These are arduous times we’re living in. As we go to press with this publication, the world is facing monumental challenges: a devastating pandemic and a reckoning—long overdue—on deep and painful issues of racial injustice.

The hopeful news? Creativity, empathy, curiosity, critical thinking, honesty and resiliency—qualities the world so desperately needs to get us through this difficult moment in human history—are the very attributes we teach at ArtCenter.

The education that helped previous generations of ArtCenter graduates excel in their fields can now prepare the next generation of artists and designers to frame penetrating questions about how we live, create new jobs, craft new methods of communication, and tell new stories for a new era.

We are a community whose bold imaginations have made an impact around the globe. And we still have so much more work to do. Join us.

Lorne M. Buchman, President
In 1930, ArtCenter College of Design’s co-founder and first president, Edward “Tink” Adams, pioneered a no-nonsense curriculum to prepare artists and designers for roles in industry and the professional fields. While the College has changed dramatically since those days, our singular brand of education remains rooted in his forward-thinking vision.

We provide our students with the skills necessary to craft exceptional work and tackle ambitious projects—everything from autonomous vehicles to deeply personal narratives. Our interdisciplinary curriculum emphasizes collaboration and making and mirrors real-world experiences. All of which means that once our students graduate, they hit the ground running.
“You have to tell the whole truth, the good and the bad, maybe some things that are uncomfortable for some people.” — John Lewis

Here at ArtCenter, we believe multiple points of view, life experiences, ethnicities, cultures and belief systems are essential to academic and creative excellence. This diversity is essential to creative innovation, critical inquiry and our very ideals of creative excellence.

Although the history of our campus reflects the challenges of our country’s turbulent past, we are committed to fostering a diverse, equitable and inclusive campus community, not only in vision, but in practice. We fully support the participation of our students, faculty and staff of every race, color, ethnicity, sex, gender, gender identity or expression, marital status, religion, sexual orientation, age, disability, veteran status, socioeconomic status and political viewpoint.

To learn more about ArtCenter’s commitment to diversity, equity and inclusion, please visit artcenter.edu/dei.
At ArtCenter, we ask our undergraduates to declare a major at the time of their application. This is an important decision and one that requires careful consideration.

We offer 11 undergraduate degree programs and five minors:

**Bachelor of Fine Arts**
- Advertising; Film; Fine Art; Graphic Design; Illustration; Photography and Imaging

**Bachelor of Science**
- Entertainment Design; Environmental Design; Interaction Design; Product Design; Transportation Design

**Minors**
- Business; Creative Writing; Research; Material Science; Social Innovation

Most students take courses in the Integrated Studies Department, and all take courses in the Humanities and Sciences Department. In addition, Transdisciplinary Studio (TDS) courses—often sponsored by industry or community partners—give upper-term students from different majors opportunities to collaborate on projects.

Graduate Studies and non-degree programs
Additionally, the College offers seven graduate degree programs: Master of Fine Art degrees in Art, Film, Graphic Design, and Media Design Practices; and Master of Science degrees in Environmental Design, Industrial Design, and Transportation Systems and Design.

Non-degree programs
ArtCenter also offers non-degree programs for anybody interested in exploring art and design. Designed for busy adults, ArtCenter Extension (ACX) offers more than 150 courses that serve as a gateway to the College’s degree program.
ACX Teens offers courses that help high school students (grades 9–12) discover and flex their creative voice. ACX Kids offers classes in creativity, innovation and visual literacy for students in grades 4–8. Additionally, a newly launched online initiative, ArtCenter Online, will provide prospective students, aspiring designers and industry professionals with access to the depth of ArtCenter’s educational experiences.
ArtCenter stretches across two campuses in Pasadena: Hillside Campus, with a modernist steel-and-glass structure located on 165 wooded acres; and South Campus, an evolving downtown complex that counts among its suite of buildings a renovated supersonic wind tunnel. A satellite location in downtown Los Angeles hosts exhibitions, workshops and cultural programs.
Greater Los Angeles is a magnet for driven people across the globe. Why? Because here, virtually anything is possible. Want to surf in the morning, study ancient Greek sculpture in the afternoon, have an authentic Ethiopian dinner, and catch a professional baseball game in the evening? No problem.

As the unofficial western capital of the U.S. and eastern capital of the Pacific Rim, as well as the gateway to Latin America, L.A. reflects diverse worldviews, cultures, cuisines and languages (225, at last count). The largest city in California—a state that boasts the fifth-largest economy in the world—L.A. offers unparalleled opportunities in the fields of film and entertainment, and the region is also a hub of innovation in advertising, art, automotive design, technology and higher education.
“In many ways, the Los Angeles region is unique because of its combination of place, resources and open attitudes toward new ideas,” stated a recent report from the Los Angeles County Economic Development Corporation. “In Los Angeles, new ideas are constantly given form and brought to life by creative people.”

Just 10 miles from downtown Los Angeles, ArtCenter’s hometown of Pasadena can claim an array of architectural masterpieces and an impressive collection of cultural institutions—including the Norton Simon Museum, The Huntington Library, and the USC Pacific Asia Museum—as well as frequent ArtCenter collaborators Caltech and NASA’s Jet Propulsion Laboratory.
The Center for the Student Experience (CSE) offers a wide array of resources designed to support the physical and emotional well-being of the College’s students, including student leadership programs, personal counseling and international student advisement. CSE also supports dozens of active student clubs and organizations—groups with focuses ranging from academic to faith-based, social, athletic and cultural interests. Groups vary from term to term.
During the Spring 2020 term, 23 registered groups were active:

- Animated Film Screening Club
- The Antiracist Classroom
- ArtCenter Branding Atelier
- ArtCenter Cha Club
- Chinese Student Association
- ArtCenter Christian Fellowship
- Club Yo: Japanese Organization
- Did You Eat? ArtCenter’s Filipino Club
- ECO+
- Fire Club
- Gearhead Society
- Graphic Design Social Club
- Korean Club
- Money Club
- ArtCenter Musicians Club
- OutCenter
- Permias ArtCenter
- Plein People
- ArtCenter Running Club
- ArtCenter Ski and Snowboard Club
- TANG Soccer Club
- Tennis Club
At ArtCenter, we understand that entering college as a new student can be overwhelming. For that reason and more, we encourage students to take advantage of the advising available to them through the Center for Advising and Academic Success. This department works closely with the College's educational departments to help ensure our students’ academic success by assisting them with short- and long-term planning and the development of important skills.

ArtCenter is committed to fostering a diverse, equitable and inclusive learning environment. To help enable the richest possible experience, the Center for Diversity, Equity and Inclusion (DEI) offers collaborative and transformative activities—exhibitions, symposia, lectures and more—and helps ensure that programs, practices and policies for faculty, staff and students match the College’s mission and values.
Whether it’s Hillside Campus’ wooded acres in the San Rafael Hills or South Campus’ adaptive reuse in downtown Pasadena, ArtCenter’s campuses provide future artists and designers with a wide array of creative learning opportunities enriched by the creative and academic resources of the surrounding communities and the greater Los Angeles area.

Explore intaglio, lithography and other printmaking techniques with a master printmaker.
Explore trends and technology through classes, lectures, workshops and projects.

Celebrate and investigate the evolution of typography’s role in all forms of communication.
California’s largest letterpress facility provides an immersive typographic education.

Rapid prototyping labs support all forms of making, from woodworking to 3D printing.
Two fully equipped 4,600-square-foot stages provide ample space to shoot any type of project.

Explore augmented reality, mixed reality, virtual reality and everything in between.
100,000 volumes of books, periodicals, databases and collections for art and design research.

ArtCenter Library
Rotating selection of student projects, curated by department chairs at the end of each term.

Features exhibitions that connect ArtCenter’s curriculum to established and emerging artists.
A modestly scaled space optimal for solo artist exhibitions and small group projects.

Dramatic, light-bathed gallery showcasing work created by students, faculty and visiting artists.
ArtCenter hosts exhibitions throughout the year in several spaces across our Pasadena campuses and at ArtCenter DTLA, our satellite location in downtown L.A. Though each venue maintains a distinct mission—presenting everything from typographic explorations to video installations—they share a unified intent to spark vital conversations around emerging and established works of art and design that are addressing the most pressing issues of our time.
In February 2020, the Center for Diversity, Equity and Inclusion, in partnership with ArtCenter DTLA, presented a series of exhibitions and programs honoring and celebrating the achievements of the College’s Black alumni. Titled 90/300: A Measure of Representation, in Celebration of Cultural Influence, the exhibition was conceived as part of the commemoration of ArtCenter’s 90th anniversary. While the 300 Black alumni honored represent a small percentage of the College’s total alumni over those years, their impact on the global creative economy has been outsized. These designers and artists have wielded considerable influence in developing the narrative of Black identity in mainstream culture.
Highlights from 90/300 included filmed alumni interviews by Elizabeth Gray Bayne (MFA 11); a retrospective of pioneering photographer and alumna Barbara DuMetz; a group exhibition of alumni work curated by artist Devin Troy Strother (BFA 09); and portraits of Black alumni by Everard Williams (BFA 89), who also teaches in the Photography and Imaging Department.
In an interview with Strother about 90/300, the L.A. Times wrote that the artist “recounted experiences he had as a student at ArtCenter—of not having a black instructor, not learning to paint figures with darker skin tones—that made him feel othered.”

The Times continued, “For Strother, curating the exhibition was a way to show ‘you can be young and Black and actually have a working career within the art world and still be critical of the way institutions work.’”
Hosted by the Hoffmitz Milken Center for Typography, *In Verbis Artis* (“In Words, Art”) explored the relationship between typography, design and fine art through the work of Los Angeles–based artists.

*Land of Enchantment* featured work by the leaders of the New Modernists movement—alumni Patrick Hruby (BFA 10), Loris Lora (BFA 14), Ellen Surrey (BFA 14) and Alexander Vidal (BFA 15)—who are defining the California spirit for the 21st century.
SKY
Featuring works of contemporary art, science artifacts and historical objects displayed equally side by side, Sky invited visitors to ponder the provincial elements of space above, around and beyond the Earth’s surface.

Lia Halloran: Double Horizon
Featuring an immersive, three-screen projection, Double Horizon reflected artist Lia Halloran’s relationship to space in three simultaneous, large-scale, aerial views of the greater Los Angeles landscape.
The College’s Car Classic, an annual event that brings together dozens of significant vehicles, their designers and automotive aficionados, serves as a reminder that behind every beautifully designed vehicle stands an innovative designer—one most likely educated at ArtCenter.

*Grad Show*
Each term, graduating students present their projects at the Pasadena Convention Center.

*Sculpture Garden*
ArtCenter regularly invites guest lecturers to campus and hosts special panels, workshops, symposia and other events that attract luminaries from a variety of disciplines.

Recent guests the College has welcomed include:

Jon Jon Agustavo
Tanya Aguiñiga
K.K. Barrett
Marcie Begleiter
Paul Brizzi
Don Burgess, ASC
Brent Bushnell
D.J. Caruso
Lisa Chen
Stanley Chen
Julia Christensen
Kendal Cronkhite
Barbara DuMetz
Mathew Foster
Dennis Gassner
Jennifer Golub
Robert Gottlieb
Catherine Hardwicke
Ian Honeyman
Shri Jambhekar
Cedric Johnson
Lois Kim
Rudy Manning
Claire Morrissey
Edward James Olmos
Andrea Nevins
Dani Ploeger
Jeremy Podeswa
Ellen Pressman
Peter Ramsey
Sonja Rasula
Krysta Ryzewski
Yo Santosa
Anita Sarkeesian
Emily Eliza Scott
John Schwartzman, ASC
Simon Stålenag
Devin Troy Strother
Edward Tufte
Tyger Williams
Guillaume Wolf
Edgar Wright

Guest lecturers, panel discussions, symposia
This is an extraordinary time to be an artist or designer. People and institutions across the globe are looking to creative professionals to help generate new jobs, craft new methods of communication and tell new stories for a new era. In ArtCenter’s undergraduate programs, we learn by making. We use our hands and minds creatively, critically and iteratively, expanding the boundaries of a traditional art and design education. Our curriculum is designed to inspire and prepare artists and designers to become the creative leaders of the future. Our students participate in small studio classes led by a faculty of practicing artists and designers. The experience they gain here proves invaluable when they graduate to pursue their personal and professional goals.

BFA/BS Programs
Companies all over the world are becoming increasingly aware of the power of creativity to define, build and grow their brands. Hence, the role of the creative director has become an essential and highly valued one that influences every aspect of the way a company looks, sounds, feels and presents itself to the world.

Whether your ultimate goal is to work directly for a company like Apple, Google, Nike or Louis Vuitton, or to work for an advertising agency with the opportunity to touch many brands, our program will prepare you to create and creative-direct content in all of the most relevant and contemporary forms of media, as well as to master new technologies and emerging platforms.

Beginning classes leave you visually and verbally fluent in the languages of communication—including film, video, photography, graphic and interaction design, social media, digital engagement and app conception—and skilled in the art of media-making. In later terms, you will collaborate with students from other majors in Transdisciplinary Studio courses and use creative problem-solving skills to develop consumer insights and dynamic campaigns that integrate all forms of contemporary and new media. And because we break the conventional classroom structure, you’ll get a true sense of what it feels like to become part of a modern communications company, working with teams of your peers under the guidance of real-life creative directors.

Gary Goldsmith, Chair
BE BROCOMFORTABLE IN YOUR OWN SKIN. MEET THE PROFESSORS AND GET WITH THE PROGRAM.
SOFT BUT STRONG
Sara Hua  
Skype
Crashvertising — Gary Goldsmith

Cheng Zhang  
Banana Boat
Crashvertising — Gary Goldsmith
99% of traffic lovers prefer google maps.
### Course of Study

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<th>TERM 3</th>
<th>TERM 4</th>
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**Total** 132
Entertainment designers are storytellers. They bring stories to life by designing novel objects, characters and worlds; creating new interactive experiences; or making engaging animated films. This requires an excellent imagination, a thorough understanding of how such things are built and the ability to conceptualize within the parameters of a given story.

The Entertainment Design program at ArtCenter is an ecosystem made up of three separate yet symbiotic tracks: Concept Design, Game Design, and Animation.

Concept artists create the visuals we see in films, video games, animation, commercials, TV shows and theme parks, executing everything from environments and architecture to characters, vehicles and props. Students in the Concept Design track receive a rigorous education in drawing, painting, anatomy, sculpting and the use of 3D digital tools. Beyond the fundamentals, students learn design methodologies, how to problem-solve and how to bring originality to their work.

Game designers create the rules, plots and puzzles we experience in video games, mobile games and more. Students in the Game Design track learn the fundamentals of game development, design theory and prototyping and explore all the different platforms for gaming.

Students in the Animation track develop a broad skill set—storyboarding, visual development, 3D/2D/stop-motion animation, CG character and environment modeling, rigging and lighting—while also focusing heavily on storytelling. Animation students work on multiple short films in teams, allowing them to focus on directing, pitching and developing stories, learning about production schedules and operating in a setting that mirrors a real-life film production environment.

Near the completion of their degree, all students research and develop an in-depth senior project that showcases a personal focus within entertainment.

Guillaume Aretos, Chair
Alumni in Entertainment Design
artcenter.edu/entertainment/alumni
### Course of Study—Animation

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### Course of Study—Concept

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**Course of Study—Game Design**

**128**
Environmental Design
In the Environmental Design program, we focus on the total spatial experience—from the first moment of encounter to the last moment of interaction. We pursue a global sense of industry-driven design that investigates every aspect of where and how people live, work and play. Our students look beyond the single object, moment or place to make an impact on a range of projects, including branded retail, theme-driven dining, new hospitality, interior design, exhibition design and residential design. Our emphasis on spatial experiences also produces leaders in the fields of furniture, lighting, materials innovation and sustainability.

Our students gain global awareness through Transdisciplinary Studio courses, international Study Away opportunities and Sponsored Projects with industry-leading companies, corporations and organizations. They also investigate Designmatters-led projects on behalf of humanitarian organizations around the world. This amounts to a rich and diverse education for students aspiring to become influential and impactful spatial experience designers.

David Mocarski, Chair
David Hwang  
NEUT  
Topic Studio–Furniture — Cory Grosser, David Mocarski
Alumni in Environmental Design
artcenter.edu/environmental/alumni
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**Total H&S units**: 45  
**Total Studio units**: 99  
**Total**: 144

Course of Study
The Film program at ArtCenter prepares you for an evolving industry in which one fact remains constant: Filmmakers must be strong visual storytellers. As an ArtCenter student, you begin shooting immediately, with access to the latest production and post-production tools—all here in Los Angeles, the world’s entertainment capital.

Our faculty of distinguished working filmmakers and small classes foster close, mentoring relationships. In addition, the diverse industry tapestry of L.A. gives us access to studio heads and A-list talent who, as guest lecturers, share their intimate knowledge of the business.

Success in the entertainment industry requires a broader base of knowledge than ever before. We believe in learning by making. Only when you’re fully immersed in making films do you truly learn your craft. Our production center maintains a generous supply of industry-standard equipment, and our post facilities offer most everything you need to fulfill the technical and creative vision of your story.

Our three main tracks of study are Directing, Cinematography and Editing. For approved students, we also offer specialty courses of study with an emphasis in screenwriting and producing. Regardless of which track you choose, the program’s curriculum focuses on mastering filmmaking skills in order to serve the narrative. Throughout the program, you’ll discover and refine your artistic style and distinctive voice, and you’ll also collaborate with students from other disciplines. You will develop a thorough understanding of the entire filmmaking process.

You enter as an apprentice artist and leave ready to reach an audience through your storytelling.

Ross LaManna, Chair
Tess Lafia  
Markus King Band: Goodbye Carolina
Directing 3 — David Kellogg
Jon Jon Augustavo
Roger Avary
Dan Bartolucci
Michael Bay
Don Burgess
John X. Carey
Doug Claybourne
Ericson Core
Larry Fong
Dennis Gassner
Amy Hill
Sonja Johnson
Saman Kesh
Ximan Li
Mego Lin
Miranda Liu
Joe Lombard
Jonas Mayabb
Jae Yong Park
Chris Riess
Tarsem Singh
Zack Snyder
Florian Stadler
Michael Sucsy
Emmett Sutherland

Alumni in Film
artcenter.edu/film/alumni
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### ADDITIONAL REQUIREMENTS

**H&S electives:**
- Humanities 3
- Social Sciences 3
- Science and Technology 3

**Studio electives**
- Any of the above 21
- Studio electives 21

**Total Studio units**
- 75
- 120

**Total H&S units**
- 45

### Course of Study—Directing

168

### Course of Study—Cinematography

169
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**ADDITIONAL REQUIREMENTS**

- **H&S electives:**
  - Humanities: 3
  - Social Sciences: 3
  - Science and Technology: 3
  - Business and Professional Practice: 3
- Any of the above: 21
- Studio electives: 18

**Total H&S units:** 45
**Total Studio units:** 75
**Total:** 120
In the Fine Art program, emerging artists discover new pathways and generate a meaningful body of artwork through a rigorous process of training, questioning and self-discovery—all essential undertakings for maintaining a professional art practice. The experience culminates in the impressive Senior Exhibitions, a hallmark of our program.

Fine Art at ArtCenter supports a spectrum of disciplines, including drawing, painting, sculpture, installation, film/video, photography and digital imaging, as well as an array of art and design hybrids. Our nationally and internationally recognized faculty members bring a breadth of knowledge to create a program that is ambitious, exciting and challenging.

Students are trained in the skills they need to be adept and insightful visual artists, with particular attention paid to aesthetics and conceptual dexterity. Learning occurs in the context of small classes, with a high degree of mentoring that allows for an individualized education within our structured yet flexible curriculum.

A healthy fearlessness is encouraged—experimentation, risk and complexity are crucial to meaningful artwork.

The continual practice of imagination and discipline that forms the basis of the Fine Art curriculum is essential for a career in art: a life of compelling vision that questions and transforms our way of seeing, thinking and engaging with the world.

Laura Cooper, Chair
Filip Kostic (BFA 17)  
*Open Loop*, 2017  
Exhibited at Roger’s Office (Los Angeles), 2017
Edgar Arceneaux
Sarah Awad
Chris Finley
Richard Galling
Michael Hague
William Kaminski
Ashley Landrum
Nery Gabriel Lemus
Eowyn Wilcox
McComb
Wendy MacNaughton
Yunhee Min
Sarah Miska

Myriam Negre
Jorge Pardo
Lisa Park
Ryan Perez
Nancy Popp
Evelena Ruether
Elleni Sclavenitis
Ana Serrano
Jeff Soto
Jennifer Steinkamp
Mark Tansey
Tiffany Trenda
Eddy Vajarakitipongse
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Graphic Design
Graphic design has evolved to become much more than ink on paper; it has left the page to conquer space, motion and interaction. To stay ahead of the curve, you'll need to expand your creative skills in an integrative learning environment that crosses all media.

Our Graphic Design curriculum integrates the definitions of designer, artist and entrepreneur. Guided by faculty members who are noted professionals in their areas of expertise, you'll develop sophisticated typographic and image-making skill sets, working across both emerging and traditional media—from letterpress and packaging to generative design and spatial experiences—to create emotionally resonant messages.

You'll learn how to anticipate and react to the technological and social changes affecting how we communicate with one another. You'll have the opportunity to study abroad and to participate in high-profile collaborative projects with industry partners, nonprofit organizations and students from different majors. And with our innovative transmedia area of concentration, which allows you to manipulate and transcend mediums, you'll be empowered to create new media categories.

Since we want our students to design experiences that serve a purpose, we'll encourage you to work outside your comfort zone and to engage with culturally and socially relevant content, using every possible tool at your disposal. In the process, you'll discover new things about yourself and the mediums that you're pushing to their limits.

Our graduates have taken these skills to transform cutting-edge organizations like Google, Apple, IDEO, and some of the world’s most notable design firms.

We'll challenge you with an ambitious endeavor: to be the best designer you can be.

Sean Adams, Chair
Eugene Hyun
Stranger Than Fiction title sequence
Sequential Design 2 — Ming Tai

Columbia Pictures presents

Will Ferrell

nhan

Stranger than Fiction.
Tais Bishop
Stefan Bucher
Justin Chen
Lou Danziger
Chris Do
Michelle Dougherty
Tyrone Drake
Rafael Esquer
Jana Frieling
Golnaz Ghodstinat
Jeri Heiden
Gerardo Herrera
Kit Hinrichs
Paul Hoppe
Annie Huang Luck
River Jukes-Hudson
Rebeca Méndez
Clement Mok
Yo Santosa
Stephen Serrato
Mike Shinoda
Felix Šoletić
Amelia Stier
Nadia Tzuo
Doyald Young

Alumni in Graphic Design
artcenter.edu/graphic/alumni
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**Additional Requirements**

- H&S electives:
  - Humanities: 3
  - Social Sciences: 3
  - Science and Technology: 3
  - Business and Professional Practice: 3
  - Any of the above: 15
- Studio electives: 0
- Total H&S units: 45
- Total Studio units: 87
- Total: 132

**Course of Study**
The medium of illustration is rooted in tradition, yet it has a modern, innovative part to play in contemporary communications. Illustration is refined, sophisticated, consciously crafted and often a beautiful solution to a design problem. Its unique ability to communicate diverse and multiple points of view and lifestyles makes it the perfect partner for design-based projects.

You will see illustration used to promote an attitude in advertising and serving as a universal communicator on social media. You will see it in galleries, on packaging, in books, in colorful textile designs and products and as part of in-store branding. And globally, illustration has reshaped the entertainment industry by playing a major role in storytelling and giving a distinctive look to feature animation films, TV and games.

Illustrators are usually given a problem or a communication brief to solve. In ArtCenter’s future-facing Illustration program, you will learn the art of draftsmanship to the highest level as you also develop your concepts, your historical knowledge of illustration and your critical thinking. You will also learn to present your work in a professional manner, attuned to the world of business.

Our Illustration program is built upon a framework of tracks that introduce a way of furthering your creativity and focusing on a career direction. After a thorough grounding in foundation courses, in your third term you will select one of five curricular tracks.

Our Illustration Design track blends hand and digital practice for licensing, print and publishing. The Illustration Motion track emphasizes branding as well as designing for 3D space and VR. Our Illustration/Fine Art Painting track takes imagery beyond illustration to the gallery environment. The Entertainment Arts track prepares you for a fast-paced career in feature animation production, games and consumer products. And our Surface Design track connects with the College’s Product Design program to explore style and aesthetics in the realm of fashion accessories, textile design and soft goods.
Additionally, ArtCenter’s social impact program, Designmatters, offers an optional minor within Illustration that will prepare you for a career working with organizations that are tackling some of the most critical issues of today, including equity, fairness, climate change and sustainability.

Other enrichments within the program include Study Away opportunities, Transdisciplinary Studios—courses in which illustrators work collaboratively with students from other majors—and talks delivered by dynamic guest lecturers from the creative industries.

However you tailor your curriculum, you will graduate from ArtCenter with the potential to translate your creative gifts into engaging and meaningful career paths.

Ann Field, Chair
John Clark, Alice Ha, Eugene Kim, Audrey Lee, Sangeun Lee, Lydia Mahon, Mariyah Rahman, Steffany Rodriguez, Minako Tomigahara, Alice Wang

Voice of LA, an Homage to Sister Corita Kent
London Ancient and Modern Class — Ann Field, Simon Johnston, Brian Rea, Paul Rogers

222 223
Stephanie Smith  1960s Piccadilly Circus
Graphic Design for Entertainment — Paul Rogers

AJ Dungo  Promo flyer created for a book tour in San Francisco  Personal Project
Janice Ahn
Doug Aitken
David Chen
Mingjue Helen Chen
Maggie Chiang
Saiman Chow
AJ Dungo
Bijou Karman
Claire Kang
Celine Kim
Martin Grasser
Cory Loftis
Rafael López
Demetrius May
Tara McPherson
Ryan Meinerding
Vivien Mildenberger
Jaya Nicely
Dan Park
Mark Ryden
Aaron Spurgeon
Devin Troy Strother
Drew Struzan
Jackson Sze
Jeff Turley
Brian Won

Alumni in Illustration
artcenter.edu/illustration/alumni
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Course of Study—Illustration Design 236

Course of Study—Entertainment Arts 237
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**ADDITIONAL REQUIREMENTS**

- **H&S electives:** Humanities 3
- **Social Sciences** 3
- **Science and Technology** 3
- **Business and Professional Practice** 3
- Any of the above 21
- Studio electives 6

Total H&S units 45
Total Studio units 75
Total 120

**Course of Study—Entertainment Arts Consumer Products** 238

**Course of Study—Fine Arts Painting** 239
## Course of Study—Surface Design

### TERM 1
- Writing Studio or Writing Studio: Intensive 3
- Illustration Now! 0
- Perspective 3
- Head and Hands 3
- Composition and Drawing 3
- Design 3

### TERM 2
- Composition and Painting 3
- Photoshop Painting Fundamentals 3
- Drawing for Illustration 3
- Design 2: Structure and Color 3

### TERM 3
- Intro to Modernism 3
- Sketching for Illustration 3
- Motion Design 1 3
- RE-Presentation: Narrative and Bodies 3
- Type 1: Foundation 3

### TERM 4
- History of Art 1 or History of Art 2 or History of Art 3 or Graphic Design 3
- Drawing Projects or Communication Design 2: Information and Context 3
- Motion Design 2 3
- Sequential Design 2 3

### TERM 5
- Type 3: Context 3
- Drawing Projects or Communication Design 2: Information and Context 3
- Motion Design 2 3
- Sequential Design 2 3

### TERM 6
- Type 5 Motion or Communication Design 4: Identity Systems or Composition Painting and Film or Advanced Cinematic Motion 3
- Sequential Design 3 3

### ADDITIONAL REQUIREMENTS
- H&S electives: Humanities 3
- Social Sciences 3
- Science and Technology 3
- Business and Professional Practice 3
- Any of the above 21

### TERM 7
- Type 5 Motion or Composition Painting and Film or Advanced Cinematic Motion or Sequential Design 3 or Advanced Motion Studio 3

### TERM 8
- Business 101 or Business and Professional Practice electives 3
- Portfolio Design Lab or Portfolio and Career Preparation 3
- Advanced Motion Studio or Type 5 Motion or Digital Motion Compositing 3

### ADDITIONAL REQUIREMENTS
- H&S electives: Humanities 3
- Social Sciences 3
- Science and Technology 3
- Business and Professional Practice 3
- Any of the above 21

### Studio electives 0

### Total H&S units 45
### Total Studio units 75
### Total 120

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## Course of Study—Motion

### TERM 1
- Writing Studio or Writing Studio: Intensive 3
- Illustration Now! 3
- Perspective 0
- Head and Hands 3
- Composition and Drawing 3
- Design 3

### TERM 2
- Composition and Painting 3
- Photoshop Painting Fundamentals 3
- Drawing for Illustration 3
- Design 2: Structure and Color 3

### TERM 3
- Intro to Modernism 3
- Sketching for Illustration 3
- Motion Design 1 3
- RE-Presentation: Narrative and Bodies 3
- Type 1: Foundation 3

### TERM 4
- History of Art 1 or History of Art 2 or History of Art 3 or Graphic Design 3
- Drawing Projects or Communication Design 2: Information and Context 3
- Motion Design 2 3
- Sequential Design 2 3

### TERM 5
- Type 3: Context 3
- Drawing Projects or Communication Design 2: Information and Context 3
- Motion Design 2 3
- Sequential Design 2 3

### TERM 6
- Type 5 Motion or Communication Design 4: Identity Systems or Composition Painting and Film or Advanced Cinematic Motion 3
- Sequential Design 3 3

### ADDITIONAL REQUIREMENTS
- H&S electives: Humanities 3
- Social Sciences 3
- Science and Technology 3
- Business and Professional Practice 3
- Any of the above 21

### TERM 7
- Type 5 Motion or Composition Painting and Film or Advanced Cinematic Motion or Sequential Design 3 or Advanced Motion Studio 3

### TERM 8
- Business 101 or Business and Professional Practice electives 3
- Portfolio Design Lab or Portfolio and Career Preparation 3
- Advanced Motion Studio or Type 5 Motion or Digital Motion Compositing 3

### ADDITIONAL REQUIREMENTS
- H&S electives: Humanities 3
- Social Sciences 3
- Science and Technology 3
- Business and Professional Practice 3
- Any of the above 21

### Studio electives 0

### Total H&S units 45
### Total Studio units 75
### Total 120

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### Course of Study—Motion

### Course of Study—Surface Design

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### 240 Course of Study—Surface Design
### 241 Course of Study—Motion
Interaction profoundly shapes the way we live, whether we’re working, caring, learning, playing or driving social impact. From apps, wearable technology, games and websites to social networks, art installations and public spaces, Interaction Design students are embarking on new creative and technology careers. By considering design, human factors, psychology and emerging technologies, our students learn to shape the user experience and its impact on society—how people think, feel and behave—as the basis for any digital product, environment or system.

Our curriculum emphasizes core methods, STEM, interface tools and processes in tandem with industrial and communication design to prepare you to lead as new technologies emerge. Students develop ideas from concept to advanced prototypes across multiple canvases—VR/AR, Artificial Intelligence, physical computing and more—in our studios, shops and Immersion Lab. Our degree program is dedicated to creative innovation and professional leadership; recent graduates hold positions in companies such as Apple, IBM, Google and Dropbox, as well as in automotive industry R&D, startups and design agencies.

We have crafted a course of study in which you will think deeply about the user’s experience, then apply technology creatively to invent new approaches to interaction and design. Internships, Study Away opportunities, Sponsored Projects, team projects, and minors in Designmatters, Business and Research round out the program’s commitment to a range of experiences beyond a traditional portfolio. Current students are interning with companies such as Google, Frog Design, Amazon, Volkswagen, IDEO, Facebook, NASA, Microsoft, Activision Blizzard and UNICEF.

If you’re interested in designing interactions that are useful, innovative and delightful, there’s no better training ground and community than ArtCenter.

Maggie Hendrie, Chair
Inae Song  Puzzle
Strategic Prototyping — Elise Co

Jose Ramirez  The Virtual Nervous System
Immersion Lab — Jenny Rodenhouse
Skin tattoo is embedded under the Miniall jacket. It helps to detect user's current health status. For example: blood pressure, heart rate, infection, skin dryness, and disease.
Analytical

great music this HESITATION
Akshay Agrawal  
Robin Chen  
Aska Cheung  
Joyce Chiu  
Corinna Dasso  
Minji Gim  
Catherina Han  
Sanggil Han  
Linh Ho  
Gen Hur  
Daniel Mai  
Sunny Park  
Shannon Rhee  

Mariko Sanchez  
Yeon Woo Angelina Shin  
Inae Song  
Gabriela Sudirja  
Yangyi Tai  
Sean Wang  
Marianne Wellman  
Ting Wu  
Christine Ye  
Daniel Yoon  
Alice Yu
### Course of Study

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### ADDITIONAL REQUIREMENTS

- **H&S electives:**
  - **Humanities** 3
  - **Social Sciences** 3
  - **Science and Technology** 3
  - **Business and Professional Practice** 6
  - **Any of the above** 12

- **Studio electives** 9

- **Total H&S units** 45
- **Total Studio units** 99
- **Total** 144
Photography and Imaging
In the 21st century, the development of unprecedented avenues of communication, innovative research and advances in hardware, software and media have impacted nearly every traditional means of image production and distribution. Photography continues to be the driver of many of these technological and perceptual changes in politics, culture, the marketplace and global conditions. As a result, imagemakers today are challenged to be more technically capable, conceptually knowledgeable, professionally confident, ethically responsible and culturally aware than ever before.

Within a rich, transdisciplinary educational environment, the Photography and Imaging Department is taking photographers into the future. Our strong relationships with industry, long tradition of integrating photography with other design disciplines, and deep experience designing new technologies and applying creative solutions to social impact problems have opened professional doors for countless graduates.

ArtCenter offers an intimate and intense atmosphere of study that challenges assumptions about our medium, nurtures and promotes originality and encourages individualized practice in student work, whether your goal is to become a commercial photographer, an artist, or both. Here, you learn to apply the tools of photography—traditional and digital—in a specific and personal investigation of cultural conditions or questions. Our program stresses conceptual development and social awareness, aligned with the integration of professional technique and strategies, in the development of a dynamic career in imagemaking.

Images are the new global documents. They represent a new literacy and currency of our time, and they will continue to be the most essential component of compelling stories in a world with an insatiable need to be informed.

Dennis Keeley, Chair
Stefy Lin
Color — Khodr Cherri

Brett Childs
Image and Consequence — Ryan Perez
Tyler Adams
Damon Casarez
Eric Ray Davidson
Will Deleon
Sami Drasin
Teri Lyn Fisher
James Goodnight
Mark Grguric
Christie Hemm Klok
Gizelle Hernandez
Yves Huy Truong
Ryan Kim
Kayee Kiu

Daria Kobayashi Ritch
Spencer Lowell
Melodie McDaniel
Jacob Messex
Keith Oshiro
Alessandra Petlin
Sean C. Rice
Jen Rosenstein
Josh Schaedel
Heather Sten
Anna Wolf
Ryan Young
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<td>Professional Presentation</td>
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<td>Still Life or Product Photography</td>
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**ADDITIONAL REQUIREMENTS**

**H&S electives:**
- Humanities 3
- Social Sciences 3
- Science and Technology 3
- Business and Professional Practice 3
- Any of the above 18
- Studio electives 15

**Total H&S units** 45
**Total Studio units** 75
**Total** 120

*Course of Study*
Product Design
Design today is continuing to expand and diversify. While designers are increasingly recognized in the business community as crucial to achieving commercial and organizational success, they are also being acknowledged as a vital force for improving society and lives in the community.

At ArtCenter, we believe designers have the capacity to shape our world. And product designers—who work to understand people’s needs, identify opportunities for innovation, visualize ideas and realize solutions—should embrace the limitless array of opportunities to achieve that goal.

Intellectual engagement with students to turn them into creative leaders is at the very heart of what we teach in the Product Design program. We provide a foundation of the professional practice of design, based in a human-centered approach for people and the universe we live in.

Along with core visual, creative, technical and analytical skills, we offer a rigorous focus on technology and manufacturability. Our program helps students gain a comprehensive understanding of design research methodologies, business principles, materials technologies, manufacturing processes, global trends and sustainability through our state-of-the-art research labs, including our Color, Materials and Trends Exploration Laboratory (CMTEL).

We offer five Product Design pathways: three highly focused, advised concentrations in Hard Goods Product, Wearables and Soft Goods, and Design Entrepreneurship; and two areas of focus in Design Research and Strategy, and Digital Experience/UX/UI.

Sustainability permeates everything we do and teach. This socially responsible ethos is crystallized in our program’s many social impact projects, created in collaboration with the College’s Designmatters program.

Our partnership with the international business school INSEAD enables students interested in the intersection of design and business to immerse themselves in an MBA program abroad for a semester. Students also benefit from
participation in team-focused and multidisciplinary DesignStorms and Sponsored Projects—corporate partner–commissioned studios that explore new frontiers in design and innovation and provide excellent opportunities for students to work with colleagues from the wide pool of departments at ArtCenter.

Diversity of students and faculty is our strength. Because the core philosophy of design is global, we also allow students to experience the many Study Away programs we offer, giving them the opportunity to immerse themselves in design schools in The Netherlands, Sweden, Norway, Finland and Germany.

Good design is about combining functionality, relevance and commercial viability with visual and emotional appeal in a marketplace that demands products that minimize environmental impact, from production to disposal. You will emerge from our program prepared to meet these needs on both local and global scales, having developed the tools to visualize the future and the skills to become a great creative leader.

Chris Hacker, Chair
Vanessa Lee  Philips Tonic Maker for personalized wellness  Product Design 7 — James Chu

Michael Almeida  The Tinker Stool  Topic Studio—Furniture — Cory Grosser
MJ Mayo   Volare, a winter exosuit for future beach volleyball
Product Design 4 — Kimberly Marte, Safir Bellali
New team uniform for Japanese Bo-taoshi

Songyuan Han Neox Wheelchair Motocross (WCMX)
Product Design 4 — Kimberly Marte, Safir Bellali
Peggy (Mingyuan) Li
*i’m not, Yamaha music instrument for non-musicians*

Product Design 4 — Fridolin Beisert

Student Winner, Consumer Technology Award, Core77 Design Awards 2020; Student Winner, Sports & Recreation Award, Core77 Design Awards 2020; Platinum Winner, Sparks Awards 2020; IDEA Gold and IDEA Curator’s Choice Award

Ben Ko
*Stanley Humanity*

Product Design 7 — James Chu

Peggy (Mingyuan) Li
*i’m not, Yamaha music instrument for non-musicians*

Product Design 4 — Fridolin Beisert
Alumni in Product Design
artcenter.edu/product/alumni
### TERM 1
*Writing Studio or Writing Studio: Intensive* 3
3D Fundamentals 1 3
Way Things Work Design 3
Fundamentals 1 3
Visual Communication 1 3
Product Design 1 3

### TERM 2
*Intro to Modernism* 3
3D Fundamentals 2 3
Digital Design 1 3
Design Fundamentals 2 3
Visual Communication 2 3
Product Design 2 3
2nd Term Review 0

### TERM 3
*History of Industrial Design* 3
ID Form Language 3
Visual Communication 3 3
3D Modeling 1 3
Product Design 3 3
Industrial Design Research 3

### TERM 4
*Materials and Methods 1 or Introduction to Materials for Industrial Design* 3
Product Design 4 3
ID Graphics 3
3D Modeling 2 3
Visual Communication 4 3
Internship Portfolio 3
4th Term Review 0

### TERM 5
*Design for Sustainability* 3
Design Lab 1 3
Visual Communication 5 3
3D-type course 3

### TERM 6
*Business of Design* 3
Human Factors and Design Psychology 3
Design Lab 2 3
Visual Communication 6 3

### TERM 7
*The Design Professional* 3
Insights 3
Design Lab 3 3
Transdisciplinary Studio 3

### TERM 8
Product Capstone Project 3
Graduation Professional Prep and Graduation Review 3

### ADDITIONAL REQUIREMENTS
H&S electives:
*Humanities* 3
*Social Sciences* 3
*Science and Technology* 3
*Business and Professional Practice* 3
*Any of the above* 6
Studio electives 12

Total H&S units 45
Total Studio units 99
Total 144
Transportation Design
This is an exciting time to enter the field of transportation design. Not since the birth of the automobile has the industry seen such rapid change—and these changes bring with them great opportunities for talented designers.

For seven decades, ArtCenter has educated global design leaders who have brought beauty, innovation and meaning to the way we travel. ArtCenter graduates led the teams that created everything from iconic cars of the past (and present) to many of the concept cars unveiled at major motor shows each year. They have created vehicle interiors that fuel our passion for driving, keep us safe, and inform and entertain us. Other graduates are making contributions in the design of motorcycles, yachts, trains, aircraft, spacecraft and more.

In addition to traditional elements of design, comfort, safety and usability, we emphasize vital topics such as sustainable mobility, the implications of brand, and product life cycle. We help students gain fluency in drawing and in physical and digital modeling, as well as develop an understanding of vehicle architecture, materials, process and aerodynamics.

Students choose to focus in three advised areas: Vehicle Exteriors, Vehicle Interiors (including user interface and user experience) and Alternative Transportation (including motorcycle, marine, aircraft, personal mobility and public transit). No matter what type of transportation draws your passion, we can help prepare you to make an impact in a highly rewarding career in that field.

Home to ArtCenter as well as dozens of advanced automotive design studios and leading companies in new mobility and alternative energy, Southern California is quickly becoming the new heart of transportation design’s future. Our students have daily interactions with faculty—who currently work for more than 15 automotive companies throughout Southern California and have previously worked for more than 30 companies in the U.S., Asia and Europe—and alumni
actively engaged in the field. And thanks to the vibrant energy passing between the College and industry, students gain an insider’s perspective on this rapidly changing and highly competitive profession, participating regularly in domestic and international internships, exchange programs and corporate-sponsored projects.

Stewart Reed, Chair
Akihiko Inoue  Automobili Pininfarina PXG Concept
Senior Studio — Marek Djordjevic, Masahiko “Jack” Kobayashi
May Nguyen  
Audi AI Concept  
Senior Studio — Marek Djordjevic, Masahiko “Jack” Kobayashi
Timothy Song  
_McLaren Cyberaero Concept_

Senior Studio — Marek Djordjevic, Masahiko “Jack” Kobayashi
Tristan Martin  Renault Rendezvous Motorcycle Concept
Senior Studio — Marek Djordjevic, Masahiko “Jack” Kobayashi

Tristan Martin  Jeep Willy Concept
Senior Studio — Marek Djordjevic, Masahiko “Jack” Kobayashi
Laura Arias (Jonason)  
Chris Bangle  
Peter Brock  
Christine Cheng (Park)  
Wayne Cherry  
Jennifer Darhy Choy  
Michelle Christensen  
Luc Donckerwolke  
Henrik Fisker  
Douglas “Chip” Foose  
Miguel Galluzzi  
Derek Jenkins  
Tisha Johnson  

Joann Jung  
Nubia Krikorian  
SangYup Lee  
Dave Marek  
J Mays  
Shiro Nakamura  
Ken Okuyama  
Jasmine Geehee Park  
Chuck Pelly  
Sasha Selipanov  
Frank Stephenson  
Freeman Thomas  
Franz von Holzhausen

Alumni in Transportation  
artcenter.edu/transportation/alumni
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At ArtCenter, we believe a comprehensive art and design education is the foundation for success. ArtCenter students are encouraged to expand beyond the boundaries of a traditional art and design education by participating in a wide range of learning experiences, including: Transdisciplinary Studios that foster collaboration among faculty and students from various majors around topics of mutual interest; studios abroad, where students experience the world beyond the classroom; and Designmatters projects applying design solutions to social and humanitarian needs.

Interdisciplinary Programs
ArtCenter recognizes the power of design to change the world. Through research, advocacy and action, the College’s social innovation department, Designmatters—now housed within the College’s Center for Diversity, Equity and Inclusion—leads an ongoing exploration of art and design as a positive force in society. Designmatters courses vary from term to term but include academic, discipline-specific and studio-based offerings that engage students across all majors, taught with a dynamic, entrepreneurial and experiential approach to design education.

Designmatters fosters future creative leaders with the drive and skill sets to become catalysts for social change. The program pursues strategic partnerships, collaborations and sponsored projects to enable students to tackle local, national and global issues head-on.

Whether working with an immigrant advocacy organization to dispel common myths about undocumented Americans, developing digital ecosystems to help L.A. residents increase their physical activity, or creating holistic healing environments for pediatric burn-treatment facilities in Chile, Designmatters students are combining their remarkable talents with their strong desire to make a positive impact.

In recognition of the initiative’s extraordinary service to society, ArtCenter was awarded status as a Nongovernmental Organization (NGO) by the United Nations in 2003—the first art and design school to receive this designation.

With a growing array of projects realized both around the corner and around the world, Designmatters and its methodologies have real impact. Today, the department is also leading

**Designing for a better world**
The COVID-19 pandemic and the societal inequalities it laid bare prove why we need artists and designers now more than ever. Society needs our unique insight into the human condition to help build a more sustainable, resilient and equitable world.

A singular and trailblazing initiative, Designmatters fosters future creative leaders...
Lovisa Lund  Graphic Recording
DesignStorm | Adaptive Design Planning: Sea Level Rise in Long Beach Communities — Gerardo Herrera, Heidrun Mumper-Drumm, Mariana Prieto, Bob Grove (Special Advisor) — Partners: Aquarium of the Pacific, The Nature Conservancy, City of Long Beach CAAP
the way in establishing social innovation design as a critical discipline unto itself.

**A curriculum for change**

The values of sustainable development, global health, public policy and social entrepreneurship are core to the Designmatters curriculum, programs and projects, with the outcomes of students’ work widely disseminated beyond the studio walls.

To meet the demand of students interested in navigating the complex dynamics of working with communities and designing for social impact, in 2017 ArtCenter launched the Designmatters minor in social innovation, a fully transcripted course of study for undergraduate students. The minor’s requirements vary by discipline and are comprised of both studio and academic courses. Upon graduating, students earn the minor in addition to their undergraduate degree and enter the working world equipped for impactful careers.

**An expanding world of opportunities**

ArtCenter is at the forefront of developing clear pathways for artists and designers interested in careers in social innovation, and Designmatters opens new opportunities for students in this important field.

The Designmatters Fellowship Program embeds top students in host organizations across private, public and nonprofit sectors. Students spend one full 15-week academic term working on high-level projects and exploring the mission, model and meaning of their host organization’s work. The benefits are mutual: The host organizations are introduced to the power of design, while students have the opportunity to apply their skills to impactful projects.

In 2013, the Designmatters-conceived international symposium “LEAP: The New Professional Frontier in Design for Social Innovation” brought together designers, thought leaders, educators and practitioners to explore the growing field of social innovation. LEAP resulted in
several significant outcomes, from new mentorship and internship programs for ArtCenter students to the award-winning publication *LEAP Dialogues: Career Pathways in Social Innovation* (2016).

Thousands of students are joining the movement to participate in and impact the world around us. ArtCenter is dedicated to seeing this movement grow and its practitioners flourish.

Jennifer May, Executive Director
Vanessa Yu  
We Are All American Dreamers (left)

Ibby Day  
We Give Far More Than We Take (right)

Smart Image/Social Impact: Myth vs. Reality in the Immigration

Shixun Chen, Chufan Huang, Aron Park, Wenyuan Xu  
Orbit
Game On: Inspiring a Healthy L.A. for 2028 — Brian Boyl, Krystina Castella
— Partners: Cedars-Sinai Research Center for Health Equity, Los Angeles

Cosme Cruz  
Engaging Therapy Jugar y Sanar (Play and Heal)
COANIQUEM: Safe Niños: Co-creating Innovative Healing Environments for Children — Dan Gottlieb, Stella Hernandez,
ArtCenter’s Humanities and Sciences Department enriches the education of creative people, nurturing and supporting students as multidimensional thinkers and dynamic lifelong learners. Our courses develop ethical and critical capacity; promote literary, historical and scientific literacy; and encourage new modes of collaboration and cross-cultural thinking. In the changing technological environment into which students graduate, learning to assess and assemble diverse bodies of information into workable, cohesive and useful wholes is not just an educational goal—it’s a survival skill.

The Humanities and Sciences Department numbers more than 100 faculty, comprised of writers, historians, scientists, philosophers, critics, activists, researchers and entrepreneurs. All bring to the classroom their expertise as practitioners in their fields. Students are able to use our offerings both to explore their creative and intellectual interests and to develop their professional skills.

Our courses cover traditional subject areas while also providing focused areas of interest to the artist and designer. Students’ experience with our curriculum begins with foundational courses in writing, research and history that help them acquire the appropriate intellectual skills and contexts for studio practice. Students then develop their Humanities and Sciences course work, balancing the requirements of their majors with their elective interests across several areas of study, including literature, history, science, social science and business and professional practice.
Our department is committed to helping students find coherent and relevant pathways through the curriculum. To that end, we offer an academic minor in four areas:

- Business
- Creative Writing
- Material Science
- Research

Each minor consists of 15 credits, beginning with a foundation course and progressing to an integrated upper-level Transdisciplinary Studio or, in the case of Creative Writing, thesis work. Pursuing a minor allows students to focus their Humanities and Sciences credits and requirements toward clear and visible goals.

We also host an ongoing endowed lecture series, ArtCenter Dialogues, which invites distinguished guests to the College. Recent themes for the series have included “Creative Leadership,” “Future Ecologies” and “Life Without Objects.”

Jane McFadden, Chair
At ArtCenter, we learn by making. But before students get busy prototyping, testing and iterating, we make sure they’re armed with a strong set of foundation skills.

In the Integrated Studies Department, students learn the tools that drive a thriving creative practice: basic visual vocabulary, compositional techniques, color theory, craftsmanship and a variety of technical skills. The eye, mind and hand are all vessels of thinking and understanding, and you’ll learn how to train them to work in unison. We call this learning by making “embodiment,” and it is the essential building block of self-discovery. Through embodiment, Integrated Studies helps students gain critical awareness and begin to find their personal voice.

Integrated Studies classes are automatically incorporated into most students’ first-year course of study and progressively develop into more fully formed interdisciplinary projects. ArtCenter is renowned for its commitment to craft, and immersion in craft begins with Integrated Studies.

As the name implies, Integrated Studies provides an opportunity for you to meet and collaborate with peers from other majors, and to form friendships in the process.

For example, all Illustration majors study drawing. But students in every field need to be able to communicate their ideas in a drawing well enough to have someone else—for example, a professional photographer or filmmaker—execute the final version. Our drawing class for non-illustrators emphasizes working with fellow students of comparable skill so that students can collaborate and grow together.

Imagine three different students coming together in the same Design 1 class: a graphic designer with a minimalist aesthetic who focuses on communication, an illustrator who tells compelling stories through superior draftsmanship, and a fine artist who discovers unexpected solutions to challenge the viewer. By observing and learning from one another, students discover there are many ways to solve the same problem, broadening their repertoire of solutions beyond their natural inclinations.
Jocelyn Zhao  Final Book Project  Narrative Imaging — Cheri Gray

Jeffrey Zu  Final Book Project  Narrative Imaging — Cheri Gray

David Kim  Team Fortress video

Jou Chi  Untitled Form  Rapid Prototyping — Javier Palomares

Lacy Mendex-Bose  elephant, cat, and human hand  Basics of Ceramics — Heather Rosenman

Meghna Rajan  Jazz club design

Song Song  Two materials, One connection: Plaster, Resin  Materials for Art and Design — Seth Kaufman

Kirstin Ng  Disney princess design

Integrated Studies 354
In Integrated Studies, you’ll be constantly encouraged to try new things and to move beyond your comfort zone. A Photography student might take *Materials for Art and Design*; Fine Art and Illustration majors might take *Rapid Prototyping*, a required class for Product Design majors. Interaction Design students often find their *Design 1* and *2* sequence the most challenging, yet most rewarding classes in their first few terms.

At the same time, Integrated Studies classes are so comprehensive that it’s not unusual for a Film major to take our *Basics of Video Production* class, or for an Illustration student to take *Narrative Imaging*, a photo editing class for graphic designers.

Later, as an upper-term student, you’ll participate in Transdisciplinary Studios, experiencing deeper levels of collaboration and team building and gaining real-world design experience that fosters growth, innovation and mutual respect.

The classes you will take are taught by some of the best art educators in the United States. They are professional artists and designers who take time out of their practice to share their considerable knowledge and experience to help launch the next generation of image-makers. Our faculty is nimble, able to change project assignments to reflect new ideas and new media, but always maintaining faithfulness to the fundamentals of good design.

Integrated Studies also provides hands-on workshops in a variety of media, including drawing and painting, bookbinding, computer software, welding and other arenas that respond to both current trends and students’ interests. Our classes are always available as electives, regardless of your major.

The possibilities of art and design are endless, and our role is to equip you with the techniques and tools you’ll need to explore them. Enjoy your journey of discovery!

Wendy Adest, Chair
ArtCenter’s Study Away program offers students the means to address design challenges and explore artistic opportunities globally. Signature programs include partnerships with INSEAD business school in France and Singapore; Tama Art University in Japan; and Centro College for Design, Media and Film in Mexico. Another Study Away option is ArtCenter Berlin. Located in a city of constant reinvention, the College’s year-round Berlin studio operates like a professional creative agency. In addition, ArtCenter offers exchange programs with the following institutions:

**FINLAND**
- Aalto University

**FRANCE**
- École nationale supérieure des beaux-arts; Strate School of Design

**GERMANY**
- Berlin University of the Arts; Branschweig University of Art; Weissensee School of Art

**ISRAEL**
- Bezalel Academy of Arts and Design

**NETHERLANDS**
- Design Academy Eindhoven; Delft University of Technology

**NORWAY**
- Oslo School of Architecture and Design

**PEOPLE’S REPUBLIC OF CHINA**
- Tongji University

**SWEDEN**
- Konstfack University of Arts, Crafts and Design; Linnaeus University; Umeå University
From the General Electric Space Capsule in 1960 to the recent *New Car Experiences* with Jaguar Land Rover and Intel, hundreds of industry-funded projects have taken place at ArtCenter. Industry-funded collaborations are woven into our students’ experience through Sponsored Projects, classroom studios that embrace collaboration across disciplines.

In these studios—which take the form of a three-day DesignStorm® or a full 14-week course—industry partners present students with a specific challenge. Through the course of the studio, students immerse themselves in an experience that mirrors professional practice, including presenting their solutions to a panel of the company’s leaders.

Both our partners and our students benefit from this educational model: The partners get access to the fresh, bold thinking of our talented artists and designers, and our students benefit both by gaining experience and by owning the intellectual property they create.

**DesignStorm®: Adaptive Design Planning: Sea Level Rise in Long Beach Communities**

The U.S. Geological Survey and the City of Long Beach, along with several nonprofits, challenged students to address the anticipated consequences of sea level rise.
Sponsored Project: *New Car Experiences*
Jaguar Land Rover tasked students to envision the future of the company’s automotive experience, encouraging them to look beyond today’s technological limitations.

Sponsored Project: *Imagining the Future of the Barbie Dreamhouse*
Mattel challenged students to reimagine the iconic Barbie Dreamhouse by responding to cultural and societal needs of children around the world, both present and future.
ArtCenter has a long tradition of helping its students find meaningful careers, dating back to the very origins of the institution. In fact, it was our co-founder Tink Adams’ frustration with the impractical nature of art schools that led him to create an educational model that would prepare students for the real world.

The great news is that it’s working. Based on a survey sent to our one-year-out graduates who received a bachelor’s degree, with a 50% response rate, 83% of respondents were employed.
Recruitment
ArtCenter invites employers from around the world to visit open studios, view student work and discuss positions available in their organizations. Recent participants have included:

72andSunny
Adidas
Apple
Columbia Records/
Sony Music
Deutsch LA
Disney Consumer Products
Dreamworks Animation
Droga5
Facebook
Ford Motor Company
fuseproject
IBM Design
IDEO
Insomniac Games
Intel Corporation
Honda R&D Americas
HTC
Mazda
Microsoft
Nestlé
Nike
Nickelodeon

Nissan Design America
Pepsico Design Center
Pixar Animation Studios
Random House
Saatchi & Saatchi LA
Snapchat
SpaceX
SYPartners
Tesla Motors
Thinkwell Group
Walt Disney Animation Studios
Warner Bros.
Internships
Enhancing students’ education through real-world experience, internships provide opportunities to grow creatively, diversify your skill set and build your professional network. Companies that have recently provided internships for ArtCenter students include:

72andSunny
Apple
BCG Digital Ventures
Blizzard Entertainment
Cartoon Network
Facebook
Fujitsu
General Motors Design Center
Google
Hasbro Inc.
Honda R&D Americas
The Huntington Library
Hyundai Design North America
IDEO
Jaguar Land Rover
Karten Design
Mercedes-Benz Advanced Design Center
Motorola
NASA Jet Propulsion Laboratory
Nike
Paramount Pictures Corporation
Pininfarina
Porsche AG
Siemens Corporation
Skechers
Sonos
Tesla
Titmouse
Under Armour
VICE
Volkswagen
Warner Bros. Animation
Networking
Through the College’s “Career Chats: Insights Into Creative Professions” speaker series, students regularly hear presentations by top industry professionals on a variety of topics. Graduating students have opportunities to network with professionals and make other valuable contacts while showcasing their work.

On-campus and online resources
The College offers several programs to help students find fulfilling employment, get their work out into the larger world or create a new venture of their own. These programs include ArtCenter Connect, an online platform that connects students with prospective employers and opportunities, and BOLD, a series of symposia, seminars and workshops that provide practical guidance and networking across the business and startup ecosystem.

Mentorships
Our Mentorship Program brings students together with industry leaders who provide them with insight into specific fields and offer professional advice and perspectives.
ArtCenter students work in settings that require not only strong art and design skills, but also leadership skills and the ability to collaborate with a diverse range of individuals. Leadership in our students manifests itself in many ways, whether they’re reaching out to prospective students, helping fellow students in need of extra support or bringing campuswide issues to the attention of the College community.
Akshay Agrawal

“I missed the feeling of speaking Hindi,” says Akshay Agrawal (BS 19 Interaction Design), originally from India, on why he created ArtCenter’s Indian Student Association. But Agrawal surprised himself when he rudely dismissed a prospective student from India who had reached out to him for advice. That hypercompetitive moment, says Agrawal, “was pathetic, to say the least”—but it also marked a turning point. Moving forward, he made sure he and his group were both welcoming and supportive of incoming students. He even went on to assist ArtCenter in recruiting students from his homeland, eventually accompanying Admissions staff to a college fair in India. As for that person he initially rebuffed? Agrawal called him back, apologized and convinced him to come to ArtCenter. “He’s now my closest friend here,” says Agrawal.
“When people feel safe, they start to ask questions and eventually feel brave,” says graphic designer Priscilla Chong (BFA 19 Graphic Design), who worked closely with several revered faculty as a teaching assistant while she was a student at ArtCenter. She observed how one professor created an environment where young designers could discuss their insecurities. She also learned not to underestimate people because of perceived differences and to have faith in others, allowing them to explore without fear. While at ArtCenter, Chong interned at Manual Creative in San Francisco and CASE Agency in New York City. “ArtCenter has fostered a community where people can be competitive while having a sense of camaraderie,” she says. “This community continues to surprise us with what we can ignite in one another.”
Miranda Lapour

Growing up in South Dakota, Miranda Lapour (BS 19 Product Design) learned to care for her community, respect larger natural systems and work with purpose and grit. “I’ve long searched for a place that would satiate my hunger for something bigger than myself,” she says. Her passion for sustainability led her to join the student group Eco+, where she was part of the successful charge to rid the campus of foam core—“A small but mighty victory,” she recalls. Other victories at the College included organizing a TEDx-related art competition and exhibition for local high school students, and helping to facilitate a DesignStorm® exploring diversity, equity and inclusion at the College. “At ArtCenter, I’ve been allowed a place to plant myself and enough time to grow,” she says.
Johnny Pérez

At ArtCenter, Johnny Pérez (BFA 19 Fine Art) wasn’t just a student leader. An active advocate for change, at ArtCenter he was the student body president; a co-chair of the College’s Council for Diversity, Equity and Inclusion; co-founder of the group RAD (Right to Art and Design); an Orientation leader; and a member of search committees for College positions, including Chief Diversity Officer. “I used my tenure as ACSG president to raise issues of representation in education,” he says. He also presented on behalf of ArtCenter at nationwide conferences, including an AICAD (Association of Independent Colleges of Art and Design) symposium. Pérez was the first person in his family to graduate from high school and to attend college. An inclusive portrait photographer and former Red Cross photographer, he calls ArtCenter “the community and family I always wanted.”
An influence—and a network—that stretches across the globe

Since 1930, we have prepared students to become artists and designers who, in turn, have gone on to impact their fields and the world at large. Millions of individuals across the globe see work by our graduates each day, whether it’s a corporate logo, a postage stamp, an advertising campaign or a work of art in a gallery or museum.
Our alumni have created imaginative and visual narratives—which appear in everything from music videos, television shows and feature films to books, magazines and digital experiences—that open our eyes to new perspectives. They focus on human-centric solutions, which we enjoy in the automobiles we drive, the shoes we wear, the devices we carry, and the environments, both physical and digital, with which we interact.

Our alumni are famously supportive of one another. After graduating, many of our students discover that the close friends they made at the College also become professional collaborators. The Office of Alumni Relations stays engaged with all of our graduates via AlumNetwork—a global, connected community of more than 22,000 artists and designers—and organizes worldwide networking events, industry-specific panels, workshops and symposiums.

We are proud of our alumni and the many ways, both subtle and dramatic, in which they continue to shape our lives. And we are honored to continue the tradition of educating tomorrow’s creative leaders today.
A visual storyteller and freelance concept artist in children’s publishing, video games, theme park design, illustration and film, Pasadena-based Mauricio Abril (BS 11 Entertainment Design) has worked with a wide variety of clients, including Walt Disney Imagineering, Universal Creative, The Hettema Group, Ubisoft and Simon and Schuster.
He also has an undergraduate degree in—of all things—molecular biology. “Scientists approach solving a problem in a creative way, and entertainment design is essentially the same: It’s analytical,” he says. “My versatility has helped my career.”

In 2012, a year after graduating from ArtCenter, he did concept sketches for a splashy canoe ride at a new Disney theme park in Shanghai—thrilling for him, since he grew up going to Disneyland. For an online 2014 promotional campaign for the video game Assassin’s Creed Unity, he created illustrations visualizing revolutionary France. He’s created concept art for a swerving, space-themed roller coaster for a proposed entertainment center in Philadelphia. For Simon and Schuster, he illustrated children’s books inspired by the 2019 DreamWorks Animation film Abominable, and co-illustrated the 2017 children’s book Robots Can’t Dance!: And Other Fun Facts. Abril is also working on his first illustrated YA novel.
“My work is much more focused on the storytelling side of design,” Abril says. “What I do spans from rough line sketches to finished color paintings. If the client needs something cute and colorful, I can do that, or I can do something more realistic and gritty.”
Ini Archibong (BS 12 Environmental Design) is a luxury goods designer, a furniture designer and an immersive experience designer. He is all these things—and yet this description remains inadequate. “I take all the input that comes into me and synthesize it in a novel way,” said the Nigerian-American designer in a recent episode of ArtCenter’s Change Lab podcast. “That’s always been in me since I was a kid: taking things apart and putting them back together.”
Switzerland-based Archibong has been accumulating accolades and prestigious commissions from the moment he graduated from ArtCenter. His furniture has appeared in the pages of *Vogue* and *The New York Times*, and his iconic works of functional art have made him a rising star in the design world—culminating, most recently, in his celebrated Galop d'Hermès watch. “I don’t touch the computer until something is clear,” Archibong said, explaining how he transforms his thoughts into head-turning works. “Sometimes it may be sketching that makes it clear, it might be writing poetry, or it might be making music.”

But once the lightning bolt strikes, he gets on the computer and enters the part of his design process he calls “the wrestling match.” “It’s about being in a flow state, where you’re adapting, transforming and moving with the idea or the concept,” he said.
“Some of the things I do, after I finish it, I don’t remember the process. I remember how I started, but when I wake up the next morning and take another look at it, it’s like—woah.”

Athena Sconce, Atlas Dining Chair, Gaea Bistro Table, Athena Lamp, photo by Andrea Ferrari
For Joann Jung (BS 02 Transportation Design), head of interior design at the Bay Area automotive startup Lucid Motors, California is both a place of innovation—the Wild West for modern creatives, she says—and a place to dream. “And while it’s great to dream, ArtCenter also taught me that translating a dream into a day-to-day reality is one of the most rewarding endeavors one can take on,” she says.
Born in South Korea, Jung grew up painting and sculpting. After immigrating to the U.S. when she was 16, she found her path to ArtCenter by falling in love with a car: a blue Dodge Viper she saw on an ArtCenter Extension (ACX) Teens field trip to the Los Angeles Auto Show. “It was a larger-than-life sculpture, pure beauty,” she says.

As an ArtCenter undergraduate student, Jung designed a three-wheel roadster for her senior thesis project, then landed a job at Ford, where she worked for 12 years. She counts the redesign of the 2014 Ford F-150’s interior among her accomplishments. At Lucid Motors, Jung led the interior design for its electric luxury car Lucid Air, which features intuitive touch screens and material that transitions from dark to light.
“I have a superpower, and part of it is being female, and part of it is realizing how different we can be and what we can bring: influences like architecture, fashion and art.”
One team one dream

Friends
A photographer and director whose projects span fashion, music, advertising and fine art, Melodie McDaniel (BFA 91 Photography and Imaging) sees a common thread in her work: “I try to capture the ultimate expression of the idea behind each project,” she says. She has photographed for magazines such as *Rolling Stone*, *Vogue Hommes* and *Time*. She’s traveled to Rwanda and Ethiopia to photograph girls for the Nike Foundation nonprofit Girl Effect. She’s directed commercials for companies such as Facebook campaign featuring the Harlem Honeys and Bears Swim Team, 2014 (previous page); From the series *Sunday Best*, Harlem, NYC, 1995
Nike, Miller Genuine Draft and Facebook, and music videos for artists like Madonna. "With commercial shoots, there's a back and forth to maintain the perfect balance of client and creator to deliver the best hybrid of both," she says. "With my fine art, I'm both client and creator. It's necessary for me to define the goal and produce that finished project."

McDaniel grew up in Los Angeles, and her mom sent her to Israel during middle school and again after high school. There, she worked on a kibbutz, sparking her interest in documenting culture through photography. After coming back to L.A., she earned her undergraduate degree at ArtCenter. "I experimented in ways I'd only dreamed of," she says.

Her personal work includes black-and-white portraits and candid photographs of the Compton Jr. Posse, an inner-city after-school equestrian program. The series resulted in an exhibition and her 2018 book Riding Through Compton, with writer Amelia Fleetwood. "It was a project that I really believed in," she says. "I wanted to bring attention to the Posse and the riders, and to show the community that they are capable of so much."
“I love discovering a person or subculture that inspires me to tell a story through my camera lens,” McDaniel says. “It’s like opening a door and letting the light in.”
As global art creative director of San Francisco–based Levi Strauss & Co., Renée Perdomo (BFA 05 Graphic Design) is responsible for encompassing the entire 360° of what a global brand like Levi’s needs, she says. Previously an associate creative director and senior art director at Vans and an art director at Hudson Jeans, Perdomo has worked at Levi’s since 2017. She revels in the varied nature of her work, including “curating a recipe” for design systems for campaigns.
“I work with our senior graphic designers and look at how the system functions across all different mediums, from the dot-com experience to the blog, and how it might even extend to YouTube,” she says. Sustainability, too, is one of the brand’s main priorities, with video, motion, AR, monitors and projections instead of printed matter as a way of eliminating waste, Perdomo adds. “Could people repurpose store banners into tote bags?” she asks.

Perdomo also works with casting directors and stylists, prioritizing inclusivity and body diversity when it comes to casting. She loves partnering on campaigns with women and people of color, among a vast range of people. She gets especially excited about working with new photographers, designers and artists and little-known creatives.

“The conversations you get to have and the thought processes they bring really revitalize you,” says Perdomo.
“That’s the most exciting part: building the team, the idea, the cast. At one point, we were casting grandparents and family. I can’t get enough of that kind of process.”
Dan Santat (BFA 01 Illustration) had worked with a number of high-profile authors over the years, but he had long desired to get more of his own stories out into the world. He dove headfirst into his freelance work, even turning down a lucrative job offer at Google, working for the tech giant’s Doodle team, because it wouldn’t afford him the time to work on his personal projects.

From After the Fall (How Humpty Dumpty Got Back Up Again), 2017 (previous page); Intergalactic (A Tribute to the Beastie Boys), 2012
“When I said no to Google, I gave myself this condition—something that my instructor Rob Clayton had advised us to do at ArtCenter,” Santat told the College’s Dot magazine. “I told myself I needed to work on my brand harder than I’ve ever worked for any company.”

His resulting book, The Adventures of Beekle: The Unimaginary Friend—the story of an imaginary friend who, tired of waiting to be chosen by a real child, sets off on a journey to find his perfect match—was awarded the Caldecott Medal in 2015. “The book was my way of saying to my son, ‘Welcome to the world. I loved you before we even met,’” Santat said.

For his 2019 book After the Fall: How Humpty Dumpty Got Back Up Again, Santat mined his personal life to craft a metaphor about his wife overcoming postpartum depression. “She gave up things that were important to her,” Santat told Publisher’s Weekly, adding that once she received help the change was dramatic. “That dark cloud went away, and I got the person I knew back.”

Santat wanted to see how far he could go as a children’s author and illustrator. “I knew I had ideas,” he told Dot. “I knew they were valid.”
“I knew they could be something special if I just focused my attention on them,” Santat added.
ArtCenter welcomes applications from students who are committed to pursuing or furthering a career in the visual arts and design. Our programs are specialized, so applicants must carefully consider their choice of major before applying.

Your classmates will be serious and talented. ArtCenter is committed to bringing together a diverse and motivated group of students to work with our exceptional faculty. Together, your teachers and fellow students will create your classroom experience.

Your choice of a college will affect your life and career in significant ways. We hope you will visit us, spend time on our campus, view our student work and become familiar with the accomplishments of our alumni and faculty. Our Admissions counselors will guide you through the application process, provide portfolio advice, answer your questions and serve as your admissions mentors.

Your application will be evaluated by a committee, which will base its admission decision primarily on the strength of your portfolio, as well as on your academic record in high school and college. Your application essays and other application responses will also be important.

The acceptance process is independent of whether or not you apply for scholarship or financial aid.

GENERAL INFORMATION

Degrees offered
ArtCenter does not offer a foundation (undeclared major) program. You will choose a major at the time you apply to ArtCenter. We offer 11 undergraduate programs, each with a distinct curriculum, as well as minors through the Designmatters Department and the Humanities and Sciences Department.

Bachelor of Fine Arts (BFA)
Advertising
Film
Fine Art
Graphic Design
Illustration
Photography and Imaging

Bachelor of Science (BS)
Entertainment Design
Environmental Design
Interaction Design
Product Design
Transportation Design

Minors
Business
Creative Writing
Material Science
Research
Social Innovation

We encourage students to spend time exploring their choice of major prior to applying to ArtCenter. This will be an important commitment; while it is possible to change majors, it is not guaranteed, and making
such a change may mean having to start over in the new major.†

All degree requirements, including your studio art and Humanities and Sciences classes, are offered at ArtCenter. You can take the entire program here, or you may transfer in credits prior to entry.†

ArtCenter also offers seven distinct graduate degrees:

- Master of Fine Arts in Art
- Master of Fine Arts in Film
- Master of Fine Arts in Graphic Design
- Master of Fine Arts in Media Design Practices
- Master of Fine Arts in Industrial Design
- Master of Fine Arts in Transportation Systems Design
- Master of Fine Arts in Innovation Systems Design

and a dual degree in

- Master of Science in Environmental Design
- Master of Science in Industrial Design

For more information on the College’s graduate programs, visit artcenter.edu.†

**International students**

ArtCenter welcomes international students and the cultural diversity they bring to our campus. ArtCenter courses are conducted in English, and undergraduate applicants who have not completed a high school diploma or bachelor’s degree in which the language of instruction was English must take the Internet-Based TOEFL (iBT) or IELTS. Applicants must score at least 80 on the Internet-based TOEFL (iBT) or 6.5 on the IELTS. The Committee may request testing from students who took ESL or English Language Acquisition classes (including English/Writing for Multilingual Speakers) in high school or college. In addition, the Committee may review the individual scores on each section of the test. The Committee may request testing from any student whose command of English is in doubt.†

For students interested in getting a head start on their education, the College offers Design Culture Immersion, a six-week summer program for accepted international Fall students that provides an intensive introduction to life at ArtCenter. Included is Design 1—a required design course for all incoming students—and an immersive English language class, as well as a series of cultural field trips that introduce students to the Greater Los Angeles region.†

For more information about programs and services for international students, visit artcenter.edu. Please be aware that job opportunities in the U.S. after graduation are extremely limited.†

**Veterans**

ArtCenter is approved for veterans’ study under several GI bills, including the Yellow Ribbon Program. Veterans should contact the Financial Aid Office at 626 396-2215 for information.†

**Transfer students**

Students who have completed studio course work at another college that parallels the major course work at ArtCenter may receive advanced standing.

**Special nondegree student status**

ArtCenter occasionally admits students to its Special Status program, which is intended for students who have had significant work and educational experience. These students are allowed to attend ArtCenter courses for up to three terms on a nondegree basis. The Special Status program is available for most majors at both the undergraduate and graduate levels, and for students with or without a prior college degree. Special Status students pay the current full-time tuition rate.

To qualify, students must show an advanced-level portfolio for one major. They must meet the same admissions requirements as degree program candidates; complete the admissions procedure for undergraduate or graduate students, as applicable; and check “Special Student Status” on the application form. Students cannot normally transfer to the degree program once they have enrolled as nondegree students. Special Status students are generally not eligible for financial aid or scholarships.

**Integrated Studies**

Classes in the Integrated Studies Department cover material common across disciplines, such as basic visual vocabulary, craftsmanship and technical skills. Students from multiple majors study together in these classes, which are automatically included in your department’s curriculum. In addition to providing a thorough grounding in essential subject matter, Integrated Studies cultivates the transdisciplinary culture that distinguishes an ArtCenter education.

**Humanities and Sciences**

All ArtCenter students take courses in the Humanities and Sciences (H&S) Department, covering academic subjects often referred to as liberal arts and sciences. H&S courses work in conjunction with the studio programs to foster thoughtful and rigorous inquiry across the College, traversing cultural, historical, literary, philosophical and scientific perspectives. In this way, we ensure you receive a diverse education and that you will graduate with the knowledge you need to map an informed individual path.

**Terms/semester system**

ArtCenter offers three 15-week terms (semesters) each year: Fall, Spring and Summer.

**Course load**

Degree programs are full-time only, requiring a course load of between 12 and 19 units per term. Permission must be obtained to drop below 12 units or for the course load to
Admissions

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AWARDING OF DEGREES

To graduate, an undergraduate student must have completed all required course work and have attained a cumulative grade-point average of at least 2.50. Graduate students must have completed all course work, with a minimum cumulative grade-point average of 3.00 and a thesis.

COUNSELING AND VISITING

We would like to start working with you early on in your application process. Visit us!

SCHEDULES

Class schedules are arranged so that many subjects are taught in blocks once a week. Many classes are from 8 a.m.–1 p.m. and from 2–7 p.m. Some classes are scheduled in the evening and on Saturdays. Humanities and Sciences classes normally meet at 9 a.m. or at 1, 4 or 7 p.m. on weekdays, and occasionally on Saturdays. Independent-study courses are available by special permission.

CHANGE OF MAJOR

Once enrolled, a student can apply for a change of major through a portfolio review process. Changes of major are not guaranteed, and students who change majors must meet all the requirements for their new major. This may entail additional terms of study.

APPLICATION REQUIREMENTS

ArtCenter requires prospective students to submit both an application and a major-specific portfolio (general portfolios are not accepted). For detailed and updated information on our application process and portfolio requirements, please visit artcenter.edu.

Optional SAT or ACT scores

The submission of SAT or ACT scores is optional. We are happy to receive copies of your scores if you choose to provide them. However, submission of scores is not required for either students applying directly out of high school or those who are in college.

TOEFL (Test of English as a Foreign Language) and IELTS (English Language Testing System)

Undergraduate applicants whose high school or bachelor’s degree program was not conducted in English must take the Internet-based TOEFL (iBT) or IELTS Academic. Students who have taken ESL classes in high school may be asked to submit a TOEFL or IELTS result. The Admissions Committee may request a test result from any student whose command of English is in doubt, based on any component of the application or portfolio requirements or an interview.

TOEFL: a minimum score of 80 is required, and each section of the score will be evaluated for proficiency. IELTS: a minimum score of 6.5 is required. We are not
registered for electronic download of IELTS scores, and an institution code is not required. The score must come directly from the testing service, and the test must have been taken within two years prior to the time of application. We do not accept institutional versions of either test. Visit toefl.org or ielts.org for registration and testing information.

**PORTFOLIO REQUIREMENTS**

Your portfolio is the single most important aspect of your application and must be oriented specifically to the one major for which you are applying. ArtCenter does not offer an undeclared major option at entry. As part of your portfolio submission, a video/audio essay is required. For detailed information on applying to the College, go to artcenter.edu, find your major of interest, and pay close attention to the department’s application and portfolio requirements.

Additionally, we strongly recommend that prospective students meet with an Admissions counselor for advice on preparing the portfolio. For an in-person, online or phone counseling session, make an appointment with our Admissions Office by calling 626 396-2373.

**ArtCenter Extension**

In the event that an Admissions counselor feels your portfolio is not quite ready for consideration for a degree program, ArtCenter Extension (ACX) courses provide an excellent avenue through which to develop it further. Prospective students can strengthen or refine their body of work, in some cases earning transferable course credit. ACX includes courses for students in grades 9–12 and courses for adult students. For more information, visit artcenter.edu/acx.

**Submitting your portfolio**

Applicants for all programs except Design; see below): Spring term: October 1 Fall term: February 15

Entertainment Design has set deadlines of February 1 for the Fall term and October 1 for the Spring term; however, applications will continue to be reviewed as room is available. Students can be considered for scholarship and financial aid at most times during the admissions cycle, but we recommend applying by the priority dates.

If room is unavailable in the term for which you are applying, the Admissions Committee will consider your application for the next consecutive available term.

Check with the Admissions Office for majors that offer starting times in the summer.

**Application acceptance**

Applicants will be notified of the Admissions Committee’s decision in writing as soon as possible after receipt of all application materials—usually, within three weeks. ArtCenter reserves the right to rescind an offer of admission at its discretion; if any information contained in the application is found to be incomplete, inaccurate or misleading; or if additional information leads to serious concerns.

A health form, including a tuberculosis test requirement, will be mailed upon acceptance and must be returned to the Admissions Office before New Student Orientation. Upon being admitted to the College, any person who might require special accommodation should discuss their needs with Center for the Student Experience staff.

Admitted students may request a copy of ArtCenter’s Student Handbook, which contains additional policy information. A copy will be provided to all students at Orientation.

**Tuition deposit**

Upon acceptance, an enrollment agreement form and further instructions will be issued. The completed agreement, along with a $300 nonrefundable and nontransferable tuition deposit, is required to hold your place in the class. Tuition deposits will be accepted until classes are full for each term. Note that acceptance does not in itself guarantee a place in the class: A student's place in the class is not assured until the College has sent the student a written confirmation of receipt of the agreement and deposit.

The availability of space can change rapidly. Undergraduate students will be offered a place in the next available term if they have been accepted but no space is currently available, for all majors except the Entertainment Design program’s Concept Design track.

**Deferrals**

Accepted undergraduate applicants...
Arrival and housing
We hope that you will call on the Center for the Student Experience staff to help with questions or needs related to your arrival. We recommend arriving at least two weeks before classes if you are moving to Pasadena from within the U.S. If you are an international student, we recommend arriving three to four weeks before the beginning of the term to find housing, get a driver's license, and get accustomed to Pasadena.

While ArtCenter does not offer on-campus housing, the Center for the Student Experience coordinates information regarding local housing and roommate options on the housing website: offcampushousing.artcenter.edu. This resource lists a variety of living arrangements, including rooms within homes, guesthouses, apartments, and houses for rent.

ArtCenter arranges with Universal Student Housing (USH) to make its listings available to ArtCenter students. USH lists affordable housing in the homes of approved local families and individuals.

Prospective and current students can also use the the ArtCenter Off-Campus Housing Listings Facebook page to connect with future classmates.

New Student Orientation and class scheduling
New students, both undergraduate and graduate, attend a mandatory weeklong New Student Orientation program, which is held the week before the first day of the term. The Orientation schedule will be sent the month prior to the start of the term to students who have submitted their tuition deposit.

During Orientation, students prepare for their ArtCenter experience by receiving valuable information on campus life, academic expectations and policies. They will also have opportunities to develop relationships with other students, faculty, department chairs, and staff. In addition, students receive access to their schedule of classes and officially register for their first term. Most schedules are preset with required courses.

Length of Study and Credits
Your program and length of study
Most students will enroll in a program that takes a minimum of eight 15-week terms (semesters). Students entering the Bachelor of Science degree programs should expect the possibility of eight to nine semesters for completion. There are three scheduled terms in each academic year: Fall, Spring, and Summer. Progress toward the degree is dependent on the course load chosen by the student.

Students can attend one, two or three terms per year, depending on the rate at which they wish to complete the program. Students who attend year-round for three terms can finish in a minimum of two years and eight months, with the exception of Entertainment Design students.

Entertainment Design students attend studio classes in the Fall and Spring terms only. They may take Summer terms off, or they may take Humanities and Sciences classes during that time.

Credits
Transfer credit
A maximum of 60 units of studio and academic credits may be transferred from another accredited institution. ArtCenter recognizes two types of transfer credit: credit for studio art classes, and credit for Humanities and Sciences (liberal arts) classes.

Receipt of studio transfer credit, not Humanities and Sciences credit, determines the length of a student's program at ArtCenter. Advanced standing is awarded only if the student receives sufficient studio art credit.

Transfer credit will be accepted from colleges or universities that are accredited by one of the six regional associations of schools and colleges—Middle States (MSCHE), New England (NEASC), North Central (HLC), Northwest (NWCCU), Southern (SACS), and Western (WSC)—or by the National Association of Schools of Art and Design (NASAD). International programs will be evaluated on an individual basis.

Advanced Placement (AP) credit is awarded only for Humanities and Sciences classes, based on an official score of 4 or 5 from the Educational Testing Service (ETS). International Baccalaureate (IB) credit is awarded for Humanities and Sciences classes based on an official score of 5 or above in Higher Level courses. A-Levels are eligible for Humanities and Sciences classes based on an official grade of C or better; ArtCenter does not accept A-Level subsidiary courses. ArtCenter does not offer studio art credit for AP classes, IB, or A-Level courses. College Level Examination Program (CLEP) exams are not accepted.

All studio and Humanities and Sciences transfer credit must be
Humanities and Sciences credit
While specific required Humanities and Sciences courses within your major must generally be taken through the ArtCenter degree program, a number of elective units may be fulfilled through transfer credit. These vary by major. ArtCenter requires a specific distribution of Humanities and Sciences courses for graduation.

Credits accepted for transfer must fall into these categories: Humanities, Social Science, Science and Technology, and Business and Professional Practices.

Credit is transferable for Humanities and Sciences courses taken at another accredited college in which a grade of C or better for electives and B or better for required courses has been achieved.

For a detailed description of eligible transfer credit by category, visit the Admissions section of artcenter.edu.

TUITION, FEES AND EXPENSES

Tuition
ArtCenter’s Fall 2020, Spring 2021 and Summer 2021 undergraduate tuition is $22,888 per term. Each term’s tuition covers a full-time program (12–19 units). Students should expect tuition increases on an annual basis, with increases occurring in the Fall term.

Tuition is due the Friday of the first week of classes. You can pay by check, credit card or cash. If you choose not to pay the full amount of your tuition during that first week of classes, you will be charged a $75 nonrefundable installment charge and can submit your tuition in three installments.

Universal Access Fee
A $355 fee is charged each term to all students for access to ArtCenter labs and shops. Fees are subject to change and are refundable on the same schedule as tuition.

Living expenses and supplies
ArtCenter does not currently offer dormitories, and living costs vary greatly based on the type of housing a student chooses. However, we estimate a generous average amount for rent and food per term to be $6,700 for students not living at home. In addition, students should allow an average of $1,800 for personal expenses, $1,400 for transportation, and $2,000 for supplies each term. The supply amount is variable by major and individual projects. At the start of each term, individual instructors provide students with lists of necessary supplies.

ArtCenter student health insurance
All enrolled ArtCenter students are automatically covered by a student health insurance policy upon registration. This benefit and service to students is provided at no additional charge.

FINANCIAL AID
We encourage all students who need financial assistance to apply for aid. Applying for financial aid in no way affects your admissions decision. See the ArtCenter website for full information on financial aid policies.

Applying for financial aid
For a financial aid brochure that outlines the various financial aid opportunities, call the Admissions Office at 626 396-2373, or visit artcenter.edu for more information.

U.S. students must start the application process for all types of aid, including scholarships, by completing the Free Application for Student Aid (FAFSA) at fafsa.ed.gov. No aid, including scholarships, can be offered to U.S. students without the FAFSA.

International students will be considered for scholarships upon acceptance.

Financial aid and scholarships

Financial aid for U.S. students
Regardless of the term for which you are applying, you should submit the FAFSA in January, if possible, to be considered for all forms of aid (including scholarships). You can continue to submit the FAFSA at any point during the year, but some programs, such as Cal Grants, have once-a-year deadlines. The Cal Grant, which is for students who attended high school in California,
has a FAFSA and grade-point verification deadline of March 2.

Once you have submitted your FAFSA, the Financial Aid Office will be able to consider your eligibility for programs such as the Federal Pell Grant, Federal Work Study, Federal Stafford Loans and ArtCenter scholarships. The Financial Aid office will notify you of your aid after your acceptance into ArtCenter.

Scholarships for U.S. and international students
ArtCenter’s own scholarships are limited in number and are awarded to students who demonstrate financial need and show exceptional potential in their portfolio and academic record. We do not offer merit-only scholarships. We suggest that applicants for scholarships on entrance submit their application for admission, transcripts, test scores, portfolio and FAFSA (U.S. students only) by the dates listed below for priority consideration. International students need submit admissions materials only.

Priority scholarship dates
- Summer term: January 15
- Fall term: February 15
- Spring term: October 1

Notification of scholarship awards
Accepted applicants will be notified by:
- Summer term: March 1
- Fall term: April 1
- Spring term: November 15

If you miss the priority dates listed above, scholarship funds may still be granted on an as-available basis, and other forms of aid—such as Federal Stafford Loans and Federal Pell Grants—may be available as well. Applicants will be notified of scholarship awards on a rolling basis at the time of admission.

For assistance in applying for financial aid, contact the Financial Aid Office at 626 396-2215.

DISCLOSURES AND POLICIES

Family Education Rights and Privacy Act (FERPA)
ArtCenter complies with the Family Education Rights and Privacy Act (FERPA) and its accompanying regulations, which afford students certain rights with respect to their education records. To view the complete FERPA policy, please visit artcenter.edu.

Nondiscrimination policy
ArtCenter has a long-standing commitment to promoting equal opportunities and will not engage in any unlawful discrimination based on race, color, sex, gender identity, gender expression, religion, age, national origin, ancestry, sexual orientation, marital status, medical condition, physical or mental disability, military or veteran status, genetic information or any other basis prohibited by law. Inquiries may be referred to Kristen Entringer, Director, Title IX Compliance and Programs: (via mail) 1700 Lida St., Pasadena, CA 91103; (via email) DHR-TIX@artcenter.edu; (by phone) 626 396-2340. Inquiries may also be referred to the Office for Civil Rights by calling 800 421-3481.

Disability policy
ArtCenter complies with the Americans with Disabilities Act, Section 504 of the Rehabilitation Act, and state and local requirements regarding students and applicants with disabilities. Under these laws, no otherwise qualified individual with a disability shall be denied access to or participation in the services, programs and activities of the College. For further information about how ArtCenter is able to accommodate students with disabilities, please visit artcenter.edu or contact the Center for the Student Experience office at 626 396-2323.

Clergy Act and Student Right-to-Know Act
ArtCenter complies with the Jeanne Clery Disclosure of Campus Security Policy and Campus Crime Statistics Act (“Clery Act”), as well as with the Student Right-to-Know and Campus Security Act, along with the accompanying regulations. Information on compliance is available from Campus Security and on our website; our crime statistics are available through the U.S. Department of Education at ope.ed.gov/security.

Graduation rates
The Student Right-to-Know Act mandates that all institutions disclose their retention rate and six-year graduation rate. The first-year retention rate for first-time freshmen who entered in Fall 2018 was 81 percent. The six-year graduation rate for first-time freshmen who entered in Fall 2013 was 69 percent. (This information does not include transfer, exchange or special nondegree students.) For further information, please call Enrollment Services at 626 396-2316.

Changes to policies, procedures and fees
ArtCenter reserves the right to modify tuition, fees, and the calendar, and to discontinue or modify course offerings, majors, graduation requirements, student services, rules, policies, and procedures as it deems appropriate. Students will be provided with notice of these changes whenever possible through means such as the College website, posted notices, and the Student Handbook. No exceptions may be made to any of the academic or academic-related policies. No representation by any College employee to the contrary may be considered authorized or binding.

For the most current and comprehensive academic information, as well as a complete list of institutional disclosures and policies, visit artcenter.edu.
ACADEMIC CALENDAR

2021

Spring Term

JAN 12–15 Orientation
JAN 16 Classes begin
JAN 17 Martin Luther King Jr. holiday
APR 23 Classes end

Summer Term

MAY 11–14 Orientation
MAY 15 Classes begin
MAY 30 Memorial Day holiday
JUL 4 Independence Day holiday
AUG 20 Classes end

Fall Term

SEP 6–9 Orientation
SEP 10 Classes begin
NOV 11 Veterans Day holiday
NOV 25–28 Thanksgiving holiday
DEC 17 Classes end

2022

Spring Term

JAN 11–14 Orientation
JAN 15 Classes begin
JAN 17 Martin Luther King Jr. holiday
APR 23 Classes end

Summer Term

MAY 10–13 Orientation
MAY 14 Classes begin
MAY 29 Memorial Day holiday
JUL 4 Independence Day holiday
AUG 19 Classes end

Fall Term

SEP 6–9 Orientation
SEP 10 Classes begin
NOV 11 Veterans Day holiday
NOV 24–27 Thanksgiving holiday
DEC 17 Classes end

2023

Spring Term

JAN 10–13 Orientation
JAN 14 Classes begin
JAN 16 Martin Luther King Jr. holiday
APR 22 Classes end

Summer Term

MAY 9–12 Orientation
MAY 13 Classes begin
MAY 29 Memorial Day holiday
JUL 4 Independence Day holiday
AUG 19 Classes end

Fall Term

SEP 6–9 Orientation
SEP 10 Classes begin
NOV 11 Veterans Day holiday
NOV 24–27 Thanksgiving holiday
DEC 17 Classes end

AT A GLANCE

(All figures reflect Fall 2019 data unless otherwise specified.)

Year founded
1930

Affiliation
Private, nonprofit institution

Applications accepted
Spring, Summer and Fall for most majors

Terms (Semesters)
Three 15-week terms per year

Undergraduate enrollment
2,062 (43% men, 57% women)

Average student/faculty ratio
8:1

Number of faculty
Full-time 134
Part-time 393

Undergraduate enrollment by program
Advertising 33
Entertainment Design 275
Environmental Design 67

Film 98
Fine Art 67
Graphic Design 252
Illustration 641
Interaction Design 75
Photography and Imaging 84
Product Design 242
Transportation Design 200
Nondegree 28

Average age of new undergraduate students
19.9 years old
(all new degree-seeking students in Fall term)

Average age of all undergraduate students
22.4 years old

Ethnicity of undergraduate students
African American/ Black 1%
American Indian/ Alaska Native 0%
Asian 33%
Caucasian 12%
Hawaiian/Pacific Islander 0%
Hispanic/Latino 10%
International 39%
(representing 40 countries)
Two or more races 3%
Unknown/ Undeclared 0%

New undergraduate students from California 49%
Other states 11%

Undergraduate students receiving financial aid
65% (2019 calendar year)
ArtCenter administers more than $22 million in scholarships to undergraduate students per year.

First-time freshmen with subsequent enrollment the following Fall term (first-year retention)
81% (Fall 2018 cohort)

First-time freshmen who complete their degrees within six years (six-year retention)
69% (Fall 2013 cohort)

Average job-placement rate for one-year-out graduates who receive a bachelor’s degree*
83% (based on an alumni-survey response rate of 50%)
ArtCenter College of Design™ is accredited by the WASC Senior College and University Commission (WSCUC) and by the National Association of Schools of Art and Design (NASAD). Access to ArtCenter’s accreditation report is available through the College’s Center for Educational Effectiveness.

COVID-19
At the time of printing the 2021–22 Viewbook, the U.S. is still grappling with the COVID-19 pandemic, and as a result, as explained in the following link, most of ArtCenter’s instruction and student services will be conducted online. The health and safety of our community is our foremost concern, and our operations have been and will continue to be informed by global, national and local public health agencies. For more information, visit artcenter.edu/covid-response.

*Data from Annual Graduate Employment Survey distributed to One-Year Out Graduates (graduates from Spring, Summer, and Fall 2018). Employment rates are calculated by number of graduates indicating a primary status of “Working full-time” or “Working part-time” one year post-graduation.

Admissions

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ArtCenter faculty respond quickly to changes in technology and innovations within specific design disciplines; please consult our website for updated information regarding Courses of Study.

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