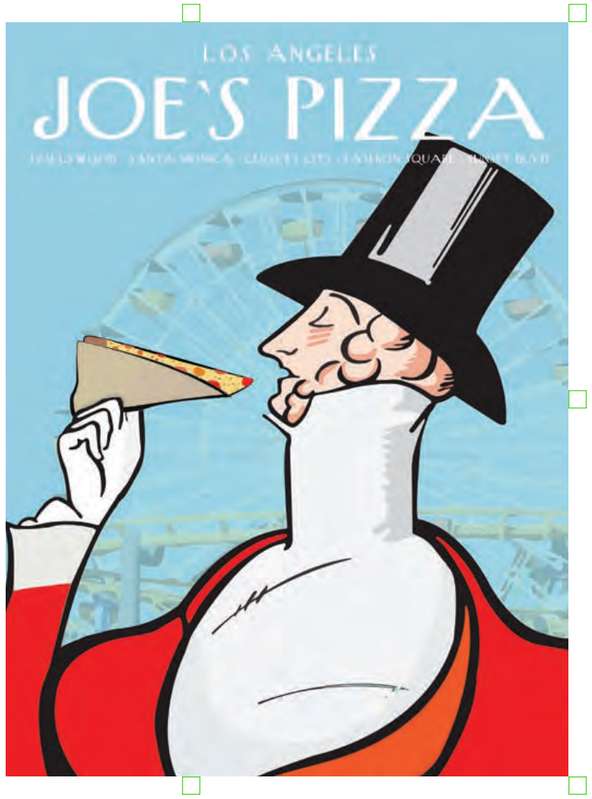


↑
Maria Meehan
Skype
–
Crashvertising
Gary Goldsmith

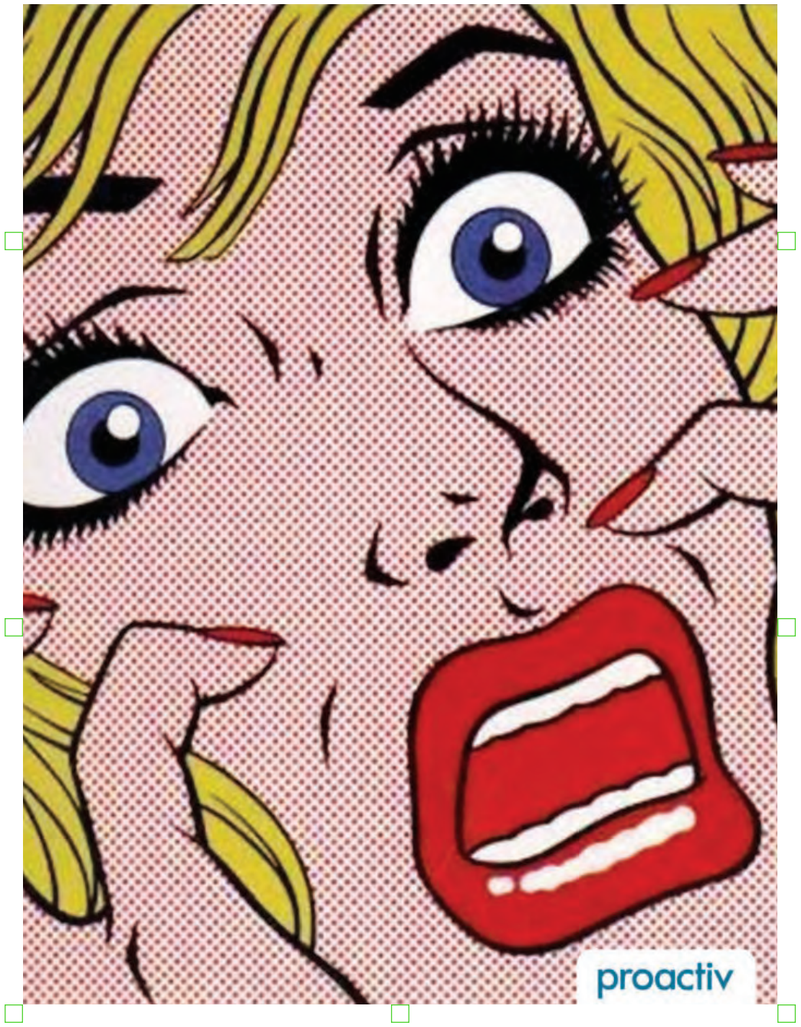
←
Michun Radant
Leica
–
Crashvertising
Gary Goldsmith

↑
Danielle Silveri
Phung Do
Marmot
–
Crashvertising
Gary Goldsmith

→
George Widodo
Joe's Pizza
–
Crashvertising
Gary Goldsmith



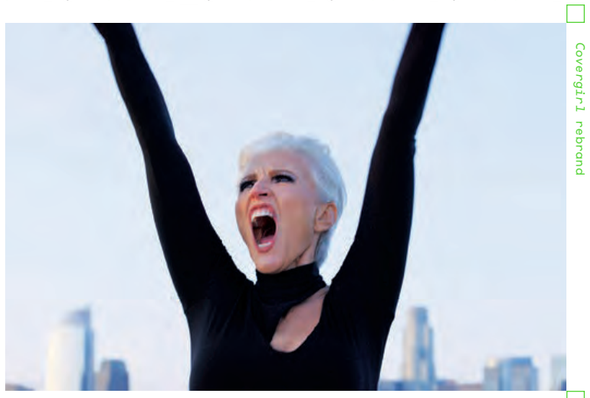
↑
Hannah Koh
Beats Wireless
–
Crashvertising
Gary Goldsmith



↗
Debbie Pan
Proactiv
–
Crashvertising
Gary Goldsmith

Alumni

Advertising is idea design. It's the creation and formulation of the best argument for why someone should buy this or do that, so find the best argument and argue it well in the boldest, most memorable and unexpected way possible.
—
Abe Chuang
Writer/creative at Droga5



Covergirl rebrand

Looking at things as not just the story you're telling, but who you're telling it for and whose point of view you're telling it from, is important to me. ArtCenter gave me the tools to do that in so many different areas and so many different ways.
—
Sonja Johnson, BFA 14
Art director, formerly with Vox Media, Droga5

YMCA campaign

My process and philosophy are constantly changing. I used to love the constant grind. Constantly pushing. Constantly thinking. Now, instead of designing/creating out of stress and fear and pressure, I'm trying to create out of the joy of it.
—
Dennis Lee, BFA 00
Freelance creative director at Bird

LA Pride Week campaign

Course of Study

TERM 1	
History of Advertising OR	
H&S History-type courses	3
Writing Studio OR	
Writing Studio: Intensive	3
Digital Basics: Lynda.com	1
Communication Design 1	3
Type 2: Structure	3
Admersion	0
Design 1	3

TERM 2	
Art of Research	3
Art Direction 1	3
Basics of Video Production	3
Visual Concepts	3
Creative Process	3

TERM 3	
Presentation & Career Preparation	3
Visual Interaction Design 2: Web	3
Advertising Concepts 1	3
Communication Design 3: Narrative	3
Art Direction 2	3
Basics of Photo OR Narrative Imaging	3

TERM 4	
Intro to Modernism	3
4th Term Review	0
Advertising Concepts 2	3
Copywriting 1	3
Digital Narrative	3
Communication Design 4: Identity Systems	3

TERM 5	
Branding Strategies	3
Type 3: Context	3
Advertising Concepts 3	3
Integrated Advertising	3

TERM 6	
6th Term Review	0
Advertising Lab 1	3
Copywriting 2	3

TERM 7	
Advertising Lab 2	3

TERM 8	
Advertising Lab 3	3
Portfolio Studio	3

ADDITIONAL REQUIREMENTS	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	15
Studio electives	14
Total H&S units	45
Total Studio units	87
Total required units	**132**

Entertainment Design

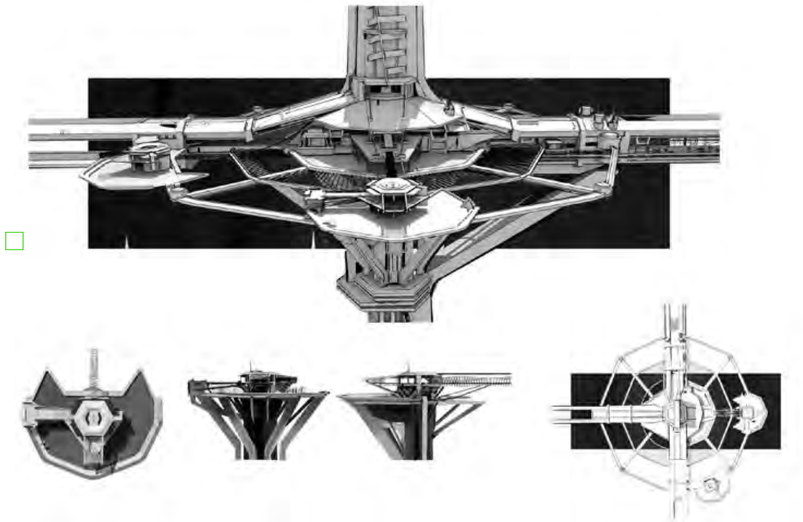
Entertainment designers are storytellers. They bring stories to life by designing novel objects, characters and worlds or by creating new interactive experiences. This requires an excellent imagination, a thorough understanding of how such things are built, and the ability to conceptualize within the parameters of a given story. Concept artists create the visuals we see in films, video games, animation, commercials, TV shows and theme parks, executing everything from environments and architecture to characters and vehicles. Game designers create the rules, plots and puzzles we experience in video games, mobile games and more.

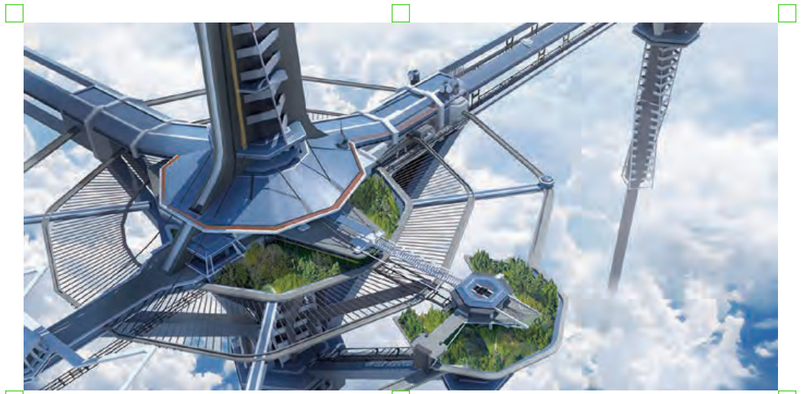
ArtCenter's Entertainment Design students specifically focus their creativity to master the skills required of concept designers in the entertainment industry. For Concept and Animation students, our intensive curriculum blends and expands upon illustration and industrial design. Students receive a rigorous education in drawing, rendering, model building, sculpting and the use of 3D digital tools. In the Game Design track, students learn the fundamentals of game development, design theory and prototyping and explore all the different platforms for gaming. Near the completion of their degree, all Entertainment Design students research and develop an in-depth senior project that emphasizes a personal focus within entertainment.

—

Guillaume Aretos, Chair

←
Mark Asuncion
Minotaur Breaking the Shackles
(work in progress)
—
3D3 Maquette
Greg Smith
Jorge Norgaard

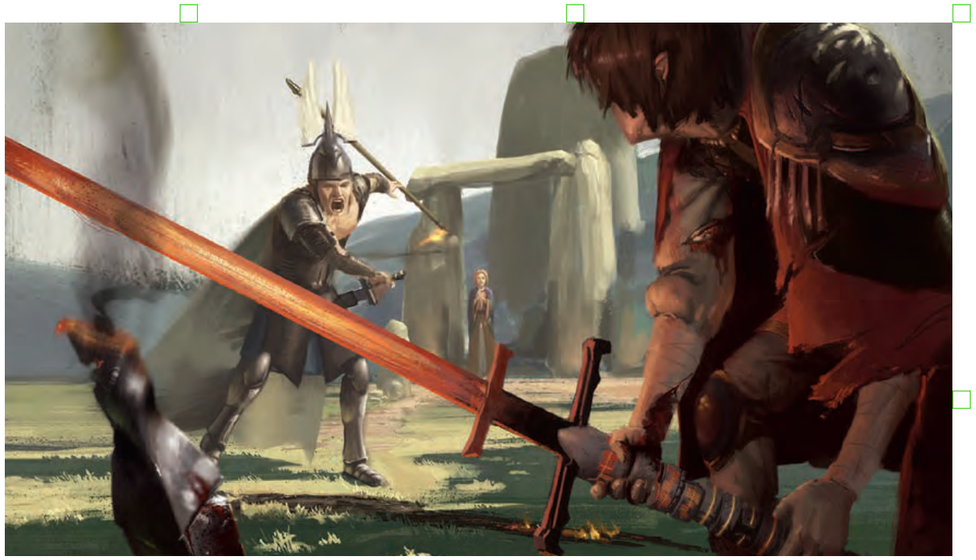




←
Liam MacDonald
City Climbers: Space Elevators

↗
Asaka Fukuda
H.G. Wells' Time Machine

→
Christina Yang
We Survived

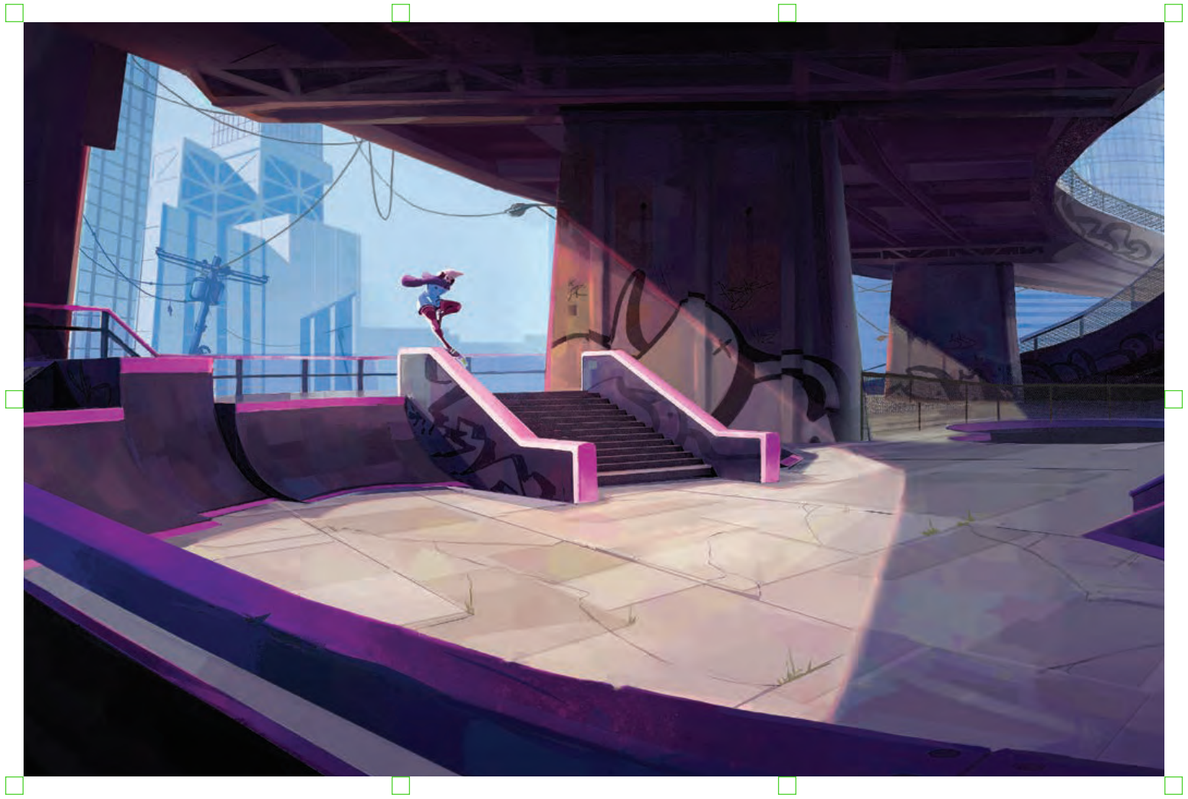


↖
Chien-Kang Chen
Arthur

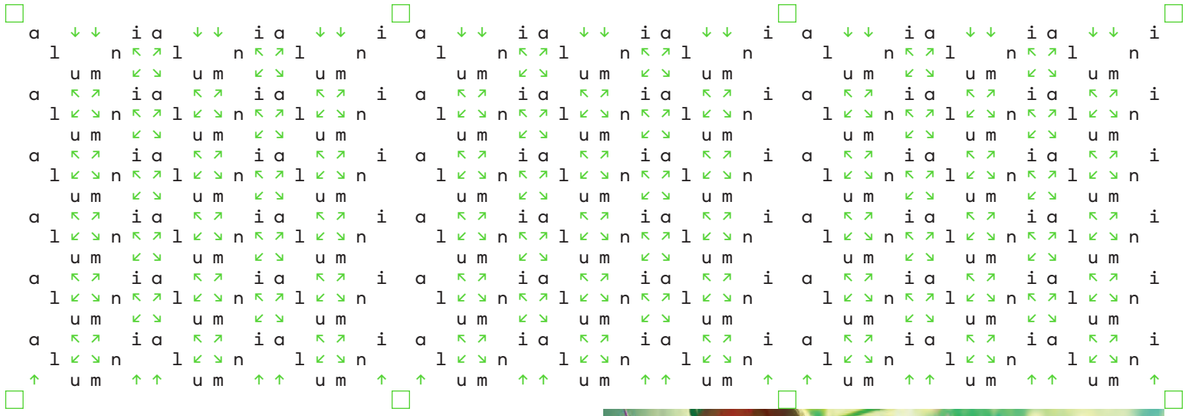
←
Anda Sung
Juniper Tree

↗
Kejun Wang
The League of Extraordinary Gentlemen 2

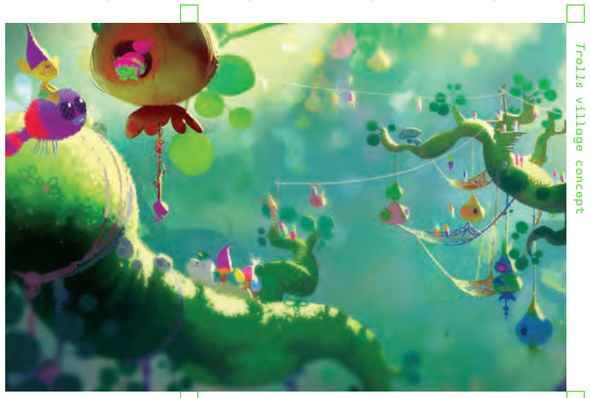
→
Chase Nichol
Boom Blast



Alumni

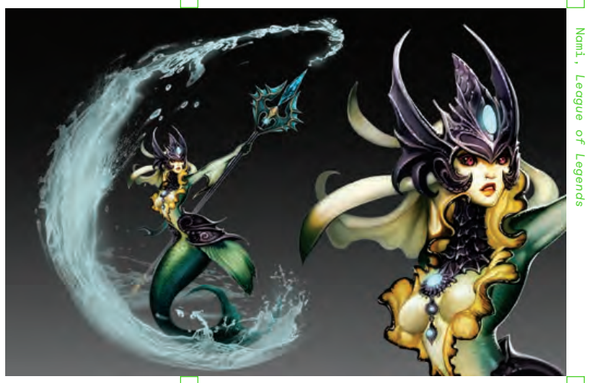


Being at ArtCenter was honestly a highlight of my life. They cared so much about grounding us in strong foundational skills.
—
Kendal Cronkhite, BFA 87
Production designer at Dreamworks Animation



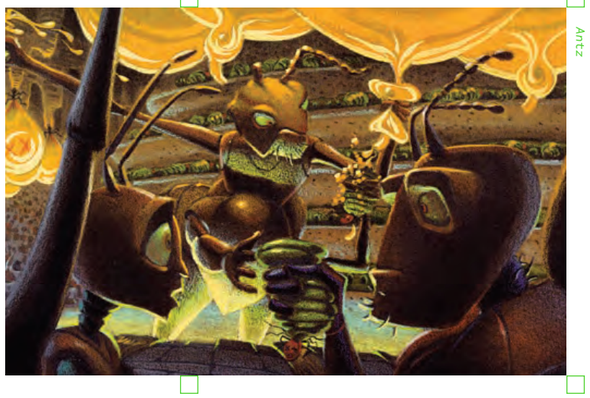
Trolls village concept

Good character design means truly knowing the roots and history of an archetype persona; when you evolve that character with your own unique vision, you must create it to be instinctively understandable and approachable to an audience that loves and knows it.
—
Gem Lim, BS 10
Concept artist at Riot Games



Nami, League of Legends

As with anything in life, there are no shortcuts to success. You have to truly enjoy what you do, otherwise it's just work. ArtCenter taught me that good design incites an emotional reaction, one that fits the narrative. It also enabled my career to crisscross many design fields, from automobiles to films and from games to apparel.
—
John Bell, BS 81
Concept artist and production designer (*Jurassic Park*, *Star Wars Rogue One*)



Artz

Course of Study

ANIMATION TRACK

TERM 1	
H&S Literature-type courses	3
Writing Studio OR	
Writing Studio: Intensive	3
Viscom Fundamentals 1	3
2D 1 Fundamentals	3
Concept Art 1	3
Figure Drawing & Anatomy 1	2
CG 1 Fundamentals	2
TERM 2	
Art of Research	3
Story 1	3
2D 2 Mechanics 1	3
Concept Art 2	3
Figure Drawing & Anatomy 2	3
CG 2 Mechanics 1	3
TERM 3	
Intro to Modernism	3
3rd Term Portfolio Review	0
Layout 1	3
2D 3 Mechanics 2	3
Shorts Prep	3
CG 3 Mechanics 2	3
Modeling 1	3
TERM 4	
Performance as Art	3
2D 4 Acting 1	3
Shorts 1	3
Lighting 1	3
CG 4 Acting 1	3
Modeling 2	3
TERM 5	
Design History of Comic Animation	3
5th Term Portfolio Review	0
Story 2 OR	
Layout 2	3
2D 5 Acting 2	3
Figure Drawing & Anatomy 3	3
Shorts 2-1	3
CG 5 Acting 2	3
TERM 6	
H&S Film-type courses OR	
History of Cinema 1	3
Theory of Structure	3
Story 3 Thesis	3
Concept Art 3 Thesis	3
Shorts 2-2	3
Modeling 3 OR	
Lighting 2	3
TERM 7	
H&S Creative Writing–type courses	3
Human Factors & Design Psychology	3
Business 101	3
Layout 3 Thesis	3
Assets Thesis	3
TERM 8	
Animation Thesis	2
Edit Thesis	3
Lighting 3 Thesis	3
Additional requirements	
H&S electives:	
Humanities	–
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	3
Studio electives	
Total H&S units	45
Total Studio units	99
Total required units	**144**

CONCEPT TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Perspective 1	3
Analytical Anatomy	3
Animal Anatomy	3
Concept 1	3
How Things Work	2
TERM 2	
H&S Creative Writing-type courses	3
Art of Research	3
Lighting Fundamentals	3
Figure Painting	2
Painting 1	2
Graphic Concepts for Entertainment	3
Intro to 3D	3
TERM 3	
Intro to Modernism	3
3rd Term Portfolio Review	0
Advanced Perspective	3
Rendering and Lighting	3
Painting 2	2
Concept 2	3
Clay Modeling	3
TERM 4	
H&S Film-type courses OR	
History of Fashion OR	
History of Cinema 1	3
Storyboarding	3
Concept 3	3
Advanced 3D	3
Stylization 1	3
Costume Design	3
TERM 5	
Light & Color	3
Painting 3	2
Stylization 2	3
Vehicles and Props	3
Character 1	3
Color Theory	3
TERM 6	
Anatomy & Psychology of Perception	3
6th Term Portfolio Review	0
Character 2	3
Design Adaptation	3
Entertainment Graphics	3
TERM 7	
Business 101	3
Art Direction 1	3
Originality in Design	3
Dramatic Narrative	3
TERM 8	
Advanced Entertainment Design	3
Art Direction 2	3
Senior Show	3
Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	9
Studio electives	2
Total H&S units	45
Total Studio units	99
Total required units	**144**

GAME DESIGN TRACK

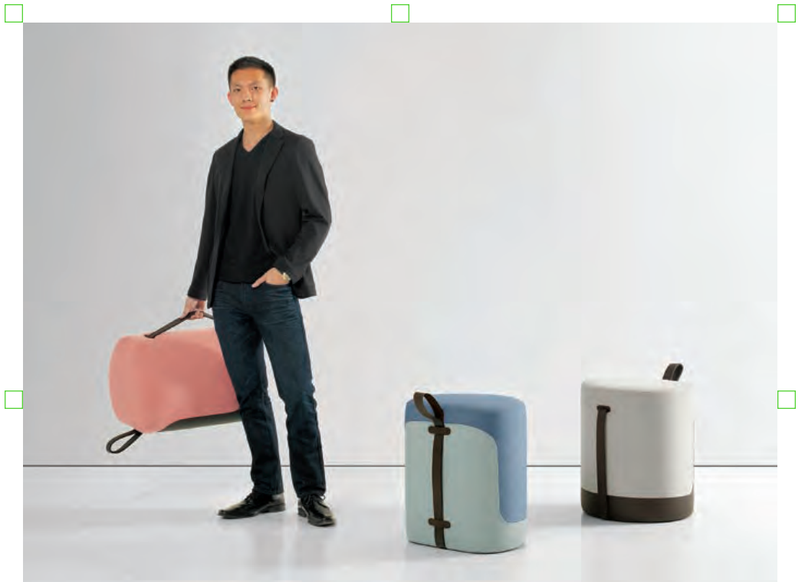
TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Game Is Software	3
Game Production 1	3
How Things Work (Game Edition)	3
Graphic Design and Games	3
TERM 2	
Art of Research	3
Game Development 1 (2D Prototyping)	3
Game Design Fundamentals	3
Game Art Fundamentals	3
TERM 3	
Intro to Transmedia Design	3
Intro to Modernism	3
3rd Term Portfolio Review	0
Game Development 2 (3D Prototyping)	3
Modeling 1	3
Storytelling for Games	3
TERM 4	
History of Gaming	3
Player Experience & Usability Testing	3
Mathematics, Economics and Games	3
TERM 5	
Theory of Structure	3
Game Development 3 (Advanced Prototyping)	3
TERM 6	
Anatomy & Psychology of Perception	3
Game Design Documents	3
Game Audio	3
6th Term Portfolio Review	0
TERM 7	
Individual Game Project	3
Advanced Game Project 1 (TDS)	3
TERM 8	
Game Production 2	3
Advanced Game Project 2 (TDS)	3
Portfolio and Career Preparation	3
Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	12
Studio electives (Game Design or Screenwriting courses)	15
Total H&S units	45
Total Studio units	75
Total required units	**120**

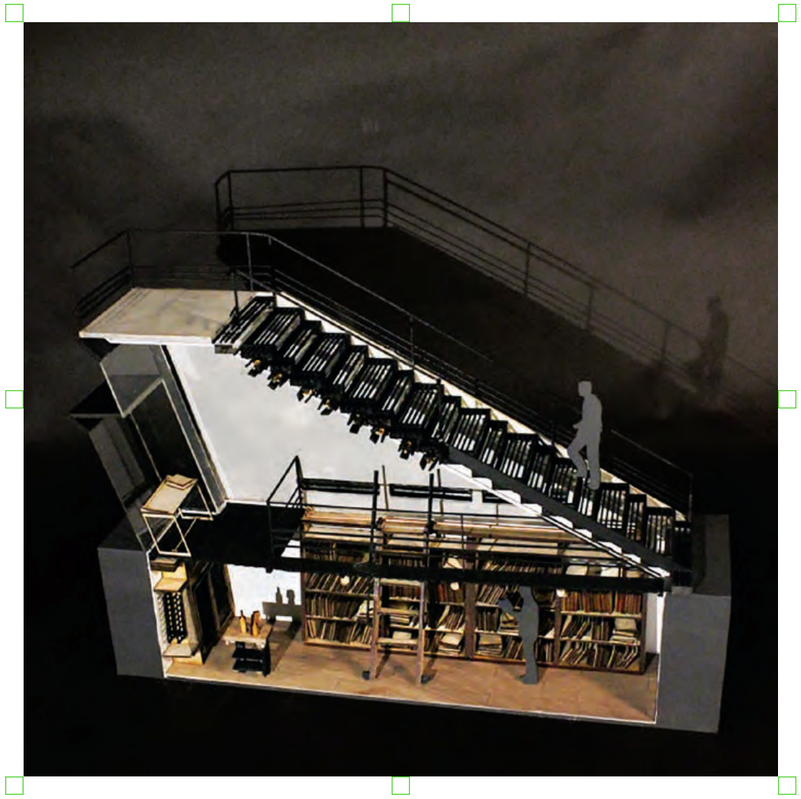
↑
Tanya Win
Folio
–
Experience Design,
A Space for Books
Emil Mertzel

Environmental Design

Environmental Design focuses on the total spatial experience—from the first moment of encounter to the last moment of interaction. We pursue a global sense of industry-driven design that investigates every aspect of where and how people live, work and play. Our students look beyond the single object, moment or place to make an impact on a range of projects, including branded retail, theme-driven dining, new hospitality, interior design, exhibition design and residential design. Our emphasis on spatial experiences also produces leaders in the fields of furniture, lighting, materials innovation and sustainability.

Our students gain global awareness through Transdisciplinary Studio courses, international Study Away and Sponsored Projects classes with industry-leading companies, corporations and organizations; they also investigate Designmatters-sponsored projects on behalf of humanitarian organizations around the world. This amounts to a rich and diverse educational experience for students aspiring to become influential and impactful spatial designers.
–
David Mocarski, Chair



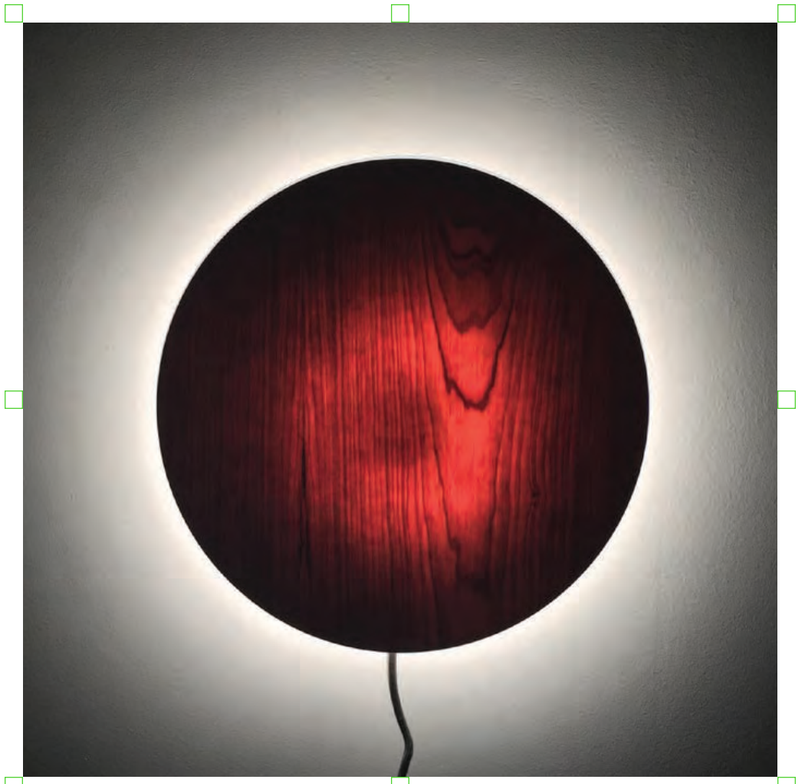


↑
Leo Su
Tour, ottoman
with handle
—
Bernhardt Sponsored
Studio
David Mocarski
Cory Grosser

←
Brett Su
Rêveu, library
—
Sustainability Studio
James Meraz

↗
Rae Chye
Event Horizon, lamp
—
Illumination
Dan Gottlieb
Penny Herscovitch

→
Alexandra Akopova
Zip, chair
—
Bernhardt Sponsored
Studio
David Mocarski
Cory Grosser



↑
Zachary Eisenberg
Komorebi, lighting fixture
—
Topic Studio: Lighting
Chiara Ferrari

←
Sasipat Leelachart
Sensi, chair
—
Topic Studio: Furniture
David Mocarski

↗
Tanya Cai
Fold Metro, bed-and-breakfast rebuilt from an origami studio
—
Experience Design, Metro B&B
Emil Mertzel

→
Brett Su
Dispose, Heron Preston x DSNY branded exhibition
—
Environmental Design 4
Michael Neumayr

Environmental Design

Alumni

Working with other majors at ArtCenter, especially on cross-disciplinary projects, was one of the most educational things for my career. The diversity of areas you explore as a student is great. The ability to better understand cross-functional groups coming together allows me to effectively do my job at Starbucks.

—

André Kim, BS 07
Director, concepts design and innovation at Starbucks

ArtCenter showed me that as a designer you have to work harder than in other professions, because you're often presenting challenging new ideas which engage with behaviors or constraints that people aren't necessarily aware of. In order to have an impact you need to appeal on both an emotional and intellectual level.

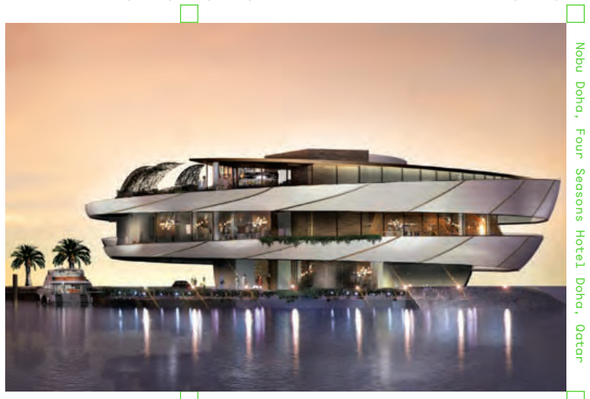
—

Chris Adamick, BS 07
Designer, formerly with Pentagram, Rios Clementi Hale Studios

ArtCenter prepared me to be a professional designer. We learned how to pour resin, wrap fiberglass and drill metal, as well as design surfaces. That's a strong skill set to have: being able to walk into a studio or meet with a supplier and know how to ask for something because I understand how it's made.

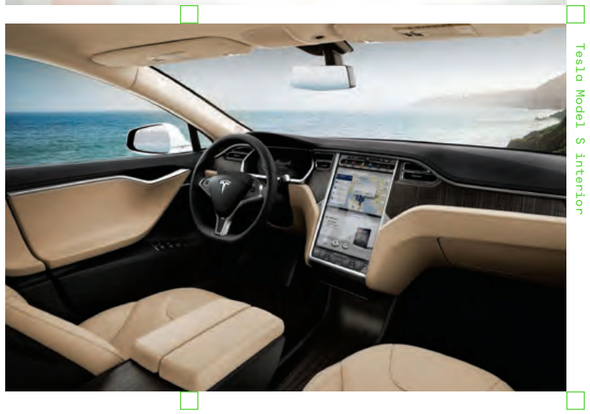
—

Kimberly Marte, BS 97
Co-owner and CMF principal at Design Spectrum



Nobu Doha, Four Seasons Hotel Doha, Qatar

Audio, Bernhardt Design



Tesla Model S interior

Course of Study

TERM 1

Writing Studio OR	
Writing Studio: Intensive	3
Digital Process 1	3
Environmental Design 1	3
Design Lab 1	3
Materials & Making	3
Visual Communication 1	3

TERM 2

Branding Strategies	3
Digital Process 2	3
Environmental Design 2	3
Design Lab 2	3
Visual Communication 2	3

TERM 3

History & Theory of Space:	
Looking Back	3
3rd Term Review	0
Digital Process 3	3
Environmental Design 3	3
Design Lab 3: Applied Graphics	3
Color, Material & Concept	3
Visual Communication 3	3

TERM 4

Intro to Modernism	3
Illumination: Lighting	3
Digital Process 4	3
Environmental Design 4	3
Structure-Interior Architecture	3
Design Lab 4	3

TERM 5

Theory of Structure	3
Sustainable Building Practices for Environmental Design	3
Sustainability Studio	3
Portfolio Studio	3
Topic Studio	3
Transdisciplinary Studio	3

TERM 6

Contemporary Place Making	3
6th Term Review	0
Topic Studio	3
Digital Process 5	3
Spatial Materials & Surfaces	3
Experience Design	3

TERM 7

Human Factors & Design	
Psychology	3
Topic Studio	3
Portfolio Studio 2	3
Degree Project: Development	3

TERM 8

Degree Project: Studio	3
Senior Exhibition Design	3

Additional requirements

H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	6
Studio electives	6
Total H&S units	45
Total Studio units	99
Total required units	**144**

Film

The Film program at ArtCenter prepares you for an evolving industry in which one fact remains constant: Filmmakers must be strong visual storytellers. As an ArtCenter student you begin shooting, immediately, with access to the latest production and postproduction tools—all here in Los Angeles, the world's entertainment capital.

Our faculty of distinguished working filmmakers and our small class sizes foster close mentoring relationships. In addition, the diverse industry tapestry of L.A. gives us access to studio heads and A-list talent who, as guest lecturers, share their intimate knowledge of the business.

Success in the entertainment industry requires a broader base of knowledge than ever before. We believe in learning by making. Only when you're fully immersed in making films do you truly learn your craft.

Our production center maintains a generous supply of industry-standard equipment, and our post facilities offer nearly everything you'll need to fulfill the technical and creative vision of your story. Our three main tracks of study are in directing, cinematography and editing. Also, for approved students, we offer specialty courses of study with an emphasis in screenwriting and producing. Regardless of which track you choose, the program's curriculum focuses on mastering filmmaking skills in order to serve the narrative. Throughout the program, you'll discover and refine your artistic style and distinctive voice, and you'll also collaborate with students from other disciplines. At the end of your course of study, you will have developed a thorough understanding of the entire filmmaking process.

You enter as an apprentice artist and leave ready to reach an audience through your storytelling.

—

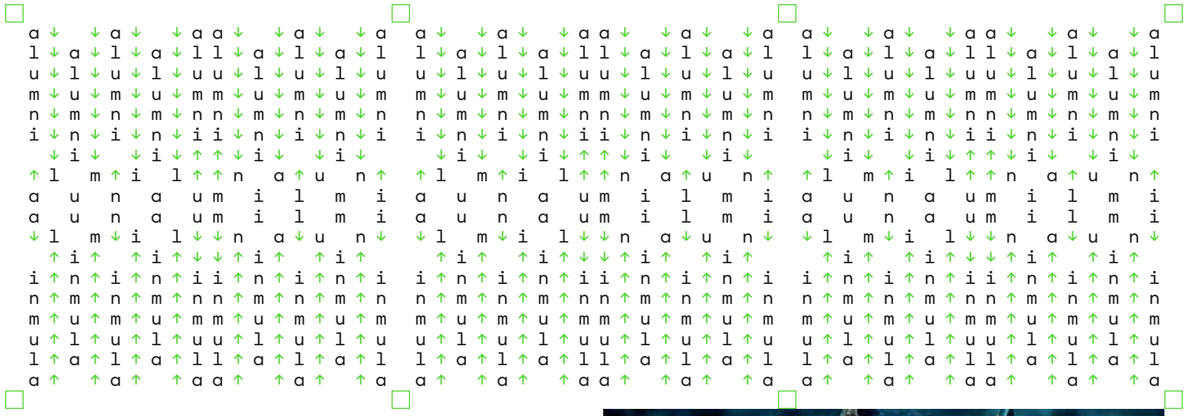
Ross LaManna, Chair

↑ →
Layton Tedrick
Emmett Sutherland
JW Marriott: Play
—
PSA & Commercial
Workshop
Andrew Harlow

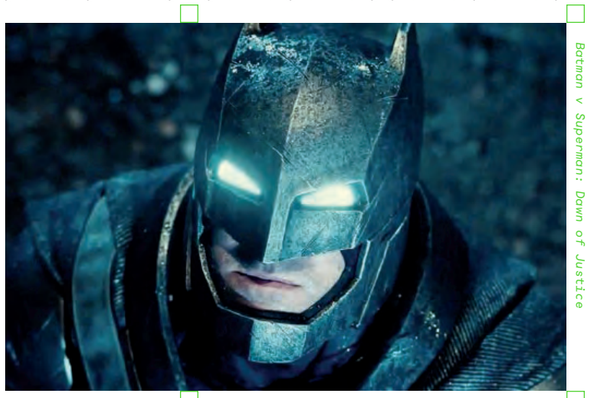
← ↖
Luisa Betancur
La Estrella, Colombia
—
Film Workshop
Ken Aguado

↗
Devin John
Laura Holliday
Dylan Dugas
The First Month
—
Film Workshop
Ken Aguado

Alumni



You've chosen your school, you've chosen your medium. Now, tell your story, your way.
—
Zack Snyder, BFA 89
Director (*300*, *Watchmen*, *Man of Steel*)



Batman v Superman: Dawn of Justice

At ArtCenter, I did a documentary about HIV-prevention programs in Zambia. It was an eye-opening and emotional experience. Audiences really responded to it, which told me this was the direction I should be going. ArtCenter pointed me on the way to where I am today.
—
John X. Carey, BFA 11
Director ("Dillon's Voice" for Apple, "Real Beauty Sketches" for Dove)

Harlem Elvis

I like making things up. If I don't have an answer, I'll create one.
—
Saman Kesh, BFA 10
Director (*Hit TV*, Basement Jaxx, Taco Bell)

Cinnamon Chasers' "Luv Delux" music video

Course of Study

DIRECTING TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Film Department Orientation	0
Set Safety	0
Directing 1	3
Intro to Cinematography	3
Intro to Postproduction	3
Design 1	3
Basics of Photo	3

TERM 2	
Intro to Modernism	3
Screenwriting 1	3
Storyboarding for Directors	3
Acting Workshop for Directors	3
Film Editing 1	3
Aesthetics of Cinematography	3

TERM 3	
Screenwriting 2	3
Film Production Sound	3
Directing 2	3
Directing 2: Tech Training	0
Cinematography Technical Training	3
Film Editing 2	3

TERM 4	
History of Cinema 1 OR History of Cinema 2	3
Business Affairs for Filmmakers	3
Line Producing and Production Management	3
Directing 3	3
Postproduction Sound	3

TERM 5	
Transdisciplinary Studio	3

TERM 6	
Studio or H&S Electives	–

TERM 7	
Studio or H&S Electives	–

TERM 8	
Studio or H&S Electives	–

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	21
Studio electives	18
Total H&S units	45
Total Studio units	75
Total required units	**120**

CINEMATOGRAPHY TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Film Department Orientation	0
Set Safety	0
Directing 1	3
Intro to Cinematography	3
Intro to Postproduction	3
Design 1	3
Basics of Photo	3

TERM 2	
Intro to Modernism	3
Screenwriting 1	3
Storyboarding for Directors	3
Acting Workshop for Directors	3
Film Editing 1	3
Aesthetics of Cinematography	3

TERM 3	
Film Production Sound	3
Directing 2	3
Directing 2: Tech Training	0
Cinematography Tech Training	3

TERM 4	
History of Cinema 1 OR History of Cinema 2	3
Business Affairs for Filmmakers	3
Line Producing and Production Management	3
Directing 3	3
Lighting for Cinematography	3

TERM 5	
Transdisciplinary Studio	3

TERM 6	
Studio or H&S Electives	–

TERM 7	
Studio or H&S Electives	–

TERM 8	
Studio or H&S Electives	–

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	21
Studio electives	24
Total H&S units	45
Total Studio units	75
Total required units	**120**

EDITING TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Film Department Orientation	0
Set Safety	0
Directing 1	3
Intro to Cinematography	3
Intro to Postproduction	3
Design 1	3
Basics of Photo	3

TERM 2	
Intro to Modernism	3
Screenwriting 1	3
Storyboarding for Directors	3
Acting Workshop for Directors	3
Film Editing 1	3
Digital Design 1	3

TERM 3	
Film Production Sound	3
Directing 2	3
Directing 2: Tech Training	0
Cinematography Technical Training	3
Film Editing 2	3

TERM 4	
History of Cinema 1 OR History of Cinema 2	3
Business Affairs for Filmmakers	3
Line Producing and Production Management	3
Directing 3	3
Postproduction Sound	3
Film Editing 3	3

TERM 5	
Transdisciplinary Studio	3

TERM 6	
Studio or H&S Electives	–

TERM 7	
Studio or H&S Electives	–

TERM 8	
Studio or H&S Electives	–

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	21
Studio electives	18
Total H&S units	45
Total Studio units	75
Total required units	**120**

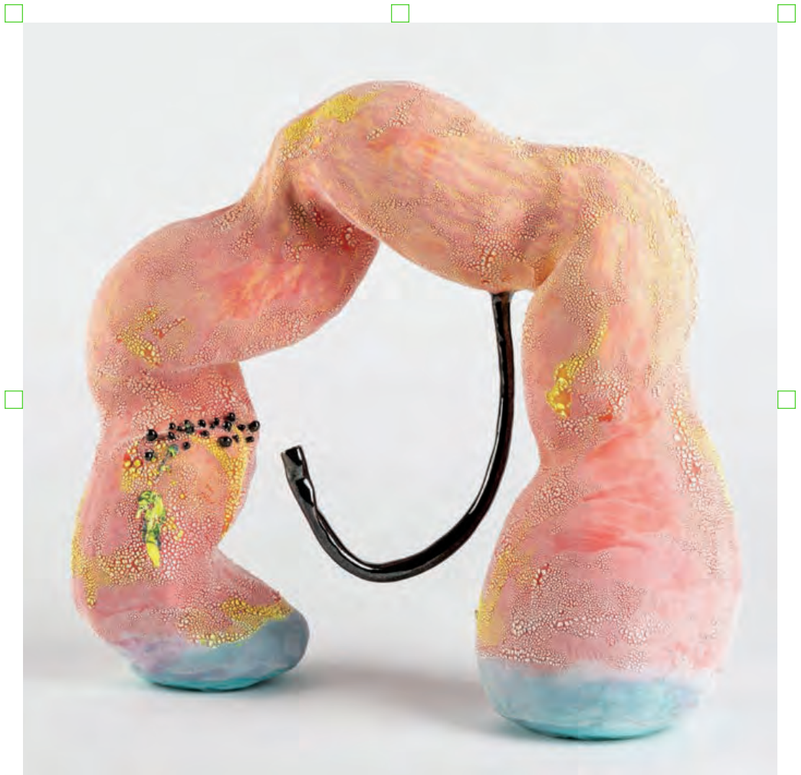
↑
Luis Zepeda
Jasmine Mercedes
Brown and Proud
—
Independent project

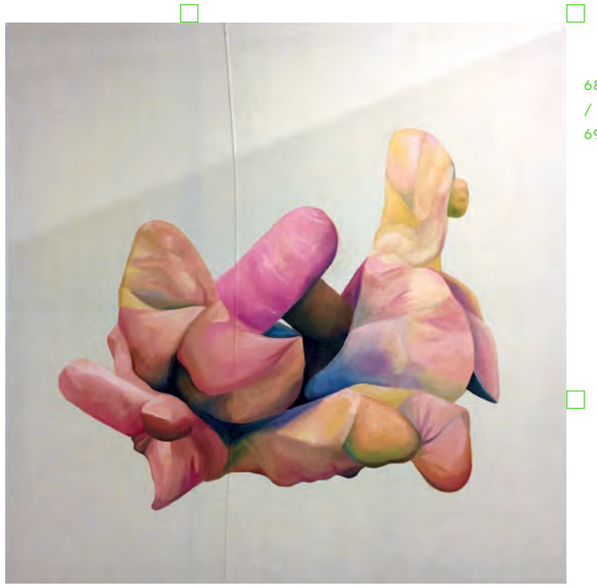
Fine Art

The continual exercise of imagination and discipline is the basis for a career in art: a life of compelling vision that questions and transforms our way of seeing, thinking and engaging the world. ArtCenter prepares students by training them in the rigorous foundation skills they need to be highly adaptable visual problem-solvers, with particular attention to aesthetics and conceptual dexterity. We foster a healthy fearlessness undeterred by conventional boundaries—experimentation, risk and complexity are embedded into the very fabric of student work. Versatility and adaptability are paramount attributes for any artist wishing to excel in the continually changing global environment.

Two of the biggest questions young artists face are: What is my unique voice? and Where does that voice fit into the world? At ArtCenter, it is our job to help you discover these answers by engaging in a rigorous process of training, questioning and self-discovery.

Fine Art supports a spectrum of disciplines, including drawing, painting, sculpture, installation, film/video, photography and digital imaging, as well as an array of art-and-design hybrids. Our nationally and internationally recognized faculty members work to create a program that is both broad in its scope of interests and small in its well-woven community. Learning occurs in the context of small classes and a high degree of mentoring that allows for a more one-on-one education.
—
Laura Cooper, Chair



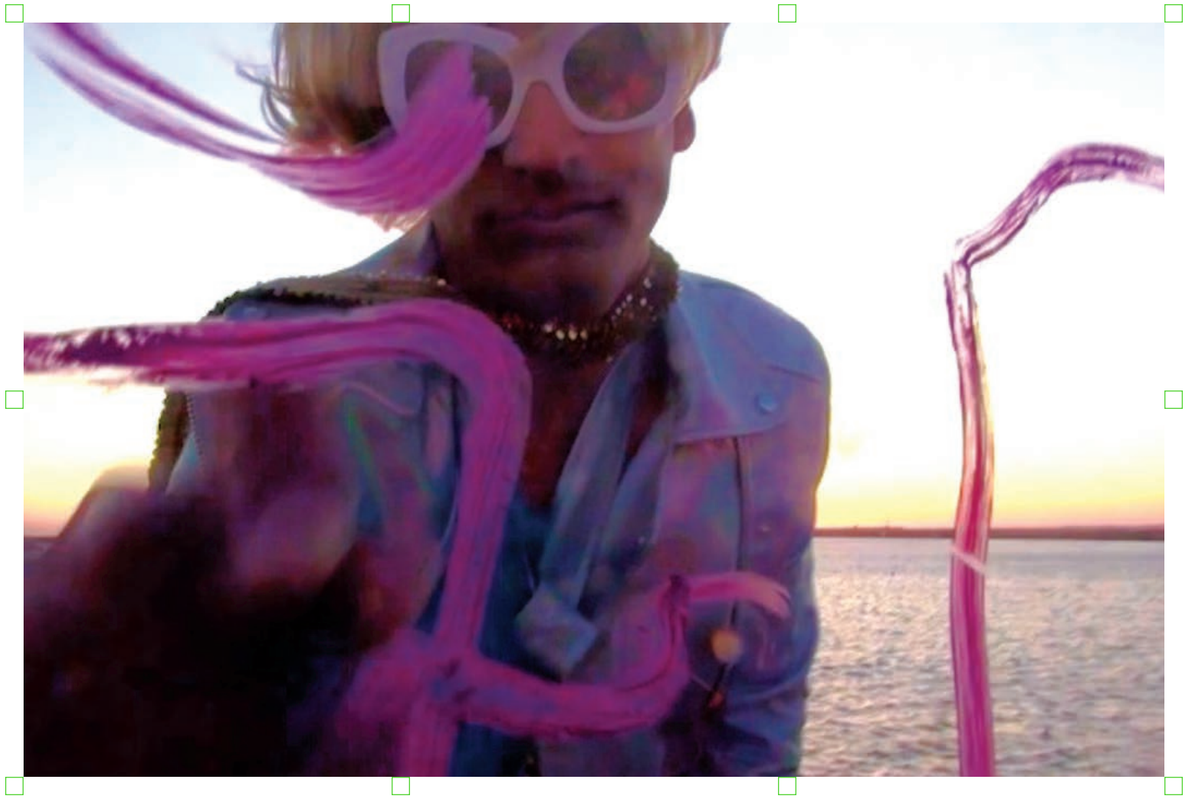


↑
Julia Lu
Cramping Hook
–
Ceramics
Nicola Vruwink

←
Julia Lu
Looping Loop
–
Ceramics
Nicola Vruwink

↗
Carly Chuback
Projection of Interpolations onto YZ Plane
–
Advanced Painting
Adam Ross

→
Jack Cheng
Wagen
–
Advanced Sculpture
David Schafer



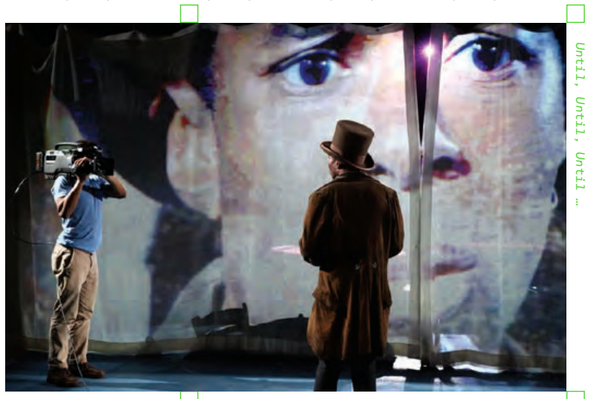
↑
Sorayah Mahammadie-Sabet
Is This Broke?
–
Film/Video 1
Laida Lertxundi

←
Mehregan Meysami
Communistation
–
Sound
David Schafer

↗
Anastasia Sargent
Labor of Loss
–
Visiting Artist
Kang Seung Lee

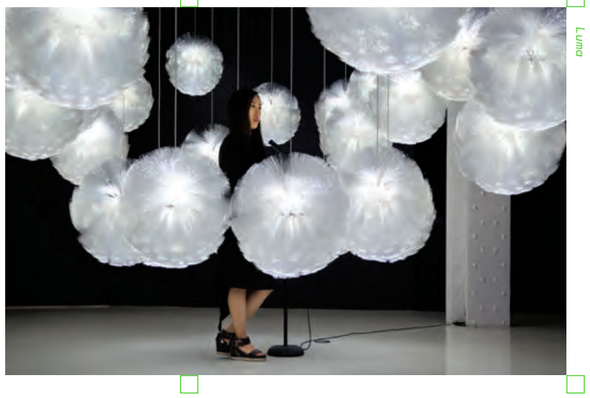
Fine Art

After my first year at ArtCenter, I had grown in ways I couldn't have imagined. I was in a figure drawing class my first term with 8th term students, and I had to just rise to the occasion to keep up. That taught me a lot about myself.
—
Edgar Arceneaux, BFA 96
Exhibitions include: Hammer Museum (L.A.), Whitney Museum of American Art (New York), MIT List Visual Arts Center (Cambridge)



Until, Until, Until …

Art making for me is a process of unveiling and discovering myself, emptying my thoughts, projecting feelings and emotions to let them manifest into form, visuals, and sounds. My creative process comes from being genuine to myself.
—
Lisa Park, BFA 09
Exhibitions include: National Taiwan University, New Museum's Skyroom (New York), MANA Contemporary (Jersey City)



Luma

My work as an illustrator and graphic journalist always has a thread of communications and social work running through it. I look for meaning in places society often overlooks.
—
Wendy MacNaughton, BFA 99
Author/illustrator of *Meanwhile in San Francisco: The City in Its Own Words*; clients include *The New York Times*, *The Wall Street Journal*, *Time* magazine

Women Who Draw, illustrators directory

FINE ART TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Re-Thinking Art	3
One on One A	1
Drawing 1	3
Design 1 (PHO/ART) OR	
Design 1 (FIL) OR	
Design 1 (ADT, ILL, GPK)	3
Materials of Art & Design	3
TERM 2	
History of Art 1 OR	
History of Art 2	3
Take two of the following:	
Painting 1 OR	
Sculpture 1 OR	
Installation 1 OR	
Social Practice 1 OR	
Video 1 OR	
Photography 1 OR	
Studio Practice	6
One on One B	1
TERM 3	
Intro to Modernism	3
Sculpture 1 OR	
Painting 1 OR	
Installation 1 OR	
Video 1 OR	
Photography 1 OR	
Social Practice 1	3
One on One C	1
TERM 4	
Art of Thinking: Philosophy	3
History of Art 3	3
Art: Structure and Systems	3
Visiting Artist Program	3
TERM 5	
H&S Literature-type courses	3
5th Term Review	3
Visiting Artist Workshop	3
Studio art courses	3
TERM 6	
Writing Tandem to Art and Design	3
Post Re-Thinking Art	3
Transdisciplinary Studio	3
TERM 7	
Professional Practices for Artists	3
Senior Projects 1	3
Studio art courses	3
TERM 8	
Senior Projects 2	3
Studio art courses	3
Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	9
Studio electives	15
Total H&S units	45
Total Studio units	75
Total required units	**120**

PAINTING & ILLUSTRATION TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Re-Thinking Art	3
One on One A	1
Drawing Concepts 1	3
Design 1 (PHO/ART) OR	
Design 1 (FIL) OR	
Design 1 (ADT, ILL, GPK)	3
Materials of Art & Design	3
TERM 2	
History of Art 1 OR	
History of Art 2	3
Painting 1	3
Studio Practice	3
Photography 1 OR	
Sculpture 1 OR	
Installation 1 OR	
Social Practice 1	3
One on One B	1
Composition & Drawing	3
TERM 3	
Intro to Modernism	3
Photography 1 OR	
Sculpture 1 OR	
Installation 1 OR	
Social Practice 1	3
One on One C	1
Drawing for Illustration OR	
Analytical Figure Drawing	3
TERM 4	
Art of Thinking: Philosophy	3
History of Art 3	3
Art: Structure and Systems	3
Visiting Artist Program	3
Illustrative Storytelling	3
TERM 5	
5th Term Review	3
H&S Literature-type courses	3
Visiting Artist Workshop	3
TERM 6	
Writing Tandem to Art & Design	3
Post Re-Thinking Art	3
Transdisciplinary Studio	3
TERM 7	
Professional Practices for Artists	3
Senior Projects 1	3
TERM 8	
Senior Projects 2	3
Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	9
Studio electives	15
Total H&S units	45
Total Studio units	75
Total required units	**120**

Graphic Design

Graphic design has evolved to become much more than ink on paper; it has left the page to conquer space, motion and interaction. To stay ahead of the curve, you'll need to expand your creative skills in an integrative learning environment that crosses all media.

Our Graphic Design curriculum integrates the definitions of designer, artist and entrepreneur. Guided by faculty members who are noted professionals in their areas of expertise, you'll develop sophisticated typographic and image-making skill sets working across both emerging and traditional media—from letterpress and packaging to generative design and spatial experiences—in order to create emotionally resonant messages.

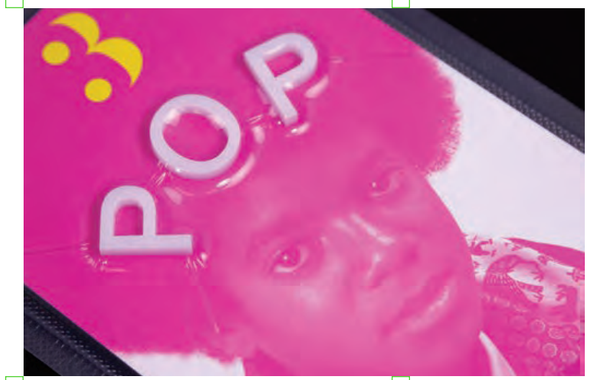
You'll learn how to anticipate and react to the technological and social changes affecting how we communicate with one another. You'll have the opportunity to study abroad and to participate in high-profile collaborative projects with industry partners, nonprofit organizations and students from different majors. And with our innovative transmedia area of concentration—which allows you to manipulate and transcend mediums—you'll be empowered to create new media categories.

Since we want our students to design experiences that serve a purpose, we'll encourage you to work outside your comfort zone and to engage with culturally and socially relevant content, using every possible tool at your disposal. In the process, you'll discover new things about yourself and the mediums that you're pushing to their limits.

Our graduates have taken these skills to transform cutting-edge organizations like Google, Apple, IDEO and some of the world's most notable design firms.

We'll challenge you with an ambitious endeavor: to be the best designer you can be.
—
Sean Adams, Interim Chair

←
Brittany Teng
Transcendent Material
—
Mediatecture
Type 5: Transmedia
Miles Mazzie
Ivan Cruz
Brad Bartlett
—
SEGD Merit Award



↑
Duy Dao
3 Magazine
—
Type 4: Editorial
Annie Huang

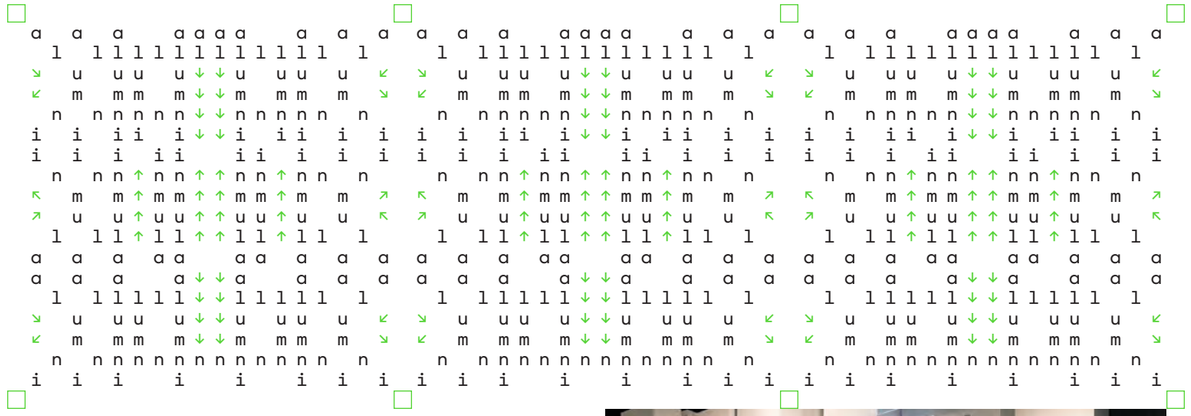
→
Yuma Naito
Afropunk Festival
—
Type 5: Transmedia
Brad Bartlett
—
Art Directors Club
Adobe Design
Achievement Awards
CommArts Type Annual
Core 77 Design Awards
Graphis New Talent
Annual
HOW International
Design Awards
Type Directors Club

←
Boucher Lovisa
Wise by Patagonia
—
Packaging 2
Jessica Deseo
Andrew Gibbs
—
Dieline Awards

↗
Paul Knipper
Jet Pack
—
Packaging 2
Jessica Deseo
Andrew Gibbs

→
Jon Nishida
Source
—
Visual Interaction
Design 3
Brian Boyl

Alumni



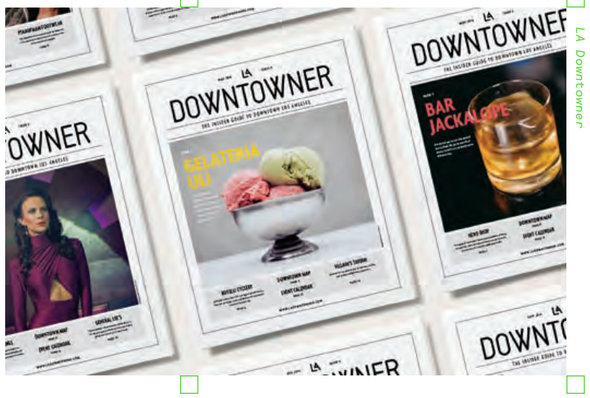
What I found most valuable at Art Center—besides learning a multidisciplinary approach to problem-solving from experienced mentors and making thoughtful and concept-driven work in a highly creative environment—were the talented friends that I am still in touch with and work with in the field.
—
Stanley Chen, BFA 13
Creative director at Ring, an Amazon company

At the time, I knew I would learn a lot at ArtCenter, but I didn't anticipate the impact it would have on my life and career. It helped me see the world in a different way.
—
Michelle Dougherty, BFA 95
Director and creative director at Imaginary Forces

I have always liked graphic design, but it was at ArtCenter that I discovered I love it. Surrounding myself with the best—classmates and instructors—lit a fire in me.
—
Yo Santosa, BFA 00
Founder and creative director at Ferroconcrete

Beats retail display

Stranger Things



LA Downtowner

Course of Study

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Communication Design 1: Primer	3
Type 1: Letterforms	3
Digital Basics: Lynda.com	1
Design 1	3
Design 1 - Materials Lab	0
Narrative Sketching	3
TERM 2	
Art of Research	3
Motion Design 1	3
Communication Design 2: Information & Context	3
Typography 2: Structure	3
Design 2: Structure & Color	3
Design 2 - Computer Lab	0
Narrative Imaging	3
TERM 3	
Intro to Modernism	3
Package Design 1: Design Principles	3
Communication Design 3: Narrative & Scale	3
Type 3: Context	3
Visual Interaction Design 1: Generative Design	3
TERM 4	
Graphic Design History 1	3
4th Term Review	0
Package Design 2: Branding Systems	3
Communication Design 4: Identity Systems	3
Type 4: Editorial Print	3
Visual Interaction Design 2: Web OR Motion Design 2	3
TERM 5	
Graphic Design History 2	3
Communication Design 5: Transmedia	3
Information Design	3
Visual Interaction Design 3: Advanced Interaction OR Advanced 3D Motion Graphics OR Package Design 3: Interactive Systems	3
TERM 6	
Type 5: Transmedia OR	
Type 5: Motion	3
Mediatecture	3
Studio Elective	3
Transdisciplinary Studio	3
TERM 7	
Business 101	3
7th Term Review	0
Advanced Transmedia Studio 7 OR Advanced Print Studio 7 OR Sequential Design 3 OR Advanced Package Studio 7 OR Advanced VxD Studio 7	3
Studio Elective	3
TERM 8	
Portfolio & Career Preparation	3
Advanced Transmedia Studio 8 OR Advanced Print Studio 8 OR Advanced Motion Studio 8 OR Advanced VxD Studio 8	3
Studio Elective	2
Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	15
Studio electives	-
Total H&S units	45
Total Studio units	87
Total required units	**132**

↑
Leonardo Santamaria
Facebook
—
Op Ed
Brian Rea
Paul Rogers

Illustration

Today's illustrators are image makers and storytellers. Conceptualizers and problem solvers. Provocateurs and culture observers.

Illustration now is moving beyond the literal interpretation. It is original imagery that creates mood and atmosphere, communicated via accomplished personal technique, for an array of commercial and social impact projects. Illustration connects everything from high fashion and retail environments to animation and computer games, and from political, editorial and street art to mainstream publishing.

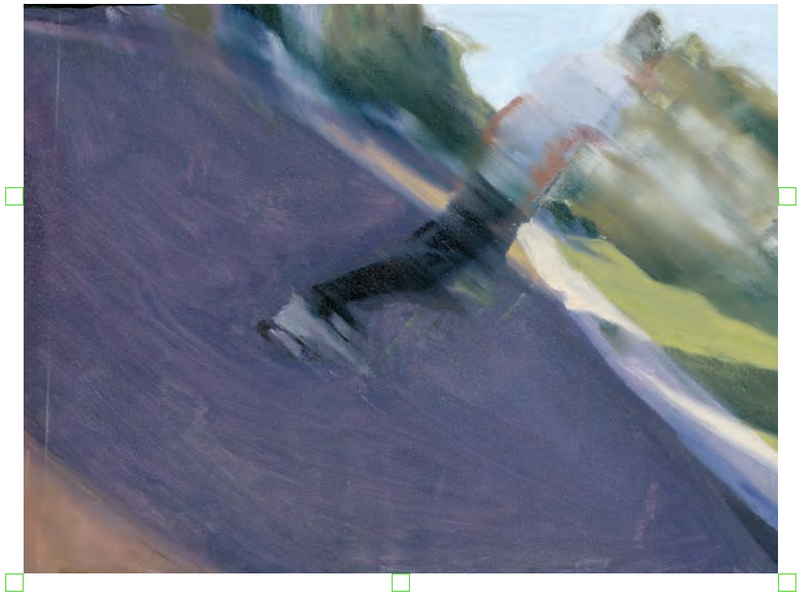
Illustration's unique ability to define social, political and cultural ideas makes it an ideal solution for an unparalleled scope of creative and communications projects.

At ArtCenter, you master drawing skills and conceptualization. You also increase your business knowledge and develop your understanding of illustration's impact on contemporary culture.

After a thorough grounding in foundation classes, you focus on one of five curricular tracks that best suits your talent and career objectives. Our Illustration Design track blends hand and digital practice for licensing, print, publishing and motion. The Illustration for Motion track is for students interested in storyboarding and motion design. Our Illustration/Fine Arts track takes imagery beyond illustration to the gallery environment. The Entertainment Arts track prepares you for a fast-paced career in TV, feature animation, games and apps. And our Surface Design track connects with product design and provides opportunities to explore style and aesthetics in the realm of fashion accessories, textile and sports apparel design.

Additional enrichments within the program include study abroad opportunities, Transdisciplinary Studios—courses in which illustrators work collaboratively with students from other majors—and dynamic guest lecturers.

However you tailor your curriculum, you graduate from ArtCenter with the potential to translate your creative gifts into engaging and meaningful career paths.
—
Ann Field, Chair

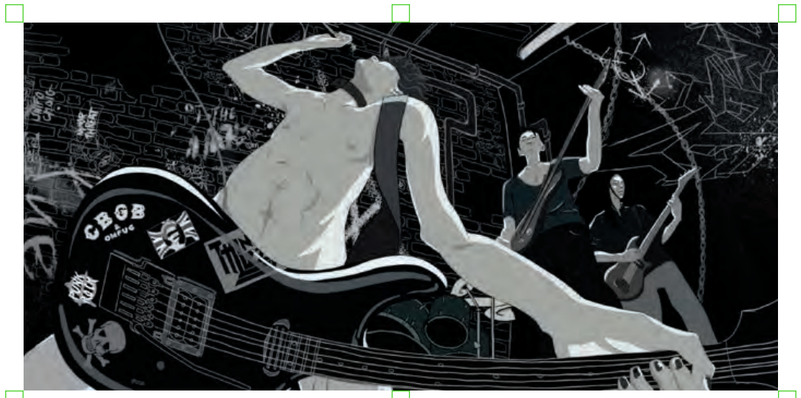


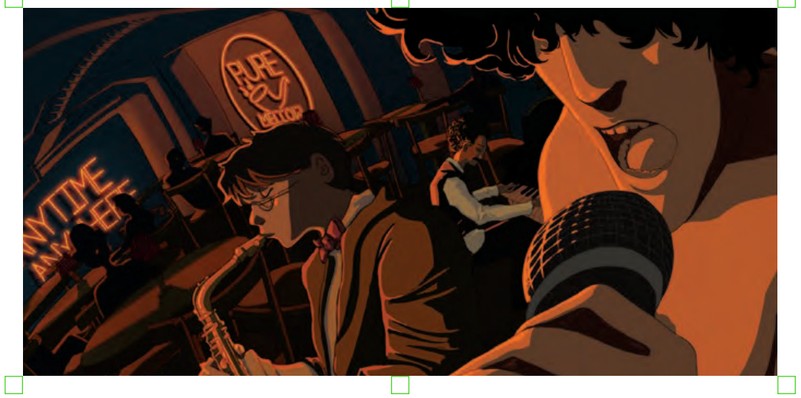
↑
Jennifer Lumban-Gaol
Jay's Liquor
—
Graphic Design for
Entertainment Arts
Paul Rogers

←
John Cody Clark
Maturin
—
Color Theory
Adam Ross

↗
Grace Chung
Untitled
—
Surface Design Lab
Christine Nasser

→
Celia Jacobs
Nic and Flowers
—
Drawing Concepts
Chris Clayton
—
2017 Society of
Illustrators
Student Scholarship
Competition



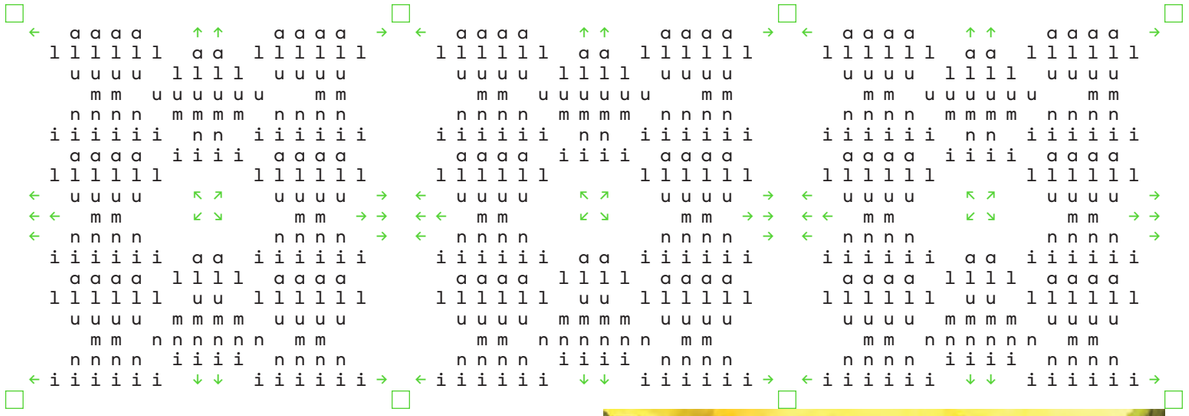


↖
Esther Kim
Spotify
—
Sequential Design 3
Ara Devejian

↙
Janice Hong
A Series of
Unfortunate Events
—
Production Design
Concepts
Mike Humphries

↗
Brigitte Roka
The Island of
Dr. Moreau
—
Color and Story
Richard Keyes

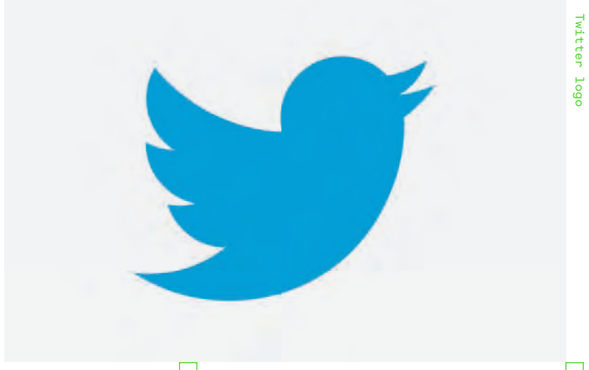
Alumni



Instructor Roland Young would ask us, “Why are you trying to be flashy? If you’re a style, then people will hire you for your style. What you really want to be is formless. You want to be known as a person who has great ideas.”
—
Dan Santat, BFA 01
Author/illustrator of *After the Fall (How Humpty Dumpty Got Back Up Again)*, *Are We There Yet?*, *The Adventures of Beekle: The Unimaginary Friend*

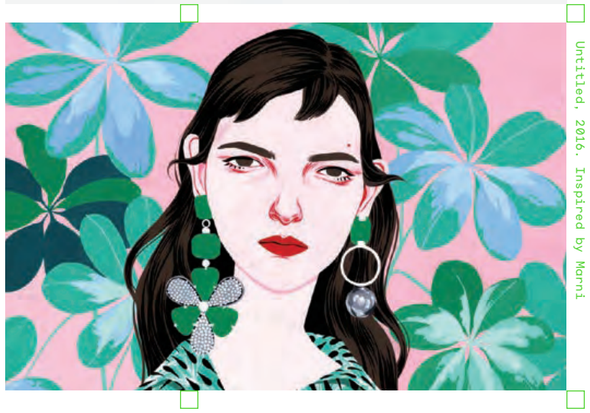
Are We There Yet? (2010. Little, Brown)

I’m not a serious person, but I’m serious about beauty, with my work, and finding what’s beautiful in life.
—
Martin Grasser, BFA 09
Founder, And Repeat, Inc. (clients include Braintree, Nike, Rdio)



Twitter logo

My time at ArtCenter taught me the importance of hard work and professionalism. My education gave me confidence in my ability to tackle any new challenge and brought me seamlessly into the freelance world.
—
Bijou Karman, BFA 14
Artist/illustrator (clients include *The New Yorker*, Penguin Books, Stance Socks)



Untitled, 2016. Inspired by Marni

Course of Study

ILLUSTRATION DESIGN TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Illustration Now!	0
Perspective	3
Head & Hands	3
Composition & Drawing	3
Design 1	3

TERM 2	
Drawing Concepts 1	3
Composition & Painting	3
Digital Illustration	3
Design 2: Structure & Color	3

TERM 3	
Intro to Modernism	3
Drawing Projects	3
Drawing for Illustration	3
Materials of Art & Design	3
Expressive Type OR	
Type 1: Letterforms	3

TERM 4	
History of Illustration OR	
History of Art 1 OR	
History of Art 2 OR	
History of Art 3 OR	
Graphic Design History 1	3
Sketching for Illustration	3
Image & Idea	3
Illustrative Storytelling OR	
RE-Presentation: Narrative	
Bodies	3
Color Theory	3

TERM 5	
5th Term Review	0
Intro to Printmaking OR	
Printmaking	3
Illustration Design OR	
Type 2: Structure OR	
Portraiture OR	
Nude Body	3
Illustration Design Lab	3

TERM 6	
Illustration for Publishing OR	
Type 3: Context OR	
Children’s Book Illustration	3

TERM 7	
Notorious OR	
Advanced Portraiture	3

TERM 8	
Business 101 OR	
Business & Professional	
Practice electives	3
Portfolio Design Lab	3

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional	
Practice	3
Any of the above	21
Studio electives	9
Total H&S units	45
Total Studio units	75
Total required units	**120**

ENTERTAINMENT ARTS TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Illustration Now!	0
Perspective	3
Head & Hands	3
Composition & Drawing	3
Design 1	3

TERM 2	
Viscom Fundamentals 1	3
Composition & Painting	3
Digital Life OR	
Digital Illustration OR	
Photoshop Painting	
Fundamentals OR	
Digital Painting for	
Animation Production	3
Design 2: Structure & Color	3

TERM 3	
Intro to Modernism	3
Creative Perspective	3
Drawing for Illustration OR	
Analytical Figure Drawing OR	
Inventive Drawing OR	
Inventive Costume OR	
Dynamic Sketching for	
Illustration OR	
Imaginatomy	3
Materials of Art & Design	3

TERM 4	
Sketching for Illustration	3
Sketching for Entertainment	3
Image & Idea	3
Drawing for Illustration OR	
Analytical Figure Drawing OR	
Inventive Drawing OR	
Inventive Costume OR	
Dynamic Sketching for	
Illustration OR	
Imaginatomy	3

TERM 5	
Graphic Design History 1 OR	
History of Art 1 OR	
History of Art 2 OR	
History of Art 3 OR	
History of Illustration	3
5th Term Review	0
Graphic Design for Entertainment	
Arts OR	
Digital Landscape	3
Visual Development	3
Color and Story	3

TERM 6	
Storyboarding	3
Style Development OR	
Historical Env Matte Painting	3
Background Painting/Animated	
Film	3

TERM 7	
Inventive Character OR	
Introduction to Matte Painting	3

TERM 8	
Business 101 OR	
Business & Professional	
Practice electives	3
Portfolio Design Lab	3

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional	
Practice	3
Any of the above	21
Studio electives	6
Total H&S units	45
Total Studio units	75
Total required units	**120**

FINE ARTS PAINTING TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Illustration Now!	0
Perspective	3
Head & Hands	3
Composition & Drawing	3
Design 1	3

TERM 2	
Drawing Concepts 1	3
Composition & Painting	3
Media Experimentation	3
Design 2: Structure & Color	3

TERM 3	
History of Art 1 OR	
History of Art 2	3
Painting 1	3
Drawing for Illustration OR	
Analytical Figure Drawing	3
Materials of Art & Design	3

TERM 4	
Intro to Modernism	3
Intro to Printmaking	3
Sketching for Illustration OR	
Portraiture OR	
Nude Body OR	
Re-Thinking Art	3
Color Theory	3

TERM 5	
5th Term Review	0
Studio Practice	3
Painting Projects	3

TERM 6	
Advanced Portraiture	3
Sculpture 1 OR	
Installation 1 OR	
Video 1	3

TERM 7	
History of Art 3	3
Visiting Artist Program	3

TERM 8	
Professional Practices for	
Artists OR	
Business 101	3
Portfolio Design Lab	3

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional	
Practice	3
Any of the above	18
Studio electives	15
Total H&S units	45
Total Studio units	75
Total required units	**120**

MOTION TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Illustration Now!	0
Perspective	3
Head & Hands	3
Composition & Drawing	3
Design 1	3

TERM 2	
Composition & Painting	3
Dynamic Sketching for	
Illustration	3
Digital Illustration OR	
Photoshop Painting	
Fundamentals OR	
Digital Painting for Animation	3
Design 2: Structure & Color	3

TERM 3	
Intro to Modernism	3
Sketching for Illustration	3
Illustrative Storytelling OR	
RE-Presentation: Narrative	
Bodies	3
Expressive Type OR	
Type 1: Letterforms	3

TERM 4	
Graphic Design History 1 OR	
History of Art 1 OR	
History of Art 2 OR	
History of Art 3 OR	
History of Illustration	3
Type 2: Structure	3
Motion Design 1	3
Image and Idea OR	
Drawing Projects	3
Drawing for Illustration	3

TERM 5	
5th Term Review	0
3D Motion Graphics	3
Illustration Design Lab	3
Sequential Design 1	3

TERM 6	
Type 3: Context OR	
Communication Design 1: Primer	3
Advanced 3D Motion Graphics	3
Sequential Design 3	3

TERM 7	
Take two of the following:	
Sequential Design 3 OR	
Type 5: Motion OR	
Advanced Motion Studio	6

TERM 8	
Business 101 OR	
Business & Professional	
Practice electives	3
Sequential Design 3 OR	
Type 5: Motion OR	
Advanced Motion Studio	3

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional	
Practice	3
Any of the above	21
Studio electives	0
Total H&S units	45
Total Studio units	75
Total required units	**120**

SURFACE TRACK

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Illustration Now!	0
Perspective	3
Head & Hands	3
Composition & Drawing	3
Design 1	3

TERM 2	
Composition & Painting	3
Craft Technique Surface Design	3
Design 2: Structure & Color	3
Materials of Art and Design	3

TERM 3	
Intro to Modernism	3
Drawing for Illustration	3
Intro to Textile/Surface Design	3
Color Trend for Surface Design	3
Expressive Type OR	
Type 1: Letterforms	3

TERM 4	
Surface Design 1	3
Image & Idea	3
Surface Design Lab	3
Pattern and Style for Surface	
Design	3

TERM 5	
History of Illustration OR	
History of Art 1 OR	
History of Art 2 OR	
History of Art 3 OR	
Graphic Design History 1	3
5th Term Review	0
Intro to Printmaking	3
Illustration for License	3
Advanced Surface Design Digital	
Print	3
Sewing Lab	3

TERM 6	
Fashion Drawing 1 OR	
Illustration Internship OR	
PENSOLE Footwear Design	
Program OR	
London Ancient/Modern	3
Experimental Collection	
Strategies for Surface Design	3
Product Design 4	3

TERM 7	
Business 101 OR	
Business & Professional	
Practice electives	3
Art Direction for Surface Design	3

TERM 8	
Portfolio Design Lab	3

Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional	
Practice	3
Any of the above	21
Studio electives	-
Total H&S units	45
Total Studio units	75
Total required units	**120**

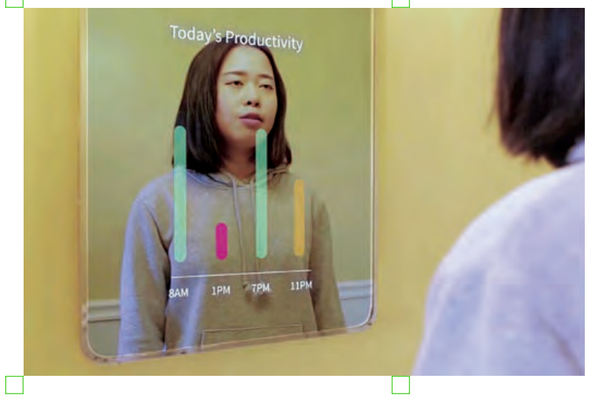
Interaction Design

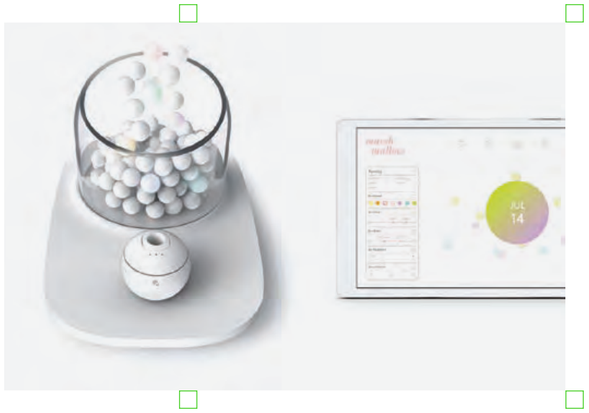
Interaction deeply impacts the way we live today—and will tomorrow. Mobile apps, wearable technology, games, websites, social networks, art installations and public spaces are experiencing tremendous growth, generating new creative and technology careers. By considering human factors, cognitive science and psychology, students learn to shape the user experience—how people think, feel and behave—as the basis for any digital product, environment or system.

Our curriculum emphasizes core methods, STEM, tools and processes in tandem with industrial and communication design to prepare you to lead as new technologies emerge. Students develop ideas from concept to advanced prototypes across multiple canvases: from mobile apps and websites to games, autonomous cars, wearables, VR and AI bots. Our Interaction Design degree program is dedicated to creative innovation and professional leadership. Recent graduates hold positions in companies such as Apple, IBM, Google and Dropbox, as well as in auto R+D, startups and design agencies.

We have crafted a course of study in which you think deeply about the user's experience, then apply technology creatively to invent new approaches to interaction and design. Students are encouraged to take internships as part of the program. Current students are interning with companies such as Google, Frog, Amazon, VW, IDEO, Facebook, NASA, Microsoft, Blizzard and UNICEF.

If you're interested in designing interactions that are useful, innovative and delightful, there's no better training ground than ArtCenter.
—
Maggie Hendrie, Chair



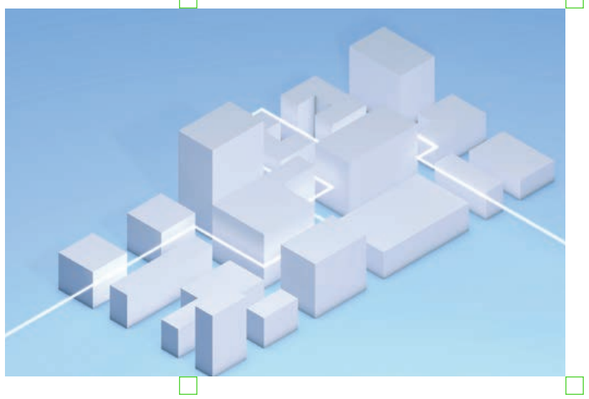


↖
Christine Ye
Reflexion
—
IxD 7: Wearables
Elise Co

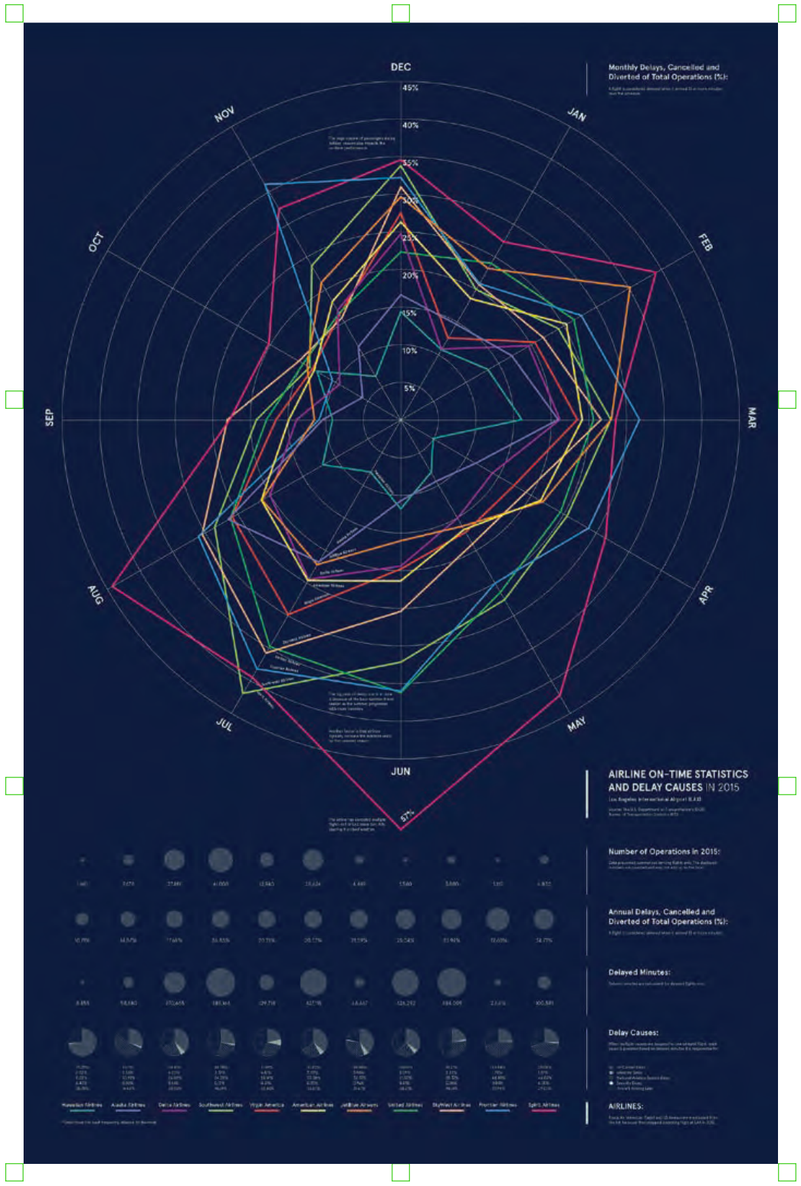
←
Inae Song
Marshmallow
—
IxD for Consumer Products
Brian Boyl
Jeff Higashi

↗
Christine Ye
Odmo
—
IxD 4: Ecosystems

→
Chase Morrison
Designing for Accessibility
—
Independent Study
Jenny Rodenhouse



Interaction Design



↖
Suyu de Vries-Ren
LAX Airline On-Time Statistics 2015

↗
Damian Gill
Sean Wang
Pei Liew
Data Hound
—
Interactive Data Visualization
Santiago Lombeyda

→
Sam Giambalvo
VR Furniture
—
Everyday Immersions
Jenny Rodenhouse
Filip Kostic

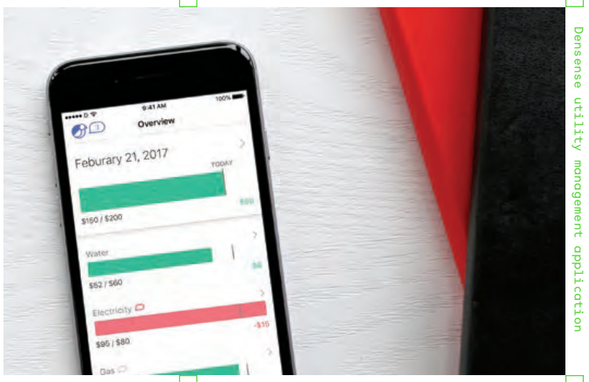
Alumni

I fell in love with interaction design because I get to dive into the psychology of designing tools that help millions of people solve their daily problems. I love infusing clever heuristics or cutting-edge technology into an experience to make it feel personal and magical.
—
Daniel Mai, BS 16
User interface designer at Apple

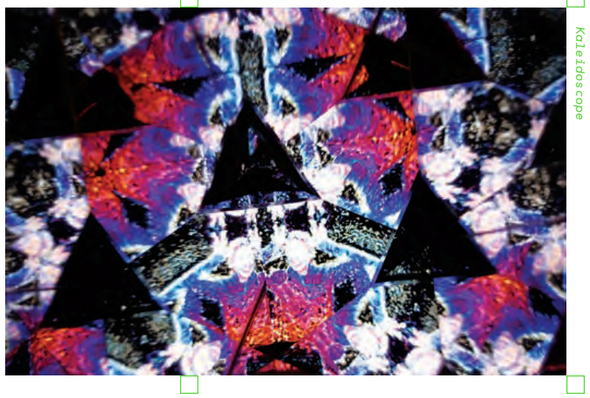
Classes at ArtCenter helped give me a sense of fundamental design process and approach, and my invaluable UNICEF fellowship experience there taught me how to use those methodologies in real-world contexts.
—
Minji Gim, BS 17
Interaction designer at Google

I was walking on campus after a class one day and it struck me that at ArtCenter I had discovered the ability to look at things from different perspectives and break my mind free. All the other digital skills and tools I learned became secondary to that.
—
Ting Wu, BS 15
User experience designer, formerly at Hulu

Infiniti Synaptiq human-machine interface



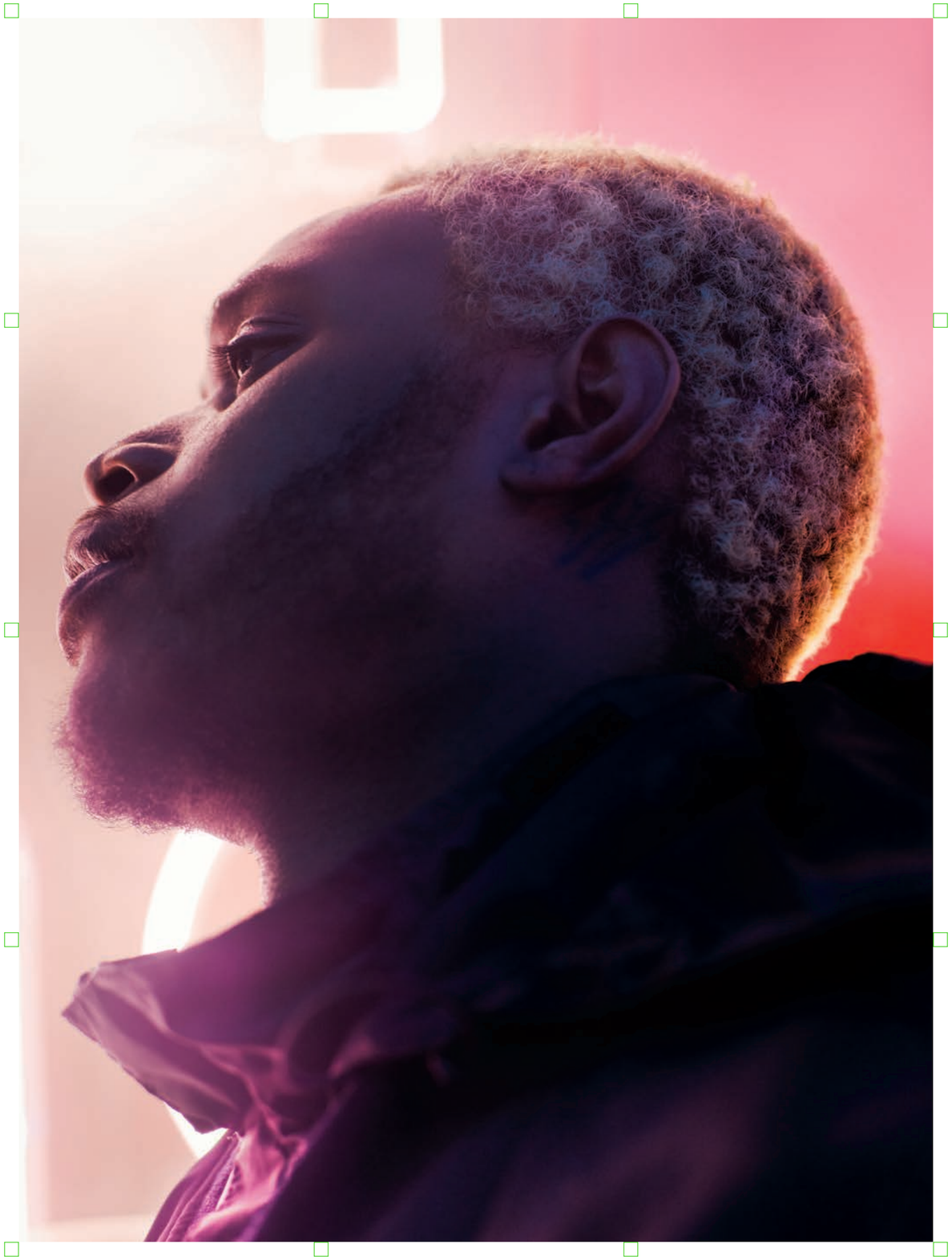
Densense utility management application



Kaleidoscope

Course of Study

TERM 1	
Computer Science for Designers and Artists	3
Writing Studio OR	
Writing Studio: Intensive	3
Design 1	3
Persuasive Sketching 1	3
Interaction Design 1	3
Digital Basics: Lynda.com	1
Interactive Prototyping 1	3
TERM 2	
Art of Research	3
3D Fundamentals	3
Design 2: Structure & Color	3
Design 2 - Computer Lab	0
Persuasive Sketching 2	3
Interaction Design 2	3
Interactive Prototyping 2	3
TERM 3	
Intro to Modernism	3
Way Things Work	3
Type 2: Structure	3
3rd Term Review	1
Interaction Design 3	3
Interactive Prototyping 3	3
Communication Design 2: Context	3
TERM 4	
History and Futures of Interaction Design	3
Human Factors and Design Psychology	3
Materials and Exploration	3
Interaction Design 4: Ecosystems	3
Information Design	3
Advanced Interactive Prototyping	3
TERM 5	
Rapid Prototyping	3
Interaction Design 5	3
IXD Topic Studio	3
Transdisciplinary Studio	3
TERM 6	
Branding Strategies	3
6th Term Portfolio Review	1
Interaction Design 6 Senior Project	3
Mediatecture	3
Transdisciplinary Studio	3
TERM 7	
Business and Professional Practice elective	6
Advanced IxD 7 Senior Project	3
Advanced Interaction Studio	3
TERM 8	
Interaction Studio Portfolio Prep	3
Advanced IxD 8 Senior Project	3
Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	6
Studio electives	9
Total H&S units	45
Total Studio units	99
Total required units	**144**



Photography and Imaging

Images are the new global documents. They represent a new literacy, strategy and currency of our time and will continue to be the most essential component for communication in an endlessly expanding, image-centric world.

Given the unprecedented changes in technology and the explosion of new avenues of social, cultural and commercial connection in the 21st century, the Photography and Imaging Department recognizes the critical impact of advances in hardware, software, production and image distribution and views them as new opportunities for image-makers.

The photographic medium continues to be an important context in social and cultural solutions and is at the core of entertainment, politics, commerce, community and much of fine art. As a result, professional image-makers must be much more creative, strategic, technically capable, conceptually collaborative, ethically responsible and culturally aware than ever before.

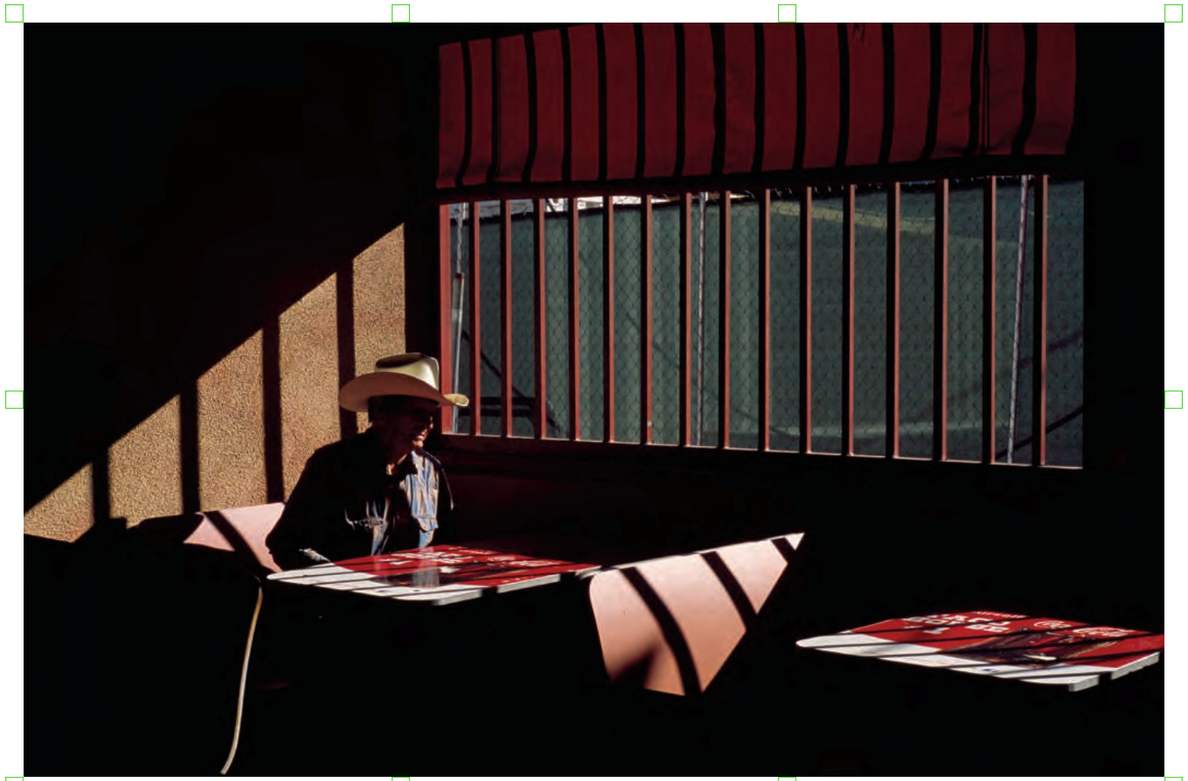
Within a rich, transdisciplinary educational environment, the Photography and Imaging Department is helping photographers navigate the present and taking them into the future. For decades, our program has met the demands of art and design while consistently looking forward. The program provides the most creative answers to the ever-shifting landscape of commercial, fine art and design practices. It is a strategy that has opened—and continues to open—professional doors for our graduates.

The Department offers an intimate and intense atmosphere of study that challenges assumptions about the medium and the world. Our faculty nurture and utilize originality and creative expression to encourage individual excellence in every student. Whether your goal is to become a commercial photographer, an artist or both, during your time at ArtCenter you will learn to apply all the tools of photography, both digital and traditional, with great skill and personal direction. Our program stresses conceptual innovation and social awareness aligned with the integration of concepts, skills and strategies, strengthening our students' readiness for future careers.

—

Dennis Keeley, Chair

↖
Sam Ramirez
—
Fashion Photography

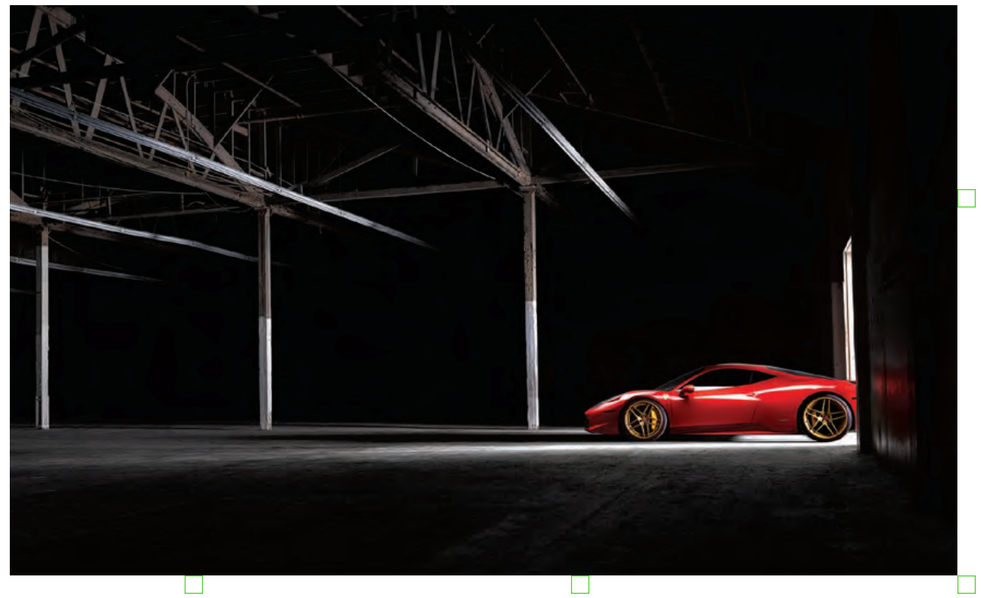


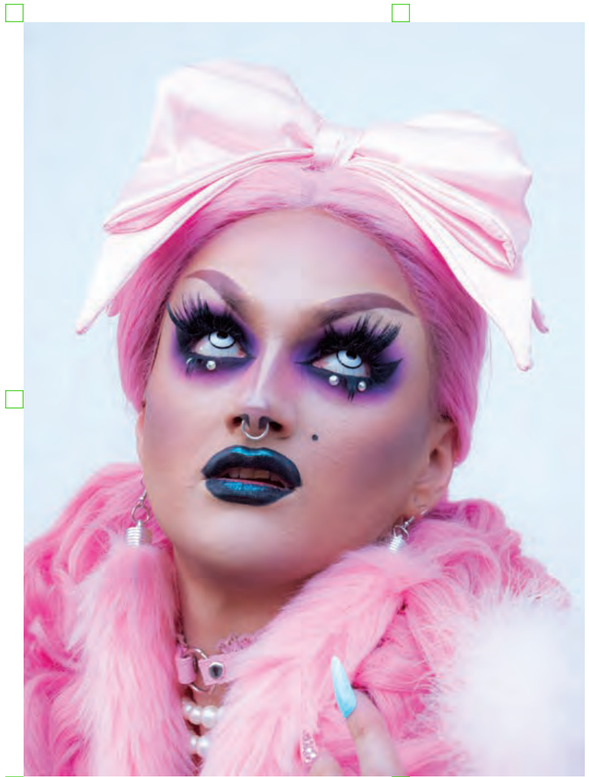
←
Seung Jong Lee
Los Angeles 2016

↙
Ryan Kim
–
Personal Project

→
Charlie Sin
–
Personal Project

↘
Brookes Treidler
Ferrari 458 Italia
–
Location Lighting





↖
Sam Ramirez
–
Food Photography

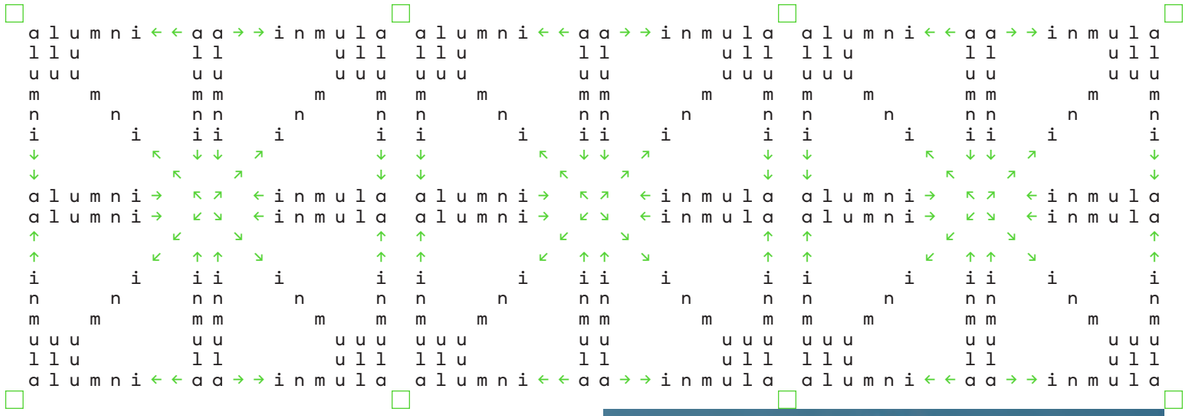
←
Jesse Zheng
–
Still Life

↙
Brandon Rizzuto
Loris Volkle
–
Personal project

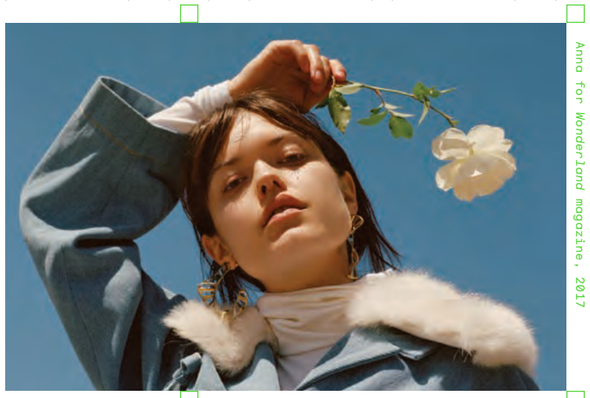
↗
Aaron Sinclair
From the “Cheap
Paradise” series
–
Fashion Photography

→
Kjell van Sice
–
Personal project

Alumni

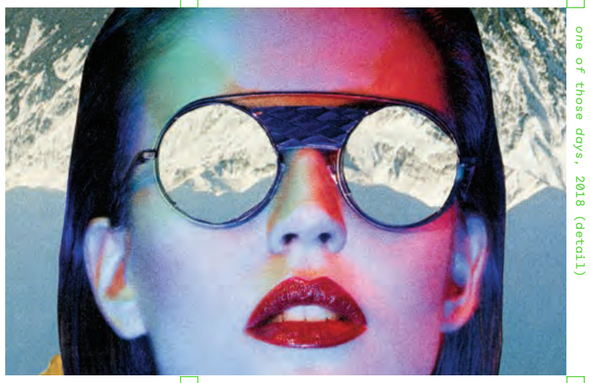


Being on-set is about breaking a wall and having a more authentic connection with people. When I'm looking for the right photo, I look for the in-between moments, when you're catching someone off guard.
—
Daria Kobayashi-Ritch, BFA 15
Editorial work includes *i-D*, *The Sunday Times Style*, *Vogue Russia*; clients include Marc Jacobs, Diane von Furstenberg, Goop



Anna for Wonderland magazine, 2017

I am very grateful to ArtCenter for teaching me how to succeed in my industry, no matter which path I chose.
—
Eleanor Stills, BFA 12
Editorial work includes *Filter*, *Huffington Post*, *Nylon Guys*; clients include Anderson Paak, Moby, Soylent



one of those days, 2018 (detail)

ArtCenter taught me the skills necessary to translate my intuitive creativity into a career as a photographer. Actually taking pictures is only the tip of an iceberg that is mostly made of production work that I learned at ArtCenter.
—
Spencer Lowell, BFA 05
Editorial work includes *The New York Times Magazine*, *Rolling Stone*, *National Geographic*; clients include IBM, Sonos, Vans

MMA fighter Patrick Durkin Cummins for *Men's Health*, 2018

Course of Study

TERM 1

Writing Studio OR	
Writing Studio: Intensive	3
Design 1	3
Concept	3
Imaging 1	3
Advanced Photographic Processes 1	3

TERM 2

Intro to Modernism	3
Composition	3
View Camera	3
Imaging 2	3
Core Lighting	3

TERM 3

History of Photo 1	3
Professional Presentation	3
3rd Term Review	0
Portrait Lighting	3
Color	3

TERM 4

History of Photo 2	3
Architecture	3
Fine Art Photography	3
Still Life OR Product Photography	3

TERM 5

Business & Professional Practice	3
5th Term Review	0
Design 2	3
Location Photography	3

TERM 6

Portfolio Development	3
Transdisciplinary Studio	3

TERM 7

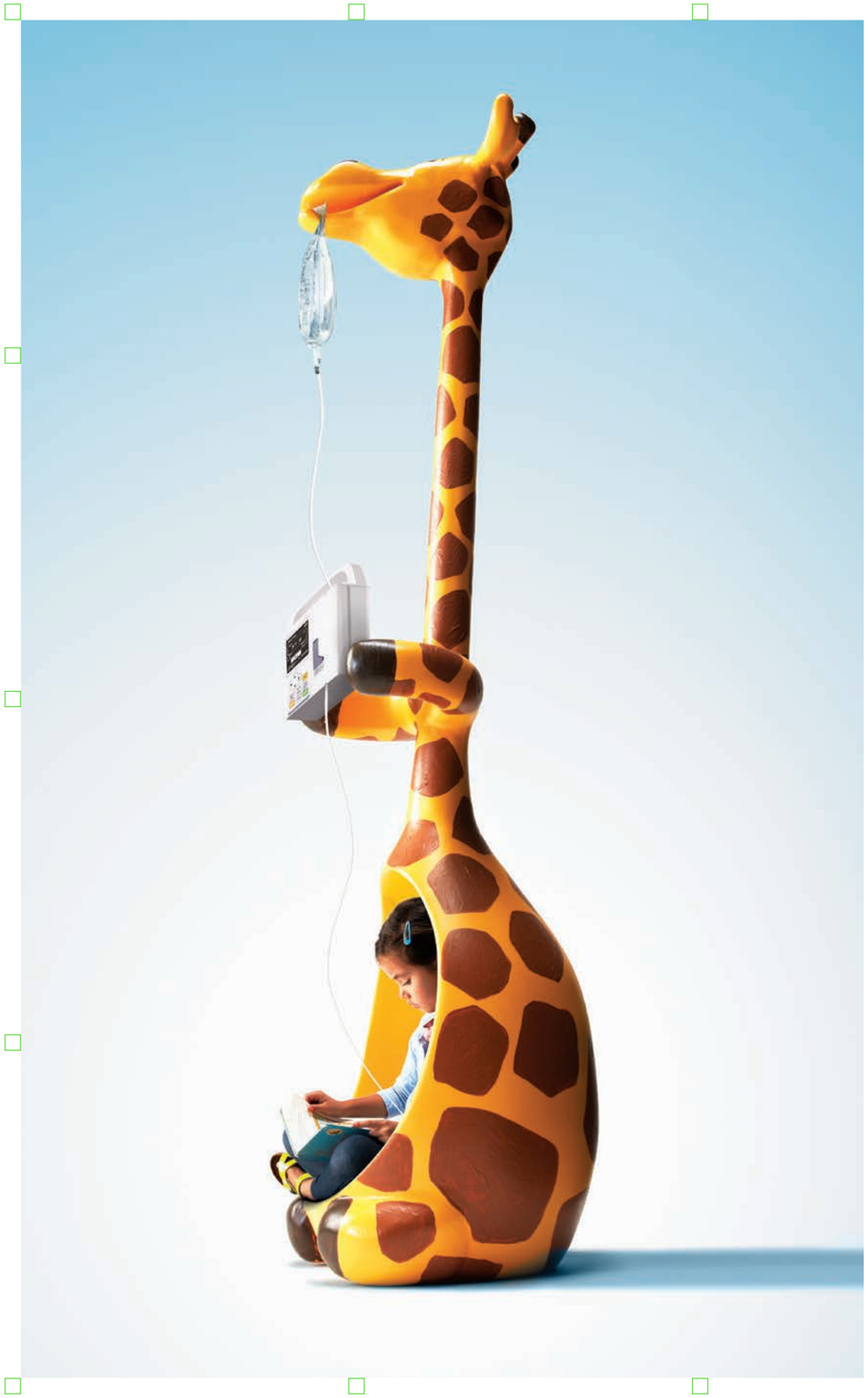
7th Term Review	0
Photo Production	3
Video & Multimedia	3

TERM 8

Final Crit	3

Additional requirements

H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	15
Studio electives	15
Total H&S units	45
Total Studio units	75
Total required units	**120**



↖
Riley Gish
Care Pals,
children's IV pole
—
Product Design 4
Fridolin Beisert
Ania Hoffman

Product Design

While the core of what we do as product designers involves understanding people's needs, identifying opportunities for innovation, visualizing ideas and realizing solutions, it's imperative that we understand and embrace the limitless array of opportunities we have to shape our future.

As the role of design continues to expand and diversify, emerging technologies and platforms for innovation are enabling "design entrepreneurs" to take ideas from concept to marketplace. And design is increasingly recognized as crucial to achieving commercial and organizational success, as well as vital in improving lives.

Product Design at ArtCenter provides you with a foundation in the design process, grounded in a human-centered approach and in professional practice. This ethos is crystallized in the Department's many social impact projects created in collaboration with the Designmatters Department.

Along with core visual, creative, technical and analytical skills, our program helps you gain a comprehensive understanding of design research methodologies, business principles, materials technologies, manufacturing processes, global trends and sustainability through our state-of-the-art research lab, CMTEL (Color, Materials and Trends Exploration Laboratory). In addition, we offer a highly focused, advised area of concentration, Wearables and Soft Goods, offering courses in sewing, wearable technology, footwear, apparel and accessories design.

Our partnership with the international business school INSEAD enables students interested in the intersection between design and business to immerse themselves in an MBA program for a semester. Students also benefit from participation in DesignStorms® and other Sponsored Project courses commissioned by corporate partners seeking to explore new frontiers in design and innovation.

Good design is about combining functionality, relevance and commercial viability with visual and emotional appeal in a marketplace that demands products that minimize environmental impact, from production to disposal. You will emerge from our program prepared to meet these needs on both local and global scales, having developed the tools to visualize the future and the skills to become a creative leader.
—
Karen Hofmann, Chair

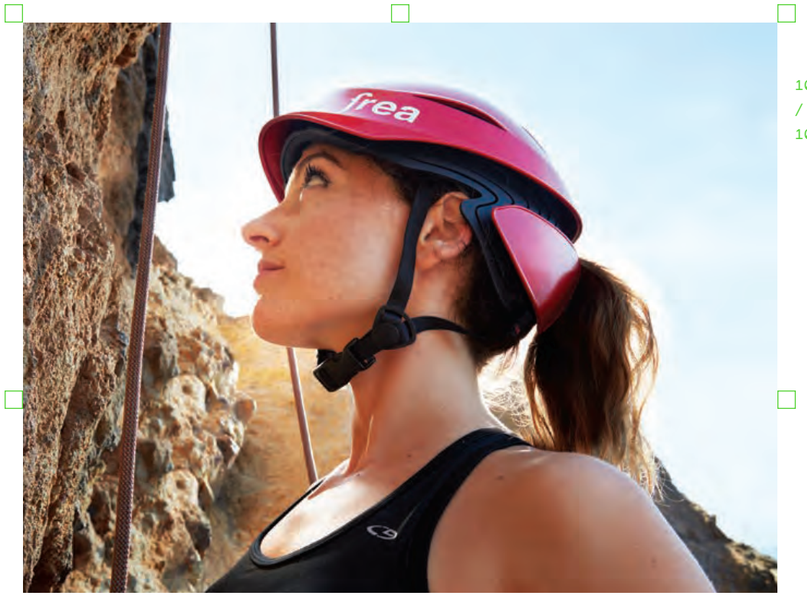
→
Ziqi (Kiki) Wang
Frea, climbing helmet
for women
—
Product Design 4
Fridolin Beisert

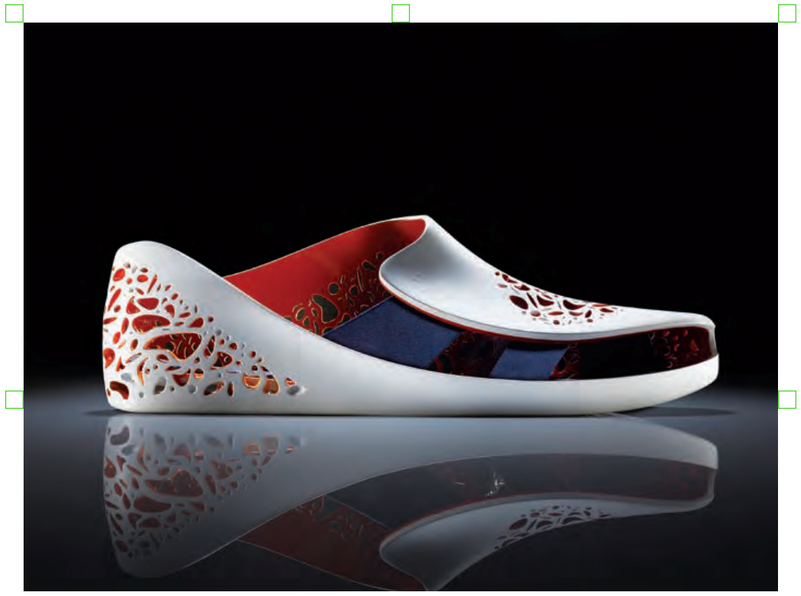
↓
William Song
Shu Ou
Annie Pan
Switchback, mountain
bike for Angeles
National Forest trails
—
Product Design 4
Fridolin Beisert

↑
Mathew Simon
Perch, outdoor
camping chair
—
Product Design 4
Fridolin Beisert

↖
Cindy Hu
Harry Teng
Harmonie Tsai
Andy Lee
XENO, airport
navigation system for
the hearing-impaired
—
IxD for Consumer
Products
Jeff Higashi
Brian Boyl

←
Elliott Davis
IBM Watson cognitive
farming concept
—
Product 8
Babette Strousse
Jonathan Abarbanel





↖
Julia Kim
Fuse, hybrid of
sandals and shoes
—
Product Design 4
Kevin Beard

↙
Jocelyn Ma
Waken, below-the-knee
prosthetic for amputee
wakeboarders
—
Product Design 4
Fridolin Beisert

→
Nish Gupta
Fastener Block,
modular playing blocks
—
Product Design 2
Joshua Nakaya
Eunji Park

↘
Miguel Harry
Ceramic exploration
—
Basics of Ceramics
Heather Rosenman

Product Design

Alumni

As designers, we introduce new objects into the world. ArtCenter made me realize the impact I could have on the world if these objects are better than what exist today today.

—

Andrew Kim, BS 13
Senior manager, design, Tesla

Tesla Model 3 UX

ArtCenter has given me so much, from the day I started my studies at the Swiss campus through today, as I continue to collaborate with its talented pool of students. The College has earned its enduring stellar reputation by acting like today's successful businesses: inquisitive, adaptive, ambitious and inclusive.

—

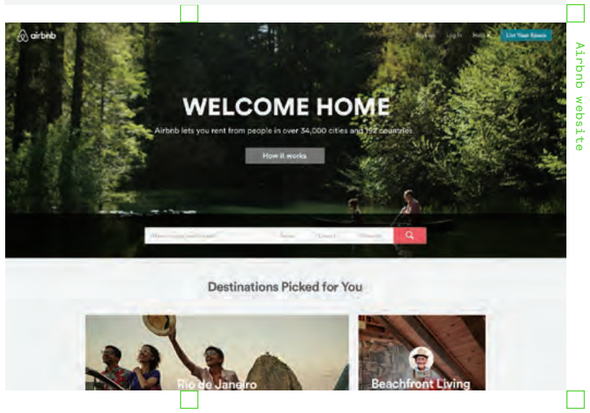
Claude Zellweger, BS 97
Director of design, Google

Google Daydream View headset

I think about my time at ArtCenter nearly every day and am thankful for how it equipped me for the professional world. There, I learned to take feedback with humility, present with a point of view and work my butt off with perseverance.

—

Katie Dill, BS 07
Vice president of design, Lyft



Airbnb website

Course of Study

TERM 1

Writing Studio OR	
Writing Studio: Intensive	3
3D Fundamentals 1	3
Study Models	2
Way Things Work	2
Design Fundamentals 1	3
Visual Communication 1	3
Product Design 1	3

TERM 2

Intro to Modernism	3
3D Fundamentals 2	3
Digital Design 1	3
Design Fundamentals 2	3
Visual Communication 2	3
Product Design 2	3

TERM 3

History of Industrial Design	3
3rd Term Review	0
ID Form Language	3
Visual Communication 3	3
3D Modeling 1	3
Product Design 3	3

TERM 4

Materials & Methods 1 OR	
Introduction to Materials for Industrial Design	3
Product Design 4	3
ID Graphics	3
3D Modeling 2	3
Visual Communication 4	3

TERM 5

Design for Sustainability	3
Product Design 5	3
Visual Communication 5	3
IxD for Consumer Products	3
Industrial Design Research	3
Internship Portfolio	2

TERM 6

Business of Design	3
Human Factors & Design Psychology	3
6th Term Review	0
Product Design 6	3
Open Innovation	3
Visual Communication 6	3

TERM 7

The Design Professional	3
Insights	3
Product Design 7	3
Transdisciplinary Studio	3

TERM 8

Professional Preparation (Workshop)	0
Portfolio	3
Product Design 8	3

Additional requirements

H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	6
Studio electives	9
Total H&S units	45
Total Studio units	99
Total required units	**144**

↖
Andrew Alewine
Lexus concept
—
Transportation
Studio 8A
Marek Djordjevic
Jason Hill

Transportation Design

This is an exciting time to enter the field of transportation design. Not since the birth of the automobile has the industry seen such rapid change. And these changes bring with them great opportunities for talented designers.

For seven decades, ArtCenter has educated global design leaders who have brought beauty, innovation and meaning to the way we travel. ArtCenter graduates led the teams that created everything from iconic cars of the '40s and '50s to many of the concept cars unveiled at major motor shows each year. They have created vehicle interiors that fuel our passion for driving, keep us safe, and inform and entertain us. And their contributions also include motorcycles, yachts, trains, aircraft, spacecraft and more.

In addition to traditional elements of styling, comfort, safety and usability, we emphasize vital topics such as sustainable mobility, the implications of brand, and product life cycle. We help students gain fluency in drawing and in physical and digital modeling, as well as develop an understanding of vehicle architecture, materials, process and aerodynamics.

Students choose to focus in three advised areas: Vehicle Exteriors, Vehicle Interiors (including user interface and user experience) and Alternative Transportation (including motorcycle, marine, aircraft, personal mobility and public transit). No matter what type of transportation draws your passion, we can help prepare you for a highly rewarding career making an impact in that field.

Home to ArtCenter as well as dozens of advanced automotive design studios and leading companies in new mobility and alternative energy, Southern California is quickly becoming the new heart of transportation design's future. Our students have daily interactions with faculty—who represent more than 14 automotive companies throughout Southern California and Silicon Valley—and alumni actively engaged in the field. And thanks to the vibrant energy passing between the College and industry, students gain an insider's perspective of this rapidly changing and highly competitive profession and participate regularly in domestic and international internships, exchange programs and corporate-sponsored projects.
—
Stewart Reed, Chair

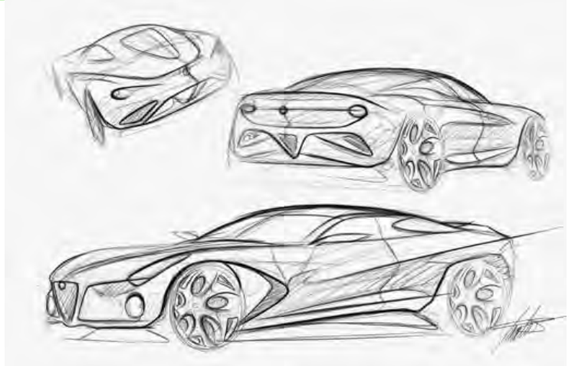
↑
Anthony Tarantino
Alfa Romeo Coupe
—
FCA Sponsored Project
Marek Djordjevic

←
Sonny Fisher
Motorcycle concept
—
Transportation
Studio 7C28
Jordon Meadows

↗
Joon Hyung Yi
Mercedes-Benz concept
—
Transportation
Studio 8A
Marek Djordjevic
Jason Hill

→
Yohaan Nanji
Lexus concept
—
Lexus internship

Transportation Design



↑
Edmund He
Jeep concept
Transportation
Studio 8A
–
Marek Djordjevic
Jason Hill

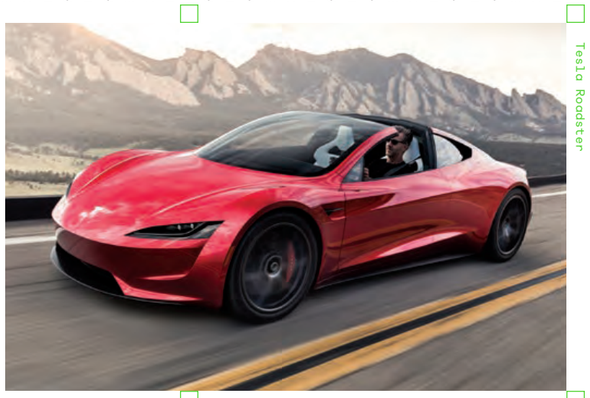
←
Yuji Wang
Lincoln autonomous
concept
–
Lincoln Sponsored
Project
Marek Djordjevic

↗
Jaesung Kim
Aston Martin electric
sedan concept
–
Transportation
Studio 8A
Marek Djordjevic
Jason Hill

→
Monica Hong
Alfa Romeo concept
–
FCA Sponsored Project
Marek Djordjevic

Alumni

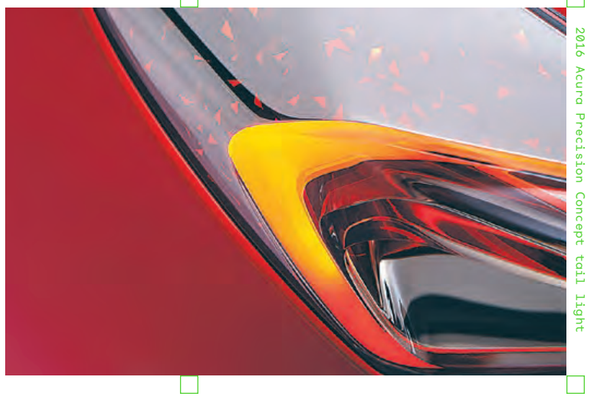
A lot of the instructors were tough, but that's how they made sure we would survive in the real world. They were getting us ready.
—
Franz von Holzhausen, BS 92
Senior design executive, Tesla


Tesla Roadster

I'm attracted to moving quickly. I surf, I love motorcycles, I used to sky dive. Cars are a natural extension of that fascination with motion.
—
Tisha Johnson, BS 99
Vice president, interior design, Volvo

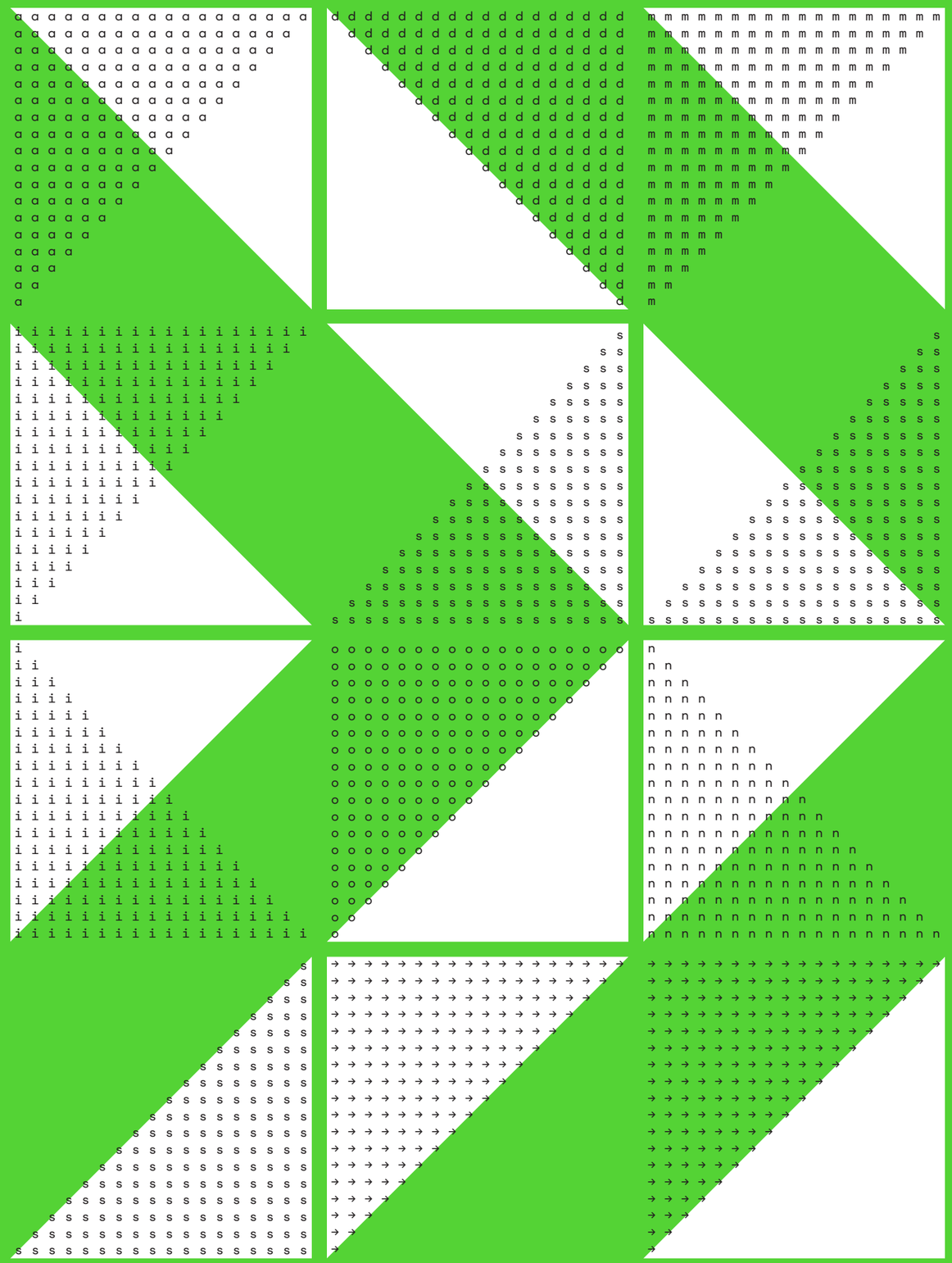
Volvo S90 Excellence interior

When I went to ArtCenter, all I wanted was to one day see a car on the road that I helped design. The College showed me what working hard means, and it raised my own internal standards for everything I do.
—
Michelle Christensen, BS 05
Exterior design chief, Faraday Future


2016 Acura Precision Concept tail light

Course of Study

TERM 1	
Writing Studio OR	
Writing Studio: Intensive	3
Viscom Fundamentals 1	3
3D Fundamentals 1	3
Design Process 1	3
Study Models	3
Design Fundamentals 1	3
TERM 2	
Art of Research	3
Way Things Work	3
Viscom Fundamentals 2	3
3D Fundamentals 2	3
Design Process 2	3
Design Fundamentals 2	3
TERM 3	
Intro to Modernism	3
3rd Term Review	0
Transportation Studio 3A	3
Transportation Studio 3B	3
Vehicle Technology 3	2
Vehicle Architecture	2
Viscom Fundamentals 3	3
TERM 4	
History of Automobile Design	3
3D Digital 4	3
Transportation Studio 4A	3
Transportation Studio 4A Lab	0
Transportation Studio 4B	3
Vehicle Technology 4	2
Viscom Fundamentals 4	3
TERM 5	
Automotive Engineering	3
Materials & Methods 1	3
5th Term Review	0
Transportation Studio 5A	3
Transportation Studio 5B	3
Viscom Fundamentals 5	3
3D Digital 5	3
TERM 6	
The Design Professional	3
Human Factors & Design Psychology	3
Insights for Transportation Design	3
Transportation Design 6	3
Viscom Fundamentals 6	3
TERM 7	
7th Term Review	0
Transportation Design 7	3
Auto Product Planning	3
Viscom Fundamentals 7	3
TERM 8	
Transportation Studio 8A	3
Transportation Studio 8B	3
Additional requirements	
H&S electives:	
Humanities	3
Social Sciences	3
Science & Technology	3
Business & Professional Practice	3
Any of the above	6
Studio electives	9
Total H&S units	45
Total Studio units	99
Total required units	**144**



Admissions

Admissions

122
/
123

ArtCenter welcomes applications from students who are committed to pursuing or furthering a career in the visual arts and design. Our programs are specialized, so applicants must carefully consider their choice of major before applying.

Your classmates will be serious and talented. ArtCenter is committed to bringing together a diverse and motivated group of students to work with our exceptional faculty. Together, your teachers and fellow students will create your classroom experience.

Your choice of a college will affect your life and career in significant ways. We hope you will visit us, spend time on our campus, view our student work and become familiar with the accomplishments of our alumni and faculty. Our Admissions counselors will guide you through the application process, provide portfolio advice, answer your questions and serve as your admissions mentors.

Your application will be evaluated by a committee, which will base its admission decision primarily on the strength of your portfolio, and on your academic record in high school and college. Your application essays and other application responses will also be important.

The acceptance process is independent of whether or not you apply for financial aid.

GENERAL INFORMATION

Degrees offered

ArtCenter does not offer a foundation (undeclared major) program. You will choose a major at the time you apply to ArtCenter. We offer 11 undergraduate programs and each curriculum is distinct. It is important that you read about the majors carefully and review their portfolio requirements, as these are specific to each major.

Bachelor of Fine Arts (BFA)
Advertising
Film
Fine Art
Graphic Design
Illustration
Photography and Imaging

Bachelor of Science (BS)
Entertainment Design
Environmental Design
Interaction Design
Product Design
Transportation Design

Students in select majors who are interested in working with communities and designing for social impact can also earn a minor in social innovation through our Designmatters program.

We encourage students to spend time exploring their choice of major prior to applying to ArtCenter. This will be an important commitment; while it is possible to change majors, it is not guaranteed, and making such a change may mean your having to start over in the new major.

All degree requirements, including your studio art and Humanities and Sciences classes, are offered at ArtCenter. You can take the entire program here, or transfer in credits prior to entry.

ArtCenter also offers seven distinct graduate degrees: Master of Fine Arts in Art, Film, Graphic Design and Media Design Practices; Master of Science in Environmental Design, Industrial Design and Transportation Systems and Design; and a dual degree in Innovation Systems Design for Industrial Design students (MS/MBA). For more information on the College's graduate programs, please visit artcenter.edu.

International students

ArtCenter welcomes international students and the cultural diversity they bring to our campus. ArtCenter courses are conducted in English, and undergraduate applicants with a native language other than English may be asked to take the TOEFL or IELTS. Applicants must score at least 80 on the Internet-based TOEFL (iBT) or 6.5 on the IELTS. Details are included in the Application Requirements section.

ArtCenter offers a program called Design Culture Immersion, a six-week summer program for accepted international Fall students that provides an intensive introduction to life at ArtCenter. Included is a design class for course credit, an immersive English language class and a series of activities that introduce students to Pasadena and Los Angeles.

For more information about programs and services for international students, visit artcenter.edu. Please be aware that job opportunities in the U.S. after graduation are extremely limited.

Veterans

ArtCenter is approved for veterans' study under several GI bills, including the Yellow Ribbon Program. Veterans should contact the Financial Aid Office at 626 396-2215 for information.

Transfer students

Students who have completed studio course work at another college that parallels the major course work at ArtCenter may receive advanced standing.

Special nondegree student status

ArtCenter occasionally admits students to its Special Status program, which is intended for students who have had significant work and educational experience. These students are allowed to attend ArtCenter classes for up to three terms on a nondegree basis. The Special Status program is available for most majors at both the undergraduate and graduate levels, and for students with or without a prior college degree. Special Status students pay the current full-time tuition rate.

To qualify, students must show an advanced-level portfolio for one major. They must meet the same admissions requirements as degree program candidates; complete the admissions procedure for undergraduate or graduate students, as applicable; and check "Special Student Status" on the application form. Students cannot normally transfer to the degree program once they have enrolled as nondegree students. Special Status students are generally not eligible for financial aid or scholarships.

Integrated Studies

Classes in the Integrated Studies Department cover material common to most disciplines, such as basic visual vocabulary, craftsmanship and technical skills. Students from multiple majors study together in these classes, which are automatically included in your department's curriculum. In addition to providing a thorough grounding in essential subject matter, Integrated Studies cultivates the transdisciplinary culture that uniquely distinguishes education at ArtCenter.

Humanities and Sciences

All ArtCenter students take classes in the Humanities and Sciences (H&S) Department, covering academic subjects often referred to as liberal arts and sciences. H&S classes work in conjunction with the studio programs to foster thoughtful and rigorous inquiry across the College, traversing cultural, historical, literary, philosophical and scientific perspectives. In this way, we ensure that you receive a diverse education, and that when you graduate you will have the knowledge you need to map an informed individual path.

Terms/semester system

ArtCenter offers three full terms (semesters) each year: Fall, Spring and Summer. Each term is 15 weeks.

Course load

Degree programs are full-time only, requiring a course load of between 12 and 19 units per term. Permission must be obtained to drop below 12 units or for course load to exceed 19 units. However, students can enroll in a part-time term, called ArtCenter Lite (ACL), two times during their course of study. Entering students cannot start their studies with an ACL term. Graduation from ArtCenter is based upon successful completion of the curriculum of the department to which the student was admitted. This is estimated to take a minimum of eight terms, depending on availability of classes and amount of transfer credit awarded.

Schedules

Class schedules are arranged so that many subjects are taught in blocks once a week. Many classes are from 8 a.m.–1 p.m. and from 2–7 p.m. Some classes are scheduled in the evening and on Saturdays. Humanities and Sciences classes normally meet at 9 a.m. or at 1, 4 or 7 p.m. on weekdays, and occasionally on Saturdays. Independent-study courses are available by special permission.

Change of major

Once enrolled, a student can apply for a change of major through a portfolio review process. Changes of major are not automatic, and students who change majors must meet all the requirements for their new major. This may entail additional terms of study.

Admissions

Awarding of degrees

To graduate, an undergraduate student must have completed all required course work and attained a cumulative grade-point average of at least 2.50. Graduate students must have completed all course work, with a minimum cumulative grade-point average of 3.00 and a thesis.

Counseling and visiting

We would like to start working with you early on in your application process. Visit us!

Counseling
Meet with an Admissions counselor for guidance on portfolio preparation and the admissions process. These sessions are not formal admissions interviews but are intended to help you direct your portfolio development. Arrangements can also be made for phone or Skype counseling sessions, with your portfolio work sent via email or posted online.

Tours
During the academic term, we offer tours Monday through Friday. Hillside Campus tours are held at 1 p.m.; South Campus tours are held at 3 p.m.

Contact
Call 626 396-2373 or email admissions@artcenter.edu to schedule a tour, make a counseling appointment or, if you are unable to visit, speak with an Admissions counselor.

APPLICATION REQUIREMENTS

We recommend consulting the ArtCenter website for any updates to this printed information.

Follow the steps below to complete your application. All materials should be sent to: Admissions Office, ArtCenter College of Design, 1700 Lida Street, Pasadena, CA 91103.

1 Complete the application for admission online or download it to print out at artcenter.edu.
2 Complete all required essays described on the application.
3 Submit the nonrefundable application fee. The fee is $50 for U.S. citizens and permanent alien residents, and $70 for students requiring an F-1 student visa. Fee waiver requests can be submitted from the College Board or requested by a guidance counselor or financial aid officer.
4 Submit your official high school and college transcripts.
→ Request that your transcripts be sent directly from your high school and/or college to the Admissions Office. Once submitted, all documents become the property of ArtCenter and cannot be returned to the applicant.
→ High school transcripts or a General Equivalency Diploma (GED) must be submitted by all students except those holding a prior bachelor's degree. These should be final transcripts for those who have completed high school, and pending transcripts for those still enrolled. Students must have completed or anticipate completing high school or a GED prior to their enrollment. Home-schooled students should submit transcripts that include course titles, grades, credits and signature of the home-school administrator. These can be sent by mail, electronic transcript service, or fax (626 396-4298).
→ College transcripts should be requested from each individual college attended. A transcript must be submitted directly from each college attended.
→ International transcripts that are not provided in English directly from the issuing institution must be presented both in the original language form and translated into English by a translation agency or translator.
→ Nondegree programs: If you have attended a nondegree school program or tutorial, list it on your application. This is important to our understanding of your background.
5 Optional SAT or ACT scores: Effective with applicantions for Spring 2019 and forward, the submission of SAT or ACT scores is optional. We are happy to receive copies of your scores if you choose to provide them. However, submission of scores is not required for either students applying directly out of high school or for those who are in college.
6 Submit TOEFL (Test of English as a Foreign Language) or IELTS (English Language Testing System) results, if applicable.
→ Undergraduate applicants whose high school or bachelor's degree program was not conducted in English must take the Internet-based TOEFL (iBT) or IELTS Academic. Students who have taken ESL classes in high school may be asked to submit a TOEFL or IELTS result. The Admissions Committee may request a test result from any student whose command of English is in doubt based on the interview, writing ability, or prior grades or test scores.
→ TOEFL: a minimum score of 80 is required, and each section of the score will be evaluated for proficiency. IELTS: a minimum score of 6.5 is required. We are not registered for electronic download of IELTS scores, and an institution code is not required. Scores must come directly from the testing services, and the test must have been taken within two years prior to the time of application. We do not accept institutional versions of either test. Visit toefl.org or ielts.org for registration and testing information.
7 Submit a portfolio of your work. ArtCenter requires a major-specific portfolio. Find your major in the following section and pay close attention to the portfolio requirements listed. General portfolios are not acceptable.

GENERAL PORTFOLIO REQUIREMENTS

Meet with an Admissions counselor for advice on preparing your portfolio at a National Portfolio Day event, by appointment in our Admissions Office, or via phone or Skype.

Public Programs
In the event an Admissions counselor feels your portfolio is not quite ready for consideration for a degree program, ArtCenter extension courses provide an excellent avenue through which to develop it further. Prospective students can strengthen or refine their body of work, in some cases earning transferable course credit. ArtCenter's extension program includes courses for students in grades 9–12 as well as courses for adult students. For more information, visit artcenter.edu/publicprograms.

Submitting your portfolio

Applicants for all programs except Film should submit their work via SlideRoom, which charges a nominal fee for this service. Upload your portfolio images at artcenter.slideroom.com. Full instructions are listed on the SlideRoom site. For general artwork, we recommend scanned images rather than photos for best resolution.

Film applicants should submit via Vimeo. Provide a link to your work on Vimeo via an email to filmportfolio@artcenter.edu. Be sure to include your full name and address.

Submission dates

With the exception of Entertainment Design applicants, ArtCenter reviews and accepts undergraduate applications on an ongoing or rolling basis for most undergraduate majors until a department is full for any given term. Although there are no specific application submission deadlines, scholarship applicants may want to meet the priority dates. Entertainment Design has set deadlines of February 1 for the Fall term and October 1 for the Spring term; however, applications will continue to be reviewed as room is available.

Check with the Admissions Office for majors that offer starting times in the summer.

Suggested priority dates

Students can be considered for scholarship and financial aid at most times during the admissions cycle, but priority dates by which to submit the application materials and Free Application for Student Aid (FAFSA) are:

Spring Term: October 1
Summer Term: January 15
Fall Term: February 15
(except Entertainment Design)

If room is unavailable in the term for which you are applying, the Admissions Committee will consider your application for the next consecutive available term.

PORTFOLIO REQUIREMENTS BY MAJOR

Advertising

In today's media-saturated world, everyone is scrambling to put their businesses, causes, products, messages and brands top of mind with consumers. In the Advertising program at ArtCenter, we teach students how to craft campaigns and make media that will strategically expand a client's reach, connecting a message with its market in fun, impactful and enduring ways. An Advertising portfolio should demonstrate innovative and strategic approaches to initiating two-way engagement between audiences and businesses, products, causes or brands.

An Advertising portfolio should present media crafted in service of connecting a smartly defined message with the public. Applicants should demonstrate their media-making skills with at least 4-5 different campaigns. The media could include creation of strategic social media campaigns, video content, promotional stunts, print ads, in-store experiences, online experiences or others. These campaigns could promote a specific brand or product, a call to action for a cause, a political campaign, an event or other topic. Think about some of the things you're most passionate about getting out into the world, and create content that will allow others to come into contact with these things. You can work with well-known, existing brands, rethinking and improving their existing media presence, or with lesser-known brands that you want to bring more broadly into the public awareness.

A few suggestions for your campaigns might be to: (1) think about some of your favorite companies, causes, products, or brands and create media that will allow others to come into contact with what you love about them; and/or (2) critique existing media that don't quite work and consider how you might improve on the approaches.

For each project, show us examples of the ideas you generated before you decided on your final solution(s). Each campaign should include these process examples as well as your final pieces. Feel free to explore your ideas through a variety of formats and options. Consider both words and images. Your concepts are more important than the "finish" on your work, but try to keep in mind the visual impact of your pieces.

Optional: If you would like an additional opportunity to show us how you communicate using images and words, please create three memes and include them at the end of your portfolio. These memes do not need to relate to any of the projects in your portfolio.

In addition, submit your required portfolio video/essay.

Entertainment Design

There are three individual tracks within the Entertainment Design program. Your portfolio will vary depending on the track you choose. Read the instructions below for the track to which you are applying.

Concept

Concept design involves the full range of storytelling, from developing the characters to the architecture, landscape, animals, vehicles and objects in the world of that story. The task of a concept designer for the entertainment industry is to be able to provide an infinite number of design variations of characters, environments, vehicles and props for stories taking place in the past, present or future.

Your admissions portfolio should reflect this interest and provide an example of your current abilities related to this task. Include examples of your original design ideas created for either a story of your invention or an existing story. Your main focus should be on the creation of original designs that are well communicated through drawings and renderings.

Examples of your range of skills in the designing of all four of the major subject topics—environments, characters, vehicles and props—should be included in your portfolio. Please include both the early concept design sketches and more finished renderings of your design ideas. It is important to show your thinking process through a range of sketches and renderings that progress from rough to more finished. Emphasis should be placed more on well-drawn original design variations. Sketchbooks are a welcome addition and can be included as one PDF. Please include at least five figure drawings from a live model.

In addition, submit your required portfolio video/essay.

Animation

Students in the Animation track may follow a number of specific paths once enrolled, but central to each path is the ability to communicate through drawing. Whether you are interested in character animation, storyboarding, modeling, art direction or lighting for animation, we look for certain portfolio skills, as outlined here. If you are familiar with these different career tracks within the animation industry, be sure to mention which areas you're most interested in as a part of the application essay that asks you to outline your educational goals.

- Story pitch. Give a concise (1-2 sentence) synopsis of an original storyline that will be the basis of your portfolio. Provide a series of storyboard sketches outlining the arc of the story.
- Character designs. Design at least three characters central to your story pitch. Each character should be presented on a page of fully rendered drawings that convey the movements, expressions, attitudes and idiosyncrasies that express the character's personality within the context of the storyline. Include reference images, inspiration and character development/exploration. You can also include other character design projects you have previously completed.
- Finished keyframes. Create at least five fully rendered illustrations that convey critical narrative moments from your storyline, depicting your characters in dramatic moments throughout the story's arc. These drawings should show your use of composition and color while also conveying a sense for the aesthetic considerations surrounding the characters, including depicting large environments as well as props/objects.
- Figure drawings. Include at least 12 drawings from a live model. These should include gestural sketches, as well as more finished drawings based on longer poses and demonstrating use of light, shadow and perspective. Include faces, hands and feet.
- Sketchbook. Include several pages from your sketchbook, focusing on observational drawings of such subjects as animals, people and locations.
- Animated short film. If you have already created an animated short film in stop motion, 2D or 3D, please include this in your portfolio as a Quicktime file. This work does not need to connect to your story pitch.

In addition, submit your required portfolio video/essay.

Game Design

Please submit the following items as a demonstration of your potential as a game designer.

1 A game concept proposal based on your original idea. This must include but is not limited to:
- A one-minute video of you presenting/pitching the game
- A short paragraph that details the main features of the game, including the target platform (console or mobile) and audience
- Description of the different categories/layers of navigation and movement available to the player (main mechanics), shown through drawings and sketches of these elements
- A brief description of the "game flow," detailing the overall structure of the game and the ways in which levels build and progress into one another (this can be presented through both sketches and written description)
- An art direction brief describing the visual aesthetic and design of the game's story world, including visual research/reference as well as sketches and/or renderings of sample characters and environments
- A description of "five minutes of gameplay" that takes us through a narrative or puzzle sequence in your game, utilizing written descriptions, sketches, or renderings. If you have a working prototype of your game running on PC or Mac, please feel free to include this (it should not require specific software or hardware; detailed instructions for installation and interaction, including platform requirements, must be included).
- A written analysis of a recently published video game (console or mobile). This document should not exceed three pages and must include a short written description of the game, a list of the game's key features, your opinion of what works and what does not, and a description of what you would have approached differently if you had designed the game.
- A short essay about a game (non-videogame) that you like. This document should not exceed one page and must include a brief description of the game, along with a brief paragraph that details what you like about the game and your opinion of what makes the game fun.
- Examples of other game ideas you have developed, including brief written descriptions and sketches

2 Examples of additional creative work such as drawings, graphic design or other personal work that gives us a sense of you as an artist or designer

In addition, submit your required portfolio video/essay.

Environmental Design

Submit a minimum of three spatially or 3D-oriented projects that show solutions to a specific spatial design challenge. These should include drawings and sketches, along with photographs of models that demonstrate your understanding of 3D space, your technical skills and your design sensibility.

Examples of work may include interior design, furniture design, lighting design, set design and architectural design projects. Limited examples of drafting or technical drawing are acceptable but must be accompanied by 3D representations. Applicants will be considered on the basis of their design concepts, as well as on basic drawing and model-making skills.

A descriptive paragraph explaining the design concept and solution should be included with each project submitted. Quantity is not as important as quality.

In addition, submit your required portfolio video/essay.

Film

Submit at least two completed film or video projects that demonstrate your visual narrative storytelling abilities as a filmmaker. The total running time of the work you submit should be at least five minutes but should not exceed 20 minutes.

Submitted work can include short films of any genre, documentaries, or multiple commercials or music videos, but all work must demonstrate your narrative storytelling abilities. Your work should also demonstrate competency in cinematography, lighting, staging, editing and sound. At least one of your projects should employ sync sound.

Submit only projects in which you played a key creative role as director, cinematographer or editor; be sure to clearly indicate the role you played on each project. Portfolio work is accepted only via link to Vimeo. You can email your link to filmportfolio@artcenter.edu. Be sure to include your full name in the email. In preparing the written statement that will accompany your application, keep in mind that we are particularly interested in learning what inspires you to make films and what sorts of films you want to make. Your statement should also include a brief discussion of your favorite filmmakers and why you admire their work.

In addition, submit your required portfolio video/essay.

Fine Art

Include a representative selection of your work in any media. In addition to submitting pieces that show your foundation skills and demonstrate particular abilities, it's important to present personal work that reveals experimentation.

Work can include all forms of drawing, representational and nonobjective painting, sculpture, printmaking, photography, film, video and installation documentation. Conceptual work and artist statements are also welcome; include your statement as part of the application. You can also include 10 to 15 of the best pages from your sketchbook as one PDF.

Students seeking the Illustration minor should submit 10 to 12 figure drawings from a live model.

In addition, submit your required portfolio video/essay.

Graphic Design

Include layouts or comprehensives for graphic design projects, such as posters, brochures, editorial design, package design, motion graphics, web design and identity systems. Pieces that exhibit communication of an issue, an individual point of view or a unique approach to a problem are helpful. Evidence of an understanding of and passion for typography is a must.

Provide process work that shows the development and variation of your ideas. Samples of logotypes, lettering, life drawing and general color and design assignments should be included. A combination of finished pieces and sketches is desirable. If submitted work has been produced, attach an explanation of the role you played in the creation of the work (overall design, production only, etc.).

In addition, submit your required portfolio video/essay.

Illustration

Submit 10 to 15 figure drawings from a live model that include both gestural and more developed pieces. Other observational drawings from life are also required, such as self-portraits or portraits of others, sketches of animals and scenes from nature and cityscapes. Include imaginative drawings in both color and black and white that demonstrate your passion for and understanding of illustration.

Submit three or more pieces that highlight your drawing or painting skills and that show the development of a story or concept. Sketchbooks that display a range of interests and skills are welcome; we recommend a limit of 10 to 15 sketchbook pages, submitted as one PDF.

In addition, submit your required portfolio video/essay.

Interaction Design

Interaction Design is the study and craft of how people interact with products, systems and services. It is about shaping digital things for people's use. Submissions, therefore, should demonstrate a keen interest in user experience, along with your personal creativity and vision.

Equal parts thinker and maker, Interaction Design candidates should provide at least three projects that incorporate the following:

- Projects that demonstrate interactivity and are screen-based or physical objects, or both. Each project should include a statement or explanation and sketches that show the development of your ideas, followed by a more finished rendition of your final concept.
- Examples of screen-based projects include mobile or social applications, websites, gestural interfaces and games.
- Examples of physical projects include consumer electronics, smart products, and art or environmental projects. If you have previously worked on collaborative projects that have made it to production, include a statement about your role in the design and any URLs, working versions, videos or multiple images that show how your interactive project works. Your overall goal should be to include examples of work that exhibit an understanding of and a passion for user experience.
- Including your process work is an important way for you to show the development of a chosen idea and how you arrived at your solution. Process work can include sketching, user flows, personas, wireframes and screenshots or mock-ups. While supporting written explanations are an essential element of your projects, your visual representations should be the primary way in which you express your ideas.

If you have no previous experience in Interaction Design, consider one or more of the following ideas for a project to include with other examples of your design work:

- Redesign an existing website, mobile app or other interface to make it better and more user-friendly. Show the elements of your redesign through drawings, photography, photo-collage, digital images or any combination of these. Include a wireframe layout through simple line sketches.
- Identify a particular challenge in everyday life, and design an app that specifically addresses that need. Demonstrate through sketches.
- Design the interface for a piece of hardware (electronic product) that utilizes technology or interfaces in a new and innovative way. Provide sketches and final ideas.
- Redesign an old and obsolete consumer item using modern technology and interfaces to make it relevant for today's world. Include an image of the original along with your sketches for the new design.

All applicants should feel free to include other examples of art and design work, such as drawings, graphic design or any sort of personal work.

In addition, submit your required portfolio video/essay.

Photography and Imaging

Submit a minimum of 25 black-and-white, color or digital images. Any combination of these is acceptable, but submitting only black-and-white work is discouraged. Include related contact sheets when applicable.

The works should reflect a connection between idea and technique and display the applicant's strengths in implementing an original vision.

A variety of subjects and concept explorations are encouraged; some should include shots of people as subject matter. The work should show an ability to create original imagery rather than only to shoot existing scenes.

In addition, submit your required portfolio video/essay.

Product Design

Submit sketches and finished drawings of three or more original product designs (furniture, lighting, medical and computer equipment, or consumer products, such as appliances, sporting goods or communications devices). Each project should be grouped as a separate PDF.

Emphasis should be on the function of the product as well as on the aesthetics and originality of the design. Projects should show a thorough researching and exploration of a product, from beginning through intermediate sketches to a final finished rendering of the product.

Inclusion of photos of 3D models is optional. Of primary importance are exploratory sketches that show a variety of solutions and ideas for each product presented. Sketchbook pages should be scanned and grouped in a single PDF.

In addition, submit your required portfolio video/essay.

Transportation Design

Portfolio submissions should demonstrate a passion for and curiosity about the future of transportation, including cars, trucks, public transportation, boats, motorcycles or alternative mobility.

Submit drawings and sketches of your original design concepts, signed and dated. These should represent a variety of types of vehicles, with a minimum of four or five projects. Inclusion of designs for nonvehicular products is encouraged as well. Drawing skills should be displayed as the primary means for communication of ideas.

Submit ideas in proper format: title and goal of project, research, audience, and preliminary and final sketches.

In addition, submit your required portfolio video/essay.

UPON ACCEPTANCE

Application notifications

Applicants will be notified of the Admissions Committee's decision in writing as soon as possible after receipt of all application materials—usually, within three weeks. ArtCenter reserves the right to rescind an offer of admission at its discretion; if any information contained in the application is found to be incomplete, inaccurate or misleading or if additional information leads to serious concerns.

A health form, including a tuberculosis test requirement, will be mailed upon acceptance and must be returned to the Admissions Office before New Student Orientation.

Upon being admitted to the College, any person with a disability who might require special accommodation should discuss his or her needs with Center for the Student Experience staff.

Admitted students may request a copy of ArtCenter's Student Handbook, which contains additional policy information. A copy will be provided to all students at Orientation.

Tuition deposit

Upon acceptance, an enrollment agreement form and further instructions will be issued. The completed agreement, along with a $300 nonrefundable and nontransferable tuition deposit, is required to hold your place in the class. Tuition deposits will be accepted until classes are full for each term. Note that acceptance does not in itself guarantee a place in the class: A student's place in the class is not assured until the College has sent the student a written confirmation of receipt of the agreement and deposit.

The availability of space can change rapidly. Undergraduate students will be offered a place in the next available term if they have been accepted but no space is currently available.

Deferrals

Accepted undergraduate applicants can defer their admission for one consecutive term following their acceptance (provided there is room). The tuition deposit will apply only to the term of original acceptance; only the acceptance, not the deposit, can be carried over. A new deposit is required for the subsequent term, and each fee is nonrefundable.

Readmission

Students who have been absent from ArtCenter without a leave of absence are subject to readmission procedures. Please contact the Admissions Office at 626 396-2373 for further information.

Arrival and housing

We hope that you will call on the Center for the Student Experience staff to help with questions or needs related to your arrival. We recommend that you arrive at least two weeks before classes if you are moving to Pasadena from within the U.S. If you are an international student, we recommend you arrive three to four weeks before the beginning of the term to find housing, get a driver's license and get accustomed to Pasadena.

While ArtCenter does not offer on-campus housing, the Center for the Student Experience coordinates information regarding local housing and roommate options on the housing website: offcampushousing.artcenter.edu. This resource lists a variety of living arrangements, including rooms within homes, guesthouses, apartments and houses for rent.

ArtCenter arranges with Universal Student Housing (USH) to make its listings available to ArtCenter students. USH lists affordable housing in the homes of approved local families and individuals.

Students are also invited to join a private Facebook community to connect with future classmates.

New Student Orientation and class scheduling

New students, both undergraduate and graduate, attend a mandatory week-long New Student Orientation program, which is held the week before the first day of the term. The Orientation schedule will be sent the month prior to the start of the term to students who have submitted their tuition deposit.

During Orientation, students will prepare for their ArtCenter experience by receiving valuable information on campus life, academic expectations and policies. They will also have opportunities to develop relationships with other students, faculty, department chairs and staff. In addition, students will receive access to their schedule of classes and officially register for their first term. Most schedules are preset with required courses.

LENGTH OF STUDY AND CREDITS

Your program and length of study

Most students will enroll in a program that takes a minimum of eight 15-week terms (semesters). Students entering the Bachelor of Science degree programs should expect the possibility of eight to nine semesters for completion. There are three scheduled terms in each academic year: Fall, Spring and Summer. Progress toward the degree is dependent on the course load chosen by the student.

Students can attend one, two or three terms per year, depending on the rate at which they want to complete the program. Students who attend year-round for three terms can finish in a minimum of two years and eight months, with the exception of Entertainment Design students. Students in Entertainment Design attend studio classes in the Fall and Spring terms only. Summer terms may be taken off, or students may take Humanities and Sciences classes during that time.

Credits

Transfer credit

A maximum of 60 units of studio and academic credits may be transferred from another accredited institution. ArtCenter recognizes two types of transfer credit: credit for studio art classes, and credit for Humanities and Sciences (liberal arts) classes.

Receipt of studio transfer credit, not Humanities and Sciences credit, determines the length of a student's program at ArtCenter. Advanced standing is awarded only if the student receives studio art credit.

Transfer credit will be accepted from colleges or universities that are accredited by one of the six regional associations of schools and colleges—Middle States (MSCHE), New England (NEASC), North Central (HLC), Northwest (NWCCU), Southern (SACS), Western (WASC)—or by the National Association of Schools of Art and Design (NASAD). International programs will be evaluated on an individual basis.

Advanced Placement (AP) credit is awarded only for Humanities and Sciences classes based on an official score of 4 or 5 from Educational Testing Services (ETS). International Baccalaureate (IB) credit is awarded for Humanities and Sciences classes based on an official score of 5 or above in Higher Level courses. ArtCenter does not offer studio art credit for AP classes, IB, or College Level Examination Program (CLEP) exams. Up to 12 credits may be offered based on professional work experience.

All studio and Humanities and Sciences transfer credit must be finalized by the end of a student's first term at ArtCenter. New transfer credit will not be accepted after the student has enrolled in the degree program.

It is the student's responsibility to provide final official transcripts from all colleges attended. Credit will not be awarded based on unofficial transcripts or transcripts from colleges not previously disclosed on the application for admission.

Studio art credit

Studio art credit is awarded based on a combination of portfolio work and prior college credit. Portfolios are evaluated for studio credit at the time of admission. In addition to credit for prior college work, students may also be granted a maximum of 12 credits based on professional work experience.

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A transfer student's program will be shortened only if studio transfer credit of one or more terms is awarded. The number of Humanities and Sciences credits transferred does not affect the length of the program but will lighten the course load.

Extension courses taken through ArtCenter's Public Programs are considered for transfer if a course is listed as transferable at the time of entry and is applicable to the major, and if a grade of B or better is achieved.

Humanities and Sciences credit

While specific required Humanities and Sciences courses within your major must generally be taken through the ArtCenter degree program, a number of elective units may be fulfilled through transfer credit. These vary by major. ArtCenter requires a specific distribution of Humanities and Sciences courses for graduation.

Credits accepted for transfer must fall into these categories: Humanities, Social Science, Science and Technology, and Business and Professional Practices.

Credit is transferable for Humanities and Sciences courses taken at another accredited college in which a grade of C or better for electives and B or better for required courses has been achieved.

For a detailed description of eligible transfer credit by category, visit the Admissions section of the College's website (artcenter.edu).

TUITION, FEES AND EXPENSES

Tuition

ArtCenter's Fall 2018, Spring 2019 and Summer 2019 undergraduate tuition is $21,408 per term. Each term's tuition covers a full-time program (12-19 units). Students should expect tuition increases on an annual basis, with increases occurring in the Fall term.

Tuition is due the Friday of the first week of classes. You can pay by check, credit card or cash. If you choose not to pay the full amount of your tuition during that first week of classes, you will be charged a $75 nonrefundable installment charge and can submit your tuition in three installments.

Universal Access Fee

A $300 fee is charged each term to all students for access to ArtCenter labs and shops. Fees are subject to change and are refundable on the same schedule as tuition.

Living expenses and supplies

ArtCenter does not currently offer dormitories, and living costs vary greatly based on the type of housing a student chooses. However, we estimate a generous average amount for rent and food per term to be $6,700 for students not living at home. In addition, students should allow an average of $1,800 for personal expenses, $1,400 for transportation, and $2,000 for supplies each term. The supply amount is variable by major and individual projects. At the start of each term, individual instructors provide students with lists of necessary supplies.

ArtCenter student health insurance

All enrolled ArtCenter students are automatically covered by a student health insurance policy upon registration. This benefit and service to students is provided at no additional charge.

FINANCIAL AID

We encourage all students who need financial assistance to apply for aid. Applying for financial aid in no way affects your admissions decision. See the ArtCenter website for full information on financial aid policies.

Application procedure

1 For a financial aid brochure that outlines the various financial aid opportunities, call the Admissions Office at 626 396-2373, or visit artcenter.edu for full information on financial aid.
2 U.S. students must start the application process for all types of aid, including scholarships, by completing the Free Application for Student Aid (FAFSA) at fafsa.ed.gov. No aid, including scholarships, can be offered to U.S. students without the FAFSA.
3 International students will be considered for scholarships upon acceptance.

Financial aid and scholarships

Financial aid for U.S. students
Regardless of the term for which you are applying, you should submit the FAFSA in January, if possible, to be considered for all forms of aid (including scholarships). You can continue to submit the FAFSA at any point during the year, but some programs, such as Cal Grants, have once-a-year deadlines. The Cal Grant, which is for students who attended high school in California, has a FAFSA and grade-point verification deadline of March 2.

Once you have submitted your FAFSA, the Financial Aid Office will be able to consider your eligibility for programs such as the Federal Pell Grant, Federal Work Study, Federal Stafford Loans and ArtCenter scholarships. The Financial Aid office will notify you of your aid after your acceptance into ArCenter.

Scholarships for U.S. and international students
ArtCenter's own scholarships are limited in number and are awarded to students who demonstrate financial need and show exceptional potential in their portfolio and academic record. We do not offer merit-only scholarships. We suggest that applicants for scholarships on entrance submit their application for admission, transcripts, test scores, portfolio and FAFSA (U.S. students only) by the dates listed below for priority consideration. International students need submit admissions materials only.

Priority scholarship dates
Summer Term: January 15
Fall Term: February 15
Spring Term: October 1

Notification of scholarship awards
Accepted applicants will be notified by:
Summer Term: March 1
Fall Term: April 1
Spring Term: November 15

If you miss the priority dates listed above, scholarship funds may still be granted on an as-available basis, and other forms of aid—such as Federal Stafford Loans and Federal Pell Grants—may be available as well. Applicants will be notified of scholarship awards on a rolling basis at the time of admission.

For assistance in applying for financial aid, contact the Financial Aid Office at 626 396-2215.

DISCLOSURES AND POLICIES

Family Education Rights and Privacy Act (FERPA)
ArtCenter complies with the Family Education Rights and Privacy Act (FERPA) and its accompanying regulations, which afford students certain rights with respect to their education records. To view the complete FERPA policy, please visit artcenter.edu.

Nondiscrimination policy
ArtCenter has a long-standing commitment to promoting equal opportunities and will not engage in any unlawful discrimination based on race, color, sex, gender identity, gender expression, religion, age, national origin, ancestry, sexual orientation, marital status, medical condition, physical or mental disability, military or veteran status, genetic information or any other basis prohibited by law. Inquiries may be referred to Sadara DeVonne, Discrimination, Harassment and Retaliation Administrator and Title IX Coordinator: (via mail) 1111 S. Arroyo Parkway, Suite 400, Pasadena, CA 91105; (via email) DHR-TIX@artcenter.edu; (or by phone) 626 396-4348. Inquiries may also be referred to the Office for Civil Rights (800 421-3481).

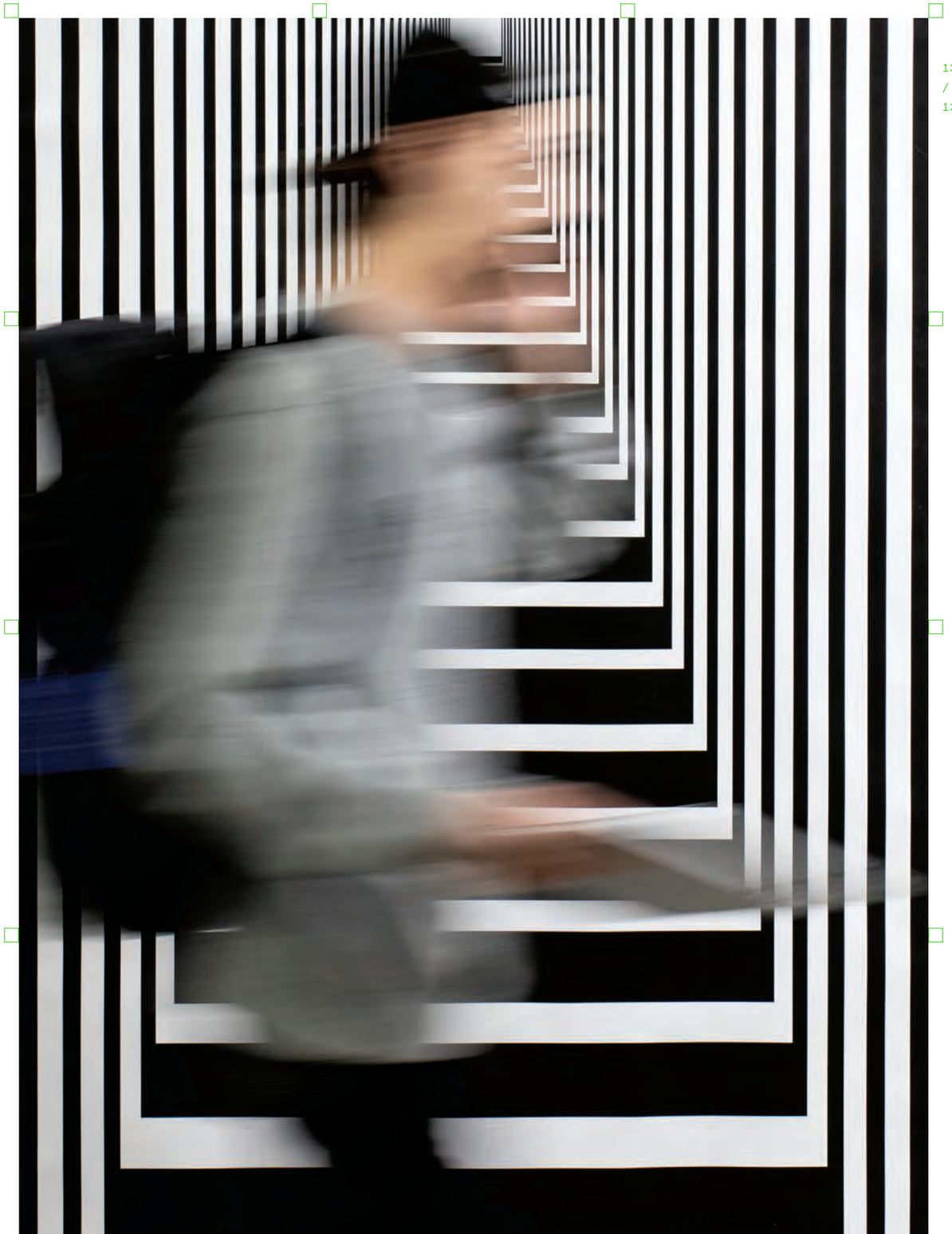
Disability policy
ArtCenter complies with the Americans with Disabilities Act, Section 504 of the Rehabilitation Act, and state and local requirements regarding students and applicants with disabilities. Under these laws, no otherwise qualified individual with a disability shall be denied access to or participation in the services, programs and activities of the College. For further information about how ArtCenter is able to accommodate students with disabilities, please visit artcenter.edu or contact the Center for the Student Experience office at 626 396-2323.

Clery Act and Student Right-to-Know Act
ArtCenter complies with the Jeanne Clery Disclosure of Campus Security Policy and Campus Crime Statistics Act ("Clery Act"), as well as with the Student Right-to-Know and Campus Security Act, along with the accompanying regulations. Information on compliance is available from Campus Security and on our website; our crime statistics are available through the U.S. Department of Education at ope.ed.gov/security.

Graduation rates
The Student Right-to-Know Act mandates that all institutions disclose their retention rate and six-year graduation rate. The first-year retention rate for first-time freshmen who entered in Fall 2016 was 80 percent. The six-year graduation rate for first-time freshmen who entered in Fall 2011 was 68 percent. (This information does not include transfer, exchange or special nondegree students.) For further information, please call Enrollment Services at 626 396-2316.

Changes to policies, procedures and fees
ArtCenter reserves the right to change or modify tuition, fees, the calendar, or discontinue or modify course offerings, majors, graduation requirements, rules, policies and procedures as it deems appropriate. Students will be provided with notice of these changes whenever possible, through means such as the College website, posted notices or the Student Handbook. No exceptions may be made to any of the academic or academic-related policies. No representation by any College employee to the contrary may be considered authorized or binding.

For the most current and comprehensive academic information, as well as a complete list of institutional disclosures and policies, visit artcenter.edu.



ArtCenter 2019–2020

Academic calendar

2019

Spring Term

January 8–11	Orientation
January 12	Classes begin
January 21	Martin Luther King Jr. holiday
April 20	Classes end

Summer Term

May 7–10	Orientation
May 11	Classes begin
July 4	Independence Day holiday
August 17	Classes end

Fall Term

September 3–6	Orientation
September 7	Classes begin
November 11	Veterans Day holiday
November 28–December 1	Thanksgiving holiday
December 14	Classes end

2020

Spring Term

January 14–17	Orientation
January 18	Classes begin
January 20	Martin Luther King Jr. holiday
April 25	Classes end

Summer Term

May 12–15	Orientation
May 16	Classes begin
May 25	Memorial Day holiday
July 3	Independence Day holiday (observed)
August 22	Classes end

Fall Term

September 8–11	Orientation
September 12	Classes begin
November 11	Veterans Day holiday
November 26–29	Thanksgiving holiday
December 19	Classes end

2021

Spring Term

January 12–15	Orientation
January 16	Classes begin
January 18	Martin Luther King Jr. holiday
April 24	Classes end

Summer Term

May 11–14	Orientation
May 15	Classes begin
May 31	Memorial Day holiday
July 5	Independence Day holiday (observed)
August 21	Classes end

ArtCenter College of Design™ is accredited by the WASC Senior College and University Commission (WSCUC), and by the National Association of Schools of Art and Design (NASAD). Access to ArtCenter's accreditation report is available through the College's Center for Educational Effectiveness.

WSCUC	NASAD
985 Atlantic Avenue	11250 Roger Bacon Drive
Suite 100	Suite 21
Alameda, CA 94501	Reston, VA 20190
510 748-9001	703 437-0700

*Data from Annual Graduate Employment Survey distributed to 1-Year Out Graduates (graduates from Spring, Summer, and Fall 2016). Employment rates are calculated by graduates indicating a primary status of "Working full-time" or "Working part-time" one year post-graduation.

At a glance

(All figures reflect Fall 2017 data unless otherwise specified.)

Year founded
1930

Affiliation
Private, nonprofit institution

Applications accepted
Spring, Summer and Fall for most majors

Semesters (Terms)
Three 15-week terms per year

Undergraduate enrollment
2,005 (46% men, 54% women)

Undergraduate enrollment by program

Advertising	44
Entertainment Design	182
Environmental Design	80
Film	93
Fine Art	76
Graphic Design	283
Illustration	626
Interaction Design	54
Photography and Imaging	122
Product Design	228
Transportation Design	186
Nondegree	31

Average student/faculty ratio
9:1

Number of faculty

Full-time	113
Part-time	362

Average age of new undergraduate students
20.2 years old
(all new degree-seeking students in Fall term)

Average age of all undergraduate students
23.0 years old

Ethnicity of undergraduate students

African American/Black	1%
American Indian/Alaska Native	0%
Asian	33%
Caucasian	16%
Hawaiian/Pacific Islander	0%
Hispanic/Latino	12%
International (representing 44 countries)	32%
Two or more races	4%
Unknown/Undeclared	1%

New undergraduate students from

California	41%
Other states	21%

Undergraduate students who receive financial aid
69% (2017 calendar year)

ArtCenter administers more than $16 million in scholarships to undergraduate students per year.

First-time freshman with subsequent enrollment the following fall term (first-year retention)
80% (Fall 2016 cohort)

First-time freshmen who complete their degrees within six years (six-year retention)
68% (Fall 2011 cohort)

Average job-placement rate for one-year-out graduates who receive a bachelor's degree*
82.2% (based on an alumni-survey response rate of 49.5%)

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In most cases, alumni artwork was provided directly by individual alumni. We thank them for their ongoing support and contributions to this Viewbook.

ArtCenter faculty respond quickly to changes in technology and innovations within specific design disciplines; please consult our website for updated information regarding Courses of Study.

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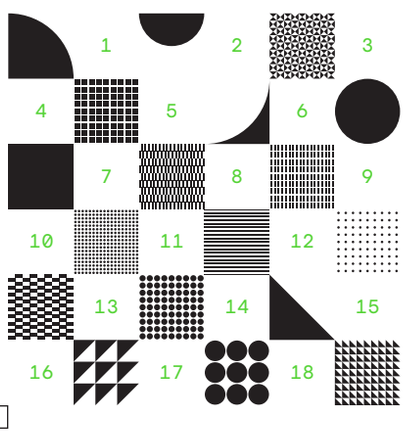
Like the ArtCenter experience, each cover is unique to the individual.

This cover was created using an algorithm that draws from a set of 18 modules.

By changing color, position and rotation, the algorithm generates more than 34,500 unique permutations that form the letter A.

The modules were inspired by typographic shapes created by Alvin Lustig.

A West Coast design pioneer, Lustig studied at ArtCenter in the 1930s and taught in the Advertising Department immediately following World War II.



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