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Self-Guided Tour





ARTCENTER HISTORY

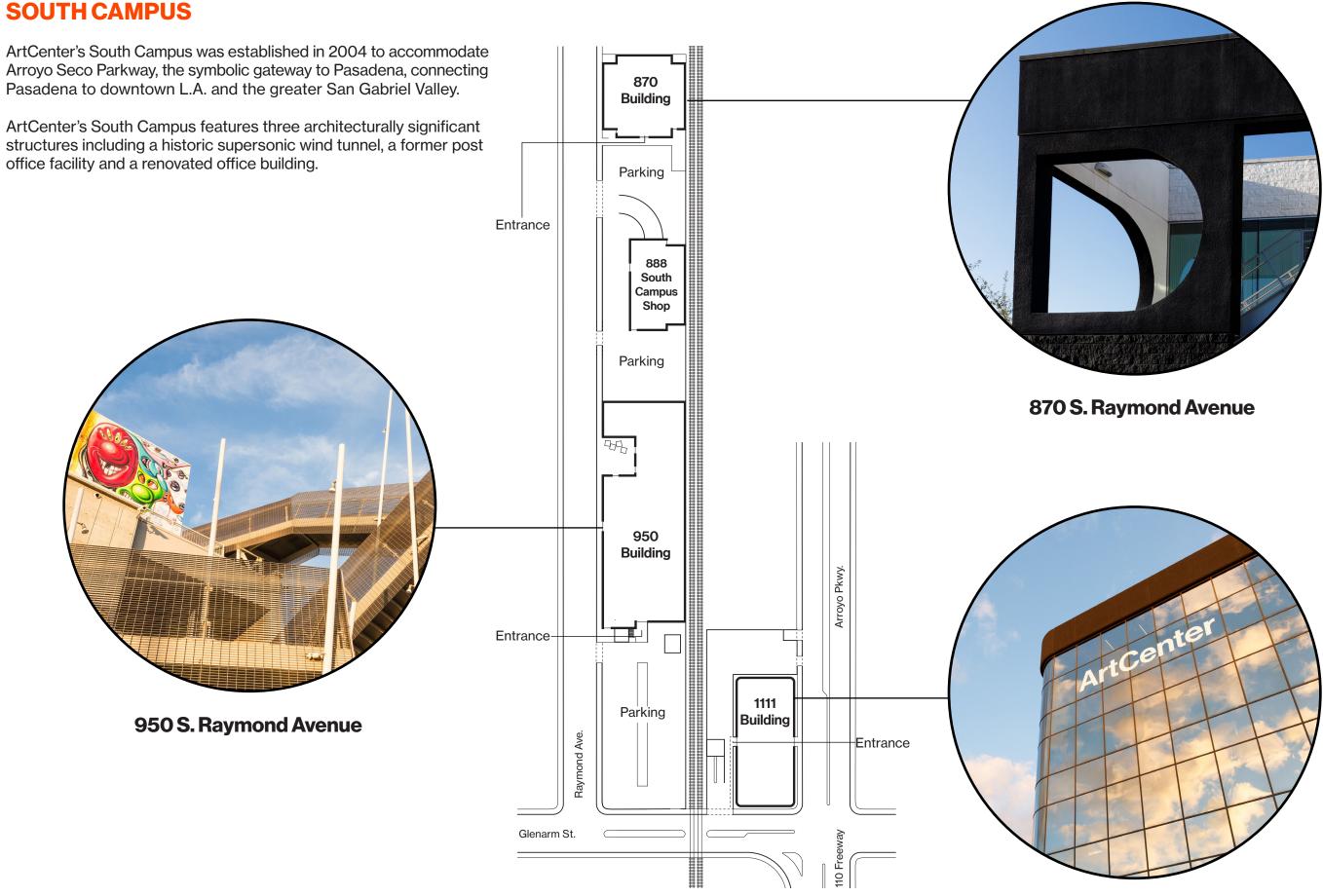
ArtCenter opened in 1930 under the creative direction and leadership of Edward A. "Tink" Adams, an advertising professional with a radical idea in education: to teach real-world skills to artists and designers and prepare them for leadership roles in advertising, publishing and industrial design. To 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.



SOUTH CAMPUS



1111 S. Arroyo Parkway



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.

Fine Art



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

Entertainment Design



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

Graphic Design



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

Film



and editing.

Illustration





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



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.

Spatial Experience Design



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

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.

Transportation Design



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

Product Design



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



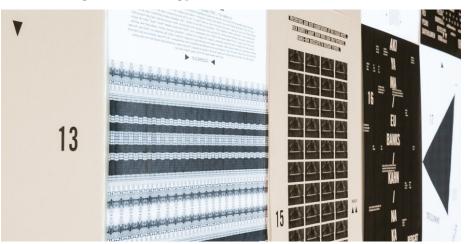
STUDENT GALLERY GRADUATE DEGREES

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.

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.

Film



South Campus | Self-Guided Tour

Redefine the existing media landscape with visually innovative,



STUDENT GALLERY GRADUATE DEGREES

Industrial Design



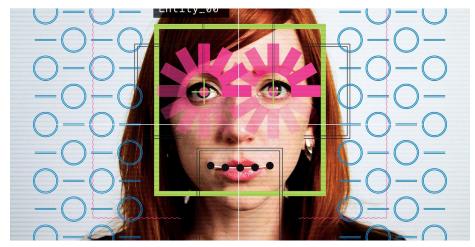
Develop design solutions to today's most complex and unstructured problems in business, enterprise and social innovation.

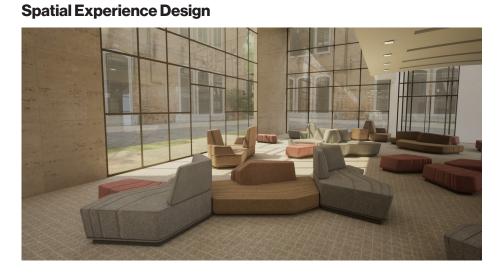
Interaction Design



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

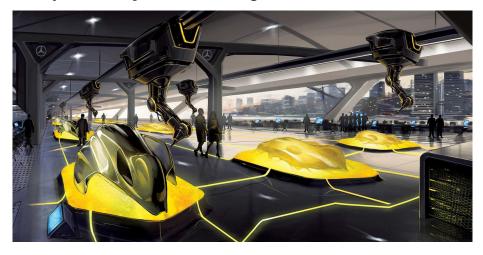
Media Design Practices





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.

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



SOUTH CAMPUS 870 S. RAYMOND AVENUE

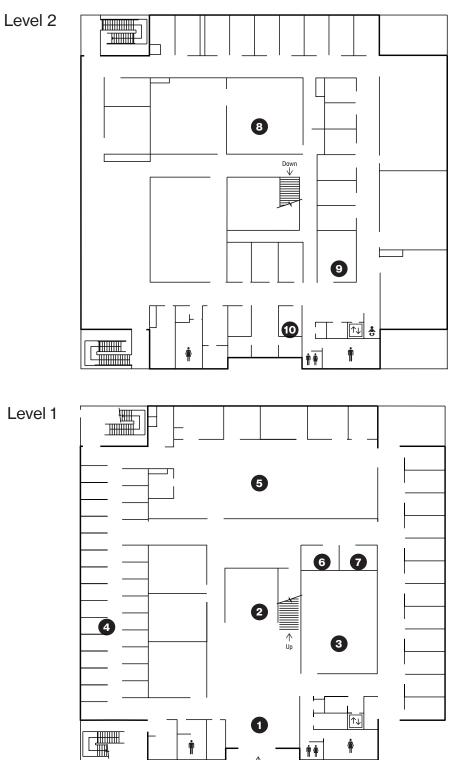
A former post office sorting facility, the structure was converted in 2014 to provide dedicated space to our Fine Art and Illustration students, with added classrooms, individual studio spaces, shared exhibition spaces and a sculpture yard. Upon renovation, the building received Silver LEED certification.





CAMPUS RESOURCES & FACILITIES 870 S. RAYMOND AVENUE

Level 2



Entrance

870 Building Locations

Level 1	
Fine Art Department	
Hutto-Patterson Exhibition Hall	
Foundation Arts and Media Studio	
Fine Art Studios	
Printmaking Studio	
Fine Art Sound Lab	
Fine Art Film/Photo Lab	

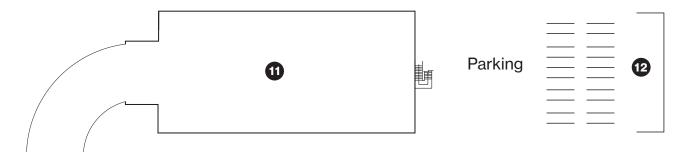
Level 2 Computer Labs Media Experimentation

Surface Design Research Lab

888 Building

The Shops at South Campus **RISK Mural**

888 South Campus Shop



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CAMPUS RESOURCES & FACILITIES 870 S. RAYMOND AVENUE

Fine Art Department

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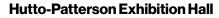
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Fine Art students follow personal directions in their work with the aim of becoming exhibiting artists, while engaging across a spectrum of disciplines.

Fine Art Studios

A suite of artist ateliers available to students seeking an individual space to work on creative projects and collaborate with colleagues.



Dramatic, light-bathed gallery showcasing work created by students, faculty and visiting artists.



Printmaking Studio

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Under the guidance of a master printmaker, students explore the processes of lithography, intaglio, as well as various photographic printmaking techniques.

Foundation Arts and Media Studio

Students learn to think critically about their practices and how to craft work that conveys complex concepts that make us question, think, and feel.



Fine Art Sound Lab

Fine Art students use the lab to explore the use of sound in their art practice and making.









CAMPUS RESOURCES & FACILITIES 870 S. RAYMOND AVENUE

Fine Art Film/Photo Lab

A designated space exclusive to Fine Art students who are utilizing various forms of photography and film methods as it applies to their art practice.



Surface Design Research Lab

surface design.



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Used mostly by Illustration students, each computer has a tablet with the most up-to-date software. When not in use for classes they are available for student use 24-7.



The Shops at South Campus

Indoor-outdoor space providing access to instructors, technology and tools necessary for completing projects and acquiring skills.

Media Experimentation

The studio is outfitted with various equipment for film and new media productions for experimentation.



RISK Mural

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As part of the 2015 street art

Utilized by Illustration students, the lab offers access to research materials related to fashion and





exhibition, graffiti and street artist RISK, created one of his signature murals exploding with color across this expansive rectangular wall.





SOUTH CAMPUS 950 S. RAYMOND AVENUE

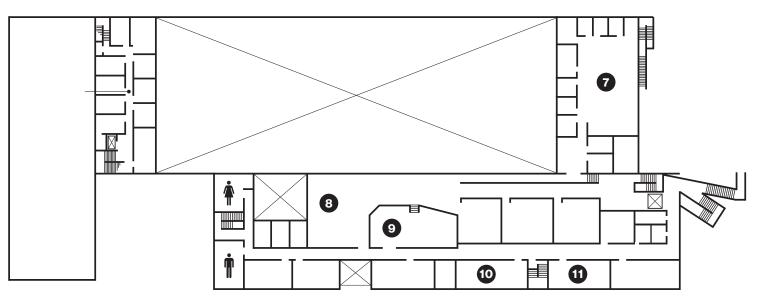
An award-winning, LEED-certified renovated supersonic wind tunnel, houses the College's Public Programs, Graduate Art and Graduate Media Design Practices, as well the Hoffmitz Milken Center for Typography (HMCT), Archetype Press, Immersion Lab, and most recently a state-of-the-art production facility established to support online learning.



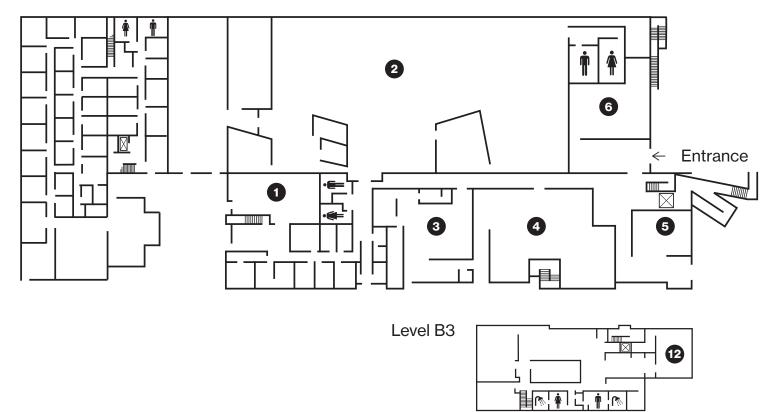


CAMPUS RESOURCES & FACILITIES 950 S. RAYMOND AVENUE

Level 2



Level 1



950 Building Locations

Level 1

Graduate Art Complex	1
Wind Tunel	2
Hoffmitz Milken Center for Typography (HMCT)	3
Archetype Press	4
HMCT Gallery	5
ArtCenter Extension (ACX)	6

Level 2

Immersion Lab	7
Micro Market	8
Copy Center	9
Equipment Center	10
ArtCenter Archives	11

Level B3 (Basement)

Bruce Heavin Media Production Stu

udio	12



CAMPUS RESOURCES & FACILITIES 950 S. RAYMOND AVENUE

Graduate Art Complex

A creative facility containing studio space, a fabrication shop, several gallery spaces, computing and video production labs for students in the Graduate Art Department.



Archetype Press

ArtCenter's Archetype Press is California's largest letterpress printing facility, providing students with a full-immersion typographic education, focusing on the cultural heritage of typography, print culture and the book arts.

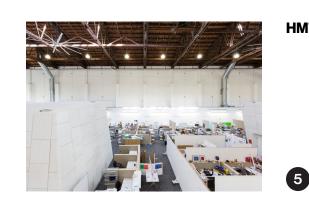


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Expansive exhibition and event space featuring studio spaces for Graduate Media Design Practices.



HMTC Gallery

The HMCT Gallery honors the past while also anticipating the future of typography in print, digital and emerging media.

Hoffmitz Milken Center for Typography (HMCT) The HMCT serves as an educational forum, design laboratory, research center and archive, as well as a meeting place for learning, and the exchange of ideas and skills related to typography.



ArtCenter Extension (ACX)

Offering non-degree public programs, ACX features a varied and evolving curriculum taught by a dedicated faculty of practicing artists and designers, with additional course offerings available for teens, kids and teachers.









CAMPUS RESOURCES & FACILITIES 950 S. RAYMOND AVENUE

Immersion Lab

Students across all departments access the Immersion Lab to explore augmented reality, mixed reality, virtual reality and everything in between.



Equipment Center

A rental facility providing authorized students, faculty, and staff access to state of the art photography, film and audiovisual gear.



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The Micro Market is open 24-hours a day, featuring a self-serve kiosk that accepts credit cards.



ArtCenter Archives

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The Archives contains historical images, videos and material of enduring value generated by faculty, academic departments, administrative offices, students and campus organizations.

Copy Center

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Students can make black and white or color copies as well as oversized printouts. Various kinds of bindery are also available.



Bruce Heavin Media Production Studio

Created to support online learning experiences, the studio features a state-of-the-art film stage, audio/ visual technology, sound isolation rooms, editing bays and a lounge.









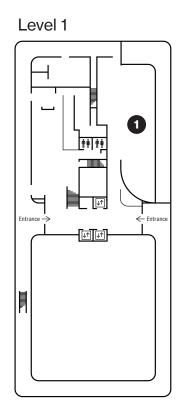
SOUTH CAMPUS 1111 S. ARROYO PARKWAY

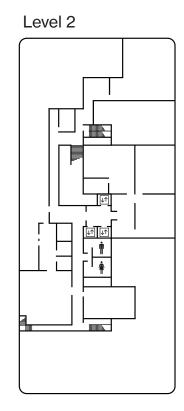
Opening its doors to ArtCenter students in 2015, renovations continue toward completing the transformation of the former office building into a hub of modern classrooms and administrative offices including academic departments for Advertising, Graphic Design, Graduate Graphic Design, and Illustration.

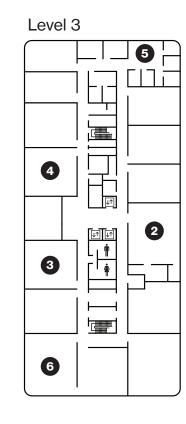


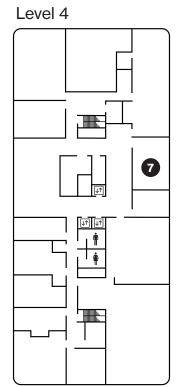


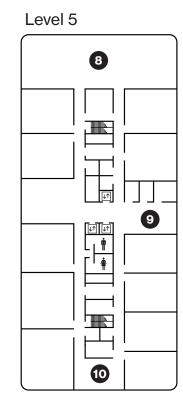
CAMPUS RESOURCES & FACILITIES 1111 S. ARROYO PARKWAY

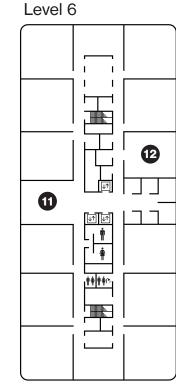












1111 Building Locations

Level 1

Peter and Merle Mullin Gallery

Level 2

Administration Offices

Level 3

Student Store at South Campus
Designmatters Studio
Educational Partnerships Studio
Humanities & Sciences / Integrated Studies
Sewing Lab

Level 4

Bruce Heavin & Lynda Weinman Alumni Cent

Level 5

Graduate Graphic Design Studios Graphic Design Department Advertising Department

Level 6

Illustration Department Model Office and Prop Room

*Photography not allowed on 6th floor

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CAMPUS RESOURCES & FACILITIES 1111 S. ARROYO PARKWAY

Peter and Merle Mullin Gallery

The 6,300 square foot gallery space is programmed to function alternately as a fine art gallery and an automotive gallery.



Educational Partnerships Studio

Educational Partnerships conducts curricular offerings which simulate professional studio environments and expose students to a broad spectrum of industries, global cultures and professional practices.

Student Store at South Campus

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



Humanities & Sciences Integrated Studies

Humanities and Sciences provide academic subjects ranging from the liberal arts to the sciences, while Integrated Studies incorporates fully formed interdisciplinary projects.

Designmatters Studio

Designmatters is an educational department providing programming for students interested in coupling a desire for creative excellence with a passion for generating innovative solutions to social challenges and change.



Sewing Lab

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and analytical skills.





The Sewing Lab provides students across majors a unique opportunity to develop visual, creative, technical





CAMPUS RESOURCES & FACILITIES 1111 S. ARROYO PARKWAY

Bruce Heavin & Lynda Weinman Alumni Center

A dedicated space for alumni related programming, including a conference room, lounge and interactive gallery experience.



Advertising Department

Students learn to create smart, and ideas by generating human connections with brands.



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Graduate GX students extend the boundaries of communication design by influencing companies, communities and society at large as the next global generation of professional designers.



Illustration Department

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with specific design objectives.

Graphic Design Department

Graphic Design students learn to communicate for clients using words, typography and images to convey concepts across multiple design media.



Model Office and Prop Room

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

engaging ads that promote products



Illustration students study drawing, painting, and design to tell stories, convey ideas, and create imagery







CONNECT WITH ADMISSIONS

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**







