

# Hillside Campus

Self-Guided Tour

## ARTCENTER HISTORY

ArtCenter opened in 1930 under the creative direction and leadership of Edward A. "Tink" Adams, an advertising professional with a radical idea in education: to teach real-world skills to artists and designers and prepare them for leadership roles in advertising, publishing and industrial design. To achieve that, he would create a faculty of working professionals from those fields.



Our original campus was in a courtyard of buildings on West Seventh Street in Los Angeles, a site sufficient for ArtCenter's then 12 teachers and eight students. By 1940, enrollment had grown to nearly 500 students representing 37 states and several foreign countries.



## HILLSIDE CAMPUS

Located on 165 wooded acres in Pasadena, Hillside Campus has been home to ArtCenter since 1976. The main building is a dramatic modernist steel-and-glass bridge structure spanning an arroyo in the San Rafael Hills, just above the Rose Bowl. Designed by Craig Ellwood Associates, it has been designated a local historic landmark by the City of Pasadena.



In addition to administrative offices, Hillside Campus houses many of ArtCenter's undergraduate programs, as well as its Graduate Environmental Design, Graduate Film, Graduate Industrial Design and Graduate Transportation Systems and Design programs.



# STUDENT GALLERY

## UNDERGRADUATE DEGREES

### Creative Direction



Creative directors influence all aspects of the way a company looks, sounds, feels and presents itself across all media platforms.

### Entertainment Design



Entertainment designers bring stories to life by creating conceptual worlds, memorable animated characters and immersive gaming experiences.

### Film



Master visual and narrative film making through individualized and immersive instruction in cinematography directing, writing, and editing.

### Fine Art



Refine and define a compelling creative vision to become a fine artist capable of transforming our way of engaging with the world.

### Graphic Design



Conquer design for space, motion, print and interaction by infusing words and images with life and meaning.

### Illustration



Combine drawing, painting and design to tell stories, convey ideas or create imagery for commercial applications and clients.



# STUDENT GALLERY

## UNDERGRADUATE DEGREES

### Interaction Design



Design innovative, useful and delightful digital interactions from mobile apps and websites to wearables, games and emerging technologies.

### Photography and Imaging



Master the art of creating resonant photographic images for a world with an insatiable need to be informed and engaged by visual storytelling.

### Product Design



Apply human-centered design to creating innovative consumer products, from the highly functional to the highly whimsical to the highly sustainable.

### Spatial Experience Design



Design resonant spaces and spatial experiences that impact and inform the user's relationship to the built environment.

### Transportation Design



Design and develop vehicles (including cars, trucks, motorcycles, boats and aircraft) and transportation systems of the future.



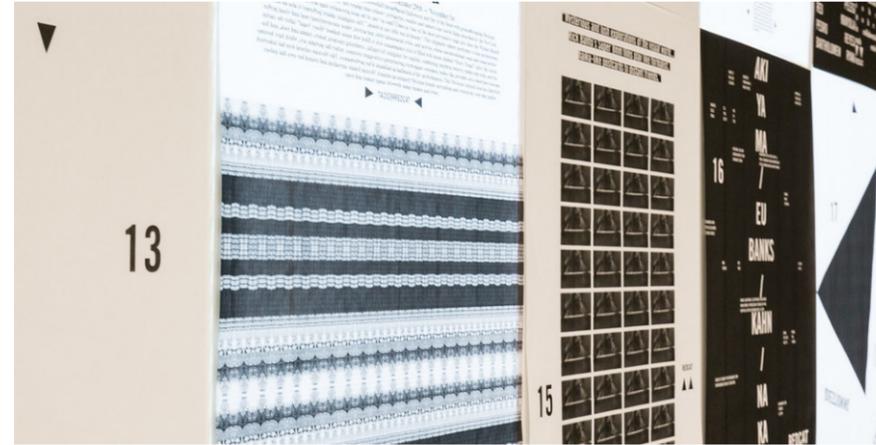
# STUDENT GALLERY GRADUATE DEGREES

## Art



Discover the freedom, support and expertise to become any kind of artist you can imagine.

## Brand Design and Strategy



Take a leadership position in developing overall brand awareness for companies, service providers and individuals.

## Film



Redefine the existing media landscape with visually innovative, narratively engaging personal filmmaking.

## Furniture, Lighting and Fixtures



Investigate the evolving needs of how furniture and light connect us to our environment.

## Graphic Design



Create change through the practice of graphic design by following a simple path in pursuit of great ideas.



# STUDENT GALLERY GRADUATE DEGREES

## Industrial Design



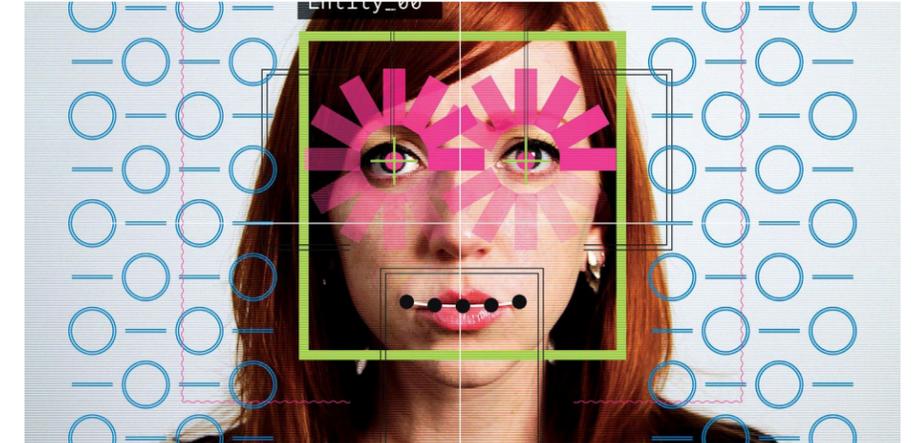
Develop design solutions to today's most complex and unstructured problems in business, enterprise and social innovation.

## Interaction Design



Deliver an unparalleled user experience using emerging technology, strategic communications and design innovation.

## Media Design Practices



Apply new ideas from design, science, technology and culture to impact social issues in a global context.

## Spatial Experience Design



Design and define the future of our living environment rather than merely following trends.

## Transportation Systems and Design

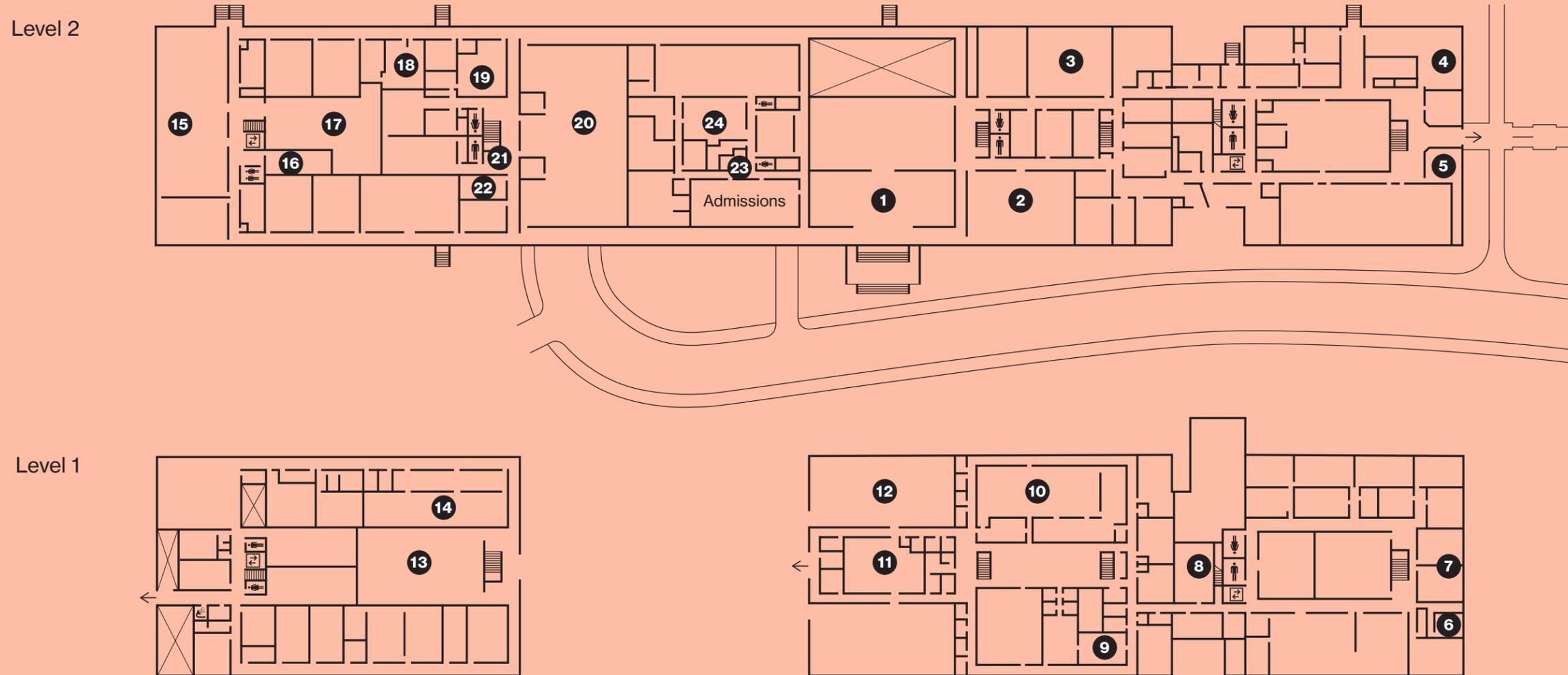


Develop compelling, sustainable and viable transportation and mobility solutions for an inspired future.



## CAMPUS RESOURCES & FACILITIES

Our facilities and resources provide students with a limitless array of learning opportunities. Studios, workspaces, editing bays, photo and computer labs provide our students with a host of creative tools, including 3D rapid modeling, CNC machines, modeling facilities and rapid prototyping technologies.



### Ellwood Building Locations

- 1.** Hillside Student Gallery
- 2.** Transportation Project Studio
- 3.** The Shops at Hillside
- 4.** Hyundai/Kia Innovation Lab
- 5.** Color, Materials and Trends Exploration Laboratory (CMTTEL)

- 6.** Music Recording Room
- 7.** Computer Labs (PC/MAC)
- 8.** Prop Room
- 9.** Film Post-Production Rooms
- 10.** Photography Labs
- 11.** Equipment Center

- 12.** Film and Photography Sound Stages
- 13.** Ahmanson Auditorium
- 14.** Entertainment Design Classrooms
- 15.** Hillside Café & Micro Market

- 16.** Copy Center
- 17.** Student Store
- 18.** The Writing Center
- 19.** Center for Student Experience (CSE)
- 20.** ArtCenter Library

- 21.** Keith Haring Mural
- 22.** Career and Professional Development (CPD)
- 23.** Designmatters
- 24.** Center for Diversity, Equity & Inclusion (DEI)



# CAMPUS RESOURCES & FACILITIES

## Hillside Student Gallery

Features a rotating selection of student projects curated by department chairs at the end of each term.



1

## Transportation Project Studio

Dedicated studio for upper term Transportation Design students.



2

## The Shops at Hillside

Rapid prototyping labs feature professional equipment including 3D printing, laser cutting, wood working and metal fabrication.



3

## Hyundai/Kia Innovation Lab

Students use the lab to investigate human experience as it pertains to vehicles and mobility.



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## Color, Materials and Trends Exploration Laboratory (CMTEL)

The CMTEL allows industrial design students the opportunity to research and explore new material options when designing.



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## Music Recording Room

The Music Recording Room is used to score student films, featuring an acoustically optimized room and runs Pro Tools software.



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# CAMPUS RESOURCES & FACILITIES

## Computer Labs (PC/MAC)

Student lab access with software such as Solidworks, Maya, Rhino, Alias, AVID, Premiere, Smoke, Flame, and the Adobe Creative Suite.



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## Photography Labs

State-of-the-art photography processing facilities include B&W, color and digital imaging labs, enabling students to produce gallery-quality images.



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## Prop Room

The Prop Room helps bring the images and ideas of our visual artists to life.



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## Equipment Center

A Rental facility providing access to the latest audio-visual gear, from camera and lens packages to lighting and sound equipment.



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## Film Post-Production Rooms

Featuring Avid Media Composer and Adobe Premiere, including advanced editing rooms with dedicated Foley and ADR.



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## Film and Photography Sound Stages

Two fully equipped 4,600-square foot stages provide ample space to shoot any type of project, from staged photo shoots to automotive commercial staging.



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# CAMPUS RESOURCES & FACILITIES

## Ahmanson Auditorium

Seating 428 people, the Ahmanson Auditorium is our major lecture hall for classes and guest speakers, featuring state of the art audio and visual capabilities.



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## Entertainment Design Classrooms

Multiple studio spaces, including dedicated work and storage space for students, enabling them to work on both two and 3D projects.



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## Hillside Café & Micro Market

Café open for breakfast, lunch and dinner. The Micro Market is open 24-hours a day, featuring a self-serve kiosk that accepts credit cards.



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## Copy Center

Students can make B&W or color copies as well as large scale prints.



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## Student Store

An authorized Apple campus store, ArtCenter's Student Store sells textbooks, art supplies and apparel.



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## The Writing Center

At the Writing Center student tutors provide free one-on-one assistance to students writing essays, cover letters, resumes, screenplays and presentations.



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# CAMPUS RESOURCES & FACILITIES

## Center for Student Experience (CSE)

The CSE helps engage students in programs that encourage character and identity development, personal health and wellness, social and civic engagement, and lifelong learning.



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## ArtCenter Library

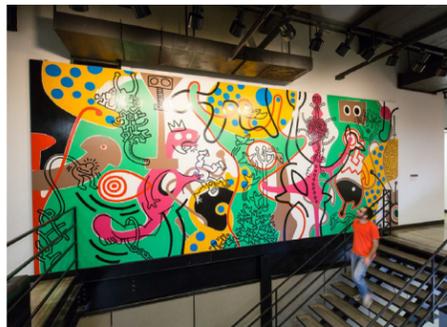
A vital resource for art and design research that includes over more than 100,000 volumes of books, periodicals, database and audio visual collections.



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## Keith Haring Mural

Keith Haring's 1989 mural remains a vivid source of inspiration to students seeking to make a social and cultural impact.



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## Career and Professional Development (CPD)

Provides resources and programming that empower students and alumni to navigate their creative careers and establish meaningful connections with industry professionals globally.



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## Designmatters

Educational department providing programming for students interested in coupling a desire for creative excellence with a passion for generating innovative solutions for social impact.



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## Center for Diversity, Equity & Inclusion (DEI)

The Center for Diversity, Equity & Inclusion celebrates community and creates a dialogue around art and design with programming, practices and policies for faculty, staff and students.



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# ArtCenter Admissions offers prospective students virtual one-on-one appointments conducted via phone or Zoom.

Your creative future is waiting for you at ArtCenter. Admissions advisors are eager to guide you through each step of the application process, from portfolio review to finding a program that's right for you.

Schedule your appointment today by calling the Admissions Office at **626-396-2373** or email **[admissions@artcenter.edu](mailto:admissions@artcenter.edu)**

