



**The Art Institute
of CaliforniaSM - Hollywood**

Formerly California Design College

CATALOG ADDENDUM

Winter 2009

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MISSION, VALUES, VISION, OBJECTIVES

Mission:

To provide postsecondary education programs that will prepare students for entry-level employment in their chosen fields through market-driven curricula.

Values:

- We believe in quality and excellence in creative, learner-centered education.
- We believe that serving our students is our priority.
- We believe that education is a partnership between the school, the faculty, and the student that requires open communication, personal responsibility, integrity, and active participation.
- We support the creative diversity of our students and share in the development of their artistic and academic potential.
- We believe in industry-relevant curricula that prepare students to contribute positively to the business community.
- We believe in a culture of learning is built on leadership, teamwork, accountability, and cooperation.
- We believe in training, growth, and advancement opportunities for our employees and recognizing individual responsibility, ownership, and accomplishment.

Vision:

The Art Institutes strive to be the leaders in career-focused, creative education in California.

Objectives:

Each Art Institute of California- Hollywood student is expected to attain a body of theoretical and practical knowledge appropriate to their degree objective in their chosen field. This proficiency is demonstrated through measurable student-learning outcomes specified in the outline of each course of each program. In our programs, students are not only expected to demonstrate an understanding of specific courses but also to develop critical and analytical learning skills together with educational values that contribute to lifelong learning.

ADMINISTRATION

Gregory J. Marick President

Karen Nowak Dean of Academic Affairs

Melissa Romero Senior Director of Admissions

Kate Guerrero Director of Career Services

Peter Argo Director of Human Resources

Nate Gamb Dean of Student Affairs

Terry Bailey Academic Department Director: Web Design & Interactive Media

Aleta Campbell Academic Department Director: Fashion Design and Fashion Marketing & Management

Adis Ceballos Director of Student Financial Services

Liesbeth Kok Director of Student Accounts

Gary LaVasser Academic Department Director: Set & Exhibit Design

Mark Lewison Academic Department Director: Interior Design

Lorena Lopez Registrar

Sarah Peck Director of Institutional Effectiveness

Peter Wachtel Academic Department Director: Graphic Design & Foundations

Barry Wong Associate Director of Technology

TUITION AND FEES¹

Tuition is currently charged at **\$483 per credit**. Tuition and fees effective **October 1, 2008**. Currently tuition and fees applicable to The Art Institute of California- Hollywood programs are as follows:

Bachelor's Degree Programs

	Fashion Design (B.F.A.)	Fashion Marketing & Management (B.S.)	Graphic Design (B.S.)	Web Design & Interactive Media (B.S.)	Interior Design (B.S.)	Visual Effects & Motion Graphics (B.S.)	Set & Exhibit Design (B.S.)
Tuition per Quarter (16 credits)	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00
Annual Tuition ²	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00
Total Tuition/Fees for Program ³	\$92,736.00	\$92,736.00	\$92,736.00	\$92,736.00	\$92,736.00	\$92,736.00	\$92,736.00
Starting Kit ⁴	\$1,055	\$775	\$725	\$720	\$960	\$1015	\$960
Transitional Studies Charges ⁵	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00

Bachelor's Degree Programs (continued)

	Game Art & Design (B.S.)	Media Arts & Animation (B.S.)	Digital Filmmaking & Video Production (B.S.)	Visual & Game Programming (B.S.)	Industrial Design (B.S.)
Tuition per Quarter (16 credits)	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00
Annual Tuition ²	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00
Total Tuition/Fees for Program ³	\$92,736.00	\$92,736.00	\$93,036.00 (additional \$300 lab fee for this Program is included)	\$92,736.00	\$92,736.00
Starting Kit ⁴	\$890	\$890	\$900	\$1015	\$960
Transitional Studies Charges ⁵	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00

Associate of Science Degree Programs

	Fashion Design (A.S.)	Fashion Marketing (A.S.)	Graphic Design (A.S.)	Web Design & Interactive Media (A.S.)	Digital Photography (A.S.)
Tuition per Quarter (16 credits)	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00	\$7,728.00
Annual Tuition ²	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00	\$23,184.00
Total Tuition/Fees for Program ³	\$54,096.00	\$54,096.00	\$54,096.00	\$54,096.00	\$54,096.00
Starting Kit ⁴	\$800	\$675	\$550	\$550	\$900
Transitional Studies Charges ⁵	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00	\$1,449.00

¹A separate financial plan exists which complies with Regulation Z of the Truth in Lending Act.

²Annual tuition costs are based on an academic year of three quarters and an average of 16 quarter credits for Bachelor's and Associate of Science degree programs.

³NOT including Starting Kit or Transitional Studies charges. Total tuition costs based on 192 credits for Bachelor's degree programs and 112 credits for Associate of Science degree programs. Includes \$50 application fee and \$100 enrollment fee. Total tuition is based on the current credit hour rate. Total cost will increase with each per credit hour tuition increase.

⁴The starting kit is optional and consists of basic equipment, first quarter text books and materials needed for the first quarter classes. Refer to the Catalog for a listing of suggested first quarter courses. The materials in the supply kit may be purchased at art and/or industry supply stores. Text books may be purchased at the school or from text book suppliers

⁵Transitional Studies courses are in addition to the normal program of study. Transitional Studies charges are based on the current per credit hour rate at 3 credits per course.

The student is responsible for tuition and fees pertaining to the program's required course of study. The tuition and fees contained in the Enrollment Agreement are subject to change. The per credit hour rate is subject to an increase at least once per calendar year which will increase the total amount for the program. The adjustment to the per credit hour rate may occur before the student begins classes and the student's program will be calculated using the new rate. Any changes to tuition and fees will be published to the students.

Each school quarter is typically 11 weeks.

Average Costs of Consumable Supplies by Program

	Fashion Design	Fashion Marketing & Management	Graphic Design	Web Design & Interactive Media	Interior Design	Visual Effects & Motion Graphics	Set & Exhibit Design
Supplies	\$100	\$80	\$80	\$50	\$100	\$50	\$100
Textbooks	\$160	\$225	\$110	\$150	\$225	\$150	\$225

Average Costs of Consumable Supplies by Program (continued)

	Game Art & Design	Media Arts & Animation	Digital Filmmaking & Video Production	Visual & Game Programming	Industrial Design	Digital Photography
Supplies	\$100	\$100	\$150	\$150	\$100	\$150
Textbooks	\$150	\$110	\$150	\$150	\$225	\$225

ADDITIONAL FEES FOR ALL PROGRAMS

- **Student Activities Fee:** A one-time fee of \$50.00 for Bachelor's students and \$35.00 for Associate's students will be charged in the first quarter.
- **Auditing a Class:** Bachelor's and Associate of Science degree program courses may be audited at a cost of \$876.00 for a 2-credit course, \$1,314.00 for a 3-credit course, or \$1,752.00 for a 4-credit course per quarter.
- **Repeated Courses:** Students will pay full cost of tuition for any repeated course.
- **Interest on Outstanding Balances:** The student understands and agrees that he/she will be liable for interest charges that will be assessed on his/her account balance until the balance is paid in full. Interest will be charged at 12% per annum on the student's adjusted outstanding balance at the end of each month. The adjusted outstanding balance is defined as all charges incurred by the student for attendance at the school at the end of the prior month, including but not limited to tuition, fees, housing charges, late registration fees, fines, damages, etc., less the total amount paid to the student's account at the end of the current month, including financial aid that the student has been awarded but has not been paid for the quarter provided that the student and/or the student's parent(s) have completed all of the requirements for the award. The student understands and agrees that his/her adjusted outstanding balance is different from his/her student payment plan, and that the student's financial aid award may be reduced or eliminated if the student does not complete all of the requirements for financial aid.
- **Returned Check Fee:** If a student makes any payment by check to the school (including for purchases at the student store) which is subsequently returned for any reason, the student's ledger card will be charged a \$15 returned payment fee.
- **Other Fees.** If a student has any outstanding fees to due to the library, the student's ledger card may be charged directly. Such fees may include but are not limited to late fees, unreturned school property, and damaged, lost or stolen property. A list of fees is available in the library.

REQUEST FOR TRANSCRIPTS

Requests for official or unofficial student transcripts will only be processed if the student is in good financial standing with the school. Transcripts requests will not be processed for students with past due accounts.

STUDENT FINANCIAL SERVICES

The Art Institute of California – Hollywood is eligible for financial aid and participates in the following programs in addition to the programs listed in the school catalog.

- **Other Agencies**
Some students are eligible for aid administered outside of the school such as the Workforce Investment Act (WIA), Rehabilitation Programs, Department of Veterans Affairs Benefits, community organization scholarships, and company reimbursement plans. The Student Financial Services Department can assist students applying for external sources of financial aid.

Institutional Grant

Students who apply and are accepted for admission are eligible to receive an institutional grant which is awarded to students who demonstrate financial need. To apply for an institutional grant students must submit an application which is available in the Student Financial Services office.

Portfolio Scholarship

Prospective students who apply and are accepted for admission are eligible to apply for a portfolio scholarship. Up to four (4) scholarships per year will be awarded to students entering The Art Institute of California - Hollywood for the first time. Scholarships are awarded based on the quality of portfolios submitted by new students as judged by the school's scholarship committee.

General Award Criteria:

- Applying Art Institute of California- Hollywood students must submit their portfolio containing work created by the student by the stated deadline along with a completed application.
- Judging of submissions will focus on quality and originality of work and demonstrated technique. All work must be the original work of the artist.
- Students must be registered and actively attending classes in the quarter immediately following notification of the award.

POLICIES AND PROCEDURES FOR VERIFICATION

The Art Institute of California - Hollywood has developed the following policies and procedures in accordance with federal financial aid regulations:

1. Only students who have been selected will have their application information verified and will be required to submit supporting documentation. In most cases, the required documentation consists of a completed verification worksheet and a signed United States income tax return from the prior year.
2. The Art Institute of California - Hollywood will inform students of the required documentation that is missing. The school will use as its reference the most recent verification guide supplied by the United States Department of Education. At that time, the student will be informed of the time parameters and the consequences of not completing the verification cycle. The school will notify the student of the result of verification and any other documentation needed. The school will assist the student in correcting any information that is inaccurate and will notify any student whose award changes via Award Letter.
3. If the student supplies inaccurate information on any application and refuses to correct it after being counseled by the school, the school will refer this case to the United States Department of Education for resolution. Unless required by the United States Department of Education, no Financial Aid will be disbursed to the student.
4. The Financial Aid file must be documented with the date that verification is completed. Loan checks are not to be released prior to this date.
5. No Pell Grant or FSEOG funds will be disbursed prior to the completion of verification.
6. Federal Stafford Student Loan applications may be certified by the school prior to the completion of verification. However, the funds may not be received until verification is complete.
7. Students eligible to receive a Federal Pell Grant will have until 60 days after his/her last day of attendance or end of the academic year, whichever is earlier, to complete verification. However, in the interim, the student must have made arrangements with the school for payment of all tuition and fees due or risk termination from school. After the passage of the aforementioned period, all Financial Aid that might have been due is forfeited.

SECONDARY CONFIRMATION PROCEDURES

In accordance with current federal regulations, The Art Institute of California- Hollywood has established the following procedures relative to the secondary citizenship confirmation process for Title IV financial aid applicants who have indicated that they are eligible non-citizens or permanent residents of the United States. If the primary confirmation process does not confirm eligible Title IV applicant status, the student must submit reasonable evidence of eligible status. All students who report eligible status, but whose

eligible status is not confirmed by the Central Processing System output document, will follow the procedures listed below:

1. Students have 30 days from the date that the school receives the output document to submit documentation of eligible non-citizen status.
2. Students must submit documentation of their legal permanent status to the Student Financial Services Office. This documentation must be current, official, and legible.
3. The school will initiate secondary confirmation within 10 business days of receiving both output documents and student's immigration status documents.
4. The school will not make the decision regarding "eligible non-citizen" status without the student having the opportunity to submit documentation supporting a claim for eligibility during the 30-day period.
5. Failure to submit the documentation by the deadline prevents the school from disbursing any Title IV funds or certifying the student as eligible for any Title IV funds.

POLICIES FOR STUDENTS WHO BEGIN AT MID-QUARTER

- **Length of Term**
The first academic quarter is approximately 5 weeks in duration.
- **Kit Return Policy**
Students who leave school during the first three weeks of the mid-quarter session may return the starting kit and/or individual components of the kit within ten days of his/her last date of attendance.
- **Schedule Adjustment Period**
The schedule adjustment period begins on the first day of the mid-quarter session start (fourth day of Week 6) and concludes at the end of the day on the following Saturday (last day of Week 6). If you drop or add one or more classes, your financial aid eligibility may change. Please see a financial aid officer before adding or dropping a class.
- **Return of Title IV Funds**
The Return of Title IV Calculation as described in the Enrollment Agreement for the mid-quarter session will apply using the mid-quarter start and end dates.

Second-session Classes and Drop/Add Policy

1. Students who are registered for a second-session class and who withdraw from school during Session 1 of a term will have the second-session class "voided" (or "unregistered" in CampusVue). This means that they will not be charged for the class, the class will not appear on the transcript, and there will be no academic progress implications for that class.
2. Students enrolled for a second-session class who remain in school, but choose not to take the second-session class must notify the school that they will not take that class prior to the end of the drop/add period for the mid-session start. If they do that, they will be "unregistered" from the class, and will not be charged for it. Failure to do so will result in a W grade (which will apply to the Academic Progress policy) and being charged for the course.

PLACEMENT IN TRANSITIONAL STUDIES

The Art Institute of California - Hollywood is committed to student success. Recognizing that students come to the school with different strengths and skill sets, The Art Institute of California - Hollywood administers the ACCUPLACER assessment to help determine student academic preparation in math and English. To ensure placement in the appropriate math and English courses, new students are required to take ACCUPLACER. Based on the results, students may be required to take one or more Transitional Studies courses which must be completed in order for students to progress in their program of study.

Credits earned in Transitional Studies do not count toward the total number of credits required for graduation, nor do they count in the calculation of Cumulative Grade Point Average (CGPA). However, such credits do count in determining maximum time frame and Incremental Completion Rate (ICR). Transitional Studies courses may be individually attempted no more than three times. Failure to pass this course within three attempts will result in academic termination.

Students who have applied and accepted for admission are encouraged to take the ACCUPLACER assessment at The Art Institute of California - Hollywood before classes begin. Students who do not take the ACCUPLACER assessment before the start of their first quarter at The Art Institute of California - Hollywood and who are not granted exceptions per the following criteria, will be automatically enrolled in Transitional Studies courses.

Exceptions will be granted to students with:

1. Transferable college credits in 100-level (or higher) math and/or English courses with grades of "C" or higher.
2. Scores of 450 or higher on the verbal portion of the SAT and/or 400 or above on the math portion.
3. Advanced Placement (AP) scores of 3 or higher in math and/or English.
4. A score of 50 on the CLEP exam in math and/or English.

MILESTONES AND EVALUATION POINTS FOR SATISFACTORY ACADEMIC PROGRESS

Academic Standards for Degree Programs:

1. At the end of second quarter (or the fifth session for mid-session starts), students must achieve a CGPA of 1.0 and an ICR of 33.33%. Anything below these milestones will result in **probation**.
2. At the end of third quarter, students must attain a CGPA of 1.0 and an ICR of 33.33%. Anything below these milestones will result in **dismissal**.
3. At the end of third quarter, students with a CGPA under 1.5, but at least 1.0 and/or an ICR below 50%, but at least 33.33% will be placed on **probation**.
4. At the end of sixth quarter, students must accomplish a CGPA of 2.0 and an ICR of 66.67%. Anything below these milestones will result in **dismissal**.
5. While we are bound by Department of Education requirements that a student be dismissed after his or her sixth quarter if the CGPA is below 2.0 and/or the ICR is below 66.67%, we are allowed to place a student on probation in subsequent quarters if the CGPA falls below 2.0, but is at least 1.8, and/or the ICR falls below 66.67%, but is at least 60%. If the student is put on probation, the student will have to attain both a CGPA of 2.0 and an ICR of 66.67% at the end of the next evaluation point or be **dismissed** (note: evaluation points occur every other quarter after sixth quarter). This can only happen once after sixth quarter.
6. At any evaluation point after sixth quarter, a student with a CGPA below 1.8 and/or an ICR below 60% will be **dismissed**.
7. Students may not attempt more than 150% of the credits in their programs; anything in excess of 150% of the credits will result in **dismissal**.

8. Failure to complete courses successfully, for any reason may negatively affect academic progress. Failing courses or withdrawing from courses could result in the loss of financial aid.
9. **Transitional Studies Courses are based on the results of the academic placement test. Like any course, students must successfully complete such courses in order to progress in the program. Transitional studies course credits do not count towards the total number of credits for graduation nor do they count in the CGPA; however, they do count in determining the maximum time frame and the incremental completion rate. Transitional studies courses may be individually attempted no more than three times. Failing or withdrawing from a transitional studies course three times will result in dismissal.**
10. If a student appeals and is denied the appeal, he or she must remain out of school until one year after the quarter in which the appeal was denied. The student can then request an additional appeal for reinstatement, but would have to demonstrate accomplishments or changes that show a degree of college readiness that reliably predict success. Should the student have his or her appeal denied a second time, the student will be **permanently dismissed** from the Institute. If the student's appeal is granted, he or she will be placed on **probation** at the start of the term, and would be required to attain CGPA and ICR milestones by the next evaluation point. Failure to do so will result in a **permanent dismissal**. The student would do this through the reentry process.

Other Standards of Academic Progress:

11. Following is a comprehensive list of events that indicate there may be a Mitigating Circumstance which has negatively impacted academic progress:
 - a. Death of an immediate family member
 - b. Student illness requiring hospitalization (this includes mental health issues)
 - c. Illness of an immediate family member where the student is a primary caretaker
 - d. Illness of an immediate family member where the family member is the primary financial support
 - e. Abusive relationships
 - f. Divorce proceedings
 - g. Previously undocumented disability
 - h. Work-related transfer during the term
 - i. Change in work schedule during the term
 - j. Natural disaster
 - k. Family emergency
 - l. Financial hardship such as foreclosure or eviction
 - m. Loss of transportation where there are no alternative means of transportation
 - n. Documentation from the School Counselor and/or a Professional Counselor

The Dean of Academic Affairs is responsible for determining the appropriateness of the mitigating circumstance in regards to severity, timeliness, and the student's ability to avoid the circumstance. Student life issues and making the transition to college are not considered mitigating circumstances under this policy since students have at least three quarters in a degree program to adjust to college life.

Documentation from a school or professional counselor should not breach the student/counselor relationship. A memorandum or letter on school or organizational letterhead indicating a counselor's opinion that student issues are contrary to satisfactory academic progress will suffice as proof of mitigating circumstances.

12. **Grades achieved in repeated classes will replace grades of 'F', 'W', or 'WF'. Grades of 'F', 'W', or 'WF' are included in the maximum allowable time frame and incremental completion rate requirements. The grade 'I' indicates Incomplete and is calculated as if it is an 'F' until it is changed to another grade. Students may also retake classes in which they received a passing grade in order to improve their CGPA. However, a student cannot**

receive financial aid for repeating courses in which a passing grade has already been earned.

13. Transfer credits from other post-secondary institutions are not calculated in the maximum allowable credits or incremental completion rate requirements; however, transfer credits do reduce the total number of credits that must be attempted within the program. Therefore, the maximum number of attempted credits for a student with transfer credit is one and one-half times the number of credits required to complete for graduation. Example: if a student transfers 36 credits to a program consisting of 180 credits, the calculation would be $180 - 36 = 144 \times 1.5 = 216$ credits.

Grades for credits transferred from any post-secondary institution (including an Art Institute) will be recorded as “TR” in the Student Information System and will not affect the student’s CGPA.

Students wishing to transfer from one Art Institute to another may do so only if they are in good standing at the sending school. Any student dismissed for academic progress cannot transfer to another Art Institute until he or she has been reinstated at the sending school and is deemed to be making satisfactory academic progress.

14. Students will be allowed only one change of program. On rare occasions and with good reason, the Dean of Academic Affairs may allow a student an additional change of program. Changing from day to evening in the same program is not considered a change of program. Changing from a diploma level to a degree level or an associate’s level to a bachelor’s level in the same program is not considered changes of program.

Courses taken in one program applicable to the second program shall be transferred with the grade. If students have taken a course more than once, all grades pertinent to that course shall apply to the second program. Grades earned in the original program shall count towards the cumulative grade point average.

However, in cases in which a student has graduated from the Institute in one program then subsequently begins work in a different program, grades used in the CGPA of the previous program will not be applied to the student’s new program CGPA calculation. The grades will be recorded as TR.

For ICR purposes only, those courses transferred will apply to the new program. The maximum allowable timeframe shall be calculated as the total number of credits in the program minus the number of credits applied to the new program $\times 1.5$. Example: if a student transfers 36 credits to a program consisting of 180 credits, the calculation would be $180 - 36 = 144 \times 1.5 = 216$ credits. Second example, if a student earned 36 credits in the original program that are applicable to the new program, but transfers 48 credits due to repeating failed classes then the maximum allowable timeframe is reduced to 198 credits.

15. In order for students to graduate, the minimum requirements are a CGPA of 2.0, and completion of the program in no more than 150% of total program credits.

Milestones and Evaluation Points

<u>Evaluation Point</u>	<u>Milestones (CGPA and ICR)</u>	<u>Required Action</u>
End of Second Quarter	< 1.0 and/or 33.33%	Probation
End of Third Quarter	< 1.0 and/or 33.33%	Dismissal
End of Third Quarter	< 1.5 and/or 50% > 1.0 and 33.33%	Probation
End of Sixth Quarter* (and every other quarter)	< 2.0 and 66.67%	Dismissal

thereafter)

* If a student's CGPA falls below 2.0, but is at least 1.8 and/or the ICR is below 66.67% but at least 60%, the student may be placed on probation one time after he or she has moved beyond his or her sixth quarter. The student would then need to achieve the 2.0 and 66.67% milestones at the next evaluation point or be dismissed.

SPECIAL SATISFACTORY ACADEMIC PROGRESS POLICY PROVISIONS FOR CALIFORNIA VA STUDENTS (EFFECTIVE JANUARY 15, 2008)

The Satisfactory Academic Progress policy published in the Catalog is applicable to every student enrolled in diploma and undergraduate degree programs. It ensures that students make satisfactory progress towards successful completion of their academic programs. The evaluation points and milestones contained in the policy are meant to identify problems for which actions of early intervention and/or remediation can be taken. Most critical to this policy is a student's ability to enroll in and complete courses on a consistent manner. This ability is measured in two ways: cumulative grade-point-average (CGPA); and incremental completion rate (ICR). Failure to complete courses successfully for any reason may negatively affect academic progress. Failing courses or withdrawing from courses could result in the loss of financial aid. In order for a student to graduate, the minimum requirements are a CGPA of 2.0, and completion of the program in no more than 150% of total program credits.

In addition to the provisions of the policy, students in degree programs receiving VA benefits in California have two additional evaluation points. These are not for purposes of determining academic standing, but, rather, are for purposes of determining continued eligibility to receive VA benefits.

Academic Standards for Degree Programs:

16. At the end of second quarter (or the fifth session for mid-session starts), students must achieve a CGPA of 1.0 and an ICR of 33.33%. Anything below these milestones will result in **probation**.
17. At the end of third quarter, students must attain a CGPA of 1.0 and an ICR of 33.33%. Anything below these milestones will result in **dismissal**.
18. At the end of third quarter, students with a CGPA under 1.5, but at least 1.0 and/or an ICR below 50%, but at least 33.33% will be placed on **probation**.
19. At the end of the third quarter, students who are placed on probation and who were on probation after second quarter will have their **certification of eligibility to receive VA benefits withdrawn**.
20. At the end of the fourth quarter, students receiving VA benefits who were on academic probation at the end of their second and third quarters will be evaluated to ensure that they have earned a CGPA of at least 1.5 and an ICR of at least 33.33%. Failure to meet these benchmarks will result in the **withdrawal of certification of eligibility** to receive VA benefits.
21. At the end of the fifth quarter, students receiving VA benefits who were on academic probation at the end of their third and fourth quarters will be evaluated to ensure that they have earned a CGPA of at least 1.8 and an ICR of at least 60%. Failure to meet these benchmarks will result in the **withdrawal of certification of eligibility** to receive VA benefits.
22. At the end of sixth quarter, students must accomplish a CGPA of 2.0 and an ICR of 66.67%. Anything below these milestones will result in **dismissal**.
23. While we are bound by Department of Education requirements that a student be dismissed after his or her sixth quarter if the CGPA is below 2.0 and/or the ICR is below 66.67%, we are allowed to place a student on probation in subsequent quarters if the CGPA falls below 2.0, but is at least 1.8, and/or the ICR falls below 66.67%, but is at least 60%. If the student is put on probation, the student will have to attain both a CGPA of 2.0 and an ICR of 66.67% at the end of the next evaluation point or be **dismissed** (note: evaluation points occur every other quarter after sixth quarter). This can only happen once after sixth quarter.

24. At any evaluation point after sixth quarter, a student with a CGPA below 1.8 and/or an ICR below 60% will be **dismissed**.

Milestones and Evaluation Points

<u>Evaluation Point</u>	<u>Milestones (CGPA and ICR)</u>	<u>Required Action</u>
End of Second Quarter	< 1.0 and/or 33.33%	Probation
End of Third Quarter	< 1.0 and/or 33.33%	Dismissal
End of Third Quarter	< 1.5 and/or 50%	Probation
End of Third Quarter	> 1.0 and 33.33%	
End of Third Quarter	< 1.5 and/or 50%	Probation and Loss of VA Benefits
End of Fourth Quarter	> 1.0 and 33.33% (and on probation after 2 nd Quarter)	
End of Fourth Quarter	< 1.5 and/or 33% (and on probation after 2 nd and 3 rd Quarters)	Loss of VA benefits
End of Fifth Quarter	< 1.7 and/or 60% (and on probation after 3 rd Quarter)	Loss of VA benefits
End of Sixth Quarter* And every other quarter thereafter	< 2.0 and 66.67%	Dismissal

Terms of Academic Probation

Once placed on academic probation, a student must meet the CGPA and ICR milestones at the next evaluation point. (Refer to the “Satisfactory Academic Progress Policy Milestones and Evaluation Points” table on page 90 of the catalog.) If the student meets the CGPA and ICR milestones at the next evaluation point, the student will be removed from academic probation. However, if the student fails to meet the CGPA and ICR milestones at the next evaluation point, the student will be terminated for academic reasons.

When a student is placed on academic probation, the school will send a letter to the student informing them of their status. The letter will contain a summary of Satisfactory Academic Progress Policy Milestones and Evaluation Points which explains the milestones that the students will need to achieve and in what timeframe.

Seeking Additional Degrees

When a student earns an associate’s degree and then elects to continue in a bachelor’s program for the same or different major, the school’s transfer of credit policy applies. Eligible courses taken in the associates program shall be transferred with the grade. If a student has taken a course more than once, all grades relevant to that course shall apply in the bachelor’s program. Grades earned in the associates program and major shall count toward the CGPA. For ICR purposes, only those courses transferred will apply to the new bachelor’s program and major. The maximum allowable time frame shall be calculated as the total number of credits in the new bachelor’s program and major minus the number of credits applied to the new bachelor’s program and major times 150%. Example: if a student transfers 112 credits to a new bachelor’s program consisting of 192 credits, the calculation would be $192 - 112 = 80 \times 150\% = 120$ credits. Second example: if a student earned 112 credits in the original associates program that are applicable to the new bachelor’s program, but transfers 124 credits due to repeating failed classes, then the maximum allowable time frame is reduced to 102 credits.

PROGRAM CHANGES

Fashion Design

- FD1123 History of Fashion I is now titled **FD1123 History of Fashion to 1650.**
- FD1133 History of Fashion II is now titled **FD1133 History of Fashion from 1650 to Present.**

Graphic Design

- GD4404 Independent Study is now titled **GD4405 Directed Study.**

Independent Study

- IS400 Independent Study is now titled **DS400 Directed Study.**
- IS401 Independent Study is now titled **DS401 Directed Study.**
- IS402 Independent Study is now titled **DS402 Directed Study.**

Interior Design

- ID3317 Materials & Specifications has moved from Quarter 6 to Quarter 8 and now has a prerequisite requirement of ID2214.
- The Liberal Studies requirement in Quarter 7 has been replaced with a Social & Behavioral Sciences requirement.
- ID2229 Human Factors has moved from Quarter 8 to Quarter 6.

OTHER INFORMATION

Memberships:

The Art Institute of California - Hollywood is a member of Servicemembers Opportunity Colleges.

ACADEMIC CALENDAR

Quarter Calendar

<u>Session</u>	<u>Start Date</u>	<u>Last Date to Add/Drop</u>	<u>Last Date to Withdraw</u>	<u>Last Day of Classes</u>
WI 09	January 12, 2009	January 20, 2009	March 13, 2009	March 28, 2009
SP 09	April 6, 2009	April 13, 2009	June 5, 2009	June 20, 2009
SU 09	July 13, 2009	July 20, 2009	September 11, 2009	September 26, 2009
FA 09	October 5, 2009	October 12, 2009	December 4, 2009	December 19, 2009
WI 10	January 11, 2010	January 19, 2010	March 12, 2010	March 27, 2010

Mid-Quarter Calendar

<u>Session</u>	<u>Start Date</u>	<u>Last Date to Add/Drop</u>	<u>Last Date to Withdraw</u>	<u>Last Day of Classes</u>
WI 09	February 19, 2009	February 23, 2009	March 13, 2009	March 28, 2009
SP 09	May 14, 2009	May 18, 2009	June 5, 2009	June 20, 2009
SU 09	August 20, 2009	August 24, 2009	September 11, 2009	September 26, 2009
FA 09	November 12, 2009	November 16, 2009	December 4, 2009	December 19, 2009
WI 10	February 18, 2010	February 22, 2010	March 12, 2010	March 27, 2010

School Holidays

Martin Luther King Jr. Day	Monday, January 19, 2009
Presidents' Day	Friday, February 13, 2009
Memorial Day	Monday, May 25, 2009
Independence Day	Saturday, July 4, 2009
Labor Day	Monday, September 7, 2009
Veteran's Day	Wednesday, November 11, 2009
Thanksgiving Day	Thursday, November 26, 2009
Day After Thanksgiving	Friday, November 27, 2009
Christmas Eve	Thursday, December 24, 2009
Christmas Day	Friday, December 25, 2009
New Year's Eve	Thursday, December 31, 2009
New Year's Day	Friday, January 1, 2010

Digital Filmmaking & Video Production

Bachelor of Science

Program Description

The Bachelor of Science Program in Digital Filmmaking & Video Production will offer a balance in theory, history, and practical training to produce competent and literate graduates who are proficient in the technical, organizational, historical, and creative aspects of visual storytelling. This program will integrate industry and education with internship programs and its own student operated production company and television studios.

Storytelling will be the basis from which the technical aspects such as lighting, directing, editing, and sound are taught. There will, however, be an even greater emphasis on storytelling itself since good stories are in great demand in the industry and writing is one of the best ways through which to enter it.

The principles of this craft will be further explored and applied to the various contemporary forms. Students will have the opportunity to script and produce screenplays, teleplays, sitcoms, commercials and music videos, which, among other avenues, they can enter into the numerous writing and video-making competitions the industry sponsors.

Equally important is the production of the thesis video project, which will be the centerpiece of the graduating student's demo reel. This allows the graduate the opportunity to enter film/video festivals and contests and present a "visual calling card" to prospective employers in the industry. In addition, technical competencies will be further enhanced as students are offered advanced courses in these areas and provided the opportunity to concentrate in their chosen fields.

Program Objectives

1. Graduates from the program can conceptualize, plan, execute, and deliver a production utilizing digital filmmaking and video techniques, and demonstrating technical proficiency that meets industry standards.
2. Graduates can apply peer and professional critiques in the articulation and justification of aesthetic decisions in their own projects and in the evaluation of other media work.
3. Graduates can present and conduct themselves professionally and demonstrate an understanding of specific career paths, job responsibilities, and industry expectations.
4. Graduates can apply business and economic principles and practices in the media industry while maintaining legal and ethical standards.
5. Graduates can apply effective media-related research, writing, and verbal communication skills to their work.
6. Students graduating from the Bachelor of Science in the Digital Filmmaking & Video Production program are able to pursue the following entry-level positions such as production assistant, script reader, grip, gaffer, second assistant director, assistant to a film/TV executive, producer, director, writer, editor, production coordinator, or videographer and sound mixer in the television and movie industry.

Graduation Requirements

To receive a Bachelor of Science degree in Digital Filmmaking & Video Production, students must: receive a passing grade or credit for all required coursework; earn a minimum of 192 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

Courses	Quarter Credit Hours
FS104 Computer Applications	3
FS122 Image Manipulation	3
FS239 Career Development	3
GD1125 Introduction to Photography	3
DFVP3300 Television History & Analysis	3
DFVP3301 The Moving Camera: Methods & Styles	3
DFVP3303 ADR/Foley	3
DFVP3305 Production Planning & Financing	3
DFVP3310 Advanced Screenwriting	3
DFVP3311 Advanced Directing	3
DFVP3312 Advanced Editing 2	3
DFVP3313 Lighting Techniques 2	3
DFVP3314 TV Studio 3	3
DFVP3321 The Documentary	3
DFVP3331 Narrative Elements	3
DFVP4400 Film History: Masters & Genres	3
DFVP4445 Broadcast TV Production 1	3
DFVP4450 Thesis Production 1	3
DFVP4451 Thesis Production 2	2
DFVP4452 Thesis Post-Production	2
DFVP4455 Broadcast TV Production 2	3
VP1101 Fundamentals of Video Production	3
VP1102 Fundamentals of Editing 1	3
VP1103 Production Sound	3
VP1110 Fundamentals of Screenwriting	3
VP1111 Electronic Field Production	3
VP1112 Fundamentals of Editing 2	3
VP1113 Lighting Techniques 1	3
VP1116 Production Design	3
VP1121 Narrative Short-Form	3
VP2200 Film History & Analysis	3
VP2201 Commercials & Music Videos	3
VP2202 Intermediate Editing 1	3
VP2203 Post-Production Sound	3
VP2204 TV Studio 1	3
VP2210 Intermediate Screenwriting	3
VP2212 Intermediate Editing 2	3
VP2214 TV Studio 2	3
VP2221 Directing	3
VP2222 Advanced Editing 1	3
VP2250 Portfolio Production 1	3
VP2251 Portfolio Production 2	3
VP2252 Portfolio Post-Production	3
1st Elective *	3
2nd Elective *	3
3rd Elective *	3
HU110 College English ♦	4
HU111 Effective Speaking ♦	4
HU130 Visual Language & Culture ♦	4
Humanities Art Requirement ♦	4
Humanities Requirement ♦	4
Humanities Writing Requirement ♦	4
Liberal Studies Requirement ♦	4

Liberal Studies Requirement ♦	4
Liberal Studies Requirement ♦	4
Mathematics Requirement ♦	4
Mathematics & Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
TOTAL QUARTER CREDITS	192

♦**LIBERAL STUDIES:** Courses designated with a diamond are Liberal Studies courses. Four of the fourteen Liberal Studies courses required for a Bachelor of Science degree in Digital Filmmaking & Video Production must be chosen from upper division (300-400 level) courses.

***ELECTIVES:** 1st elective and 2nd elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). 3rd elective must be selected from upper division courses (3000- or 4000-level courses). Electives may not be chosen from Liberal Studies classes. Prerequisites must be met.

NOTE: All courses are 11 weeks in length. The Digital Filmmaking & Video Production Bachelor of Science degree program is twelve quarters in length. Completion of the program in twelve quarters is dependent upon whether the student successfully attempts 15–16 quarter credits per quarter.

Course Descriptions

GD1125 INTRODUCTION TO PHOTOGRAPHY

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

Photography is a fundamental component of graphic design. This course will introduce the elements of photography and explore its impact and various applications as a vehicle to convey a visual message. Students will learn the operation of cameras such as 35-millimeter and digital, and the principles of composition, lighting and depth of field. The student will be introduced to the concepts of portraiture, narrative and documentary issues.

DFVP3300 TELEVISION HISTORY & ANALYSIS

3 quarter credits (33 hrs Lecture)

Prerequisites: VP2200, VP2252

This course allows students to explore video as an expressive medium. Students will examine and critically analyze the creative process of video.

DFVP3301 THE MOVING CAMERA: METHODS & STYLES

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2252

Students will gain practical experience in planning and shooting short form videos such as commercials, trailers, promotional, and music videos.

DFVP3303 ADR/FOLEY

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2203, VP2252

Students will gain practical experience in advanced sound design and audio production. This course will include Automated Dialogue Replacement (ADR), creation of realistic synchronized sound effects (Foley), and multi-track recording, editing and mixing in the post-production storytelling process.

DFVP3305 PRODUCTION PLANNING & FINANCING

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: DFVP3301.

Students will learn the techniques of planning a motion picture or television production. This will include the breakdown and budgeting of a narrative project as well as the various avenues available for financing. Also, within the framework of this course, students will prepare the pre-production of their thesis project.

DFVP3310 ADVANCED SCREENWRITING

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: DFVP3301

Students will develop and prepare for the production of their thesis project.

DFVP3311 ADVANCED DIRECTING

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: DFVP3301

This course concentrates on the creation of believable dramatic scenes with an emphasis on the various visual styles.

DFVP3312 ADVANCED EDITING II

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: DFVP3311

This post-production course concentrates on narrative and documentary storytelling styles, including shot selection, building a scene, editing pace, time-compression and time-expansion, sound effects, and music.

DFVP3313 LIGHTING TECHNIQUES 2

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1113, VP2252

Students will gain practical experience in creating a unified mood for a scene by controlling light, color, set design, costume, lens selection, and camera movement.

DFVP3314 TV STUDIO 3

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2214, VP2252

In this course students will learn to create segments within a TV newsmagazine format.

DFVP3321 THE DOCUMENTARY

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2252

Students gain practical experience in documentary video production. This course will include subject selection, production planning, crew considerations, interviewing techniques, cultural sensitivity, and social responsibility.

DFVP3331 NARRATIVE ELEMENTS

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: DFVP3311

Students will study and apply the aesthetics and techniques of complex single camera coverage and the direction of actors in interpreting the narrative.

DFVP4400 FILM HISTORY: MASTERS & GENRES

3 quarter credits (33 hrs Lecture)

Prerequisites: VP2200

This course introduces students to the various styles of acknowledged master directors of film, television, and video. Students will examine and critically analyze the creative process of these master directors.

DFVP4445 BROADCAST TV PRODUCTION I

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: DFVP3314.

Students will gain practical experience working in a simulated video production company, and come to understand the many facets of video production.

DFVP4450 THESIS PRODUCTION I

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2222, DFVP 3305, DFVP3331; must be taken concurrently with DFVP4451. Taken concurrently with DFVP4451, this class will cover the pre-production and production phases of the video-making process. Particular emphasis will be placed on the development of the moviemaker as “auteur”, as a maker of videos that express an individual style.

DFVP4451 THESIS PRODUCTION II

2 quarter credits (11 hrs Lecture/22 hrs Lab)

Prerequisites: VP2222, DFVP335, DFVP3331; must be taken concurrently with DFVP4450

Taken concurrently with DFVP4450, this course reviews in detail and emphasizes sound business and management practices within the production environment. The student will understand the process involved in working from a script, creating a shot list, timing scenes and working with production managers and talent.

DFVP4452 THESIS POST-PRODUCTION

2 quarter credits (11 hrs Lecture/22 hrs Lab)

Prerequisites: V4450 Thesis Production 1 and V4451 Thesis Production 2; must be taken concurrently with V4453 Thesis Post-Production. This course provides the opportunity for students to complete their advanced thesis projects. This course emphasizes the artistic importance of all elements of post-production: editing, sound design, ADR, special FX, opening and end titles.

DFVP4455 BROADCAST TV PRODUCTION II

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: DFVP4445.

Students will develop a theoretical and practical understanding of the varied aspects of creating a television production. Students will work with scripts to produce single camera and multi-camera productions, linear and nonlinear post-production and a finished product that would simulate broadcast readiness.

VP1101 FUNDAMENTALS OF VIDEO PRODUCTION

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: must be taken concurrently with VP1102

This course introduces students to the technical terminology, equipment and techniques of video production.

VP1102 FUNDAMENTALS OF EDITING I

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: must be taken concurrently with VP1101

This course introduces students to the basics of media language and the technical terminology, equipment and techniques of video editing.

VP1103 PRODUCTION SOUND

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS104, VP1101.

This course introduces students to the basic principles, terminology, and techniques of sound editing.

VP1110 FUNDAMENTALS OF SCREENWRITING

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1101, VP1102

This course introduces students to ideation and short scriptwriting techniques.

VP1111 ELECTRONIC FIELD PRODUCTION

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1101 must be taken concurrently with VP1112

This course introduces the student to the video camera as a technical and creative tool for communication and art. It emphasizes camera operation and setup for electronic newsgathering (ENG), electronic field production (EFP) and studio applications. Students integrate the principles of lighting and gripping in video applications. Camera movements and framing techniques are applied using different camera mounts.

VP1112 FUNDAMENTALS OF EDITING 2

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1102, must be taken concurrently with VP1111.

This course presents post-production techniques for editing raw footage into a finished program. It includes edit list management, graphics, special effects, job search and career-related skills.

VP1113 LIGHTING TECHNIQUES 1

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1111, GD1125.

This course analyzes the role of the Lighting Director, Lighting Technician and Electrician. Emphasis is placed on understanding the video signal's reaction to light, electricity, lighting equipment and lighting design. Students will garner a greater understanding of the role of a lighting technician and their contribution to the visual structure of the project.

VP1116 PRODUCTION DESIGN

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

Space is the most dramatic stylistic entity in moving pictures, and yet, the most neglected. This is a demonstration/discussion course in how the video artist deploys space and fills it. The deployment of space will be deconstructed into three categories: 1) the field of the screen, 2) the psychological space of the actor, and 3) the area of experience and geography that the images cover. Additionally, great consideration will be paid to the development of the heart of the moving image: the intensity with which external detail (set decoration, props and costume) can communicate an intensity of internal pain and joy.

VP1121 NARRATIVE SHORT FORM

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1101, VP1111

Students analyze the roles of the members of a news gathering crew. The emphasis will be placed on the roles of the Segment Producer; Camera Operator; Sound Engineer and Lighting Technician. Students will garner a greater understanding of the roles of each of the ENG's crewmembers and their respective jobs.

VP2200 FILM HISTORY & ANALYSIS

3 quarter credits (33 hrs Lecture)

Prerequisites: HU130

This course introduces students to the historical, technical and aesthetic aspects of film and television. Students examine and critically analyze the creative process of film and television programming.

VP2201 COMMERCIALS & MUSIC VIDEOS

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1121, VP1113

In this course, students create a video from the idea stage to the final edit master. Special emphasis is placed on defining the roles of the production team and on the execution of tasks culminating in the completion of a final project. Aesthetic and utilitarian lighting techniques specific to various media are compared and contrasted. Students learn the fundamental skills required to make appropriate lighting choices under a variety of field conditions.

VP2202 INTERMEDIATE EDITING 1

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS104, VP1112.

This course covers the operation of non-linear video editing. Students are introduced to the aesthetics of editing, editing terminology and processes, time-code and video effects. Students learn how to digitize video and sound, edit sequences, and add transitions, video effects, digital filters, and motions. Final production includes exporting to videotape.

VP2203 POST PRODUCTION SOUND

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1103

This course focuses on the artistic and technical problems of sound editing. Students will learn advanced sound editing techniques.

VP2204 TV STUDIO 1

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1111, VP1112

This course is an introduction to live TV studio production. Students will learn and practice the proper use of TV studio equipment and participate in a combination of exercises and projects in conceiving, producing, directing and shooting studio-based television productions.

VP2210 INTERMEDIATE SCREENWRITING

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP1110, VP2201

This course prepares students for the production of an advanced portfolio project.

VP2212 INTERMEDIATE EDITING II

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2201,VP2202.

This course focuses on artistic and technical problems of video editing. Practical experience includes the editing of synchronous sound and footage. Students will learn advanced editing techniques, including calibration and phasing. They will also learn video image manipulation, character generation and post-production studio techniques.

VP2214 TV STUDIO 2

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2204

In this course, students produce various types of scripted studio productions. The class emphasizes casting and directing the actor.

VP2221 DIRECTING

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2201, VP2202

This course analyzes the role of the director and director/producer. Emphasis is placed on the role of the director in the three stages of production, visual design and communication with actors.

VP2222 ADVANCED EDITING 1

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2212

This course focuses on artistic and technical problems of video editing. The emphasis of this advanced level editing course will be on aesthetic issues.

VP2250 PORTFOLIO PRODUCTION I

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2210, VP2212, VP2221, must be taken concurrently with VP2251 Taken concurrently with VP2251, this course provides an opportunity to create an advanced video project(s) that may be used in the student's graduation portfolio, or to show the student's cumulative knowledge and skill in the art of video production developed over the course of the student's tenure at the school.

The main thrust of the course will be designing and executing a visual structure to support and enhance the prepared script or treatment created in VP2210. Effective creative expression, high technical competency, and teamwork among students will be essential aspects of the course

VP2251 PORTFOLIO PRODUCTION II

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2210; VP2212, VP2221, must be taken concurrently with VP2250 Taken concurrently with VP2250, students will develop a project under the supervision of faculty that will address their particular field of interest: short or long form, documentary, commercial or experimental. Emphasis will be placed on the student's practical, organizational, cooperative and technical skills without which no production can be successful.

VP2252 PORTFOLIO POST PRODUCTION

3 quarter credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VP2222, VP2250, VP2251

This course provides students the opportunity to assemble a graduation demo reel of their work under faculty guidance. The content of the demo reel can be varied depending on the student's area of concentration. The content and technical aspect of the demo reel will be heavily art directed and guided by a faculty member.

Digital Photography

Associate of Science

Program Description

Photography is a major medium of communication. It shapes our perception of the world and impacts our lives in many ways. The Digital Photography Associate of Science program has been created for those with creativity, imagination, an eye for color, attention to detail, and a degree of selective critical judgment. Graduates of this program will work with diverse subject matter and many types of people. They must be able to work as a member of a creative team, have excellent communication skills, and have good business skills. Additionally, they must be able to negotiate, sell, coordinate work with others, operate equipment, use tools, follow directions, plan, make decisions and create spatial visualization.

This program prepares students to seek entry-level positions such as photographer, digital studio photographer, in-house digital photographer, Photoshop color operator, production photographer, online photo image editor, digital catalog photographer, and photo editor. Graduates will demonstrate the creative and technical skills and abilities employers in the digital photography field require, including: technical skills, professional knowledge, critical thinking, concept development, business sense, marketing, entrepreneurship and creativity.

Graduation Requirements

To receive an Associate of Science degree in Digital Photography, students must: receive a passing grade or credit for all required coursework; earn a minimum of 112 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

Courses	Credit Hours
FS101 Fundamentals/Observational Drawing	3
FS102 Fundamentals of Design	3
FS103 Color Theory	3
FS104 Computer Applications	3
FS122 Image Manipulation	3
FS239 Career Development	3
FS297 Portfolio I	3
GD1125 Introduction to Photography	3
PH1102 History of Photography I	3
PH1104 Photographic Design	3
PH1110 Survey of Photography	3
PH1120 Digital Darkroom Creative Techniques	3
PH1130 Lighting	3
PH1140 Photo Essay	3
PH1200 Business of Photography	3
PH1210 Advanced Digital Darkroom Color Management	3
PH1220 Advanced Lighting	3
PH1230 Large Format Photography	3
PH2201 Studio Photography	3
PH2211 Portraiture Photography	3
PH2235 Web Photo Portfolio Exploration	3
PH2245 Editorial Photography	3
PH2255 Photojournalism	3

PH2303 Advertising/Art Direction	3
MM3333 Web Design for Graphic Artists	3
GD3393 Art & The Law	3
Elective*	3
FS399 Internship I	3
HU110 College English ♦	4
HU111 Effective Speaking ♦	4
HU130 Visual Language & Culture ♦	4
Liberal Studies Requirement ♦	4
Mathematics Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Total Quarter Credits	112

♦**LIBERAL STUDIES:** Courses designated with a diamond are Liberal Studies courses.

***ELECTIVES:** 1st elective and 2nd elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). 3rd elective must be selected from upper division courses (3000- or 4000-level courses). Electives may not be chosen from Liberal Studies classes. Prerequisites must be met.

NOTE: All courses are 11 weeks in length. The Digital Photography Associate of Science degree program is seven quarters in length. Completion of the program in seven quarters is dependent upon whether the student successfully attempts 15–16 quarter credits per quarter.

Course Description

GD1125 INTRODUCTION TO PHOTOGRAPHY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

Photography is a fundamental component of graphic design. This course will introduce the elements of photography and explore its impact and various applications as a vehicle to convey a visual message. Students will learn the operation of cameras such as 35-millimeter and digital, and the principles of composition, lighting and depth of field. The student will be introduced to the concepts of portraiture, narrative, and documentary issues.

PH1102 HISTORY OF PHOTOGRAPHY I

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

This class increases the students understanding of the history of photography through the discussion of recognized photographer's and their influences on society. This course provides a framework for critically considering photographs through describing, interpreting, evaluating and theorizing. Students are expected to write papers and review exhibitions.

PH1104 PHOTOGRAPHIC DESIGN

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS102 Fundamentals of Design

This course requires students to demonstrate their ability to define and solve advanced design problems. Students will analyze the characteristics and purposes of various problems and then offer clear and creative solutions for each. The students are expected to communicate ideas using symbolism appropriately.

PH1110 SURVEY OF PHOTOGRAPHY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1102 History of Photography I

In this course, students receive an over view of the photographic industry, including specialty fields available to professional photographers and a history of these fields. A working knowledge of these career fields will be obtained through lectures presented by working professionals and field trips to business locations.

PH1120 DIGITAL DARKROOM CREATIVE TECHNIQUES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS122 Image Manipulation

In this course the student will apply the digital image manipulation process to their work, demonstrating strong research, concept, and execution through the use of advanced raster-image software. Course

PH1130 LIGHTING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Course Prerequisites: GD1125 Introduction to Photography

In this course, students will be introduced to the Basic concepts and principles of lighting for photography. Fundamentals of recognizing and controlling both natural and studio lighting with emphasis on the quality, quantity, and direction and its effect on the photographic image.

PH1140 PHOTO ESSAY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1104 Photographic Design

In this course, the student will develop extended photographic narratives. This course will carry the student through the process of producing sets of imagery that conveys a story or ideas that have little written narrative support. Photographs will be analyzed not only for their stand-alone creative content, but for their ability to introduce transition and conclude a picture story with maximum visual effect. The success of the essay will be through historical and cultural context, in-depth research and methods of project development.

PH1200 BUSINESS OF PHOTOGRAPHY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1110 Survey of Photography

In Business of Photography, students learn the basic concepts and principles of running a photographic-related business. Emphasis is placed on the legal and pricing aspects that are specific to the photographic industry.

PH1210 ADVANCED DIGITAL DARKROOM COLOR MANAGEMENT

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1120 Digital Darkroom Creative Techniques

Students learn and apply the techniques of digital color management to photographic production. Students build and apply color profiles for input and output devices.

PH1220 ADVANCED LIGHTING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1130 Lighting

Students expand on the skills developed in the first Lighting course. Emphasis will be placed on lighting for products and people in both the studio and on location. Students will be introduced to the correct utilization of electronic flash and lighting tools in the studio and on location.

PH1230 LARGE FORMAT PHOTOGRAPHY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GD1125 Introduction to Photography, PH1130 Lighting

Working individually and in teams, students will utilize large format cameras, both in the studio and on location, working with various light sources. Topics include exposure and image control, and the management of perspective and focus with movements that are unique to the view camera.

PH2201 STUDIO PHOTOGRAPHY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1230 Large Format Photography

The challenges of studio photography are studied via a variety of assignments that require students to photographically render various subjects with the appropriate clarity and artistry dictated by the assignment criteria.

PH2211 PORTRAITURE PHOTOGRAPHY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1230 Large Format Photography

Workshops and critiques enable the student to learn basic portrait techniques applicable to general portraiture and consumer, corporate, advertising, and editorial photography. Course emphasis is on classical portraiture with attention given to the use of lighting, posing, and facial view to create a flattering portraiture.

PH2235 WEB PHOTO PORTFOLIO EXPLORATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

Students begin the portfolio process by exploring creative and professional possibilities to determine a direction for their work that forms the foundation for their graduate portfolio. Students investigate industry standards and current trends in portfolio presentation.

PH2245 EDITORIAL PHOTOGRAPHY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1140 Photo Essay

In this course students will learn to photograph features in advertising and editorial layouts. Specific subjects covered are the fields of fashion, advertising design, and marketing with concentration on editorial portraits through completion of studio location projects.

PH2255 PHOTOJOURNALISM

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH1140 Photo Essay

In this course, students will obtain an accurate picture of photojournalism. Emphasis is placed on creativity, content, gathering of information, and layout. Students will learn how to document events covering both people and overall atmosphere of the event.

PH2303 ADVERTISING/ART DIRECTION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: PH2201 Studio Photography

This course brings together Graphics and Photography students in collaborative exercises that give each exposure to some of the dynamics and complexities each will experience when involved on real-world creative teams in which the art director is responsible for the final outcome of the assigned imagery. Students will also become familiar with the basic terminology associated with the other discipline.

MM333 WEB DESIGN FOR GRAPHIC ARTISTS

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

An exploration of the process of web design from proposal to production. Students design and produce web sites with web editing software.

GD3393 ART & THE LAW

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: HU110 College English

This course focuses on an analysis of current laws affecting the multimedia field, including copyright law, trademark law, the law of libel and slander, right of publicity and the right of privacy, misappropriation, unfair competition, moral rights, and trade disparagement. In addition, the course addresses sole proprietorship, partnerships, and corporations, their establishment, and the legal problems in operation under each form. To support the sales function, students will learn about the legal obligations of all parties to a contract.

Game Art & Design

Bachelor of Science

Program Description:

The bachelor's degree program in Game Art & Design offers a broad range of work-ready design and technology competencies focused on career paths in the specialty of game art and design. Students will begin with a substantial foundation in drawing, color, design, and computer applications. From this foundation, they develop advanced skills in various aspects of computer graphics and animation. Students learn to use tools of the computer animation profession, ranging from modeling to animation to game engines. In addition to software applications, students will use scanners, printers, and classroom presentation equipment. These tools enhance the student's flexibility and creativity, and enable them to produce an individualized portfolio that demonstrates their practical and technical abilities to potential employers.

Program Objectives:

1. Students will demonstrate traditional and digital art skills showing a solid foundation of the principles of game art & design according to professional industry standards.
2. Students will also possess the requisite presentation, interviewing, resume-building and game business knowledge critical to seeking an entry-level artist and/or designer position in the industry.
3. They will be able to demonstrate the principles of gaming, balance and usability to plan and create game rules, mechanics, environments, aesthetics and experiences.
4. They will also be able to demonstrate the skills necessary to create game art assets for use in industry standard engines through all stages of the production pipeline.
5. Additionally, students will possess knowledge of the managerial and developmental aspects of the game production pipeline and demonstrate knowledge of planning, scope, soft-skills, problem-solving, deadlines and economics that go into making a market-ready game.
6. Graduates will be prepared for entry-level employment as game asset designers, 2-D and 3-D artists, lighting specialists, background artists, illustrators, level designers, digital model makers, and texture mappers. Additionally, graduates will be prepared for assignments and projects to include designing level play and background stories, creating characters and related environments, and applying knowledge of video and computer games to evaluate game products.

Graduation Requirements:

To receive a Bachelor of Science degree in Game Art & Design, students must: receive a passing grade or credit for all required coursework; earn a minimum of 192 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institutes.

Game Art & Design Program Admission Requirements:

For the Game Art & Design program, a 2.5 GPA and a portfolio is required.

To be accepted into the Game Art & Design program, in addition to the general admissions requirements and enrollment procedure, an applicant must have achieved a minimum cumulative GPA of 2.5 from high school or have achieved the minimum 2.5 cumulative GPA in at least 24 semester or 36 quarter credits at an accredited college or university. Applicants must also have a portfolio of original artwork to present for review. Entrance portfolios will be required in order to assess the student's aptitude and placement in the program or to direct them to a program for which they demonstrate a greater aptitude, if appropriate. Carefully follow the instructions

and criteria listed below. It is important that the applicants include the appropriate number of pieces in their portfolio and that it is submitted in a timely manner.

STANDARD PORTFOLIO CONTENT

- 1) Five (5) observational/life drawings
- 2) Five (5) pages from applicant's sketchbook

OR, in lieu of a standard portfolio, applicants may prepare a portfolio by completing the following six exercises:

- 1) Select three (3) to five (5) objects that are familiar to you. Arrange them together then draw them, giving consideration to line and tone.
- 2) Make a free-hand drawing of one corner of a room in your home. Include at least three pieces of furniture.
- 3) Create a self-portrait in any medium. Do not refer to a photograph. Drawing from a mirror reference is allowed.
- 4) Using a person or photograph as your model, draw what you see.
- 5) Using "nature" or "city" as a theme, create a collage by tearing images from a magazine and pasting them on a sheet of paper.
- 6) Visually interpret and express the word "connection" in a drawing of any medium.

SUBMISSION

Label all pieces with:

- Name
- Date completed
- Dimensions and medium, if appropriate
- Approximate time it took to complete

Do Not Submit Original Work; SUBMIT COPIES ONLY

Copies should be on 8.5 x 11 un-matted paper or on CD-ROM

REJECTION POLICY

If an applicant's portfolio is rejected, the applicant may reapply for the following quarter by providing a new portfolio. Please speak to an Assistant Director of Admissions regarding the deadlines for portfolio submission.

<u>Courses</u>	<u>Quarter Credit Hours</u>
FS101 Fundamentals/Observational Drawing	3
FS102 Fundamentals of Design	3
FS103 Color Theory	3
FS104 Computer Applications	3
FS111 Drawing, Proportion & Perspective	3
FS122 Image Manipulation	3
FS131 Typography I - Traditional	3
FS239 Career Development	3
FS497 Portfolio II	2
GA1121 Survey of the Game Industry	2
GA2201 Game Design & Game Play	3
GA2211 Hard Surface & Organic Modeling	3
GA2212 Game Modeling & Animation	3
GA2502 Game Assets Development	3
GA3311 Material & Lighting	3
GA3312 Level Design	3
GA3313 Designing 3-D Environments	3
GA3314 3-D Character Rigging	3
GA3322 Advanced Level Design	3
GA3323 3-D Scripting	3
GA3324 Character Modeling	3

GA3331 Game Prototyping	3
GA3333 Introduction to Scripting Languages	3
GA3512 Mapping for Games	3
GA4401 Advanced Game Prototyping	3
GA4402 Senior Project Planning	3
GA4403 Intermediate Scripting Languages	3
GA4412 Senior Project I	3
GA4422 Senior Project II	3
GA4435 Advanced Game Modeling & Texturing	3
MA1112 Drawing & Anatomy	3
MA1122 Character & Object Design	3
MA1124 Sculpture for Animation	3
MA1131 Conceptual Storytelling	3
MA1132 Life Drawing & Gesture	3
MA1133 2-D Animation Principles	3
MA1134 Principles of 3-D Modeling	3
MA2201 Background Design & Layout	3
MA2202 Storyboarding for Animation	3
MA2204 3-D Animation	3
MA2212 3-D Camera Techniques	3
MA3312 Advanced Lighting & Texture	3
MA3324 Character Animation	3
1st Elective *	3
2nd Elective *	3
3rd Elective *	3
HU110 College English ♦	4
HU111 Effective Speaking ♦	4
HU130 Visual Language & Culture ♦	4
Humanities Art Requirement ♦	4
Humanities Requirement ♦	4
Humanities Writing Requirement ♦	4
Liberal Studies Requirement ♦	4
Liberal Studies Requirement ♦	4
Liberal Studies Requirement ♦	4
Mathematics Requirement ♦	4
Mathematics & Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4

TOTAL QUARTER CREDITS **192**

♦**LIBERAL STUDIES:** Courses designated with a diamond are Liberal Studies courses. Four of the fourteen Liberal Studies courses required for a Bachelor of Science degree in Culinary Management must be chosen from upper division (300-400 level) courses.

***ELECTIVES:** Elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from Liberal Studies classes. Prerequisites must be met.

NOTE: All courses are 11 weeks in length. The Culinary Management Bachelor of Science degree program is twelve quarters in length. Completion of the program in twelve quarters is dependent upon whether the student successfully attempts 15–16 quarter credits per quarter.

Course Descriptions

GA1121 SURVEY OF THE GAME INDUSTRY

2 Quarter Credits (11 hrs Lecture/22 hrs Lab)

Prerequisites: None

This course will present a survey of the game industry. Specifically, it will focus on entry-level jobs and responsibilities, career paths, characteristics and necessary skills for success, regional differences in employment, types of projects and products, and an introduction of the path from concept to product in the industry.

GA2201 GAME DESIGN & GAME PLAY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA1121 Survey of the Game Industry

A well-designed game is an integration of artistic and technological component that must have a clearly defined goal, set of game criteria, and rules for game play. Students learn the fundamentals of what makes a game enjoyable, playable, challenging, and marketable.

GA2211 HARD SURFACE & ORGANIC MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

This course covers advanced modeling techniques used for building organic and hard surface objects and environments.

GA2212 GAME MODELING & ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

Real time 3-D animation requires a thorough understanding and ability to create scenes and characters in such a way as to minimize the time it takes for a computer to redraw the scene as it moves in a game. Students will learn low-polygon creation techniques using industry standard 3-D modeling software and computers.

GA2502 GAME ASSETS DEVELOPMENT

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

This class covers the art of producing high quality 3-D environment art assets for next generation video games. The class will explore in-game asset development from concept to model to texture with an emphasis on the production pipeline for current game modeling and texturing processes. Basic understanding of a 3-D modeling program and Photoshop are required.

GA3311 MATERIAL & LIGHTING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

In this class, students will be introduced to materials, textures, and lighting strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces containing reflection, refraction, and other effects.

GA3312 LEVEL DESIGN

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA2212 Game Modeling & Animation; GA2201 Game Design & Game Play

In this course, the student learns to analyze the game-play needs of the overall game project and creates specific-level designs accordingly. After a brief introduction of the game development process, the course turns to processes of determining game-level needs and creating content for the predetermined levels.

GA3313 DESIGNING 3-D ENVIRONMENTS

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2201 Background Design & Layout; GA2211 Hard Surface & Organic Modeling

Most levels of popular games are designed as building interiors and contain characteristics common to interior design layouts. This is also true of the film world. This course provides the opportunity for students to create architectural interiors representing houses, buildings, and entire worlds contained under a roof, in which to place their characters.

GA3314 3-D CHARACTER RIGGING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation

The purpose of this course is to demystify character setup. After reviewing the basics, advanced topics such as modeling and animation will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up, and tested a character.

GA3322 ADVANCED LEVEL DESIGN

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3312 Level Design

Building on abilities gained in the Level Design course, students will create more intricate designs for levels, characters, objects, and weapons. Emphasis is on interesting game play and puzzles.

GA3323 3-D SCRIPTING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

Scripting allows the animator to automate tedious tasks and create effects that would be otherwise time-consuming in the traditional 3-D key frame methodology. This course introduces students to scripting in a 3-D package, e.g., Maya using MEL (Maya Embedded Language). Students will explore the powerful and diverse capabilities of 3-D scripting.

GA3324 CHARACTER MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3314 3-D Character Rigging or By Permission of Academic Director/Advisor

This course covers advanced modeling techniques used for building a three-dimensional character. Students will explore techniques of character modeling to include various approaches to figure construction.

GA3331 GAME PROTOTYPING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

In this course, the student learns to analyze the game-play needs of the overall game project and creates specific-level designs accordingly. After a brief introduction of the game development process, the course turns to processes of determining game-level needs and creating content for the predetermined levels.

GA3333 INTRODUCTION TO SCRIPTING LANGUAGES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

Students will develop and refine basic programming skills. The student will acquire skills needed to design, develop, and produce practical applications with a specific scripting or programming language.

GA3512 MAPPING FOR GAMES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3311 Materials & Lighting

The class covers the creation of texture art for 3-D video game environments, assets, and characters. Students will learn how to understand and apply UVW mapping coordinates and to create textures and skins using digital cameras, scanners, and digital painting techniques. Students will explore using reference material and the application of color and design theories for visual consistency. Projects will deal with the correct use of size, scale and detail, working with grid systems, and applying aging techniques to textures. Students will also examine the importance of texture art as a visual storytelling device and as a vehicle for applying environmental clues in game environments.

GA4401 ADVANCED GAME PROTOTYPING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3331 Game Prototyping

In this continuation of the Game Prototyping course, students will create and produce a stand-alone game prototype demonstrating game design principles acquired in preceding courses. The culmination of coursework results in students fine tuning their design, production, and collecting skills as well as scripting and storyboarding.

GA4402 SENIOR PROJECT PLANNING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3332 Interface Design for Games

This class focuses on pre-planning and beginning development of the student's senior project. Students prepare a project plan and time line for their senior project.

GA4403 INTERMEDIATE SCRIPTING LANGUAGES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

Students will continue to develop and refine basic programming skills. The student will acquire skills needed to design, develop, and produce practical applications in a specific scripting or programming language used with different 3-D software packages.

GA4412 SENIOR PROJECT I

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA4402 Senior Project Planning

Students select an area to research and develop their portfolio projects. The emphasis is on quantitative and qualitative research, scheduling of the project, methods of presentation, and qualitative results. Additionally, students prepare, present, and defend a project suitable for professional presentation.

GA4422 SENIOR PROJECT II

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA4412 Senior Project I

Students continue work on their game prototype, incorporating all elements that they have acquired through the program.

GA4435 ADVANCED GAME MODELING & TEXTURING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA2212 Game Modeling & Animation

In this course students will continue to develop their skill set with regards to next-generation game platforms. Students will focus on creating art assets for a next-generation pipeline. Using a variety of tools that are available for the market, students will study and apply advanced LOD modeling, normal mapping, shaders and advanced real-time texturing solutions. This course also includes an introduction to effects within a game engine.

MA1112 DRAWING & ANATOMY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS101 Fundamentals/ Observational Drawing

Continuing to develop the basic drawing course, students will focus on rendering life forms in space. Emphasis will be placed on the basic anatomical structures of human and animal forms.

MA1122 CHARACTER & OBJECT DESIGN

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

Features the initial development of dramatic/comedic characterizations of animate and inanimate objects for later use in 2- and three-dimensional animations.

MA1124 SCULPTURE FOR ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

Basic principles of design, such as balance, rhythm, contrast, and harmony are taught. Students develop three-dimensional designs and sculptures from paper, found materials, and clay. Three-dimensional forms, compositions, and aesthetics are discussed. The final focus of the class will be character development.

MA1131 CONCEPTUAL STORYTELLING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS101 Fundamentals/Observational Drawing

This course is an introduction to storytelling and the components of story. The goal is to develop storytelling skills, and an understanding of story form.

MA1132 LIFE DRAWING & GESTURE

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

In this introductory course on drawing the human figure, students will continue developing their drawing skills. The course will focus on an interpretation of the human body, based on major masses organized by gestural line. Line of action, gesture, motion, measurement, and foreshortening will be covered in this course.

MA1133 2-D ANIMATION PRINCIPLES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

Students will study timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as key-framing, in-betweening, and cycling will be addressed.

MA1134 PRINCIPLES OF 3-D MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS122 Image Manipulation

Through critical analysis, the student will apply basic design principles to the solution of visual problems using elements of 3-D design. The student will conceptualize 3-D coordinate systems, construct 3-D models, and perform mathematical computations as they apply to geometric construction.

MA2201 BACKGROUND DESIGN & LAYOUT

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS111 Drawing, Proportion & Perspective

This course focuses on the fundamentals of background layout with an emphasis on perspective, composition, design basics, staging, mood, texture, and lighting. Students will also learn the basics of using props as background and foreground design elements.

MA2202 STORYBOARDING FOR ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1133 2-D Animation Principles

This course focuses on applying industry-standard storyboarding and scripting techniques to animation. Contents to be covered include the various purposes and formats of storyboards, the basic terminology and concepts used in storyboarding, and the application of storyboarding techniques to the creation of storyboards with or without a written script.

MA2204 3-D ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1133 2-D Animation Principles; MA1134 Principles of 3-D Modeling

Students are introduced to basic 3-D animation concepts by applying key-framing techniques along a timeline.

Students will apply changes in translation, scale, and rotation through space in time, and be introduced to camera control.

MA2212 3-D CAMERA TECHNIQUES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation

In this course, students learn techniques used in preproduction and production, including cameras, lenses, mounting equipment, framing and composition, and natural and studio lighting.

MA3312 ADVANCED LIGHTING & TEXTURE

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3311 Material & Lighting

In this course, students will continue to develop lighting and texturing skills. Procedural texturing and lighting will also be covered.

MA3324 CHARACTER ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation

This is an advanced level 3-D animation course that builds on techniques learned in previous modeling and animation courses. Students will learn how to apply real-life action sequences to characters.

Industrial Design

Bachelor of Science

Program Description

The Industrial Design bachelor's degree program offers students an educational environment that fosters creativity, innovation, and critical thinking. These qualities define form and function of products and systems, balancing the needs of the user with the capabilities of industry. Industrial Design graduates benefit society through their design skills, technical knowledge, and aesthetic sensibilities.

The program prepares students for career opportunities in a versatile and dynamic profession, providing the tools to compete in a global economy.

Industrial designers take a product and make it user-friendly, decide how it looks and feels, as well as how it functions. They take toys, phones, computers, furniture – even automobiles — and develop them, from “great idea” to manufacturer. Industrial design is a career in three dimensions: combining creative ideas, refined technical skills, and artistic application of design. It involves creating prototypes for product designs, point-of-purchase displays, exhibition design, and even special effects. It's a combination of creativity, technical skill, and artistic talent that comes together in models or full-scale environment creations. Professionalism is a change in focus for the industrial designer: rather than focusing on one or two hard skills, the industrial designer participates in a wider role of business activities. This creates a challenge for those entering the field. While entry-level industrial designers need to offer their first employers “happy hands” (hard skills that can be put immediately to work), entry-level designers also need to have greater training and education so that they can grow more effectively in their career.

Program Objectives

1. Graduates will demonstrate a comprehensive knowledge of how to implement the design principles can be practically applied to current industry standards.
2. Graduates will demonstrate how products work and how they are manufactured.
3. Graduates will demonstrate proficiency with the selection and use of industrial design tools, materials and techniques.
4. Graduates will exhibit professionalism through their comprehension and application of intellectual property law, social responsibility, marketing strategies, project management and the team dynamic.
5. Graduates will be able to design products that accommodate the capabilities and the needs of the intended user population.

Graduation Requirements

To receive a Bachelor of Science degree in Industrial Design, students must: receive a passing grade or credit for all required coursework; earn a minimum of 192 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institutes.

Courses

FS101	Fundamentals/Observational Drawing
FS102	Fundamentals of Design
FS103	Color Theory
FS104	Computer Applications
FS111	Drawing, Proportion & Perspective
FS131	Typography I — Traditional
FS239	Career Development
FS297	Portfolio I
FS497	Portfolio II

Quarter Credit Hours

3
3
3
3
3
3
3
3
3

GD1134	Digital Illustration	3
IT1111	Fabrication Techniques	3
IT1113	Introduction to Industrial Design	3
IT1121	Model Making	3
IT1123	Mechanical Drawing	3
IT1124	Form Theory	3
IT1131	Scale Model Making	3
IT1132	Concept Drawing	3
IT1134	Rapid Visualization	3
IT2241	Human Factors	3
IT2244	History of Industrial Design	3
IT2251	Product Design	3
IT2252	Presentation Drawing	3
IT2253	Introduction to AutoCAD	3
IT2254	Manufacturing Techniques	3
IT2261	Intermediate Product Design	3
IT2264	Product Psychology	3
IT2362	Toy Design	3
IT3371	Trade Show & Exhibit Design	3
IT3372	Transportation Design	3
IT3373	Computer Graphics	3
IT3381	Furniture Design	3
IT3382	Design Studio I	3
IT3383	Computer-Aided Modeling	3
IT3384	Principles of Mechanical Engineering	3
IT3391	Advanced Product Design	3
IT3392	Design Studio II	3
IT3393	Computer-Aided Rendering	3
IT4401	Package & Point of Purchase Design	3
IT4403	Design Studio III	3
IT4404	Environment Design	3
IT4411	Graduate Project Concept Development	3
IT4412	Graduate Project Design Development	3
IT4413	Computer Portfolio	2
IT4425	Graduate Presentation	3
	1st Elective *	3
	2nd Elective *	3
HU110	College English ♦	4
HU111	Effective Speaking ♦	4
HU130	Visual Language & Culture ♦	4
	Humanities Art Requirement ♦	4
	Humanities Requirement ♦	4
	Humanities Writing Requirement ♦	4
	Liberal Studies Requirement ♦	4
	Liberal Studies Requirement ♦	4
	Liberal Studies Requirement ♦	4
	Liberal Studies Requirement ♦	4
	Mathematics Requirement ♦	4
	Mathematics & Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4
	TOTAL QUARTER CREDITS	192

♦**LIBERAL STUDIES:** Courses designated with a diamond are Liberal Studies courses. Four of the fourteen Liberal Studies courses required for a Bachelor of Science degree in Industrial Design must be chosen from upper division (300-400 level) courses.

***ELECTIVES:** 1st elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). 2nd elective must be selected from upper division courses (3000- or 4000-level courses). Electives may not be chosen from Liberal Studies classes. Prerequisites must be met.

NOTE: All courses are 11 weeks in length. The Industrial Design Bachelor of Science Degree program is twelve quarters in length. Completion of the program in twelve quarters is dependent upon whether the student successfully attempts 15 - 16 quarter credits per quarter.

Course Descriptions

GD1134 DIGITAL ILLUSTRATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS104 Computer Applications

This course helps students communicate and design with the computer as a professional tool. Using different software applications, the student will demonstrate an understanding of electronic illustration. The course will explore vector-based graphic applications that are considered to be industry standard.

IT1111 FABRICATION TECHNIQUES

3 Quarter Credits (22 Hrs Lecture/22hrs Lab)

Prerequisites: None

This is an introductory course in which students are taught the fundamentals of hand and power tool operation and applications. Various projects are assigned along with written and practical tests to verify student's course competency.

IT1113 INTRODUCTION TO INDUSTRIAL DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: None

This course will introduce the student to the variety of career options, job titles, and professions possible within the design field. The core elements of problem solving, experimentation, and communication will be introduced. Effective critiquing techniques will be outlined as a way to show the student how to maximize his/her design education. Related professions that work with industrial designers will be researched and discussed.

IT1121 MODEL MAKING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT1111 Fabrication Techniques

This course provides the foundation that gives students the capability to represent their concepts three-dimensionally. The course includes an introduction to fabrication skills and techniques necessary to produce 3-D models.

IT1123 MECHANICAL DRAWING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: None

Basic drafting using mechanical drawing instruments to apply elementary drafting skills as well as perception of scale and dimension. This study is the foundation upon which product design and subsequent manufacturing are based.

IT1124 FORM THEORY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

This course teaches the basic principles of design, such as balance, rhythm, contrast, and harmony, tactile stimulation, visual movement, symmetry, asymmetry, and transition of form are taught in this course. Students develop forms using two-dimensional drawing methods, and three-dimensional form studies using sculpted foam and clay. Three-dimensional forms, compositions, aesthetics, and criteria for reaching an achieved aesthetic are discussed. The final focus of the class will be how a tactile and visual form affects the user.

IT1131 SCALE MODEL MAKING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT1121 Model Making

In this course, students are introduced to the process of mathematical interpolation and how it is applied to the model making process. Projects in this course are completed with accurate, true to scale specifications.

IT1132 CONCEPT DRAWING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: None

In this course, students apply drawing techniques to investigate design concepts and represent manufactured objects. One-point and two-point perspective methods are enhanced. Students use a variety of media such as pencil, ink, and markers to simulate a variety of natural and man-made materials in their drawings.

IT1134 RAPID VISUALIZATION

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: None

This course promotes the skill of drawing quickly by emphasizing visual note taking, generating visual ideas, working from non visual sources, and establishing a method for accurate freehand and perspective drawing.

IT2241 HUMAN FACTORS

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: None

In this course, students address human response through interaction with manufactured objects, environments, and systems. The student will also study the ergonomic, practical, informational, and aesthetic and safety provisions confronted in the design of these products. The student will study the relationship of human dimensions, user activities, and cognitive decisions on product designs and their applications.

IT2244 HISTORY OF INDUSTRIAL DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: None

This course is an introduction to industrial design. As such, it presents an overview of the profession within a historical context. From the Industrial Revolution through the modern age, students will research and study various trends, schools of thought, and celebrated industrial designers and their works.

IT2251 PRODUCT DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT1132 Concept Drawing

Students in this course begin to integrate their knowledge, skills, and understanding of the design process to develop designs for simple consumer products. Students use concept sketches, mechanical drawings, and product models to refine form, color, and design detail. Manufacturing and user interface issues are also taken into account. Students prepare and present well-annotated drawings explaining features of proposed design concepts. Layouts are developed capturing design intent and providing the basis for constructing product models.

IT2252 PRESENTATION DRAWING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT1132 Concept Drawing

This course develops drawing skills as a communication tool for making industrial design presentations. Students will compose their drawings to explain features of proposed design concepts. Composition and various drawing types will be incorporated into effective illustrations.

IT2253 INTRODUCTION TO AUTOCAD

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: FS104 Computer Applications

In this course, basic concepts of mechanical drawing are reviewed and then applied to computer software applications. Orthographic layout, line types, and dimensioning techniques will be utilized for capturing the design intent of product concepts and produce drawings used to construct product models.

IT2254 MANUFACTURING TECHNIQUES

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2244 History of Industrial Design

This course allows students to link conceptualism and reality. Through lecture and demonstration students examine properties of materials and processes used by manufacturers during mass production.

IT2261 INTERMEDIATE PRODUCT DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2251 Product Design

This course focuses on the design of moderately complex products and systems. Students learn to apply appropriate design tools at the proper point in the design process to advance projects to completion. User behavior is investigated through observational techniques. Students distinguish between the different manufacturing techniques and choose the appropriate process for the application at hand.

IT2264 PRODUCT PSYCHOLOGY

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2244 History of Industrial Design

This course introduces students to the visual and functional characteristics that form a product. Students will also explore the designer's ability to create designs that are appropriate to a variety of markets.

IT2362 TOY DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2251 Product Design

Design and detail of toy concepts address user groups in regard to age, safety, ability, and marketing needs.

IT3371 TRADE SHOW & EXHIBIT DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2261 Intermediate Product Design

Design work is developed for commercial Trade Show and Exhibit projects using structural systems that reflect portability and human use. Concepts, working drawings, and presentation models show attention to marketing needs.

IT3372 TRANSPORTATION DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2261 Intermediate Product Design

In this course, descriptive studio experiences expose students to the scope of transportation issues. Evaluation of viability in design concept addresses function, human factors, and appearance of a given project.

IT3373 COMPUTER GRAPHICS

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2263 Intermediate Auto CAD

In this course, students explore and apply two-dimensional graphic design techniques through the utilization of the computer, scanner, and various software programs.

IT3381 FURNITURE DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2261 Intermediate Product Design

Projects intended for human use such as work, sleep, rest, and storage are used to experience furniture design.

IT3382 DESIGN STUDIO I

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2261 Intermediate Product Design

In this course, descriptive studio experiences expose students to the scope of a specific area of design issues. The student will focus attention on concepts, issues, manufacturability, and craftsmanship to create design concepts based on those issues. Evaluation of viability in design concept addresses function, human factors, and appearance of a given project.

IT3383 COMPUTER-AIDED MODELING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2263 Intermediate AutoCAD

In this course, solid modeling and 3-D coordinate systems are introduced. By demonstrating basic concepts, the students manipulate forms and create realistic representations of 3-D objects in the computer environment.

IT3384 PRINCIPLES OF MECHANICAL ENGINEERING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2254 Manufacturing Techniques

In this course, students are introduced to fundamental mechanical engineering principles that are important to the design of functional, manufacturable products. An exploration of engineering concepts will include engineering properties of materials, simple machines, principles of mechanical advantage, manufacturing tolerances, and basic structural design.

IT3391 ADVANCED PRODUCT DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2261 Intermediate Product Design

In this course, students research, define, and validate the design for a complex product or system addressing aesthetic, functional, marketing, manufacturing, and user interface issues on a detailed level. Brainstorming techniques are used to generate innovative concepts. Detailed specifications are prepared regarding manufacturing materials and processes.

IT3392 DESIGN STUDIO II

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT3382 Design Studio I

In this course, descriptive studio experiences expose students to the scope of a specific area of design issues. The student will focus attention on concepts, issues, manufacturability, and craftsmanship to create design concepts based on those issues. Evaluation of viability in design concept addresses function, human factors, and appearance of a given project.

IT3393 COMPUTER-AIDED RENDERING

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT3383 Computer-Aided Modeling

In this course, students create color images and computer-generated presentations of products, packages, and environments. This course also explores the utilization of computer-rendering tools to compose computer models using lights, backgrounds, and simulated materials.

IT4401 PACKAGE & POINT OF PURCHASE DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT2261 Intermediate Product Design

In this course, packaging techniques for product protection and presentation are explored in studio projects. Graphics are applied to finished presentations with regard to marketing considerations.

IT4403 DESIGN STUDIO III

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT3382 Design Studio I

In this course, descriptive studio experiences expose students to the scope of a specific area of design issues. The student will focus attention on concepts, issues, manufacturability, and craftsmanship to create design concepts based on those issues. Evaluation of viability in design concept addresses function, human factors, and appearance of a given project.

IT4404 ENVIRONMENTAL DESIGN

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT3391 Advanced Product Design

In this course, students undertake projects which focus on use and exposure to exterior elements. Emphasis is based on research and concept with indication of construction needs included with models for presentation.

IT4411 GRADUATE PROJECT CONCEPT DEVELOPMENT

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT4402 Graduate Project Research

Based on their Graduate Project Research, students develop a range of alternative concepts using the design process techniques they have learned in the program. Brainstorming is applied to generate innovative concepts and resolve conflicting requirements to achieve balanced design tradeoffs. Concept sketches and study models are used to evaluate concepts and select the most appropriate direction for further development.

IT4412 GRADUATE PROJECT DESIGN DEVELOPMENT

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: IT4402 Graduate Project Research

In this course, the selected concept is systematically developed into a final design. All aspects of the design are considered in detail, including aesthetic, functional, marketing, manufacturing, and user interface issues. Detailed mechanical drawings are prepared for all components that are critical to the selected design, including all essential dimensions and tolerances.

IT4413 COMPUTER PORTFOLIO

2 Quarter Credits (11 Hrs Lecture/22 hrs Lab)

Prerequisites: IT3383 Computer-Aided Modeling

This course enhances the student's knowledge of computers in design. Utilizing the computer studio, the student will use computer presentation technology to analyze the best formats for presentations. The student will be able to implement several types of computer portfolio presentations. The course will address how computer technology can be applied to enhance, capture, and refine portfolio work.

IT4425 GRADUATE PRESENTATION

3 Quarter Credits (22 Hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/ Advisor

In this course, the student will employ professional practices and oral, written and visual presentation techniques. The student will develop effective presentations and create strong visual samples to illustrate knowledge of required skills. A major goal of the course will be the development of the graduate project presentation designed to present the student's project work in a professional and visually attractive style. This course concludes with the public presentation of the graduate project.

Media Arts & Animation

Bachelor of Science

Program Description

Television, both network and cable, major corporations, commercial postproduction facilities, and film production companies are among the industries that make use of skills developed by graduates of The Art Institutes. Exciting opportunities such as animation artist, special effects artist, broadcast graphics designer, and video postproduction artist are at the forefront of an industry that repackages information in creative new ways. The computer animator is a highly skilled and specialized visual communicator who combines artistic talent with technological expertise to create impressions in a moving image format.

Students begin with a substantial foundation in drawing, color, design, and computer applications. From this foundation, students develop advanced skills in various aspects of computer graphics and animation. Students learn to use the tools of the computer animation profession, ranging from computer operating systems to three-dimensional modeling. These tools enhance students' flexibility and creativity, and enable them to produce an individualized digital portfolio that demonstrates their practical and technical abilities to potential employers.

Graduates of this twelve-quarter bachelor's degree program will be prepared with fully focused, entry-level skills to enter this fast-paced, high-tech, and rewarding field.

Program Objectives

1. Graduates will demonstrate application of learned concepts from traditional art courses. These would include: drawing, color, form, design, composition and digital art skills showing a solid foundation according to industry standards.
2. Graduates will demonstrate an applied technical knowledge of standard industry animation and digital design software.
3. Graduates will demonstrate a practical understanding and application in the principles of animation, acting and movement and cinematic storytelling as it relates to 2-D and 3-D animation.
4. Graduates will demonstrate an understanding of professionalism, presentation skills and core curriculum competencies through effective self-marketing.
5. Graduates are prepared to seek entry-level positions such as animation or digital artist, special effects artist, storyboard artist, background artist, broadcast graphics designer, or lighting designer at a commercial postproduction facility or game design company.

Graduation Requirements

To receive a Bachelor of Science degree in Media Arts & Animation, students must: receive a passing grade or credit for all required coursework; earn a minimum of 192 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institutes.

Courses Quarter Credit Hours

FS101 Fundamentals/Observational Drawing 3
FS102 Fundamentals of Design 3
FS103 Color Theory 3
FS104 Computer Applications 3
FS111 Drawing, Proportion, & Perspective 3
FS122 Image Manipulation 3
FS131 Typography I — Traditional 3
FS239 Career Development 3
FS497 Portfolio II 2
GA2211 Hard Surface & Organic Modeling 3
GA3311 Material & Lighting 3
GA3314 3-D Character Rigging 3
GA3324 Character Modeling 3

MA1112 Drawing & Anatomy 3
 MA1121 Language of Animation & Film 3
 MA1122 Character & Object Design 3
 MA1123 Acting & Movement 3
 MA1124 Sculpture for Animation 3
 MA1131 Conceptual Storytelling 3
 MA1132 Life Drawing & Gesture 3
 MA1133 2-D Animation Principles 3
 MA1134 Principles of 3-D Modeling 3
 MA2201 Background Design & Layout 3
 MA2202 Storyboarding for Animation 3
 MA2203 2-D Animation 3
 MA2204 3-D Animation 3
 MA2212 3-D Camera Techniques 3
 MA2213 Digital Ink & Paint 3
 MA2214 Audio for Animation 3
 MA2241 Motion Graphics 3
 MA3303 Advanced 2-D Animation 3
 MA3306 Web Animation 3
 MA3312 Advanced Lighting & Texture 3
 MA3313 2-D Animation Studio 3
 MA3316 Compositing 3
 MA3321 Portfolio Fundamentals 3
 MA3322 3-D Visual Effects 3
 MA3323 Pre-Production Team 3
 MA3324 Character Animation 3
 MA4402 Editing Techniques 3
 MA4403 Production Team 3
 MA4411 Animation Portfolio Production 2
 MA4413 3-D Animation Studio 3
 1st Elective * 3
 2nd Elective * 3
 3rd Elective * 3
 HU110 College English ♦ 4
 HU111 Effective Speaking ♦ 4
 HU130 Visual Language & Culture ♦ 4
 Humanities Art Requirement ♦ 4
 Humanities Requirement ♦ 4
 Humanities Writing Requirement ♦ 4
 Liberal Studies Requirement ♦ 4
 Liberal Studies Requirement ♦ 4
 Liberal Studies Requirement ♦ 4
 Mathematics Requirement ♦ 4
 Mathematics & Sciences Requirement ♦ 4
 Social & Behavioral Sciences Requirement ♦ 4
 Social & Behavioral Sciences Requirement ♦ 4
 Social & Behavioral Sciences Requirement ♦ 4

TOTAL QUARTER CREDITS **192**

♦**LIBERAL STUDIES:** Courses designated with a diamond are Liberal Studies courses. Four of the fourteen Liberal Studies courses required for a Bachelor of Science degree in Media Arts & Animation must be chosen from upper division (300-400 level) courses.

***ELECTIVES:** 1st elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). 2nd and 3rd electives must be selected from upper division courses (3000- or 4000-level courses). Electives may not be chosen from Liberal Studies courses. Prerequisites must be met.

NOTE: All courses are 11 weeks in length. The Media Arts & Animation Bachelor of Science degree program is twelve quarters in length. Completion of the program in twelve quarters is dependent upon whether the student successfully attempts 15–16 quarter credits per quarter.

Course Descriptions

GA2211 HARD SURFACE & ORGANIC MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

This course covers advanced modeling techniques used for building organic and hard surface objects and environments.

GA3311 MATERIAL & LIGHTING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

In this class, students will be introduced to materials, textures, and lighting strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces containing reflection, refraction, and other effects.

GA3314 3-D CHARACTER RIGGING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation

The purpose of this course is to demystify character setup. After reviewing the basics, advanced topics such as modeling and animation will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up, and tested a character.

GA3324 CHARACTER MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3314 3-D Character Rigging or By Permission of Academic Director/Advisor

This course covers advanced modeling techniques used for building a three-dimensional character. Students will explore techniques of character modeling to include various approaches to figure construction.

GD1134 DIGITAL ILLUSTRATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS104 Computer Applications

This course helps students communicate and design with the computer as a professional tool. Using different software applications, the student will demonstrate an understanding of electronic illustration. The course will explore vector-based graphic applications that are considered to be industry standard.

MA1112 DRAWING & ANATOMY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS101 Fundamentals/ Observational Drawing

Continuing to develop the basic drawing course, students will focus on rendering life forms in space. Emphasis will be placed on the basic anatomical structures of human and animal forms.

MA1121 LANGUAGE OF ANIMATION & FILM

3 Quarter Credits (33 hrs Lecture)

Prerequisites: None

Fundamentals of animated cinematography addressed through a historical survey. Course will consider trends and genres of animated film in a variety of media.

MA1122 CHARACTER & OBJECT DESIGN

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

Features the initial development of dramatic/comedic characterizations of animate and inanimate objects for later use in 2- and three-dimensional animations.

MA1123 ACTING & MOVEMENT

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

The introduction of acting as a tool of research through studies of animated movement is covered. Characters' personality, expression, motivation, body language, and posture will be studied through classroom exercises in a variety of media.

MA1124 SCULPTURE FOR ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

Basic principles of design, such as balance, rhythm, contrast, and harmony are taught. Students develop three dimensional designs and sculptures from paper, found materials, and clay. Three-dimensional forms, compositions, and aesthetics are discussed. The final focus of the class will be character development.

MA1131 CONCEPTUAL STORYTELLING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS101 Fundamentals/Observational Drawing

This course is an introduction to storytelling and the components of story. The goal is to develop storytelling skills, and an understanding of story form.

MA1132 LIFE DRAWING & GESTURE

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

In this introductory course on drawing the human figure, students will continue developing their drawing skills. The course will focus on an interpretation of the human body, based on major masses organized by gestural line. Line of action, gesture, motion, measurement, and foreshortening will be covered in this course.

MA1133 2-D ANIMATION PRINCIPLES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

Students will study timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as keyframing, inbetweening, and cycling will be addressed.

MA1134 PRINCIPLES OF 3-D MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS122 Image Manipulation

Through critical analysis, the student will apply basic design principles to the solution of visual problems using elements of 3-D design. The student will conceptualize 3-D coordinate systems, construct 3-D models, and perform mathematical computations as they apply to geometric construction.

MA2201 BACKGROUND DESIGN & LAYOUT

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS111 Drawing, Proportion & Perspective

This course focuses on the fundamentals of background layout with an emphasis on perspective, composition, design basics, staging, mood, texture, and lighting. Students will also learn the basics of using props as background and foreground design elements.

MA2202 STORYBOARDING FOR ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1133 2-D Animation Principles

This course focuses on applying industry-standard storyboarding and scripting techniques to animation. Contents to be covered include the various purposes and formats of storyboards, the basic terminology and concepts used in storyboarding, and the application of storyboarding techniques to the creation of storyboards with or without a written script.

MA2203 2-D ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1133 2-D Animation Principles

Students will apply basic animation principles to produce a sequence. Emphasis will be placed on timing and performance. Use of a capture device, pencil tests, inking, and other 2-D animation skills will be explored.

MA2205 BEGINNING 3D ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1133 2D Animation Principles, MA1134 Principles of 3D Modeling

By integrating traditional animation concepts into 3D animation, students are introduced to fundamental 3D animation techniques such as use of a timeline, motion editing and keyframing as they apply to character performance.

MA2212 3-D CAMERA TECHNIQUES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation

In this course, students learn techniques used in preproduction and production, including cameras, lenses, mounting equipment, framing and composition, and natural and studio lighting.

MA2213 DIGITAL INK & PAINT

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS122 Image Manipulation

This course is an introduction to the computer as an ink and paint tool for animation. Basics of scanning, clean up, ink and paint, and camera moves will be explored.

MA2241 MOTION GRAPHICS

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS122 Image Manipulation

This course is an introduction to the use of titling in theatrical and broadcast graphics. Techniques for design and implementation will be covered. Students will produce title sequences and montages integrating image manipulation applications and other image processing support.

MA3304 ADVANCED DRAWING FOR ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2203 2D Animation, MA2213 Digital Ink & Paint

Building on knowledge from preceding drawing courses, students will develop their drawing skills in the context of professional media arts and animation applications. This course will place emphasis on advanced drawing techniques and strengthening skills through real world observation.

MA3306 WEB ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS122 Image Manipulation

Students in this course produce animation within limited delivery constraints. Limitations of image size, formatting, and color depth will be explored.

MA3314 ANIMATION STUDIO

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA3304 Advanced Drawing for Animation

Students work on actual media arts projects, creating a completed work that demonstrates professional techniques.

MA3316 COMPOSITING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

Students in this course learn the concepts, techniques, and vocabulary of compositing. Students apply rotoscope, matchmoving, keying, layering, and alpha channel to final animation projects.

MA3321 PORTFOLIO FUNDAMENTALS

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

This course focuses on the completion of the print portion of a student's portfolio and enables the student to begin his/her career search. The student should come into this class with print work for their portfolio. The quality of the work will be evaluated and enhancements to their portfolio will be made. The student will also complete a professional résumé and begin their job research.

MA3322 3-D VISUAL EFFECTS

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3311 Material & Lighting

Effects animation takes students through the basics of making special effects. Students will be using such tools as particles, soft bodies, dynamics, and expressions to create several scenes.

MA3323 PRE-PRODUCTION TEAM

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

This course will expose students to the preproduction processes used in animation and related industries. The primary components of the course will be a thorough review of all pre-production activities and project management. Students will participate in production teams and will focus on planning of all aspects of an animation production.

MA3324 CHARACTER ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation

This is an advanced level 3-D animation course that builds on techniques learned in previous modeling and animation courses. Students will learn how to apply real-life action sequences to characters.

MA4402 EDITING TECHNIQUES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

In this course, students use the features and functions of video editing systems. Students also explore various media available for video input and output.

MA4403 PRODUCTION TEAM

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA3323 Pre-Production Team

In this course, students will work in a studio environment and will focus on the production and post-production of an animated short.

MA4411 ANIMATION PORTFOLIO PRODUCTION

2 Quarter Credits (11 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

In this course, students will complete portfolio pieces, organize them for presentation, and focus on works that reflect and enhance their individual strengths in computer animation. This course enables students to define and pursue their career path.

MA4414 STUDIO PRODUCTION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: By Permission of Academic Director/Advisor

Students will use advanced media art and animation techniques to create, design, produce and / or edit individual or small group projects.

Visual & Game Programming

Bachelor of Science

Program Description

To develop and design an animated 3-D game, it takes the work of both an artist and a technical programmer. The artist creates characters, backgrounds, and other graphics to make the game visually appealing and exciting while the technical programmer creates programs/scripts to enable the various movements and interactions of characters and objects. For both sides to work effectively as a team, it is critical to have a third party whom the industry professionals call "Technical Artist." The Technical Artist must have the artistic talent and abilities, and more importantly, the Technical Artist must also be well versed in the technical aspects of the game, thus capable of comprehending the intent of the artistic creator and the technical needs and challenges in achieving the intended results of the game designers. With that unique understanding, the Technical Artist can customize the programming tools in a computer software application to best meet the needs of an individual game.

Intensely hands-on, this program combines traditional animation skills with technical skills and extends the student's ability to create programs/scripts for 3-D graphics animation.

Program Objectives

1. Graduates will show proficiency in the areas of design, color, and drawing through their portfolio reviews and at graduation.
2. Graduates will demonstrate their technical skills through setting up efficient models, rigging, texturing, shading, and lighting and demonstrate a solid, consistent naming convention system in keeping with a production pipeline.
3. Graduates will demonstrate their programming skills in object-oriented, 3-D scripting, shell scripting and game scripting languages.
4. Graduates will demonstrate clear verbal communication and critical thinking skills and be prepared to work as a team member within the field.
5. Graduates are prepared to become technical artists.

Graduation Requirements

To receive a Bachelor of Science degree in Visual & Game Programming, students must: receive a passing grade or credit for all required coursework; earn a minimum of 192 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institutes.

Courses

Quarter Credit Hours

FS101 Fundamentals/Observational Drawing	3
FS102 Fundamentals of Design	3
FS103 Color Theory	3
FS104 Computer Applications	3
FS111 Drawing, Proportion, & Perspective	3
FS122 Image Manipulation	3
FS239 Career Development	3
FS497 Portfolio II	2
GA2211 Hard Surface & Organic Modeling	3
GA2212 Game Modeling & Animation	3
GA3311 Material & Lighting	3

GA3314 3-D Character Rigging	3
GA3324 Character Modeling	3
MA1112 Drawing & Anatomy	3
MA1131 Conceptual Storytelling	3
MA1133 2-D Animation Principles	3
MA1134 Principles of 3-D Modeling	3
MA2204 3-D Animation	3
MA2212 3-D Camera Techniques	3
MA3322 3-D Visual Effects	3
VG1102 History of Animation & Games	2
VG1106 Operating Systems & Shell Scripting	3
VG1112 Principles of Programming	3
VG1126 Object-Oriented Programming	3
VG1128 Continuous Mathematics for Application	3
VG1140 Geometry for Computer Graphics	3
VG2214 Technical Animation	3
VG2215 Programming for Shading I	3
VG2221 Design Patterns & Data Structures	3
VG2230 Physics of Motion, Light & Sound	3
VG3302 Software Development for Game & Animation	3
VG3308 Manipulation of Motion Capture Data	3
VG3312 Level Design	3
VG3315 Programming for Shading II	3
VG3321 Artificial Intelligence in Game Design	3
VG3323 3-D Scripting	3
VG3327 Games for the Net	3
VG3331 Game Prototyping	3
VG4401 Advanced Game Prototyping	3
VG4425 Programming for Computer Graphics	3
VG4426 Senior Project Preparation	3
VG4430 Game Engine Scripting	3
VG4450 Senior Project	3
1st Elective *	3
2nd Elective *	3
3rd Elective *	3
HU110 College English ♦	4
HU111 Effective Speaking ♦	4
HU130 Visual Language & Culture ♦	4
Humanities Art Requirement ♦	4
Humanities Requirement ♦	4
Humanities Writing Requirement ♦	4
Liberal Studies Requirement ♦	4
Liberal Studies Requirement ♦	4
Liberal Studies Requirement ♦	4
Mathematics Requirement ♦	4
Mathematics & Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
Social & Behavioral Sciences Requirement ♦	4
TOTAL QUARTER CREDITS	192

♦**LIBERAL STUDIES:** Courses designated with a diamond are Liberal Studies courses. Four of the fourteen Liberal Studies courses required for a Bachelor of Science degree in Visual & Game Programming must be chosen from upper division (300-400 level) courses.

***ELECTIVES:** 1st elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). 2nd and 3rd electives must be selected from upper division courses (3000- or 4000-level courses). Electives may not be chosen from Liberal Studies classes. Prerequisites must be met.

NOTE: All courses are 11 weeks in length. The Visual & Game Programming Bachelor of Science degree program is twelve quarters in length. Completion of the program in twelve quarters is dependent upon whether the student successfully attempts 15–16 quarter credits per quarter.

Course Descriptions

GA2211 HARD SURFACE & ORGANIC MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

This course covers advanced modeling techniques used for building organic and hard surface objects and environments.

GA2212 GAME MODELING & ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

Real time 3-D animation requires a thorough understanding and ability to create scenes and characters in such a way as to minimize the time it takes for a computer to redraw the scene as it moves in a game. Students will learn low-polygon creation techniques using industry standard 3-D modeling software and computers.

GA3311 MATERIAL & LIGHTING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1134 Principles of 3-D Modeling

In this class, students will be introduced to materials, textures, and lighting strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real-world surfaces containing reflection, radiosity and other effects.

GA3314 3-D CHARACTER RIGGING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation The purpose of this course is to demystify character setup. After reviewing the basics, advanced topics such as modeling and animation will be covered. The character setup will be tested by animation assignments. Upon completion, each student will have created, set up, and tested a character.

GA3324 CHARACTER MODELING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3314 3-D Character Rigging or By Permission of Academic Director/Advisor

This course covers advanced modeling techniques used for building a three-dimensional character. Students will explore techniques of character modeling to include various approaches to figure construction.

MA1112 DRAWING & ANATOMY

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS101 Fundamentals/ Observational Drawing

Continuing to develop the basic drawing course, students will focus on rendering life forms in space. Emphasis will be placed on the basic anatomical structures of human and animal forms.

MA1131 CONCEPTUAL STORYTELLING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS101 Fundamentals/Observational Drawing

This course is an introduction to storytelling and the components of story. The goal is to develop storytelling skills, and an understanding of story form.

MA1133 2-D ANIMATION PRINCIPLES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1112 Drawing & Anatomy

Students will study timing and weight through a series of projects designed to demonstrate the principles of animation. Issues such as keyframing, inbetweening, and cycling will be addressed.

MA1134 PRINCIPLES OF 3-D MODELING

Prerequisites: FS122 Image Manipulation

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Through critical analysis, the student will apply basic design principles to the solution of visual problems using elements of 3-D design. The student will conceptualize 3-D coordinate systems, construct 3-D models, and perform mathematical computations as they apply to geometric construction.

MA2204 3-D ANIMATION

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA1133 2-D Animation Principles; MA1134 Principles of 3-D Modeling

Students are introduced to basic 3-D animation concepts by applying keyframing techniques along a timeline.

Students will apply changes in translation, scale, and rotation through space in time, and be introduced to camera control.

MA2212 3-D CAMERA TECHNIQUES

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: MA2204 3-D Animation

In this course, students learn techniques used in preproduction and production, including cameras, lenses, mounting equipment, framing and composition, and natural and studio lighting.

MA3322 3-D VISUAL EFFECTS

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: GA3311 Material & Lighting

Effects animation takes students through the basics of making special effects. Students will be using such tools as particles, soft bodies, dynamics, and expressions to create several scenes.

VG1102 HISTORY OF ANIMATION & GAMES

2 Quarter Credits (11 hrs Lecture/22 hrs Lab)

Prerequisites: None

This course will present a history of the game and Animation industries. Specifically, it will focus on entry-level jobs and responsibilities, career paths, characteristics and necessary skills for success, regional differences in employment, types of projects and products, and an introduction of the path from concept to product in the industry

VG1106 OPERATING SYSTEMS & SHELL SCRIPTING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: FS104 Computer Applications

This course introduces students to the major Operating Systems used in computers and the fundamentals of writing shell scripts within the various Operating Systems. Students will learn to write shell scripts for specific design purposes.

VG1112 PRINCIPLES OF PROGRAMMING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VG1106 Operating Systems & Shell Scripting

This course exposes students to different kinds of scripts and programs and enables them to understand how such scripts and programs are executed. Students will learn to write simple scripts and programs to implement design specifications. Trouble shooting and problem-solving skills as related to scripts and programs are also addressed.

VG1126 OBJECT-ORIENTED PROGRAMMING

3 Quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: VG1112 Principles of Programming

This course covers the concepts and principles in writing object-oriented programs, addressing such key aspects as classes and hierarchies, input/output constructs, data structures, exception handling features, and graphical user interface (GUI).

VG1128 CONTINUOUS MATHEMATICS FOR APPLICATIONS

3 Quarter Credits (33 hrs Lecture)

This course covers topics in real analysis that have wide application in game-related fields. With the concept of functions and their properties as the foundation, students study concepts from trigonometry, differential and integral calculus, and analytic geometry and how to apply them. Objectives are a clear understanding of the principles and facility with the calculations, rather than mathematical rigor.

VG1140 GEOMETRY FOR COMPUTER GRAPHICS

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG1112 Principles of Programming

Focused on geometrical concepts and operations as related to computer graphics, this course covers mathematical representations of position, motion, and shape, matrices and matrix operations, calculation of perspective and projective transformations, and methods to model curves and surfaces. Principles of differential and integral calculus will also be addressed.

VG2214 TECHNICAL ANIMATION

3 quarter Credits (22 hrs Lecture/22 hrs Lab)

Prerequisites: None

This course will cover the tools and techniques required to animate all non-character elements in a scene. This will include mechanical systems, natural phenomena, and effects.

VG2215 PROGRAMMING FOR SHADING 1

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: GA2212 Game Modeling & Animation

Proper shading enhances the visual effects of a model, a character, and/or an environment in animation and game. This course enables the student to learn how to apply programming features to create effects of shading in a 3-D animation or game work.

VG2221 DESIGN PATTERNS & DATA STRUCTURES

3 Quarter Credits (22 hrs lecture/22 hrs lab)

Prerequisites: VG1126 Object-Oriented Programming

Organizing, storing, and efficiently accessing large amounts of data are integral to software applications. It is important to keep the software source code manageable as the projects increase in size and power. In this course, students learn the fundamental toolset for software structure as they build simple programs and more complicated applications.

VG2230 PHYSICS OF MOTION, LIGHT & SOUND

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG1126 Object-Oriented Programming

This is an applied physics course that focuses on the concepts and laws of physics as applied to game and animation design. Students learn to recognize the principles of physics in game and animation design and apply them for the desired visual effects.

VG3302 SOFTWARE DEVELOPMENT FOR GAME & ANIMATION

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG2230 Physics of Motion, Light, & Sound

In this course, students learn to develop scripts and plug-ins used for game and animation. Such scripts and plug-ins are intended to enhance the modeling, animation, and other game features in 3-D software packages. Students also learn to use standard graphics libraries.

VG3308 MANIPULATION OF MOTION CAPTURE DATA

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG2230 Physics of Motion, Light, & Sound

Utilizing motion capture data can be efficient and cost-effective in game design. This course focuses on importing, modifying, and using motion capture data and applies such data in developing animation and games.

VG3312 LEVEL DESIGN

3 Quarter Credits (22 hrs lecture/22hrs lab)

Prerequisites: GA2212 Game Modeling & Animation

In this course the student learns to analyze the game-play needs of the overall game project and creates specific level designs accordingly. After a brief introduction of the game development process, the course turns to processes of determining game level needs and creating content for the predetermined levels.

VG3315 PROGRAMMING FOR SHADING II

3 Quarter Credits (22 hrs lecture/22 hrs lab)

Prerequisites: VG2215 Programming for Shading

This course teaches advanced shading and rendering technical concepts. The course will build upon the foundation of programming for shading; students will continue to develop a technical knowledge of shading and rendering as applicable with Pixar's Renderman toolset, or like package, Renderman's RIB interface and in-depth SL shading language programming in conjunction with the practice of high level applications (MtoR, SLIM). By the end of the course, students should not only be proficient users of the software but also capable of extending the capabilities of the toolset with the programming of custom shader templates.

VG3321 ARTIFICIAL INTELLIGENCE IN GAME DESIGN

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG2230 Physics of Motion, Light, & Sound

This course enables the student to employ ways to represent knowledge and state in Artificial Intelligence (A.I.) and to incorporate A.I. elements in the development and design of games.

VG3323 3-D SCRIPTING

3 Quarter Credits (22 hrs lecture/22 hrs lab)

Prerequisites: GA3314 3-D Character Rigging

Scripting allows the animator to automate tedious tasks and create effects that would be otherwise time-consuming in the traditional 3-D key frame methodology. This course introduces students to scripting in a 3-D package e.g. Maya using MEL (Maya Embedded Language). Students will explore the powerful and diverse capabilities of 3-D scripting.

VG3327 GAMES FOR THE NET

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG2230 Physics of Motion, Light & Sound

Rapid development of Internet technologies allow more and more complex games to be delivered over the net. This course addresses the design and delivery constraints of games for the net and provides an opportunity for students to design a multiplayer game that can be accessed and played on the net.

VG3331 GAME PROTOTYPING

3 Quarter Credits (22 hrs lecture/22 hrs lab)

Prerequisites: VG3312 Level Design

In this course students will create and produce a stand-alone game prototype, demonstrating game design principles acquired in preceding courses. The culmination of course work results in students fine tuning their design, production and collecting skills as well as scripting and storyboarding.

VG4401 ADVANCED GAME PROTOTYPING

3 Quarter Credits (22 hrs lecture/22 hrs lab)

Prerequisites: VG3331 Game Prototyping

In this continuation of the Game Prototyping course, students will create and produce a stand-alone game prototype demonstrating game design principles acquired in preceding courses. The culmination of course work results in students fine tuning their design, production and collecting skills as well as scripting and storyboarding.

VG4425 PROGRAMMING FOR COMPUTER GRAPHICS

3 Quarter Credits (22 hrs lecture/22 hrs lab)

Prerequisites: VG3302 Software Development for Game & Animation

This course enables students to write scripts that can enable, customize or develop specific features in computer graphics.

VG4426 SENIOR PROJECT PREPARATION

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG3302 Software Development for Game & Animation

In this course, students conduct research for a project concept and prepare the necessary information and materials to develop a thorough plan for the senior project. Class activities include, but are not limited to, project concept development, research, storyboarding, scriptwriting, modeling, texture mapping, production plan, etc.

VG4430 GAME ENGINE SCRIPTING

3 Quarter Credits (22 hrs lecture/22 hrs lab)

Prerequisites: VG1126 Object Oriented Programming

Students will develop and refine basic programming skills. The student will acquire skills needed to design, develop and produce practical applications in a specific scripting or programming language.

VG4450 SENIOR PROJECT

3 Quarter Credits (22 hrs lecture/22 hrs Lab)

Prerequisites: VG4426 Senior Project Preparation

Students select an area to research and develop their portfolio projects. The emphasis is a quantitative and qualitative research, scheduling of the project, methods of presentation, and qualitative results. Additionally, students prepare, present, and defend a project suitable for professional presentation.

FACULTY PROFILE

Faculty members at The Art Institute of California- Hollywood are chosen for their professional experience and academic training and include teaching professionals and successful practitioners in their fields. All are alert to changing trends in their fields and new educational systems.

Academic Affairs

KAREN NOWAK DEAN OF ACADEMIC AFFAIRS

EDUCATION

- Argosy University, Master of Education in Educational Leadership; 2008
- Kent State University, Bachelor of Arts in Interior Design; 1992
- University of California- Irvine, Bachelor of Arts in English; 1970

PROFESSIONAL EXPERIENCE

- Karen Nowak Interiors Inc. (Principal); 1998 – present
- Three Elysabette's (Senior Interior Designer); 1996 – 1998
- Harrison Fine Furniture (Interior Designer); 1995 – 1996

TERESA (TERRY) BAILEY ACADEMIC DEPARTMENT DIRECTOR FOR WEB DESIGN & INTERACTIVE MEDIA

EDUCATION

- San Francisco State University, Bachelor of Arts in Film; 1977

PROFESSIONAL EXPERIENCE

- Mediabench (Owner); 1999 –present
- New Media (Instructor/Guest Lecturer); 1999 – present
- Howrey & Simon Law Firm (Director of Multimedia & Audio-Visual Communications); 1995 – 1998

ALETA CAMPBELL ACADEMIC DEPARTMENT DIRECTOR FOR FASHION DESIGN, FASHION MARKETING AND MANAGEMENT

EDUCATION

- California State University, Dominguez Hills, Bachelor of Arts in Art History; 2000
- California Design College, Certificate of Graduation in Computer-Aided Design; 1998

PROFESSIONAL EXPERIENCE

- Glendale Community College (Instructor); 1998 - 2005
- Pasadena City College (Instructor); 2000 – 2005
- California Design (Merchandiser); 1995 – 1998

GARY LAVASSER ACADEMIC DEPARTMENT DIRECTOR FOR SET & EXHIBIT DESIGN

EDUCATION

- California State University- Long Beach, Master of Arts in Art; 1974
- California State University- Long Beach, Bachelor of Arts in Art; 1972

PROFESSIONAL EXPERIENCE

- LaVasser Design (Design Consultant); 2001 - present
- Six Flags Theme Parks (Director of Store Design and Visual Merchandising); 1998 - 2001
- Greneker Mannequin (Director of Image and Marketing); 1997 – 1998
- The Disney Stores (Exclusive Consultant, Store Design & Visual Marketing); 1996 - 1997

MARK C. LEWISON ACADEMIC DEPARTMENT DIRECTOR FOR INTERIOR DESIGN

EDUCATION

- University of Massachusetts, Master of Science in Art; 1990
- University of Massachusetts, Bachelor of Business Administration in General Business Finance; 1983

PROFESSIONAL EXPERIENCE

- Wired Custom Decorative Lighting (Showroom Manager); 2003 - 2005
- Mark Lewison Design, Inc. (Interior Designer); 1990 - present

PETER WACHTEL

ACADEMIC DEPARTMENT DIRECTOR FOR GRAPHIC DESIGN & FOUNDATIONS

EDUCATION

- Pratt Institute, Master of Industrial Design; 1992
- Columbus College of Art & Design, Bachelor of Fine Arts in Industrial Design; 1990

PROFESSIONAL EXPERIENCE

- Cookie Jam Entertainment (Director/Product Design); 2007
- Jakks Pacific, Inc. (Senior Creative Manager); 2004 - 2007
- Funrise Toy Corporation, Inc. (Senior Creative Manager); 2001 - 2003

Fashion Design

MARSHA (ANGEE) BECKETT

EDUCATION

- University of California- Los Angeles, Master of Fine Arts in Theater Arts; 1980
- University of California- Santa Cruz, Bachelor of Theater Arts; 1975
- Los Angeles Community College, Associate of Arts in Fashion Design; 1968

PROFESSIONAL EXPERIENCE

- California State University- Long Beach College Extension (Program Co-Creator); 1997 – 2001
- University of California Los Angeles –Extension (Program Co-Creator); 1991 - 1997
- Santa Monica Community College (Adult Education Instructor); 1988 - 1989

ELAHEH BORNA

EDUCATION

- Academy of Art University, Master of Arts in Fine Art; 2004
- California State University– Northridge, Bachelor of Arts in Art; 2001

PROFESSIONAL EXPERIENCE

- Pasadena City College (Instructor); 2007
- California State University– Northridge (Instructor); 2007
- Label Tex Mills (Creative Product Developer); 2006

MIRANDA CARMONA

EDUCATION

- University of the Philippines, Master of Business Administration; 1976
- University of East Philippines, Bachelor of Science in Business Administration; 1970

PROFESSIONAL EXPERIENCE

- Desert Blue LLC (Creative Director/Product Manager); 2008
- Blue Planet International (Creative Director/Head Designer); 2000 - 2006

CASSANDRA DURANT-HAMM

EDUCATION

- Fordham University, Bachelor of Arts in Liberal Studies; 1973

PROFESSIONAL EXPERIENCE

- Fashion Institute of Design & Merchandising (Instructor); 2005 - present
- Santa Monica College (Instructor); 2005
- Cotton Incorporated (Manager); 1990 - 2004

LORETTA GREEN

EDUCATION

- California State University- Long Beach, Bachelor of Arts in Home Economics; 1981
- El Comino Community College, Associate of Arts in Liberal Arts; 1977

PROFESSIONAL EXPERIENCE

- Citizen of Humanity (Production Patternmaker); 2002 - present
- Guess, Inc. (Production Patternmaker); 2002 – 2006
- Joie, Inc. (Production Patternmaker); 2002

EMILY HEINTZ

EDUCATION

- University of Georgia- Athens, Bachelor of Arts in Journalism-Public Relations; 2000
- Fashion Institute of Design and Marketing, Associate of Arts in Merchandise Marketing; 2004

PROFESSIONAL EXPERIENCE

- California Fashion Association (Director of Business Development); 2007 – Present
- Freelance Consultant (Wardrobe Stylist); 2006 -2007
- Label Los Angeles.com Online Clothing Boutique (Owner/Founder); 2004 - 2006

SARAH HOLMES

EDUCATION

- California Design College, Bachelor of Fine Arts in Fashion Design; 2007
- Fashion Institute of Design and Merchandising, Associate of Arts in Fashion Design; 2003

PROFESSIONAL EXPERIENCE

- Simply Fabulous Events (Event Planner); 2003 – present
- JCPenney (Visual Specialist); 1992 – 2005

CESAR HURTADO

EDUCATION

- The Art Institute of California – Hollywood, Bachelor of Fine Arts in Fashion Design; 2008

PROFESSIONAL EXPERIENCE

- Yanzan, Inc. (CEO/Owner); 2004 - present

SOFI KHACHMANYAN

EDUCATION

- California State University- Los Angeles, Bachelor of Arts in Art; 2005
- Los Angeles Community College, Associate of Arts in Art; 1999
- Fashion Institute of Design & Merchandising, Associate of Arts in Fashion Design; 1993

PROFESSIONAL EXPERIENCE

- Sofi's Hand Knits (Designer); 1993 – present
- John David Ridge, Inc. (Draper/Stitcher); 1997
- Masis Dance Studio (Costume Maker); 1995 – 1997

KRISTINA KRPEKYAN

EDUCATION

- Otis College of Art and Design, Bachelor of Arts in Fashion Design; 2003

PROFESSIONAL EXPERIENCE

- Kristen Richi Boutique (Owner); 2004 - present
- Jeremy Scott (Associate Designer); 2003
- Bebe Swim Wear (Designer); 2002

ILDA (ESTHER) MENDEZ

EDUCATION

- California State University- Fullerton, Master of Arts in Art-Drawing and Painting; 2000
- University of California- Santa Cruz, Bachelor of Arts in Art; 1997

PROFESSIONAL EXPERIENCE

- Tustin Adult Continuing Education (Teacher); 2003 - 2006
- Tustin Unified School District (Teacher); 2001 - 2006
- O'Cadiz Art Studio (Art Instructor and Architectural Perspective Rendering Artist); 1997 - 2002

ALINA PARSON

EDUCATION

- Tashkent State Institute of Foreign Languages, Bachelor of Arts in English as a Second Language; 1989

PROFESSIONAL EXPERIENCE

- Freelance (Patternmaker); 1999 – present
- KD Spring (Manager/Designer); 1997 – 1999
- Accent TV Show (Designer); 1997

WISIT PRAPONG

EDUCATION

- University of California - Davis, Bachelor of Arts in Art History; 2000
- New School University, Associate in Applied Science in Fashion Design; 2002

PROFESSIONAL EXPERIENCE

- Taraca Pacific (Designer); 2005 - present
- Fixed Earth Films (Freelance Designer); 2004 - present
- Metropolitan Museum of Art (Sales); 2002 - 2003

CAROL SAPOS

EDUCATION

- Walden University, Masters of Science in Education; 1998
- Pepperdine University, Bachelor of Science in Business Management; 1982

PROFESSIONAL EXPERIENCE

- Los Angeles Trade Technical College (Associate Professor); 1993 – present
- Fashion Institute of Design and Merchandising (Adjunct Instructor); 1992 – present
- Carol Sapos Designs (Owner/CEO); 2008

ROBIN SCHNEIDER

EDUCATION

- State University of New York-Binghamton, Bachelor of Arts in Theatre; 1987

PROFESSIONAL EXPERIENCE

- American Dreamwear, Inc. (Designer/Merchandiser); 2004 - 2005
- Designer Diner (Freelance Design); 2003 - 2004
- JAG Productions (Graphic Designer); 1998 - 2003

SHIDEH SHIRDEL

EDUCATION

- National University of Iran, Masters of Arts in Education; 1973

PROFESSIONAL EXPERIENCE

- California Design College (Dean of Education); 1995 - 2002
- Asco Trading Corp. (Production Pattern Maker/Missy Designer); 1990 – 1995

MIRANDA TRAZYCK

EDUCATION

- Woodbury University, Masters in Business Administration; 2009
- The Art Institute of California-San Francisco, Bachelor of Fine Arts in Fashion Design; 2007

PROFESSIONAL EXPERIENCE

- Meister Couture (Wardrobe Stylist & Costume Designer's Assistant); 2008 - present
- Woodbury University, (Substitute Teacher- Undergraduate Adobe Illustrator); 2007
- Chaiken Clothing (Intern); 2007

Fashion Marketing & Management

KATRIN BALASSANIAN

EDUCATION

- Art Institute of California-San Francisco, Bachelor of Fine Arts in Fashion Design; 2007
- Glendale Community College, Associate of Arts in English Literature; 2003

PROFESSIONAL EXPERIENCE

- Marc Marmel (Production Manager); 2007 – 2008
- Goorin Brothers Hat Company (Assistant-Derek Peoples Designer); 2006

GRACE S. CHANG

EDUCATION

- California State Polytechnic University- Pomona, Bachelor of Science in Business Administration/Marketing Management/Fashion Merchandising; 2003

PROFESSIONAL EXPERIENCE

- Rockulture Evens, LLC (Owner); 2006 - present
- Underground Revival (Owner); 2005 - present
- G Chang Consulting (Owner); 2004 - present

SIAMAK DABIRI

EDUCATION

- Minnesota State University, Master of Business Administration; 1977

PROFESSIONAL EXPERIENCE

- Corinthian College (Adjunct Faculty); 2003 - present
- American Intercontinental (Adjunct Faculty); 2003 - present
- University of Redlands (Adjunct Faculty); 2002 - present

KEI DILLARD

EDUCATION

- Vanguard University of Southern California, Master of Science in Clinical Psychology; 2005
- Vanguard University of Southern California, Bachelor of Arts in Organizational Management; 2002

PROFESSIONAL EXPERIENCE

- Cynosure Management Solutions Inc. (CEO/President); 2006 - present
- Westwood College (Adjunct Instructor); 2005 - 2007

NICHET GRAY

EDUCATION

- University of Redlands, Bachelor of Science in Business and Management; 2006

PROFESSIONAL EXPERIENCE

- 57 Fake American Apparel (Design and Merchandise Consultant); 2001 - present
- Nordstrom (Manager); 2004 - 2005
- Puppylove (Owner/Designer); 1999 - 2001

DORANNE JUNG

EDUCATION

- Boston University, Master of Science in Public Relations; 1972
- Mills College, Bachelor of Arts in Philosophy, Religion & Sociology; 1970

PROFESSIONAL EXPERIENCE

- DeVry Online University (Faculty); 2002 - present
- Santa Monica College (Faculty); 2002 – present
- Corinthian College (Faculty); 2001 – present

SHARIE RADIN-PALATT

EDUCATION

- Fashion Institute of Design and Merchandising, Professional Designation Degree in Visual Presentation & Space Design Major; 1997
- California State University- Northridge, Bachelor of Arts in Liberal Studies/Education; 1976

PROFESSIONAL EXPERIENCE

- The Sisters of Bubik (Co-Owner/Designer); 2004 - present
- Fashion Institute of Design & Merchandising (Instructor); 2001 - 2004
- SHARIE Ruth (Owner/Designer); 1998 - 2004

KOFFAJUAH (KOFFA) TOEQUE

EDUCATION

- Argosy University, Master of Arts Education in Educational Leadership; 2007
- California State Polytechnic University- Pomona, Bachelor of Science in Apparel Merchandising and Management/Apparel Production; 2005

PROFESSIONAL EXPERIENCE

- Self Improvement (Image Advisor/Personal Shopper); 2004 – present
- MAC Cosmetics (Makeup Artist); 2004 – present
- Target Corp. (Executive Team Leader); 2003 - 2004

Foundation Studies

ARSEN BADEYAN

EDUCATION

- National Academy of Sciences in Yerevan, Armenia, Ph.D. in Computer Science; 1999
- Yerevan State University, Master of Science in Applied Mathematics; 1996
- Yerevan State University, Bachelor of Science in Applied Mathematics; 1996

PROFESSIONAL EXPERIENCE

- CBD College (Instructor); 2004 - 2006
- Wexler Video (Senior Broadcast IT Technician); 2004 - present
- Eyeflash Productions (IT Manager); 2002 - 2004

YVONNE B. BANZALI

EDUCATION

- Loyola Marymount University, Master of Business Administration; 2003
- University of Southern California, Master of Marriage, Family & Child Counseling; 2001
- University of Southern California, Bachelor of Arts in Psychology; 1998

PROFESSIONAL EXPERIENCE

- Uptown Association (Organization Consultant/Marketing Director); 2003 – 2004
- The Soussana Group (Associate Publicist); 2003
- Laughlin Strategy Group (PR/Marketing Coordinator); 2002 - 2003

FRANCO CASTILLA

EDUCATION

- The Ohio State University, Master of Fine Arts in Art; 2005
- Virginia Commonwealth University, Bachelor of Fine Arts: Painting & Printmaking; 2002

PROFESSIONAL EXPERIENCE

- Los Angeles Contemporary Exhibitions (Administrator); 2007 - present
- Cut an Run (Vault Manager/Runner); 2005 - 2006

TANIA HADDAD

EDUCATION

- California State University- Long Beach, Master of Arts in Occupational Studies; 2007

PROFESSIONAL EXPERIENCE

- Design and More (Freelance Graphic Designer); 2000 – present
- Saks Fifth Avenue (Customer Service Representative); 1999 - 2000

LAURIE HINES

EDUCATION

- Claremont Graduate University, Master of Fine Arts in Art/Painting; 1997
- The University of California- Santa Cruz, Bachelor of Arts in Art; 1989

PROFESSIONAL EXPERIENCE

- California State University- San Bernardino (Adjunct Instructor); 2005 – 2007
- Long Beach City College (Adjunct Instructor); 2004 – 2005
- ColArt Americas, Inc. (Technical Education Manager); 2000 - 2003

HAYKANUSH HOVSEPYAN

EDUCATION

- California Design College, Bachelor of Science in Graphic Design; 2007

PROFESSIONAL EXPERIENCE

- StudioMA (Graphic Designer); 2007 - present

TERRY A. KONRATH

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Photography; 1996
- California State University- Fullerton, Bachelor of Fine Arts in Photography; 1993

PROFESSIONAL EXPERIENCE

- California Science Center (Illustrator); 2005
- Sean Stewart Productions (Illustrator); 2005
- AFI Feature Film (Illustrator); 2004

DEBORAH LANINO

EDUCATION

- Pratt Institute, Bachelor of Fine Arts in Painting; 1986

PROFESSIONAL EXPERIENCE

- California Design College (Instructor); 2005 - present
- Microcomputer Publishing Center (Instructor); 1989 - 1995
- Freelance Illustration (Artist); 1995-Present

FARZANEH MOHAMMADI

EDUCATION

- Youngstown State University, Bachelor of Science in Computer Technology; 1983
- Youngstown State University, Associate of Arts in Computer Technology; 1981

PROFESSIONAL EXPERIENCE

- Maric College (Instructor and Department Head); 1996 - present
- Mt. Sierra College (Adjunct Professor); 2000 - 2001
- Phillips Jr. College (Instructor and Department Head); 1990 - 1996

JILL NEWMAN

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Art; 2003
- University of Wisconsin- Madison, Bachelor of Science in Art Education; 2001

PROFESSIONAL EXPERIENCE

- Armory Center for the Arts (Lead Artist/ Instructor); 2003 - present
- California State Summer School of the Arts (Art Instructor); 2002 - 2005
- Mayfield Senior School (Visiting Artist); 2005

STEPHANIE SABO

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Art & Writing; 2004
- Ashland University, Bachelor of Arts in Fine Art; 2000

PROFESSIONAL EXPERIENCE

- Otis College of Art & Design (Substitute Instructor); 2004
- Los Angeles Contemporary Exhibitions (Gallery Docent/Administrative Assistant); 2003 – 2004
- California Institute of the Arts (Writing Arts Instructor); 2003

TAKVOR SALMASTYAN

EDUCATION

- Yerevan State University, Master's in Economic Geography; 1989
- Yerevan State University, Bachelor's in Economic Geography; 1989

PROFESSIONAL EXPERIENCE

- Brooks College (Adjunct Faculty Member); 2001 – present
- Mt. Sierra College (Faculty Member); 1999 – 2003
- Masisar Productions, L.L.P. (Story Developer); 2000 – 2002

JOANNA SZTENCEL

EDUCATION

- Academy of Fine Arts- Poland, Master of Fine Arts in Painting & Printmaking; 2003
- Academy of Fine Arts- Lodz, Bachelor of Arts in Interior Design; 1993

PROFESSIONAL EXPERIENCE

- Westwood College (Instructor); 2006 – present
- Modern Home Relics (Interior Designer); 2006 – 2007
- Strobel Architects (Architect Assistant/Draftsman); 2006

Graphic Design

ALLAN J. BARNES

EDUCATION

- Ohio University, Master of Arts in Photo Communications; 1989
- Wayne State University, Bachelor of Arts in Spanish/Art; 1985

PROFESSIONAL EXPERIENCE

- Washtenaw Community College (Instructor); 2004 - 2006
- University of Michigan (Instructor); 2000 - 2001
- Latte Publishing Group (Staff Photographer); 1996 - 1997

KHARA CLOUTIER

EDUCATION

- Southwest Texas State University; Bachelor of Fine Arts in Communication Design; 2003

PROFESSIONAL EXPERIENCE

- Idea Girl Design (Proprietress); 2006 – present
- Watch Collector (Contributing Art Director); 2006 - present
- Merge Magazine (Creative Director); 2006 - present

ARDEN DE BRUN

EDUCATION

- Cranbrook Academy of Art, Master of Fine Arts in Graphic Design; 2003
- University of Illinois, Bachelor of Fine Arts in Graphic Design; 1999

PROFESSIONAL EXPERIENCE

- The Art Institute of Houston (Instructor/Chair, Graphic Design); 2005 - 2008
- Studio Red at Rockwell (Freelance Graphic Designer); 2006
- Ogilvy B.I.G. (Freelance Graphic Designer); 2005

MANDY C. GREEN

EDUCATION

- Syracuse University, Master of Arts in Advertising Design; 1997
- The New School- A University, Bachelor of Fine Arts in Communication Design; 1986

PROFESSIONAL EXPERIENCE

- Mandy Green Design (Freelance Creative Director); 2000 - present
- Applause, Inc. (Visual Merchandising Manager); 2000
- Disney TeleVentures (Creative Services Manager); 1996 - 2000

VICTOR HU

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Graphic Design; 2007
- University of California- Berkeley, Bachelor of Arts in Art; 1999

PROFESSIONAL EXPERIENCE

- Green Dragon Office (Designer); 2007 - present
- Doberman Gang (Creative Director); 2001 - 2004
- Reeplay (Web Developer); 2000 - 2001

JASON MAHANES

EDUCATION

- Art Center College of Design, Master of Fine Arts - FAPT; 2002
- University of Maryland, Bachelor of Arts in VPAV-Visual Arts-Photography; 2000

PROFESSIONAL EXPERIENCE

- Beyond Baroque (Instructor); 2004 - present
- Art Center College (Instructor); 2001 - present
- University of Maryland (Instructor); 1997 – 1998

PATRICK MINASSIAN

EDUCATION

- California State University- Northridge, Bachelor of Arts in Art; 1999

PROFESSIONAL EXPERIENCE

- J & A Advertising (Graphic Designer); 2003 – 2004
- Learning Tree University (Faculty); 2003
- Imagine Media (Graphic Designer); 2001 - 2002

TANYA RUBBAK

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Graphic Design; 2007
- University of Pennsylvania, Bachelor of Arts in English Literature & Economics; 1997

PROFESSIONAL EXPERIENCE

- 5+Design (Senior Designer); 2007 – present
- ALT Studio (Freelance Designer); 2006 – 2007
- Mixed Greens (Senior Designer); 2002 - 2005

JOSEPH TORAMANIAN

EDUCATION

- Polytechnical Institute of Town Planning, Ph.D. in Architecture; 1982
- Yerevan Polytechnic Institute named after K. Marx, Master of Science in Architecture; 1982

PROFESSIONAL EXPERIENCE

- Westwood College of Technology (Instructor); 2000 - 2004
- Kodak (Designer); 1995 - 1999
- Silver Island (Contractor); 1992 - 1995

DONNA TRACY

EDUCATION

- University of North Texas, Bachelor of Fine Arts in Communication Design/Journalism Advertising; 1998

PROFESSIONAL EXPERIENCE

- Modern Luxury Magazines (Marketing Art Director); 2007 – present
- Rapp Collins Worldwide (Art Director); 2006 - 2007
- Ervin Bell Marketing Communications (Freelance Art Director); 2005 - 2006

DARREN C. TUOZZOLI

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Graphic Design; 2004
- Seton Hall University, Bachelor of Arts in English/Economics; 1991

PROFESSIONAL EXPERIENCE

- Passenger (Designer, Director); 2004 - present
- The Office of Paul Sahre (Designer); 2003

JEFFREY WEBER

EDUCATION

- Brooks Institute of Photography, Bachelor of Arts in Still Photography; 1998

PROFESSIONAL EXPERIENCE

- Pictage (Managing Production Artist); 2005 - present
- XSITE Magazine (Lead Photographer); 2003 - 2005
- Lakeside Studios (Studio Manager); 2002 - 2005

Humanities

LESLEY GOUGER

EDUCATION

- University of West Georgia, Master of Arts in Psychology; 2008
- Syracuse University, Bachelor of Arts in English & Textual Studies & Philosophy; 2000

PROFESSIONAL EXPERIENCE

- The Research Institute on Addictions (Senior Researcher); 2007-2008
- Compass House (Intern/Volunteer); 2006
- University of West Georgia (Graduate Research Assistant); 2005-2006

ALVIN (DIALLO) JACKSON

EDUCATION

- University of Hawaii at Manoa, Master of Arts in English; 1997
- St. Michael's College, Bachelor of Arts in English; 1994

PROFESSIONAL EXPERIENCE

- Matrix Consultants (Graphic Assistant); 2007
- Action Studio Works (Technical Writer/Web Designer); 1998 - present

JEREMIAH (MIAH) JEFFRA

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Writing; 2003
- Oglethorpe University, Bachelor of Arts in Creative Writing; 1999

PROFESSIONAL EXPERIENCE

- California Institute of the Arts (Faculty); 2002 – 2003
- Community Arts Partnership (Faculty); 2001 - 2004

ALEXANDER D. JORDAN

EDUCATION

- Boston University, Master of Arts in English; 2000
- Macalester College, Bachelor of Arts in English; 1997

PROFESSIONAL EXPERIENCE

- Instrument Business Outlook (Assistant Editor); 2006 - 2008
- University of California- Irvine (Lecturer); 2002 – 2005
- Santa Monica College (Lecturer); 2002 - 2005

DEANN JORDAN

EDUCATION

- California State University- Northridge, Master of Arts in English/Creative Writing; 2005
- San Francisco State University, Bachelor of Arts in English (Creative Writing); 1993

PROFESSIONAL EXPERIENCE

- The Word Doctors (Founder/President); 2006 - present
- One World Language Solutions (Clinician/Instructor); 2006 - present
- Books and Journal Publications (Author); 1988 – present

ANDIE KARRAS

EDUCATION

- Roosevelt University, Master of Arts in English; 2005
- University of Wisconsin- Madison, Bachelor of Arts in Political Science & English; 2003

PROFESSIONAL EXPERIENCE

- JAB Real Estate, Inc. (Website Editor/Writer); 2005 – 2007
- Roosevelt University (Instructional Tutor/Editor); 2003 – 2005
- Mental Health Associates (Medical Editor/Office Manager); 2001 - 2003

MIKI S. MORI

EDUCATION

- California State University- Long Beach, Master of Arts in Applied Linguistics; 2008
- University of California- Los Angeles, Bachelor of Arts in Psychology & Linguistics; 2006

PROFESSIONAL EXPERIENCE

- West Los Angeles College (Adjunct Instructor); 2008 - present
- The English Language Center (ESL Instructor); 2008
- California State University- Long Beach (English Writing Tutor); 2007 - 2008

ANTHONY SOLTIS

EDUCATION

- Slippery Rock University of Pennsylvania, Master of Arts in English; 1984
- Slippery Rock University of Pennsylvania, Bachelor of Arts in English; 1982

PROFESSIONAL EXPERIENCE

- Valley Torah High School (English Instructor); 2006 - present
- Santa Monica High School (English Instructor); 2004 - present

TARRA STEVENSON

EDUCATION

- Loyola Marymount University, Master of Arts in English; 2005
- University of California-Davis, Bachelor of Arts in English; 2002

PROFESSIONAL EXPERIENCE

- Los Angeles City College (Instructor); 2005 – present
- SDI Media (Editor/Proofreader); 2005 - 2006

Interior Design

SARAH ANGNE

EDUCATION

- University of Cincinnati, Bachelor of Science in Interior Design; 2004

PROFESSIONAL EXPERIENCE

- Independent Interiors (Owner/Interior Designer); 2006 - present
- The Art Institute of Ohio – Cincinnati (Instructor); 2006 – 2008
- Closet & Storage Concepts (Account Executive/Interior Designer); 2005 - 2008

ERNEST CONVENTO

EDUCATION

- Southern California Institute of Architecture, Master of Architecture I; 2004
- University of California- Irvine, Bachelor of Arts in Studio Art; 2002
- University of California- Irvine, Bachelor of Arts in Environmental Analysis & Design; 2002

PROFESSIONAL EXPERIENCE

- Los Angeles Community Design Center (Project Designer); 2005 - present
- Howard Com (Project Designer); 2005

CHRISTOPHER T. LAMBERT

EDUCATION

- University of New Orleans, Master of Fine Arts in Film, Theatre, Comm Arts; 2004
- University of Texas at Austin, Bachelor of Science in Radio-Television-Film; 2000

PROFESSIONAL EXPERIENCE

- Westwood College (Instructor); 2005 - 2006
- ITT Technical Institute (Instructor); 2005 - 2006

VINCE MARCELLO

EDUCATION

- University of Southern California, Master of Fine Arts in Cinema and Television Production; 2006
- University of Florida - Gainesville, Bachelor of Science in Business Finance; 1992

PROFESSIONAL EXPERIENCE

- Brooks Art College (Instructor); 2005 – 2006
- University of Southern California (Graduate Teaching Asst); 2002 - 2005

WILLIAM R. MERRYFIELD

EDUCATION

- Virginia Polytechnic Institute & State University, Master of Architecture in Architecture; 1990
- Indiana University, Bachelor of Arts in Fine Arts and Psychology; 1980

PROFESSIONAL EXPERIENCE

- Westwood College (Instructor); 2004 - present
- Lefffield Design (Owner/Designer); 2003 - present
- Robert Legere Home (Designer/Marketing Director); 2002 - 2003

GIA MOODY

EDUCATION

- New York Academy of Art, Master of Fine Arts in Painting; 2006
- School of the Art Institute Of Chicago, Bachelor of Fine Arts; 2002
- Fashion Institute of Design and Merchandising, Associate of Arts in Interior Design; 1992
- Pepperdine University, Bachelor of Science in Sports Medicine; 1987

PROFESSIONAL EXPERIENCE

- Alexandra Champalimay (Senior Designer); 2006 - 2007
- Barry Design (Senior Designer); 2002 - 2004

MARK J. ODELL

EDUCATION

- Southern California Institute of Architecture, Master of Architecture I; 2004
- University of California- Los Angeles, Bachelor of Arts in Theater; 1984

PROFESSIONAL EXPERIENCE

- OPI International (Architectural Consultant); 1986 –present
- FEMA (Architectural Consultant); 2005 – present
- Los Angeles Unified School District (Instructor); 1997 - 2004

ANNA PIWONSKA

EDUCATION

- University of Technology- Cracow, Master's Degree in Architecture; 2001

PROFESSIONAL EXPERIENCE

- Studio a (Principle/Designer); 2007 - present
- EIS Studio (Project Architect/Designer); 2004 - 2007
- Poliform USA (Showroom Architect); 2002 - 2004

JHONALYN (JHOIEY) RAMIREZ

EDUCATION

- University of Santo Tomas, Bachelor of Science in Architecture; 1996
- Philippine School of Interior Design, Associate in Interior Design; 1996

PROFESSIONAL EXPERIENCE

- Westfield Design & Construction (Senior Project Designer); 2004 - present
- chromaFlux Studios (Founder/Curator); 2003
- Linane/Drews Architects (Project Manager/Project Designer); 2002 - 2004

EDWARD J. TRAFIDLO Jr.

EDUCATION

- Rensselaer Polytechnic Institute, Bachelor of Architecture; 1972

PROFESSIONAL EXPERIENCE

- Edward J. Trafidlo Jr. Associates (Architect); 1982 - present
- Sadrieh Architects (Architect); 1997 - 1999
- Boston Architectural Center (Instructor); 1986 - 1990

Liberal Studies

OZZIE DEAN

EDUCATION

- Alliant International University, PhD in Psychology; 1986
- Valdosta State University, Master of Science in Psychology/Clinical Counseling; 1980

PROFESSIONAL EXPERIENCE

- Devry University (Professor); 1995 - 2007

MICHAEL MOROZOV

EDUCATION

- Antioch University, Master of Arts in Education; 2008

PROFESSIONAL EXPERIENCE

- University of Redlands (Math Instructor); 1997 – present
- Otis College of Art and Design (Math Instructor); 1996 - present

ROBERTA MORRIS

EDUCATION

- University of Toronto, Doctor in Philosophy; 2000
- University of Toronto, Master's Degree in Philosophy; 1996

PROFESSIONAL EXPERIENCE

- Roberta Morris Mediation (Mediator); 2005 – present
- Los Angeles Archdiocese (Director of Religious Education); 2002 – 2004
- University of Toronto (Media Advisor); 2000 - 2001

JENNIFER PHAN

EDUCATION

- University of Idaho, Master of Arts in Teaching/Education; 2005

PROFESSIONAL EXPERIENCE

- Fullerton College (Adjunct Instructor); 2008 - present
- Santa Rosa Junior College (Adjunct Instructor); 2006 – 2008
- Contra Costa College (Adjunct Instructor); 2006 - 2008

BURT STILLAR

EDUCATION

- California State University- Northridge, Master of Public Administration; 2003
- Washington State University, Bachelor of Arts in English; 1985

PROFESSIONAL EXPERIENCE

- West Coast University (Faculty); 2004 – present
- Westwood College (Teacher); 2004 - 2005
- CBS Radio (Writer); 2000 – 2002

ROGER SU

EDUCATION

- University of Southern California, Master of Science in Computer Engineering; 2006
- University of California- Los Angeles, Bachelor of Science in Computer Science & Engineering; 2003

PROFESSIONAL EXPERIENCE

- University of Southern California (Teacher's Assistant) 2006 – 2008
- University of Southern California (Grader); 2008

RISA WILLIAMS

EDUCATION

- Antioch University, Master of Arts in Clinical Psychology; 2006
- New York University, Master of Fine Arts in Dramatic Writing; 1998
- New York University, Bachelor of Fine Arts in Dramatic Writing; 1997

PROFESSIONAL EXPERIENCE

- Brooks College (Adjunct Professor); 2008
- Groupworks West (Group Co-Therapist); 2007 - present
- United Care (Social Worker); 2007

Set & Exhibit Design

ELIZABETH CANTU

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Theatre; 1996
- Colgate University, Bachelor of Arts in English; 1992

PROFESSIONAL EXPERIENCE

- Mid-Wilshire Education & Career Center (Distance Learning Coordinator/Teacher); 2005 – present
- Reseda Community Adult School (Distance Learning Coordinator); 2004 - 2006
- Los Angeles Technology Center (ESL Teacher); 2002 - 2004

CHRISTOPHER (TOPHER) PATERNO

EDUCATION

- Rhode Island School of Design, Master of Fine Arts in Furniture Design; 2006
- Roanoke College, Bachelor of Arts in Commercial Art with Photo Concentration; 1990
- Brown University, Harriet B. Sheridan Collegiate Teaching Certification; 2005

PROFESSIONAL EXPERIENCE

- Otis College of Art and Design (Instructor); 2007 - 2008
- Poliform USA (Site Supervisor/Customer Service); 2007 - present
- EpoxyGreen (Sustainable Building Materials Consultant/Product Development); 2007
- Rhode Island School of Design (Teaching Assistant); 2006

TREFONI (TONY) RIZZI

EDUCATION

- University of Hawaii, Manoa, Master of Fine Arts in Theatre and Dance; 1992
- University of California- Los Angeles, Bachelor of Arts in Design; 1981

PROFESSIONAL EXPERIENCE

- Scenic Designer 1994 – present
- Costume Designer 1989 – 2005
- Lighting Designer 1996 - present

JENNIFER SNOEYINK

EDUCATION

- University of Michigan, Master of Fine Arts in Scenic Design; 1994
- Calvin College, Bachelor of Arts in Liberal Arts/English; 1990

PROFESSIONAL EXPERIENCE

- Michigan State University (Guest Lecturer); 1994
- Freelance (Scenic Artist, Design Asst/Designer); 1992 - present

Visual Effects & Motion Graphics

KEITH P. GRUCHALA

EDUCATION

- Brooks Institute, Bachelor of Arts in Still Photography; 1990

PROFESSIONAL EXPERIENCE

- Self-Employed (Freelance Cinematographer/Videographer); 1989 - present

GEORGE N. KONTOS

EDUCATION

- California Institute of the Arts, Master of Fine Arts in Integrated Media/Art; 2005

PROFESSIONAL EXPERIENCE

- ITT Technical Institute (Instructor); 2007 - present
- Cliff Garten & Associates, Inc. (Designer); 2005 - present

Web Design & Interactive Media

ARI DANESH

EDUCATION

- University of Southern California, Bachelor of Science in Biomedical Engineering; 1987

PROFESSIONAL EXPERIENCE

- California State University- Northridge (Instructor); 2008 – present
- Lumberjack Animation (Owner); 2006 – present
- University of California- Los Angeles: Extension (Instructor); 1998 - present

PHILIP E. HOWLEY

EDUCATION

- Temple University, Master of Business Administration in Computer & Information Science; 2000
- Clemson University, Bachelor of Science in Financial Management; 1994

PROFESSIONAL EXPERIENCE

- Westwood College (Professor); 2003 - present
- Integrated Digital Technologies (Instructor); 2002 - 2003

LYDIA E. IDEM

EDUCATION

- Vanderbilt University, Bachelor of Science in Computer Science/Management of Technology; 2000
- Georgia Institute of Technology, Master of Science in Management; 2002

PROFESSIONAL EXPERIENCE

- Berkeley City College (Adjunct Instructor); 2006 - 2007
- BlackTree Enterprises, Inc.(Webmaster); 2001 - present

ANN KANEKO

EDUCATION

- University of California- Los Angeles, Master of Fine Arts in Directing (Department of Film & Television); 1998
- Bennington College, Bachelor of Arts in Photography & International Relations; 1986

PROFESSIONAL EXPERIENCE

- Visual Communications- Filmmaking Fellowship Program (Advisor/Mentor); 2006 – 2007
- Project Involve- Filmmaking Mentorship Program(Mentor); 2004/2006
- Institute for Multimedia Literacy-University of Southern California (Ethnographer/Videographer); 2002 - 2004

HEIDI J. SIENNICKI

EDUCATION

- University of Redlands, Master of Science in Interactive Telecommunications; 2004
- University of Redlands, Bachelor of Science in Business and Management; 2000
- San Bernardino Valley College, Associate of Arts in Liberal Arts; 1996

PROFESSIONAL EXPERIENCE

- Westwood College (Instructor); 2006 - 2007
- ITT Technical Institute (Instructor); 2002 - 2006
- Mile High Hollywood (Producer); 2003

MICHAEL SUTTON

EDUCATION

- University of California – Los Angeles, Bachelor of Arts in Theatre; 1973

PROFESSIONAL EXPERIENCE

- Nielsen Entertainment (Multimedia Director); 2001 – 2007
- Styleclick.com (Flash/HTML Programmer); 1999 - 2001