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School of Industrial Design

We focus on the art, science, and business of the industrial design discipline. Our curriculum and facilities reflect the trends and requirements of our industry, and our teaching faculty is comprised of award-winning practicing designers. Our strong relationships with top design companies and studios around the world will enable us to prepare you to contribute to your chosen profession from the first day on the job.

The School of Industrial Design's undergraduate program provides concentrations in furniture, product, toy, and transportation design. We will foster and guide your creativity in our studios. In our competitive collaborative classes, you will work in teams to create experiences through the tangible and intangible components of design. We will also facilitate numerous opportunities that will lead you to develop a portfolio of high-quality student work that will set you apart upon graduation.

At the graduate level, our programs can be tailored to your professional goals and culminate in a comprehensive thesis project.

WHAT SETS US APART

- Our Industrial Design programs are all fully offered onsite and online.
- Our competitive cross-sectional classes sponsored by industry giants will provide you with real-world scenarios and feedback from which to learn.
- Our new Associate of Arts degree in Automotive Restoration program is one of a select number of such programs in the United States that can prepare you for a creatively rewarding career in a niche market of the industry.

What We Teach

Our curricula reflect the latest industry standards and needs, so you will learn by utilizing the newest technology and the timeless skills of ideation and drawing composition. You will gain real-world experience by participating in collaborative projects with other Academy of Art University schools, and graduate ready to explore your possibilities in a number of areas.

AUTOMOTIVE RESTORATION



In our new Associate of Arts degree in Automotive Restoration, you will learn about the technologically and historically accurate preservation or restoration of vintage vehicles. We will focus on key components of successful vehicle restoration or recreation, including techniques in woodwork and machine work, sheet metal work, and processes of disassembly and assembly. Historical studies and research will be emphasized, and you will gain practical, collaborative experience from working within a team to perform the restoration of a vintage car.

FURNITURE DESIGN



You will begin by developing seating concepts and analyzing the use and means required to create several original furniture design concepts. You will then evaluate ergonomic criteria, code/safety requirements, and construction techniques—including upholstery—and the appropriate use of materials and details.

PRODUCT DESIGN



This aspect of our curriculum will focus on handheld products. We will evaluate and discuss ergonomics in depth as you apply research, ideation, and problem-solving to develop your concepts. Sketching and presentation rendering will be emphasized. You will apply the skills you acquire to final presentations that will include developmental sketches, orthographic drawings, and sketch models and renderings.

TOY DESIGN



This track will include the research and development of an innovative preschool toy, resulting in concept development and the creation of a three-dimensional prototype. You will be able to use 2D and 3D design tools to depict your designs for a final presentation.

TRANSPORTATION DESIGN



We cover the history of automotive styling trends and their evolution, design philosophy, and influence. You will develop sketch and rendering skills as we emphasize accurate proportion, based on the seating of occupants and packaging of components.

Undergraduate

Associate of Arts (AA)

Unit requirements

Core	33 units
Major	15 units
Liberal Arts	18 units
TOTAL	66 units

This degree will provide you the opportunity to develop an understanding of the fundamentals of physical design, as well as a seamless transition into the BFA program.

Bachelor of Fine Arts (BFA)

Unit requirements

Core	36 units
Major	42 units
Electives	9 units
Liberal Arts	45 units
TOTAL	132 units

The Industrial Design BFA program will afford you the freedom to pursue your personal design vision within a fully structured and supportive academic environment. Our faculty of industry veterans will teach you how to approach your work with equal regard for aesthetic, business, and societal considerations.

Graduate

Master of Fine Arts (MFA)

Unit requirements

Major	27	units
Directed Study	18	units
Grad. Liberal Arts	12	units
Electives*	6	units
TOTAL	63	units

^{*} Per director approval

This program provides advanced study within focused fields of physical design. In addition to classroom and collaborative coursework, you will work toward producing a final thesis project.

Certificate

Unit requirements

Core 36 units
Major 42 units
Electives 12 units
Art By Advisement 24 units
Art History 6 units
TOTAL 120 units

The four-year certificate program provides a disciplined approach to the study of industrial design. Your portfolio will demonstrate the variety of skills and creativity developed. As a graduate, you will enter the field prepared for professional opportunities in your industry. You may take electives and art history courses to round out their experience. Unlike the BFA program, this track does not require liberal arts coursework.



^{*} All requirements subject to change without notice.

Our Short-Term Learning Experiences

Academy of Art University has a hands-on program for every level. Whether you want to explore something you have never tried or hone your existing skills, we have a program for you.



Chair design by student Felix Hu Velocita.

PRE-COLLEGE



CONTINUING EDUCATION



STUDY ABROAD



Academy of Art University offers a scholarship-based Pre-College program available to all current high school students proficient in English. Scholarships cover tuition costs for the fall/spring semesters and up to four classes for the summer semester.

As part of the program, you will:

- Get an introduction to college life at a top art and design school
- Get direction and assistance in building a solid portfolio
- Earn college credit toward Academy of Art University for up to two undergraduate classes (three classes successfully completed with a grade "C" or higher = one undergraduate class). Excludes B. Arch, Art Education, and AA programs
- Discover career opportunities in various fields of art and design before enrolling as an undergraduate student
- Have your \$50 undergraduate application fee waived when applying for summer or fall directly after high school graduation

Eligibility

- Students must be currently enrolled in high school. High school seniors are not eligible for the Pre-College Art Experience program, but are welcome to apply to undergraduate programs.
- While international high school students cannot take onsite classes, we welcome them to participate in our online Pre-College Art Experience.

Have you always wanted to learn how to make jewelry? Are you interested in photography? Do you want to learn to draw and paint? With the Academy's flexible Personal Enrichment courses, you can explore your creativity and forge your own path to creative fulfillment.

With courses available online and in San Francisco, our Continuing Education programs provide flexible options.

Students can:

- Enroll part-time or full-time
- Participate in undergraduate degree or non-degree programs
- Apply for spring, summer, or fall semesters
- Transfer into undergraduate programs
- Attend day, night, or weekend classes

Our Personal Enrichment courses allow you to enroll in any of the Academy's non-prerequisite courses. If you are a more advanced student and wish to take classes that have prerequisites, you may do so by showing completion of a similar course or equivalent knowledge. Contact an admissions representative at 415.274.2200 for more information.

Our Study Abroad Seminar in Europe introduces you to the art of regions within the context of European history and artistic culture. Explore the extraordinary architecture and extensive collections of paintings, sculptures, and decorative objects housed in Europe's world-renowned museums.

The Study Abroad program was absolutely amazing! The experience of seeing the art and the culture of the people around it can't be compared or replaced by anything else. I made some great connections and friends that remain to this day.

- Malorie Shmyr BFA, Animation & Visual Effects

Our Industrial Design Leaders

We believe that the best teachers are actual working creatives. That is why our faculty is comprised of nationally recognized art and design experts who maintain careers on the leading edge of industry trends. They will challenge you to reach your personal creative potential.



Tom Matano Executive Director

Tom Matano is an industry veteran with more than 30 years of experience who has held design and leadership positions at Mazda, General Motors, and BMW. He first joined Mazda in 1983, and worked for the company in roles including chief designer of its North American studio, executive VP of Western Operations and executive designer and director of Mazda's North American operations. He also worked at the company's headquarters in Japan, as an executive designer in the Global Advance Studio, and famously led the team behind the 1993 RX-7 and Miata.

He joined the faculty at Academy of Art University in 2002, and has been steadfast in his commitment to education, tapping into his diverse knowledge and experience to enhance the Industrial Design program, now ranked No. 6 in the Red Dot World Ranking of Industrial Design schools.



Mark Bolick Graduate Director

Industrial designer Mark Bolick made a splash in Silicon Valley, when he collaborated on projects with Nike, Motorola, IDEO, Stanford, NASA, MIT, and The Exploratorium before switching gears to pursue furniture design in the late '90s. In 2006, he joined India Rose LLC—a family-business home furnishings design firm named after his eldest daughter that designs, develops, sources, and manufactures home products for retailers such as Crate & Barrel, Anthropologie, Harry & David, and Jackson Perkins—and previously was a director of furniture for Restoration Hardware and a design manager for William Sonoma, Inc. He joined the School of Industrial Design in 2008.



Hideki Masuda Online Associate Director

Hideki Masuda joined the School of Industrial Design in 1998, as an instructor and one of the founding members of Transportation Design discipline. He became Online Associate Director in 2014, and has helped progress the Industrial Design program by developing new courses and updating existing offerings to ensure that the school remains current with rapidly evolving industry standards. His collaborative efforts include the establishment of a cutting-edge computer lab at the school, as well as the installation and expansion of its 3D printing facility. He currently also teaches transportation design classes and digital media courses.



Antonio Borja Associate Director

Antonio Borja received his Bachelor of Fine Arts degree from the School of Industrial Design in 2004. After launching his professional career as a freelancer, he joined General Motors as a creative designer, returning to his alma mater as an instructor in 2009, to teach Design Drawing, Transportation Design, and Digital 3D modeling courses. Since then, he has led a collaborative class that has been sponsored by companies such as Nissan, Peugeot, and Jaguar. In 2014, he became associate director of the School of Industrial Design, where he works with Tom Matano on many initiatives, including the integration of the latest rapid prototyping and visualization methods into the design curriculum.



Lloyd Buck Associate Director of Automotive Restoration

Lloyd Buck is an award-winning classic car restoration expert with more than 40 years of industry experience. He launched his auto restoration career while in high school as a painter at an auto body shop that specialized in the repair and restoration of Datsun Z cars. In 1985, he joined Auto Europa, and a year later, he began maintaining and restoring vehicles for the Keller Collection at the Pyramids, one of the most significant auto collections in the world. After operating his own restoration business, he became the Keller Collection's manager until 2012, when he joined Academy of Art University as a mechanic for its celebrated Automobile Museum collection.



Our Facilities

You will learn in a creative environment and in studios equipped with the newest technology, which will free you to realize anything you can imagine in traditional and new media.









RAPID PROTOTYPING

Four large-format laser cutters, Stratasys resin printing machines, Zcorp powder printing machines, and an FDM lab perfect for quick, iterative prints comprise our rapid prototyping labs, which will enable you to complete your projects in house.

PAINT BOOTH

Our headquarters, otherwise known as The Warehouse, features three heated HVLP spray booths—we stock the PPG Envirobase line of low-VOC paints—with advanced automotive color matching capabilities.

MODEL SHOP

Equipped to fabricate and machine wood, plastics, and metal, our model shop also features saw stop table saws in four stations for cutting and ripping wood and plastic. You will also find plenty of mills and lathes for any machining class.





LARGE FORMAT PRINTERS

Our in-house lab technicians are there to assist you with the high-resolution printing of your large-format presentation boards using industry-standard printers.

COMPUTER LABS

Use the latest software packages on regularly updated Dell computer workstations connected to Wacom Cintiq interactive pen displays.

Student Testimonials

Hear from some of our current students, the future leaders of the industrial design industry.



Student design by Omead Dorandish



OMEAD DORANDISH

2015 Industrial Design BFA student

"Academy of Art University is a flexible school for busy students like me. For instance, I'm taking six classes, interning full time, and I'm married. That's a lot to juggle, but the school enables us to learn in a real-world environment. I've become a time management expert."

Dorandish landed his 2015 internship at Volvo's Concept Monitoring Center after meeting a Volvo designer at the 2015 Academy of Art University Spring Show. He also has interned at Ford's Design Studio and Nissan.

Awards

1st place, 2014 Lincoln Design Competition 2013 Pebble Beach Company Foundation Phil Hill Scholar



DAEWOONG PARK 2016 Industrial Design BFA student

"I'm from South Korea, and I chose Academy of Art University because of its location in San Francisco. Here you can feel the trends in the arts and in IT. I believe that your environment influences the way you learn; so that, combined with the school's practical Industrial Design curriculum, was interesting to me."

Park is an intern at Nosh Studio, a product design consultancy based in San Francisco.





Real-World Partnerships

Our location in the San Francisco Bay Area, one of the world's capitals for art and design, positions us as a unique school able to provide students with rare opportunities to collaborate with other designers beyond the classroom. Thanks to our location and the invaluable connections of our faculty, we offer some of the most exciting industry experiences you will find at any school.

JAGUAR CORPORATE SPONSORED CLASS

Thirteen Academy of Art University students from the Schools of Industrial Design, Fashion, and Web Design & New Media displayed their boundless vision in August 2015, at the Academy's Automobile Museum, for a group of leadership executives from Jaguar. Led by Jaguar Design Director Ian Callum, the group arrived in San Francisco to review the work of these students, who spent their summer semester designing and creating cutting-edge concepts for year 2030 Jaguar automobile interior designs.

The Academy was one of the two universities Jaguar selected for corporate sponsorship in America, and the designs were produced as part of a competitive, cross-departmental collaborative class offered in the School of Industrial Design led by Executive Director Tom Matano (past partners include Chrysler, General Motors, and Fiat). According to lead instructor Antonio Borja, the school's associate director, the class was designed "to provide students a project with specific guidelines and deadlines—projects that can help them build their portfolios at Academy of Art University."

The class also seeks to create an environment in which sponsors like Jaguar "can interact with and see what young designers think of the brand and where it could go as we move toward partially or fully autonomous vehicles." Together with a team led by Alister Whelan, creative director for Jaguar Interior Design, that checked in from across the pond via Skype, Borja provided continuous feedback that ensured that the students' envelope-pushing concepts were rooted in possibility and represented the company's brand well.

"The group did a very good job of capturing the essence of Jaguar and pushing the narrative of what driving may become in ways that I didn't anticipate," said Borja. "For them, driving a car will be rare, a luxury. Driving will have cachet, and while cars will essentially be autonomous, you will have the option of driving and feeling the machine yourself. That will be the ultimate luxury."

For his part, Whelan expressed his and his peers' admiration for the designs presented, noting that if he were "looking for young designers of the future, this would be on a very small list of universities in the world that I



would look at." He also was impressed by how the students perceived new technology and usability, and by how they incorporated social media and user trends into their concepts.

"It was quite fascinating to see their take on what the users of tomorrow will want to have in a sports car. What was quite warming for me is they thought of a lot of trends that we have been kind of picking up in the studio as well. They really got Jaguar and that lovely balance of innovation and Jaguar craftsmanship," he said. "They absolutely nailed it."

Career Paths

As one of the top art schools in the country, Academy of Art University is recognized for graduating professionally ready talent across multiple creative disciplines.

JUNIOR DESIGNER

Research design parameters to generate concepts and mockups to create initial designs for a senior design team to realize.

CLAY MODELER

Develop detailed 3D physical clay models based on design direction and physical properties of an object by sketching tangible examples (e.g. a vase, a car, or even a ship).

DIGITAL MODELER

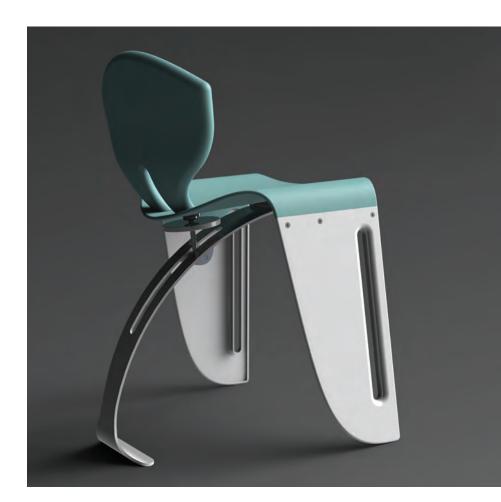
Help visualize and evaluate potential final product design pieces by creating digital 3D models based on design direction that brings 2D and visual concepts to life in 3D software.

UX/UI DESIGNER

Develop scenario-based digital and physical user interaction designs. Craft every touch point in a digital or physical product to ensure brand consistency and emotional appeal.

AUTOMOTIVE RESTORER

Conduct detailed and thorough historical and technological research about classic cars and their systems. Then, apply your findings to the preservation or restoration of an old automobile through impeccable woodwork, machine work, and sheet metal work, and expert disassembly and assembly.



OUR ALUMNI WORK AT:

ADIDAS

AUTODESK

CAMELBAK

CHRYSLER CORPORATION

DUESENBERG MOTORS INC.

EKSO BIONICS

FORD MOTOR COMPANY

FUSEPROJECT

GENERAL MOTORS

GREENHEART GLOBAL

HASBRO

HP

HYUNDAI MOTOR CORPORATION

KOHLER

LEAPFROG

LG ELECTRONICS

LUNAR DESIGN

MATTEL

MICROSOFT

NASA

NIKE

NISSAN DESIGN AMERICA INC.

POTTERY BARN KIDS

RKS DESIGN

SAMSUNG ELECTRONICS

TEAGUE

TESLA MOTORS

THE NORTH FACE

TIMBUK2

VOLVO TRUCKS

VW ERL

WAGIC

WILLIAMS-SONOMA INC.

Y STUDIOS





Our Alumni

With over 25,000 alumni across the world, we strive to keep our artist communities engaged and supported in their professional lives.

JACK LIU, BFA '15

Advanced Automotive Designer, Fiat Chrysler Automobiles

Automotive design had been of interest to Jack Liu since he was a toddler, so it only made sense to him to come to Academy of Art University to study in the School of Industrial Design under the likes of Executive Director Tom Matano and Antonio Borja, the school's associate director.

"I was born in Taiwan, but I was raised in Sacramento since I was nine," says the 2015 Industrial Design graduate.
"This—studying automotive design and working in the industry—was always my goal."

The School of Industrial Design factored into Liu's plans when he realized that the Academy's prime San Francisco location was a magnet for talent and diversity. "That was very important to me, studying in a diverse community that provides not only technology and opportunity but embraces different cultures as well," he says. "I liked that San Francisco is a free-spirited, free-thinking city."

Also paramount for Liu? Being in an environment that continuously challenged him as a student of automotive design.

"I had a graphic design background before coming to the Academy, so I viewed things differently," he remembers. "I had to push myself and work a lot harder than before, which you can do at the Academy because it provides every student an equal opportunity to learn."

Faculty like Borja offered mentorship and a bit of unsolicited advice, if welcomed.

"A year before graduating, I got an internship at Volvo Trucks because Antonio sent them my portfolio without telling me. The effort paid off," says Liu, who recently joined Fiat Chrysler Automobiles as a designer in the company's advanced design studio. There, he works with a team whose main goal is to make design studies 10–15 years in advance, as opposed to the regular studio, which focuses on vehicles five—seven years down the road.



Featured Alumni

Our school exposes you to a diversity of studio practices while embracing interpretation, innovation, and exploration. This philosophy leads to creative and confident students who are intellectually and technically informed and ready to pursue a successful career.



SHA YAO

Sha Yao, a graduate from the Academy's School of Industrial Design, won a grand prize of \$10,000 in the Stanford Center on Longevity's Design Challenge with her EATWELL design. Originally from Taiwan, Yao received her MFA in 2012 and has since been busy working independently on design projects for Silicon Valley startups and San Francisco companies while getting her own business off the ground.

The Stanford Center on Longevity launched the first-of-its-kind design challenge in September 2013 to encourage innovative designs that improve the lives of older people. Yao's design was inspired by her late grandmother, who had Alzheimer's. "Every time I looked at my grandmother, I felt that there must be something I could do to help make life easier for her," she explained. "I decided to work on improving her eating experience first, since eating is an essential part of daily living."



Product design by Sha Yao.

She worked with caregivers and professionals who assist people with cognitive impairments, as well as those who are affected by the disease, to develop her design. Her submission to the contest was a dining set, including bowls with slanted bottoms, cups with low centers of gravity, and easy to handle flatware. The set features bright primary colors to create visual contrast with the food.

During her presentation to the judging panel, Yao recalled that one of the judges, Brooke Bell, VP of Senior Leading Solutions, stood up and cried about how much the product could help her. "I cried too after that," said Yao. "I just feel like there are so many difficulties during the time that people get old."

Yao considers her close relationships with her Academy instructors and the strength of the School of Industrial Design integral to her confidence and success. "[The program] requires the right way to think about developing the right product. You have to think about not just what you want but what people want," she said.





MARK GARCIA
Senior Designer at KID Group

Growing up, Mark Garcia—a 2013 graduate of the Industrial Design BFA program—always faced only two acceptable career paths, per his parents' wishes: medicine or technology. Garcia, however, was an artist. He always drew, and remained a self-confessed kid at heart, even as he went to work as a network analyst and project manager in his early adulthood.

"That line of work was not challenging or interesting to me," he says, noting that he decided to switch gears after discovering Academy of Art University. "I never really knew much about the industrial design discipline, let alone that I could make a living doing something creative in industrial design."

Garcia focused his studies in toy and product design, learning from the likes of John Marsh, "a legendary American fine artist," who mentored him while in school. "He was among the creative people at the school who have influenced me indescribably."

Today, after a two-year stint as a designer at Mattel, where he worked on lines of Disney toys for boys and girls, Garcia is a senior designer at KID Group. He speaks with palpable enthusiasm about his position at the world renowned San Francisco-based invention and licensing agency.

"It's a very exciting and creative role!" he says. "Because of the small, boutique nature of the company, I'm part of every step of the creative process. What's truly wonderful is that I am afforded so much creative freedom. I'm living the dream, and there's not a day that I am not appreciative of how fortunate I am."

He also openly credits the lessons learned in class at the Academy's Warehouse, the home of the School of Industrial Design, with playing a key role in his professional success, and cites his experience here as the reason why teaches part time at the school.

"It's my way of paying it forward," he says.



Study Abroad Opportunities

One of the best ways to learn about the world is to see the world. We will delve into the numerous ways in which we can elevate your experience in class and beyond through our exciting Study Abroad opportunities.

STUDY ABROAD WITH US

Our Study Abroad programs are designed to help broaden your artistic education by experiencing art and culture first hand. You can do this by taking advantage of Academy of Art University's Study Abroad program. The Academy offers exciting opportunities that you can explore during your journey toward your degree.

The Liberal Arts: Seminar in Europe is a three-week intensive traveling course in which you will study and write about the architecture and art you encounter in some of Europe's greatest cities and collections. Lectures will supplement each museum visit, and you will be encouraged to examine your own creative instincts in order to develop pieces for your student portfolio.

The Fine Art Intensive in Italy opportunity will take you to Florence, Italy, for seven and a half weeks during our summer semester. Classes led by Academy instructors will meet Monday through Thursday, and museum visits and daily excursions to small nearby Italian towns will lead you to seek and find the wealth of beauty that lies within Tuscany. On one of your weekends, you will have the chance to take your artistic exploration farther by taking a weekend trip to Venice, which is included in the program.

Disciplines covered during this intensive program include painting, printmaking, illustration, photography, and art and architectural history.

If you have an interest in fashion, you should look into our Fashion Scholarship Exchange. Offered through the Sister City Scholarship Exchange Program, the School of Fashion at Academy of Art University awards scholarships to study in Paris with Studio Berçot and L'École de la Chambre Syndicale de la Couture Parisienne. Check in with your director to make sure you are eligible for this competitive scholarship.

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



Our Galleries

Come experience emerging artists at one of our four galleries across San Francisco. Featuring the work of students, alumni, and faculty from Academy of Art University, each gallery is designed to promote the work of our community and promote the arts in the Bay Area. All proceeds benefit the artists and Academy of Art University's Scholarship Fund.

ATELIER GALLERY

79 New Montgomery St.

Featuring the work of students and alumni, the Atelier showcases an ever-changing array of student work, photography, home decor, stationary, books, jewelry, clothing, accessories, and much more. Shop for the latest works from the next generation of artists in a curated gallery space, or attend one of our exciting events.





688 SUTTER GALLERY

688 Sutter St.

Located along downtown San Francisco's Sutter Street gallery row, 688 Gallery and nearby 625 Gallery form a mini-destination for art enthusiasts interested in the latest works by Academy of Art University students, alumni, and faculty.



625 GALLERY

625 Sutter St.

Located in our main photography building, the 625 Gallery showcases emerging photography and fine art students as well as alumni work.



CANNERY GALLERY

2801 Leavenworth St.

Adjacent to the Golden Gate Bridge in the historic cannery building, the Cannery Gallery showcases emerging student artists as well as alumni work.



Online Education

Since 2002, Academy of Art University has helped thousands of online art students from all over the world realize their professional and creative ambitions.

Our revolutionary online courses provide the same rigorous education that we offer on campus with greater flexibility. Study on your own time, at your own pace. Take full- or part-time classes. Let nothing stand in your way of pursuing your creative goals.



44 Online classes at Academy of Art University allowed me to stay in Dallas and still connect to a world of creative inspiration. 77

- Lenworth "Joonbug" McIntosh MFA, Fashion Merchandising



BONNIE PANGMFA. School of Illustration

"Academy of Art University's Online Education provides me the privilege to receive quality education while staying with my family in Hong Kong. The program's flexibility gives me great freedom to manage my time, work on side projects, and even come to study abroad for the summer semester! I have especially benefited from the online career talks which helped me land my current position at an animation studio."



ARTHUR BULLOCK JR. MFA. School of Animation

"Online Education at Academy of Art University was a perfect fit for my lifestyle for several reasons. Working toward a graduate degree in visual effects, I knew I wanted to go to one of the top schools in the field. With their online program, I can complete courses from anywhere on the planet, and continue learning industry-proven techniques that will help me advance my career to the next level."



How The Courses Work

CREATE YOUR OWN CLASS SCHEDULE

When you take online courses at the Academy, you are free to manage your own time; there are no set class schedules that require you to be online at specific times of the day. Course content is divided evenly across 15 modules spread out during a semester. Each module's coursework—instructional videos, audio-enhanced slideshows, digital documentation, interviews, and more—is made available at the start of each module period.

SUBMIT YOUR WORK & RECEIVE FEEDBACK

We have developed our own custom Learning Management System (LMS) to specifically teach art and design. The LMS is a centralized web tool that lets students and faculty easily interact and exchange digital assets. The LMS whiteboard feature allows instructors to mark up your work and provide detailed feedback, even audio commentary. The LMS also serves as your central hub for class news and updates, grade information, ESL support, scheduling one-on-one tutoring sessions, and a host of other features tailored to make your online education as rich as possible.

ENGAGE YOUR PEERS

You may work and study independently, but that does not mean you cannot call on the support of your online classmates. Each course offers a class discussion area where students and instructors can freely exchange thoughts, post work, and provide or receive creative feedback. The discussion area's sole purpose is to give you and your peers the opportunity to support one another's development as artists.

Academy Life

A substantial part of an artist's growth and inspiration occurs outside the classroom or studio. At Academy of Art University, we understand this.

EVENTS

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

URBAN KNIGHTS RADIO

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

ACADEMIC CLUBS

Join a community of Academy of Art University students with similar interests to discuss ideas, promote your work, form collaborations, and share information.

FITNESS & RECREATION

Get active and stay healthy with our free Campus Recreation classes and workshops, or use the gym, pool, basketball courts, and/or skateboard ramp.

VIRTUAL BOOKSTORE

All required textbooks are available at our virtual bookstore. As an Academy of Art University student, you can buy or sell textbooks here.

CULTURAL CLUBS

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

HOUSING

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

DINING

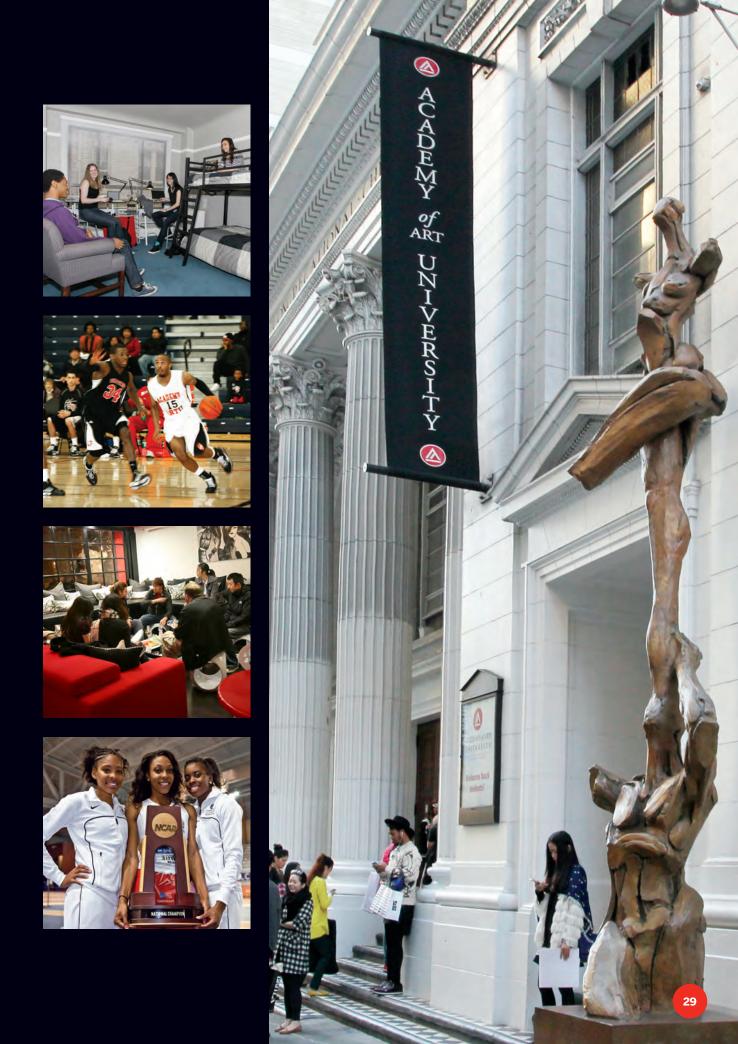
Stay healthy with delicious and filling meals in one of our dining halls with flexible meal plans and Knight Kash. The Knight Kash program enables your student ID for dining on campus and at select off-campus vendors, giving you the ultimate flexibility, variety, and value you deserve.

ATHLETICS

We believe in nurturing the whole artist by developing athletic ability along with artistic talent. We are proud to be the only higher arts education institution in the country to have an NCAA athletics program. Recreational intramural sports are also available. Learn more at artuathletics.com.









Experience what makes San Francisco the best place for creative minds.



MUSEUMS

Academy of Art University
Automobile Museum
Legion of Honor
de Young Museum
Asian Art Museum
Museum of Modern Art (MOMA)
California Academy of Sciences
Yerba Buena Center for the Arts
Cable Car Museum
Palace of Fine Arts Theatre
Exploratorium
Walt Disney Family Museum
Museum of Performance & Design
Museum of Craft & Design
Museo Italo Americano

GALLERIES

Atelier 625 Gallery The Cannery 688 Sutter Gallery

NEWS SOURCES

SFGate San Francisco Chronicle SF Weekly



TRANSPORTATION

MUNI

AC Transit

BART (Bay Area Rapid Transit)

Cal Train

Golden Gate Transit

SamTrans

THEATRES & VENUES

The Fillmore

Bill Graham Civic Auditorium

The Warfield

Bottom of the Hill

Rickshaw Stop

Alamo Drafthouse

Great American Music Hall

The Independent

The Fox Theatre

SHN Orpheum Theater

The American Conservatory Theater

The Castro Theatre

SFJAZZ

San Francisco Conservatory of Music

San Francisco Opera

San Francisco Symphony

San Francisco Ballet

AT&T Park



DISCOUNTS

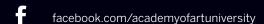
Our partnerships get our students further with discounts that let them enjoy the San Francisco life to the fullest.

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- 2. SUBMIT ELECTRONIC TRANSCRIPTS TO:

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