



ACADEMY *of* ART UNIVERSITY®

**School of  
Animation & Visual Effects**







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# Program Overview

The School of Animation and Visual Effects (VFX) is one of the most dynamic programs in the country. Join us, and get hands-on experience with the full animation and VFX production pipeline.

## OUR MISSION

In the School of Animation and Visual Effects, you'll learn traditional skills and storytelling abilities that can then be applied to digital technology. If you aspire to be a storyboard artists, visual effect artists, or a 2D or 3D animator, we'll help you obtain the skills you need for a career in this vibrant and growing industry.

Our San Francisco campus puts you in the heart of the animation industry, giving you opportunities to meet and mix with professionals. You'll rub elbows with experts from both in and outside the Academy who will mentor you and help you perfect your skills. In fact, Academy graduates are often recruited by companies like Pixar, Electronic Arts, Industrial Light and Magic, Blue Sky, Laika, Sony, Nickelodeon, Paramount, Marvel, CoSA Vfx, Ingenuity, Atomic Fiction, DNEG, The Mill, and Illumination Entertainment.

## WHAT SETS US APART

- Studio X offers hands-on production experience working on real projects that are faculty mentored. Recent projects: Beasts of the Southern Wild, Theeb, Fruitvale Station, and Soar (2015 Gold Medal Student Academy Award winner)
- Instructors teach marketable skills that succeed in this exciting and lucrative field as they are active members of the animation industry themselves
- Interact and collaborate with outside animation and VFX studios on group projects, contests, portfolio reviews, and guest lectures
- FAT Tuesdays, (Feature Animation Training), is taught by Academy alumni animators who are currently working in the industry



**GOLD WINNER**  
 Best Animated Film  
**STUDENT  
 ACADEMY AWARDS**  
 2015

**WINNER**  
 Best Animated Short Film  
**USA FILM FESTIVAL**  
 2015

**WINNER**  
 ACADEMY OF ART UNIVERSITY  
**MEDIA AWARDS**  
 2015

**WINNER**  
 THE UNIVERSITY OF SOUTHERN CALIFORNIA  
 ACADEMY OF ART UNIVERSITY  
 SCHOOL OF ANIMATION & VISUAL EFFECTS  
**SPRING AWARDS**  
 2015

**WINNER**  
 Best Student Animation  
**PALM SPRINGS  
 INTERNATIONAL SHORTFEST**  
 2015

**RUNNER-UP**  
 Best Animated Short  
**PALM SPRINGS  
 INTERNATIONAL SHORTFEST**  
 2015

**FINALIST**  
**BAFTA  
 US STUDENT  
 FILM AWARDS**  
 2015

# What We Teach

Our curricula reflect the latest industry standards. You will learn by utilizing the newest technology and by participating in collaborative projects among programs.



## 3D MODELING

Modelers digitally build objects for manipulation in a 3D environment - these could be models of characters, both cartoon and realistic, natural shapes like animals and plants, or solid object like buildings and cars. Models must be specially built in a way so that they can be moved, painted, and lit properly for use in CG imagery.



## 3D ANIMATION

A 3D animator creates movement by utilizing computer graphic imagery including characters and inanimate objects such as robots or cars, for use in television, feature films or games.



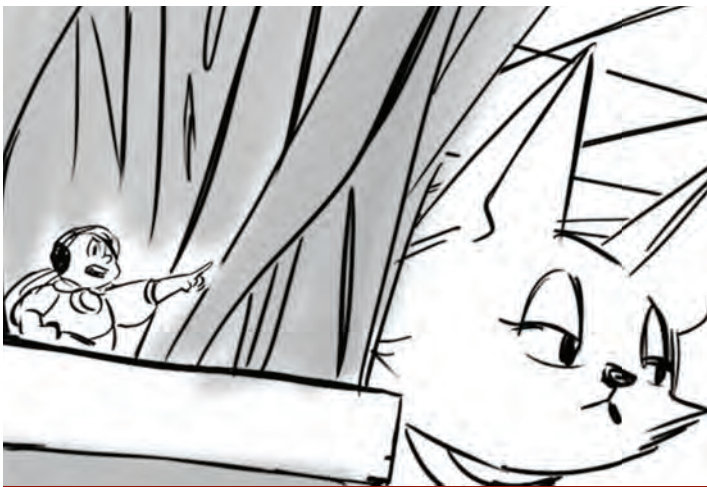
## VISUAL EFFECTS

The Visual Effects program is designed to provide students with expertise in directing a complete, short animated film. This includes fully integrating visual effects shots from concept to post-production.



## 2D ANIMATION & STOP MOTION

A 2D animator creates 2D images by either hand drawing each frame or digitally manipulating flat media for games, television, the web, or feature films.



## STORYBOARDING

The storyboard artist takes the printed word and translates it into cinematic images. Storyboard artists must be able to draw people, buildings, costumes, vehicles, guns, horses, spaceships - all executed quickly with attention to draftsmanship and perspective. They provide the first look at what the final film or video game might look like and a career track to directing.



## ADDITIONAL TOPICS

Modeler, rigger, dynamics animator, puppet fabricator, lighting animator, producer and more.

# The School of Animation & VFX Difference

Academy of Art University and the Junior Giants, the youth baseball program of the San Francisco Giants' community fund, have partnered on an innovative animated video series aimed at helping underserved youth learn essential life skills. Plus, Studio X gives you real-world career preparation.

## STUDIOX

Often students coming straight out of school lack the practical real-world experience to be able to handle demands of the production—this includes working on a team and under a deadline. For this reason, we have developed what we call “StudioX,” which are a series of advanced level classes that emulate a production environment and is faculty mentored. In these classes, the students are working on real shows, with real deadlines, and encounter real problems and challenges that come up in the course of making a film.

“The students learn to work together as a team, how to work well under pressure, and how to creatively solve problems. The work that has come out of these classes speaks for itself but beyond that, the experience students gain in these StudioX classes (the X stands for eXperience) has been tremendously important in preparing them to be ready to go from school and into a studio job.”

– Derek Flood, Associate Director of VFX

## ACADEMY OF ART “ANIMATES” THE JUNIOR GIANTS

The video series, called Foodiecats, features delightfully animated cats in the shape of different foods – an apple, carrot, broccoli, egg, sandwich and cheeseburger -- that teach youth ages 5-18 the Junior Giants' four bases of character development: Confidence, Integrity, Leadership, and Teamwork. The videos also highlight the Junior Giants' emphasis on the importance of good Health and Education as well as Bullying Prevention.

Working with the Junior Giants, more than 250 Academy of Art School of Animation & Visual Effects students developed the Foodiecats concept and created seven educational and entertaining videos. For example, the Health video is the story of couch potato EggCat who finally starts moving so he can catch a baseball flying around him like a helicopter. The Bullying Prevention video shows bully CheeseburgerCat continually ruining the fun that AppleCat and SandwichCat are having. After CheeseburgerCat stumbles and breaks apart, AppleCat and SandwichCat put him back together, and all three become friends and play baseball.





# Faculty

Our instructors don't just teach you about the Animation and VFX industry, they are the Animation and VFX industry. They are nationally recognized professionals who maintain careers on the leading edge of industry trends. They will challenge you to reach your creative potential.



**Chris Armstrong**

*Executive Director*

Chris Armstrong worked as an animator and animation supervisor at Industrial Light & Magic for more than 10 years prior to joining the School of Animation & Visual Effects in 2004. He worked on many major projects at ILM, including Star Wars: Episode I, Star Wars: Episode II, The Mask, and Galaxy Quest. His work experience includes CG supervisor, senior CG animator, director and more.



**Tom Bertino**

*Graduate Director*

Tom Bertino is a renowned animator and director with more than three decades of experience. He worked at Industrial Light & Magic for nearly 20 years and was nominated for an Academy Award and a BAFTA Award for Best Achievement in Visual Effects for the CG imagery he created for The Mask. He is credited with animation direction on Men in Black II, Star Wars: Episode I, and many others.



**Charles Keagle**

*Online Director*

Charles Keagle's animation and storyboarding credits include FernGully: The Last Rainforest, The Ren & Stimpy Show, Toy Story 2, and South Park: Bigger, Longer & Uncut. As story supervisor for Pulse Entertainment, he oversaw the production of Kung Fu 3D, an online series for Warner Bros., and co-designed an interactive Coyote and Roadrunner project for the studio.



**David Nethery**

*Online Director 2D Animation*

David Nethery has amassed 25 years of experience in the field of classical animation, specializing in theatrical feature film projects as an animation artist for various studios, including a long stint at Walt Disney Feature Animation. His work has been featured in animated films such as Who Framed Roger Rabbit?, The Little Mermaid, Aladdin, The Lion King, Pocahontas, Mulan, Lilo & Stitch, and more.



**Sherrie H. Sinclair**

*MFA Director 2D Animation*

Sherrie Sinclair joined Academy of Art University more than 10 years ago, after spending nine years as a clean-up animator with Walt Disney Feature Animation in Orlando, Florida. Her film credits include The Lion King, Pocahontas, Mulan, Tarzan, and Lilo & Stitch.



# Degree Options

## **CERTIFICATE**

The four-year certificate program provides students with a disciplined approach to the study of Animation & Visual Effects. Student portfolios will demonstrate the variety of skills and creativity developed.

## **ASSOCIATE OF ARTS (AA)**

Our AA program offers students a strong introduction to the core principles of animation production. Courses include visual effects, 3D animation, 3D modeling, 2D animation, stop motion, and storyboarding.

## **BACHELOR OF FINE ARTS (BFA)**

Gain the skills to master today's digital technology. Students choose one primary area of emphasis between visual effects, 3D modeling, 3D animation, 2D animation and stop motion, and storyboarding.

## **MASTER OF ARTS (MA)**

Focus on storytelling, exhibiting technical skills, and eliciting emotional responses. In our MA program, students work on 2D animation and stop motion, 3D animation, 3D modeling, or visual effects.

## **MASTER OF FINE ARTS (MFA)**

Our MFA program educates students in all aspects of animation and visual effects, from ideation to post-production. Students develop skills in any one of the many areas of expertise within the animation and visual effects industry.

# Our Facilities

Learning to use the software, tools, and equipment used by the industry is essential to preparing you to enter the work force. That's why we make it a point to keep our facilities as up-to-date as possible with current advancements in technology and equipment.

## FULL ARRAY OF DIGITAL EQUIPMENT

In the largest green screen in Northern California, you'll use real-time composite monitors and a full array of lighting equipment, including grid lighting, scrims, gel frames, green props, key lights, and more to bring your creations to life.

## DIGITAL WORKSTATIONS

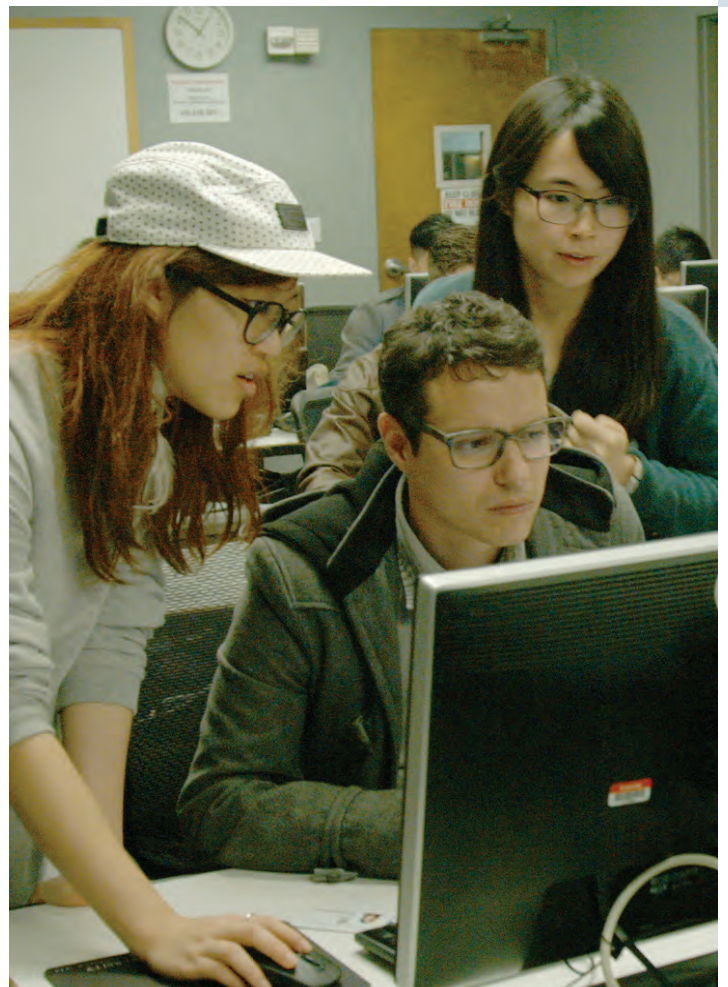
Use the latest high-end PC and Mac workstations, along with Cintiq tablets, scanners, and a large format printer.

## VOICEOVER AND SOUND

Record voiceover tracks and sound effects in our industry-standard sound booth.

## VIDEO

Edit and process video on Mac workstations with Final Cut Pro for input and output. In our video lab, get access to a control room for production and high-end transfers and rent cameras, lenses, and lighting kits for all your assignments.





# Student and Alumni Testimonials

Our 50,000-plus Academy alumni are some of the most successful and sought-after professionals in art, entertainment, and design today. But we're just getting started. Our current pool of creative and innovative students are preparing to redefine the future.







**“I can say from experience, that the Academy offers a multitude of class options in exciting, industry-leading, fields. They equipped me and all other students with the resources needed to follow our dreams.”**

**Shaun Dunn**  
*Animation Student*



**“Academy of Art allowed me to collaborate with other artists, some of whom are my best friends today. Those friendships I made have supported and motivated me every step of my professional career.”**

**Alvin Geno**  
*Animation Alumn*



**“This degree is tailored towards a specific field with enough electives to keep it flexible and unique for every student. I was able to take classes in different departments without needing to change my program.”**

**Olga Rudi**  
*Modeler*



**“StudioX is the one place where, as an animation student, you are given the opportunity to work on real world collaborative projects and get real, unique shots on your reel before you graduate. I found this extremely beneficial and important.”**

**William Sokoloski**  
*Dynamics Alumnus*

# Partnerships

We are located in the San Francisco Bay Area, one of the capitals of the animation industry. Thanks to our location, we offer some of the most exciting industry experiences you will find at any school.

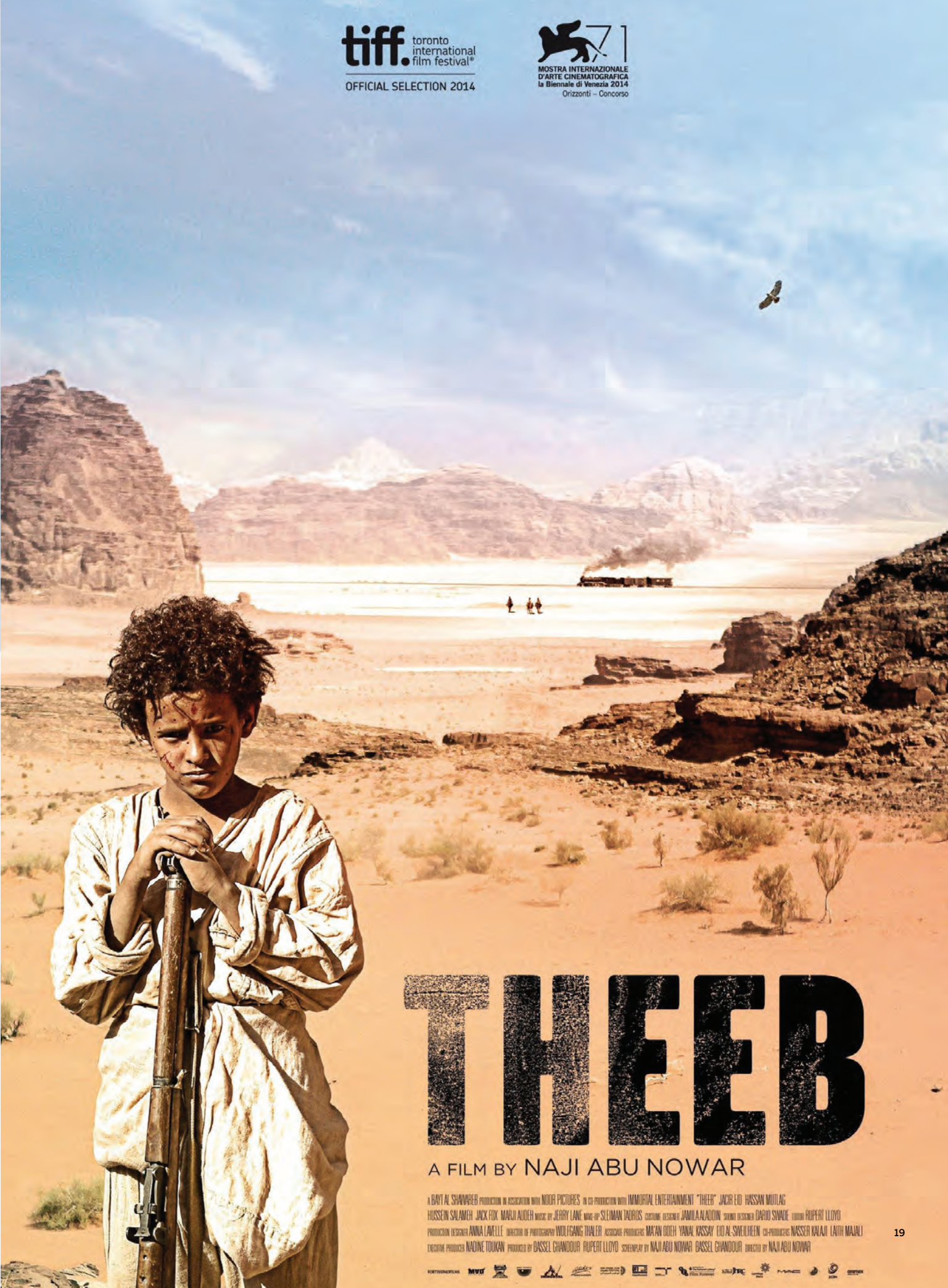
## THEEB

The School of Animation's Studio X had the opportunities to collaborate with industry experts and work on visual effects for various projects and films, such as *Advantageous*, *Fruitvale Station*, *Saving Lincoln*, and Oscar nominated films *Beasts of the Southern Wild* and *Theeb*.

Shaheen—a StudioX vet who collaborated on projects including the films *Advantageous*, *Fruitvale Station*, and *Saving Lincoln* while at the Academy—was able to steer the production of *Theeb*'s VFX assets at StudioX by working closely with Rupert Lloyd, the film's producer. Lloyd, whose credits include the Oscar-winning *The Hurt Locker*, turned to StudioX after learning about the work other students did on *Beasts of the Southern Wild*, another critical darling. "I was impressed by the quality of [those students' VFX] work, and the huge role it had played in bringing this low-budget indie to life."

For Shaheen, the experience of working on prestigious films such as *Theeb* as a student at Academy of Art University was invaluable. To collaborate on, "not a school project but an actual, real-life project," was incredible, she says. "I applied to the Academy on a lark, after a friend told me about the school, and I found out about the quality of its faculty."

"Once I got to class, I couldn't believe I could learn how to make things like 3D models and work on all these advanced projects, with the best technology at my fingertips. It's an awesome school that teaches you art and how to apply art to business and to the real world. Without the Academy, I wouldn't know how to perform in an animation studio."



# THEEB

A FILM BY NAJI ABU NOWAR

A BAYT AL SHAWARBEH PRODUCTION IN ASSOCIATION WITH NOOR PICTURES. IN CO-PRODUCTION WITH IMMORTAL ENTERTAINMENT. "THEEB" JACKI EID, HASSAN MUTLAG, HUSSEIN SALAMEH, JACK FOX, MANU AUDEH. MUSIC BY JERRY LANE. MAKE-UP: SELEMAN TADRIUS. COSTUME DESIGNER: JAMILA ALADOUN. SHIRAZI DESIGNER: DAHED SHWADE. EDITOR: RUPERT LLOYD. PRODUCTION DESIGNER: ANNA LAVELLE. DIRECTOR OF PHOTOGRAPHY: WOLFGANG THALER. ASSOCIATE PRODUCERS: MAKAN ODEH, YANAL KASSAB, ELO AL-SHARHEEN. CO-PRODUCERS: NASSER KALAN, LAITH MAJALI. EXECUTIVE PRODUCER: NADINE TOUKAN. PRODUCED BY: BASSEL CHANDOURI, RUPERT LLOYD. SCREENPLAY BY NAJI ABU NOWAR, BASSEL CHANDOURI. DIRECTED BY NAJI ABU NOWAR.

# Career Paths

As one of the top art and design schools in the country, Academy of Art University helps prepare graduates for a range of career opportunities. Our facilities, faculty, and hands-on learning approach are designed to provide you with the tools you need to succeed as a professional in the animation and visual effects industry.

## TECHNICAL ARTIST: LIGHTER

Create mood, illuminate objects or surfaces, and direct where or what the audience should pay attention to.

## MODELER

Modelers digitally build objects for manipulation in a 3D environment - these could be models of characters, both cartoon and realistic, natural shapes like animals and plants, or solid object like buildings and cars.

## WHO IS HIRING OUR ALUMNI

Atomic Fiction	Ingenuity
Ammunition	Illumination Ent.
Blizzard Entertainment	Laika
BlueSky	Naughty Dog
Cartoon Network	Nickelodeon
CoSA	Marvel
D-Neg	Paramount
Disney Studios	Pixar
Dreamworks Animation	Riot Games
Electronic Arts	Sony
Facebook	The Mill

## STORYBOARD ARTIST

Translate script and story into cinematic images.

## CHARACTER ANIMATOR

Bring characters to life using your deep understanding of the subtleties of movement.

## MATTE PAINTER

Create photorealistic environments to immerse the audience in imaginary worlds.

## PUPPET FABRICATOR

Create elements in stop motion animated films using a diverse range of sculpting and materials expertise.

## STOP MOTION ARTIST

Create a television, film, or advertising piece using frame-by-frame manipulation of posable puppets.

## RIGGER

Create the skeletons of 3D models—the bones that form and animate specific parts of the character—so they can be controlled by the animators.



### **3D ANIMATOR**

Focus on the movement in computer graphic imagery including characters, inanimate objects such as robots or cars, or cameras for television, feature films, or games.

### **2D ANIMATOR**

A 2D animator is concerned with creating 2D images by either hand drawing each frame or digitally manipulating flat media for games, television, the web, or feature films.

### **PRODUCER**

Supervise all aspects of production, ensuring the director's creative vision is realized.

### **COMPOSITORS**

Assemble all the elements that were shot and stitch them together to create a seamless result.

### **TECHNICAL ARTIST: DYNAMICS**

Create natural phenomena; a large body of water, air, smoke, explosions, and more.



# Additional Learning Experiences

Academy of Art University has a hands-on program for every interest at every level. If you are looking to upgrade your career, explore something you have never tried before, or hone existing skills, we have a program for you.



## PRE-COLLEGE ART EXPERIENCE (PCAE)

This dual-scholarship program allows current high school students to take art and design courses at no tuition charge. In addition, they earn scholarship dollars towards future undergraduate studies at Academy of Art University.

Visit <https://www.dev.academyart.edu/academics/pre-college-art-experience-program> or call 415.274.2200 for more information.



## CONTINUING EDUCATION

Time for a career upgrade? Want to follow your passion? Learn, be inspired, and expand your creative potential by taking hands-on courses from industry-experienced faculty. Flexible art and design courses are available online and in San Francisco.

Visit <https://www.academyart.edu/academics/continuing-education> or call 415.274.2200 for more information.



## STUDY ABROAD

One of the best ways to learn about the world is to see the world. Take advantage of one or all of these exciting Study Abroad opportunities.

**The Liberal Arts Seminar** in Europe is a three-week intensive traveling course visiting some of Europe's greatest cities and collections.

**The Fine Art Intensive** in Italy takes you to Florence, Italy, for seven and a half weeks during Summer semester.

**The School of Fashion** at awards scholarships to study in Paris with Studio Berçot and L'École de la Chambre Syndicale de la Couture Parisienne.

**The Illustration Department** also has a summer semester in Florence emphasizing cultural awareness in painting and drawing.

For more information about these Study Abroad opportunities, including cost and visa matters, visit [www.academyart.edu/academics/study-abroad](http://www.academyart.edu/academics/study-abroad)



# Awards and Accolades

Academy of Art University is committed to the highest standards of achievement in art and design. Here's a small sampling highlighting some recent accomplishments of our outstanding students, faculty, and alumni.






**FIND YOUR PLACE. MASTER YOUR CRAFT.**



**#3 BEST ONLINE ART PROGRAMS IN AMERICA**

**#1 ANIMATION  
& VISUAL EFFECTS  
SCHOOL IN NORTHERN CALIFORNIA**

RANKED IN THE  
**TOP TEN**   
BEST PHOTOGRAPHY SCHOOLS

RED DOT RANKS  
SCHOOLS OF GRAPHIC  
DESIGN AND  
INDUSTRIAL DESIGN  
**TOP 10**  
SCHOOLS FOR DESIGN  
7 YEARS IN A ROW

**8**  
YEARS  
WORKING WITH  
**NASA**

**70+** STUDENT AND ALUMNI  
ART EXHIBITIONS IN SF EACH YEAR

WHAT WE ARE LOOKING FOR  
DEDICATION • PASSION • COMMITMENT • CREATIVITY

# Online Education

Take any online course at the Academy, and experience the visual, interactive, and dynamic courses we're known for. You will have the same quality instructors, the same hands-on learning opportunities, and the same attentive support as our onsite students. The difference? The flexibility to earn your art and design degree on your terms.

## ONLINE BENEFITS

- A support staff of over 100 Academy of Art employees offers 900+ online courses and 1,500 instructional videos per semester, spanning 35 online majors, and teaching students from 50+ countries
- Course content is proprietary, created in-house by industry experts, and exclusive to the Academy
- The classes are a mix of lecture content, video, written content, recorded audio, interactive slide-shows, and hands-on work
- The innovative curriculum is created by instructional designers and industry professionals
- A student-run Facebook group, AAUHOO, has more than 4,000 members and invites you to join this thriving online community
- We're constantly building new courses, reworking old ones and adding features to our LMS based on student feedback

Visit [academyart.edu](http://academyart.edu) or call 415.274.2200 for more information.

“Taking classes online really benefited me as a student in allowing me to hone in on each of my skills and develop them before I got a job in the industry.”

— Mark Cofer  
Graduate School of Music Production &  
Sound Design for Visual Media Alumn 2014  
Hollywood Film Composer and Academy of  
Art University Instructor



# Academy Life

A substantial part of an artist's growth and inspiration occurs outside the classroom or studio. At Academy of Art University, we understand this. Here are some resources and opportunities that are available to all students.





## ACADEMIC CLUBS

Join students with similar interests to discuss ideas, promote your work, form collaborations, and share information.

## FITNESS & RECREATION

Campus Recreation classes and workshops—and access to our free gym, pool, basketball courts, and skateboard ramp—will help you stay active healthy.

## VIRTUAL BOOKSTORE

All required textbooks are available at our virtual bookstore.

## CULTURAL CLUBS

Everyone needs a break from the studio. With dozens of clubs and organizations, find a new creative outlet and build lifelong relationships.

## ESPORTS

Our active gaming community hosts and attends regular gaming events for both casual or competitive players.

## EVENTS

Campus Life is designed to inspire, educate, and promote fun. Our events are created in coordination with student-run groups and organizations. Make the most of your university experience: grow, learn, laugh, and run with us.

Visit <https://www.academyart.edu/students/clubs-organizations/events> for more info.

## URBAN KNIGHTS RADIO

Listen live online to our athletics teams, hear unique talk shows, and dance to your favorite tunes on UrbanKnightsRadio.com, an iHeartRadio partner.

## HOUSING

Housing is guaranteed for all new, full-time onsite students. We have 17 different housing options to choose from located in the heart of San Francisco.

## DINING

Stay healthy with delicious and filling meals in one of our dining halls with flexible meal plans and Knight Kash. Use the Knight Kash on your student ID for dining on campus and at select off-campus vendors.



# San Francisco

One of the world's great creative capitals, San Francisco has been our home since 1929. Our neighbors include giants in everything from advertising, animation, and architecture to communications, game development, and web design.

Simply put, Academy of Art University is an absolutely amazing place to be a college student.





## MUSEUMS

Academy of Art University Auto Museum  
 Legion of Honor  
 de Young Museum  
 Asian Art Museum  
 San Francisco Museum of Modern Art (SFMOMA)  
 California Academy of Sciences  
 Yerba Buena Center for the Arts  
 Cable Car Museum  
 Palace of Fine Arts  
 Theatre Exploratorium  
 Walt Disney Family Museum  
 Museum of Performance & Design  
 Museum of Craft & Design  
 Museo Italo Americano  
 Cartoon Art Museum  
 Museum of the African Diaspora  
 Museo de la Raza

## TRANSPORTATION

MUNI  
 AC Transit  
 BART (Bay Area Rapid Transit)  
 Cal Train  
 Golden Gate Transit

## THEATRES & VENUES

The Fillmore  
 Bill Graham Civic Auditorium  
 The Warfield  
 Bottom of the Hill  
 Rickshaw Stop  
 Alamo Drafthouse  
 Great American Music Hall  
 The Independent  
 The Fox Theatre  
 SHN Orpheum Theater  
 The American Conservatory Theater  
 The Castro Theatre  
 SFJAZZ  
 San Francisco Conservatory of Music  
 San Francisco Opera  
 San Francisco Symphony  
 San Francisco Ballet  
 AT&T Park



# Athletics

We are the Urban Knights—the only higher arts education institution in the U.S. to have an NCAA athletics program. Urban Knight Nation is proud to support our fierce student-athletes as they fight on to victory. Go Urban Knights!

We are the Urban Knights—14 varsity athletic teams that represent Academy of Art University in NCAA Division II intercollegiate sports. We are dedicated to distinction, sportsmanship, pride, teamwork, credibility, and creativity.

As an artist-athlete in the Academy of Art University Intercollegiate Athletic program, you are empowered to realize your full potential academically, personally, and professionally while on the path to collegiate success. The Academy's Urban Knights compete as members of the Pacific West Conference.



## WOMEN'S

Basketball  
Cross Country  
Golf  
Soccer  
Softball  
Tennis  
Track & Field  
Volleyball

## MEN'S

Baseball  
Basketball  
Cross Country  
Golf  
Soccer  
Track & Field

## NCAA PROGRAM

Join one of our teams or come out and support your fellow artist-athlete. We play in great venues throughout San Francisco, including Kezar Pavilion, Paul Goode Field, SF Bay Tennis Club, and Presidio Golf Course, among others. Let the Fan Bus take you to the games.

The NCAA is a trademark owned by the National Collegiate Athletic Association.



## ARTIST ATHLETES

The Urban Knights have quickly made a name for themselves with numerous conference and national accomplishments including 10+ NCAA championships. We are the first athletic program to win two NCAA National Championships (indoor and outdoor women's track & field) in our first year of postseason eligibility. We have made over 40 postseason appearances in men's and women's cross country, women's basketball, men's indoor and outdoor track and field, men's and women's golf, and women's tennis. Go Urban Knights!



# Apply Today at academyart.edu

Apply year-round, and begin taking classes in Fall, Spring, and Summer semesters. Our Admissions Representatives will help you every step of the way. They want to help you succeed, and are trained to make sure your application best reflects your abilities. Apply today!

## HOW TO APPLY

Apply online at [academyart.edu](http://academyart.edu)

Or call 1.800.544.2787

Or apply in person in San Francisco  
(Monday-Saturday)

79 New Montgomery St. San Francisco, CA 94105

## YOUR COMPLETED APPLICATION MUST INCLUDE:

- \$50\* application fee (\$150 international)
  - \$95\* enrollment fee
  - International applicants require a \$300\* international student service fee
  - Fees can be paid by MasterCard, Visa, Discover.  
By mail: check or money order
- \*all fees are non-refundable, non-transferable



## TRANSFER STUDENTS

1. Complete the application
2. Submit electronic transcripts to:  
[transcripts@academyart.edu](mailto:transcripts@academyart.edu)

Or mail transcripts in a sealed envelope to:

Academy of Art University  
Attn: Undergraduate Admissions Office  
79 New Montgomery St.  
San Francisco, California 94105

I WAS NO LONGER  
THAT  
KID WHO  
FLYERS  
EVERYTHING  
SURROUND  
-ED  
LONE  
MADE  
'S FILMED  
NOW I WAS  
BY THEM!



Photograph of student, Chase Grammer, BFA 2016

## GET STARTED TOWARD A CAREER YOU'LL LOVE

At Academy of Art University, Chase no longer felt like the odd man out. He turned his love for social media, shooting videos, and making flyers into a blossoming career as a top creative in the advertising industry. We can teach you to turn the things you love to do into a career you'll love—and have a ton of fun along the way. Sometimes it's not so much about finding who you are, it's about finding the place where you can be who you are. Find out how your passion can become a creative legacy at [academyart.edu](http://academyart.edu)



Find Your Place.  
Master Your Craft.



# ACADEMY *of* ART UNIVERSITY®

FAMILY OWNED SINCE 1929

The Academy of Art University is located in downtown San Francisco and provides instruction around the world through its online campus. We offer training in many specialized creative disciplines:

Acting  
Advertising  
Animation & Visual Effects  
Architecture  
Art Education  
Art History  
Fashion  
Fine Art  
Game Development  
Graphic Design  
Illustration  
Industrial Design  
Interior Architecture & Design  
Jewelry & Metal Arts  
Landscape Architecture

Motion Picture & Television  
Multimedia Communications  
Music Production & Sound Design  
for Visual Media  
Photography  
Visual Development  
Web Design & New Media  
Writing for Film, Television & Digital Media

Academy of Art University  
79 New Montgomery Street  
San Francisco, California 94105

info@academyart.edu  
1.800.544.2787  
www.academyart.edu

Accredited Member WSCUC, NASAD, CIDA  
(BFA-IAD, MFA-IAD), NAAB (B.ARCH, M.ARCH),  
CTC (California Teacher Credential).

\*The following degree programs are currently  
not offering online courses: Acting, Auto  
Restoration, Knitwear Design, and Footwear  
& Accessory Design.

Visit [www.academyart.edu](http://www.academyart.edu) to learn more about  
total costs, median student loan debt, potential  
occupations, and other information.