South Campus
Self-Guided Tour
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.
ArtCenter's South Campus was established in 2004 to accommodate Arroyo Seco Parkway, the symbolic gateway to Pasadena, connecting Pasadena to downtown L.A. and the greater San Gabriel Valley.

ArtCenter's South Campus features three architecturally significant structures including a historic supersonic wind tunnel, a former post office facility and a renovated office building.
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.

Furniture, Lighting and Fixtures
Investigate the evolving needs of how furniture and light connect us to our environment.

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

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

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

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

Spatial Experience Design

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

Interaction Design

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

Transportation Systems and Design

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

Media Design Practices

Apply new ideas from design, science, technology and culture to impact social issues in a global context.
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.
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
- Parking
Fine Art Department

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

Hutto-Patterson Exhibition Hall

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

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 Studios

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

Printmaking Studio

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

Fine Art Sound Lab

Fine Art students use the lab to explore the use of sound in their art practice and making.
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
Utilized by Illustration students, the lab offers access to research materials related to fashion and surface design.

Computer Labs
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
As part of the 2015 street art 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.
950 Building Locations

**Level 1**
- Graduate Art Complex 1
- Wind Tunnel 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 Studio 12

CAMPUS RESOURCES & FACILITIES
950 S. RAYMOND AVENUE

South Campus | Self-Guided Tour
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.

Wind Tunnel
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.
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<tr>
<th>CAMPUS RESOURCES &amp; FACILITIES</th>
<th>950 S. RAYMOND AVENUE</th>
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<tbody>
<tr>
<td><strong>Immersion Lab</strong></td>
<td>Students across all departments access the Immersion Lab to explore augmented reality, mixed reality, virtual reality and everything in between.</td>
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<tr>
<td><strong>Micro Market</strong></td>
<td>The Micro Market is open 24-hours a day, featuring a self-serve kiosk that accepts credit cards.</td>
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<td><strong>Copy Center</strong></td>
<td>Students can make black and white or color copies as well as oversized printouts. Various kinds of bindery are also available.</td>
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<tr>
<td><strong>Equipment Center</strong></td>
<td>A rental facility providing authorized students, faculty, and staff access to state-of-the-art photography, film and audiovisual gear.</td>
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<tr>
<td><strong>ArtCenter Archives</strong></td>
<td>The Archives contains historical images, videos and material of enduring value generated by faculty, academic departments, administrative offices, students and campus organizations.</td>
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<tr>
<td><strong>Bruce Heavin Media Production Studio</strong></td>
<td>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.</td>
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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

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 Center

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
### 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.

### Student Store at South Campus
An authorized Apple campus store, ArtCenter’s Student Store sells textbooks, art supplies and apparel.

### 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.

### 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.

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

### Sewing Lab
The Sewing Lab provides students across majors a unique opportunity to develop visual, creative, technical and analytical skills.

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**South Campus | Self-Guided Tour**
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, engaging ads that promote products and ideas by generating human connections with brands.

Graduate Graphic Design Studios
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
Illustration students study drawing, painting, and design to tell stories, convey ideas, and create imagery 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.
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