STUDIO ARTS
EDUCATION FOR ENTERTAINMENT CREATIVES

School Catalog
2026

(January 1, 2026 to December 31, 2026)

Studio Arts – 570 West Avenue 26 – Suite 425 – Los Angeles, California 90065

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TO THE PROSPECTIVE STUDENT

Hello and welcome to Studio Arts… we are happy to see your interest in furthering your education with us. As a way of getting to know who we are, what we do, and how you can join us, we created this catalog for you to read and take in what being a student of Studio Arts could mean for you. Please read on!

Firstly, as a prospective student you are asked to review this Catalog prior to signing any enrollment agreement with Studio Arts. Secondly, you will also want to review our School Performance Fact Sheet, which we must provide to you prior to you signing an enrollment agreement and the start of training.

A printed or electronic copy of this catalog shall be available upon request. You can also find and download both this catalog and the School Performance Fact Sheet online at:

www.studioarts.com/about - (Click on this link to view contents and/or to download a copy.)

Studio Arts' School catalog is updated once per year – on or by September 30th of the preceding school year. If you would like the most recent information regarding classes, courses are other items in this catalog, please feel free to email your inquiries to: **office@studioarts.com** or call us at **323.227.8776**.

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the Bureau of Private Postsecondary Education at:

Bureau for Private Postsecondary Education
1747 North Market Boulevard, Suite 225, Sacramento, California, 95834
***Or*: PO Box 980818, West Sacramento, CA 95798-0818**
www.bppe.ca.gov
Telephone: (888) 370-7589 or (916) 574-8900 *or* by fax (916) 263-1897 (F)

Thank you for your interest in Studio Arts. We are proud to serve your educational needs!

About Studio Arts

Studio Arts is Hollywood's premier 3D animation, visual effects and production design training facility. Located in the beautiful Los Angeles River Center and Gardens, Studio Arts has garnered a reputation as the school of choice for motion picture, television and video game professionals seeking training that reflects the latest trends in the entertainment industry.

Studio Arts works with public agencies and private employers to identify regional workforce needs in order to design, set-up, and coordinate programs. These activities provide pre-employment training in basic and job-specific skills for those preparing to enter or return to the workforce.

Studio Arts provides post-employment training for businesses and industries to upgrade employees' skill levels to meet current and projected needs. These training activities are facilitated to enable employers to update and expand professional and managerial skills of employees. Meeting employers' needs in this venue will assist area businesses to expand their growth and maintain a competitive edge.

Studio Arts provides online (live, in Zoom) and in-person training in Computer Animation, Graphic Design, Game Design, Compositing and Visual Effects, Motion Graphics. Production Design and Editing. Programs such as these enable students to enhance professions in the Entertainment Industry throughout the world. All instruction is in English, with exception of classes requested and conducted in another language for special occasions.

Studio Arts produces the finest alumni anywhere. Artists presently working at Disney, Warner Bros., DreamWorks, NBC/Universal, Netflix, Sony, Bento Box and other prominent studios attend our school to increase their technical knowledge of computer animation, visual effects, compositing and graphic design.

History

Studio Arts was founded December 1st, 2001. Studio Arts was begun because of the many experiences that had come to be known by artists we'd served over that time. The fact that these artists were among the most talented in the world and whose work stood at the apex of fine art warranted opening a school that would provide studio artists the kind of training they needed to stay at the top of their professions.

Located in the Los Angeles River Center Gardens, Studio Arts is the perfect setting for a school of fine art. Surrounded by gardens, fountains and beautiful architecture, it has quickly become the school of choice for many motion picture, television, and video game professionals working in the entertainment industry.

Studio Arts' faculty consists of experienced production artists who are working at the top of their craft and includes many who are published authors as well as entertainment industry professionals currently recognized internationally for their artistic accomplishments at studios such as Walt Disney Animation Studios, Bento Box, Cartoon Network, DreamWorks SKG, Nickelodeon and many others.

Studio Arts has never filed Bankruptcy and is not indebted. It is a privately owned institution and has no pending petition in bankruptcy, is not operating as a debtor in possession, has not filed a petition with the preceding five years, nor has it had a petition in bankruptcy filed against Studio Arts that has resulted in reorganization under Chapter 11 of the United States Bankruptcy Code (11 U.S.C. Sec. 1101 et seq.)

Mission Statement

Studio Arts' mission is to enhance the skills of professionals working in the entertainment industry through quality training in media production. Studio Arts utilizes instructional methods that unlock and enhance an

artist's creative potential with both live, online and in-person training. This is accomplished through use of state-of-the-art hardware and software as well as online capabilities through which a professional, talented and diverse faculty that has developed a world-class curriculum. Trainees who complete our courses will do so with the ability to master the latest technology and techniques for affecting the highest level of work-ready skills attainable.   To do this, Studio Arts has developed and will continue to foster strong, working relationships within the entertainment industry worldwide that are essential to our students' career success.

Facilities and Location

Physical Plant - The physical plant and square footage of all of Studio Arts is 2,020 square feet. There are two classrooms, administrative offices, a locked fireproof file room and a library.
Online Classrooms - Be aware that all Studio Arts classes are **live, online and conducted in Zoom**. There are four Zoom rooms that are utilized and each online class will have a specific Zoom Studio Room number and code to enter the assigned online classroom. Since you will be working from your own location, it is highly advised that you, the student, work from a Mac or PC that is less than 5 years old and has a minimum of student work with a large screen monitor (2 screens is even better!) A 3-button mouse and full keyboard is a must if you are using a laptop. Students are responsible for the purchase and use of their own software for this class.
Administrative Offices - Studio Arts offices are located at The Los Angeles River Center and Gardens, 570 W. Avenue 26 – Suite 425, Los Angeles, CA 90065

Equipment

Studio Arts instruction is delivered online by instructors and staff that maintain state-of-the-art Zoom classrooms using their own equipment. Students are advised that they will need to have their own It is highly advised that the student work with a large screen monitor (2 screens is even better!) A 3-button mouse and full keyboard is a must if you are using a laptop. Students are responsible for the purchase and use of their own software for this class.

Library

The Studio Arts library is open to all students during business hours. Texts include recommended relevant books, entertainment industry periodicals, magazines and other materials that allow the students to keep up with trends and changes in technology. Also available are online resources available through the internet and are obtained online or in the library. The library is located at the main office and is open daily from 1:00pm-5:00pm, Monday through Friday, except holidays and special events. To access our library, please contact the Studio Arts Office at **323.227.8776** or email **office@studioarts.com** and let us know what books or periodicals you may wish to view or which online resources you may wish to peruse.

Studio Arts Classroom and Office Locations

Studio Arts Main Office and Physical Classrooms are located inside the Los Angeles River Center and Gardens at **Studio Arts - 570 W. Avenue 26, Suite #425 - Los Angeles, CA 90065**
Online Classroom instruction is conducted in: **Online in - Zoom Studios 1 through 4**
Phone **(323) 227-8776 / 8775 (Fax)** - Website: **www.studioarts.com** Email: **admin@studioarts.com**

Hours

General office hours: (Monday through Friday – 1:00 pm – 5:00 pm) exception of holidays or special events.

Licenses and Approvals

Studio Arts has licenses and approvals from Adobe Corporation, Apple Corporation, Autodesk, Epic Games, The Foundry, Nemetshek, Pixologic, SideFX, Toon Boom Studios. We are also licensed by the Bureau of Private and Postsecondary Education Non-Degree Courses, South Bay Workforce Investment Board (iTrain/WIA/WIOA/TAA) / California ETPL

(Employment Training Provider List.) **Please Note:** Studio Arts is not approved by any accrediting agency as required for dispensing Federal grants or loans. Therefore, a student enrolled at Studio Arts is NOT eligible for Federal financial aid programs, such as the Pell Grant.

Registration Requirements for Skills Mastery Programs at Studio Arts

Students enrolling in any Skills Mastery Programs are required to attend an orientation and skills assessment session before beginning any classes leading to a Skills Mastery Certificate. A student is considered enrolled only after he/she completes all orientation and assessment requirements.

Quarterly Registration

Studio Arts has four (4) distinct registration periods for each term – Fall, Winter, Spring and Summer

Winter Quarter 2026 - Registration begins - December 1, 2025
Spring Quarter 2026 - Registration begins - February 1, 2026
Summer Quarter 2026 - Registration begins - May 1, 2026
Fall Quarter 2026 - Registration begins - August 1, 2026

Please note: This catalog is printed annually (by September 30th of the previous school year) and is subject to change. Please email admin@studioarts.com or call (323) 227-8776 for latest registration information.

For an online copy of our most current catalog, please visit:
http://www.studioarts.com/about/catalog (and click on the catalog for a **downloadable .pdf**)

For an online copy of the most current Annual Report, please visit:
http://www.studioarts.com/about/annualreport

Early Registration

This is held at announced times during the preceding period. Early registration enables currently enrolled students to pre-register for the forthcoming term. New students are also assigned times during which they may pre-register. In general, early registration eliminates the encountering of long lines, and it assures students of preferential scheduling.

Open Registration

Open registration occurs prior to the beginning of classes each term and is scheduled to correspond with the Academic advising schedule. Primarily those students unable to register early should use it. In addition, those students who are registered may process schedule adjustments (add/drops) during open registration.

Late Registration

During the first week of classes, late registrations may be accomplished. The late registration is subject to the availability of classes and approval of an academic counselor.

Registration - Tuition and Fees Payment Policy and Fees Payment Schedule

For registration purposes, all tuition and fees for individual, registered classes or for skills mastery programs are due and payable once an Enrollment Agreement has been made between the student and the school in advance with the Registrar. Payments are to be made to Studio Arts in full three (3) days PRIOR to the start of any class or skills mastery program. However, in some cases, and with expressed permission of the Registrar, it is permissible to pay over the length of the program. You will need to complete a Registration Form, a signed Enrollment Agreement and payment as required to hold your place in class.

For students enrolling in **Skills Mastery Programs**, payments are due and payable in advance at the Registrar's office. However, an extended fee schedule may be arranged.

Example: **Student A** has enrolled in the school's <u>Graphic Design</u> Program. The program is 240 hours long, takes six months to complete and costs $7,500. **Student A** would like to pay the tuition over the duration of program in increments of 1/3 payments.

Payments: **Student A** has agreed to make a payment of $2,500 for first 1/3rd of course shall be made no later than the three (3) days prior to the first class of that of instruction in that program. A payment of $2,500 for the second 1/3rd of the course will be due no later than completion of the 90th hour of instruction of the course or no later than three (3) days prior to commencement of the second quarter of instruction, whichever comes first. A payment of $2,500 for the last 1/3rd of the course will be due upon completion of the 160th hour of instruction or completion of the second quarter of instruction, or three (3) days prior to the start of the third quarter, whichever comes first.

Tuition for 240-hour **Graphic Design Program** @ $26.67 / hour	$6,400.00	Refundable
Expenses (Use of Equipment and Lab) 240 hours @ $4.17 / hour	$1,000	Refundable
Fees (Registration Fee)	$100	Refundable
State Tuition Recovery Fee	0	Non-refundable
Total Paid for **Graphic Design Program** of 240 hours length	**$7,500**	

Payment Schedule if Student A pays in 1/3 increments:

Tuition Payment for first 1/3rd of Program	$2,133.34	Due 3 days prior to program start
Expenses (Use of Equipment and Lab)	$333.33	Due 3 days prior to 1st class
Fees (Registration Fee)	$33.33	Refundable
State Tuition Recovery Fee	0	Non-refundable
Total due for 1st payment	**$2,500**	**Due 3 days prior to program start**
Tuition Payment for second 1/3rd of Program	$2,133.34	Due at completion of first 1/3rd program
Expenses (Use of Equipment and Lab)	$333.33	Due at completion of first 1/3rd program
Fees (Registration and Online Usage Fee)	$33.33	Refundable
State Tuition Recovery Fee	0	Non-refundable
Total due for 2nd payment	**$2,500**	**Due at completion of first 80 hours**
Tuition Payment for last 1/3rd of Program	$2,133.34	Due at completion of 2/3rd of program
Expenses (Use of Equipment and Lab)	$333.33	Due at completion of 2/3rd of program
Fees (Registration Fee)	$33.33	Refundable
State Tuition Recovery Fee	0	Non-refundable
Total due for 3rd payment	**$2,500**	**Due at completion of 160 hours**

Admissions Requirements

Before enrolling or signing an enrollment agreement, all applicants, upon request, prospective students will submit to an interview and briefing of requirements to attend Studio Arts. Information about various school programs will be provided, and any of the applicant's questions and concerns will be addressed. The Director or other designated staff member will interview the student in person, by telephone, in writing or online. Discussed in the interview will be the educational and occupational goals of the student. Information pertaining to the school's training programs and financial programs will also be discussed at that time.

Foreign Students: Prospective students from other countries who desire consideration for participation will submit to an interview with the Director or designated staff. The Director or other designated staff member will interview the student in person, by telephone, in writing or online. Foreign students are made aware that all classes are conducted online and in English, unless otherwise arranged. Foreign students, please note: Studio Arts does *not* offer F-1 on M-1 visa services.

To be considered for admission, all students, native or foreign speakers of English, should be aware of and observe these guidelines for enrollment as a student at Studio Arts:

1. All instruction is in English. Foreign students be aware that ESL services are not provided.
2. Introductory courses require basic computer skills. It is advised that students possess basic computer knowledge and experience. More advanced courses may require more extensive experience with specific computer graphics, animation, editing and/or design platforms. The student's level of computer proficiency will be discussed in the interview.
3. In addition, prospective students are required to participate in the personal interview to evaluate the prospective student's aptitude, motivation and attitude to complete the courses.

Credit - Acceptance of Credit for Prior Education or Experience

Appropriate placement in classes is determined by an **intake interview with the Director**. If you wish to take classes that are more than introductory or require more than basic skills in the software you've chosen to take, you'll be asked to provide proof of previous experience. This will be determined in your intake interview. The intake interviews will be voice and/or online. You may wish to have items such as resume, IMDB credits or other means of proof of software experience ready for the interview.

- Credit may also be determined through submission of work done in software you have or are already using, such as that seen in a portfolio or demonstration reel. It is very helpful if you have your work posted online.
- Experience may also be determined through your profile of software familiarity in the Skills section of your LinkedIn profile or your submission of work to websites such as Art Station (Epic Games,) Blender Discord Channel, etc. It is helpful if you belong to a union, company or other organization that may be related to the kind of instruction you'd receive at Studio Arts.
- You may also use your own website showing work that demonstrates your level of software knowledge. Equivalent prepared work that has been published and demonstrates skills using the same or similar software products different from those offered at Studio Arts will also be taken into consideration. E.g.: You're a Maya user, but you would like to learn Blender.

NOTE: College or other secondary school transcripts are not required. While student transcripts are helpful, please be aware that Studio Arts does not have articulation agreements with any other schools, colleges or universities. This option to apply school transcripts for credit or exceptions to entry-level classes in any skill using software will be based on your interview with the Director. Proof of competency using software may also be subject to review and will be the sole responsibility of the prospective student to provide. A good example would be sharing projects or artwork you've prepared for viewing by the Director.

<u>Important Note: Transferability of credits and credentials earned at Studio Arts to another school</u>

The transferability of credits you earn at Studio Arts to another school is at the complete discretion of an institution to which you may seek to transfer. Acceptance of any Certificate of Completion that you've received from Studio Arts is also at the complete discretion of the institution to which you may seek to transfer. If the Certificates of Completion that you earned at our school are not accepted at the institution to which seek to transfer, you may be required to repeat some or all your coursework at that institution. For this reason, you should make certain that your attendance at Studio Arts will meet your educational goals. This may include contacting an institution to which you may seek transfer after attending our school to determine if your Certificate of Completion will meet their transfer requirements.

GENERAL OPERATION INFORMATION

<u>Quarterly Term Schedule</u>

Winter Quarter – January 1 to March 31st, 2026 (unless otherwise noted)
Spring Quarter – April 1 to June 30th, 2026
Summer Quarter – July 1 to September 30th, 2026
Fall Quarter – October 1 to December 31st, 2026

<u>Online Classroom Operating Schedule</u> (Please Note: All Studio Arts classes are conducted LIVE and ONLINE)

Day Schedule:	Monday through Friday:	9:00 am - 5:00 pm
Evenings:	Monday through Friday:	6:00 pm - 10:00 pm
Saturdays:	(if classes are scheduled)	8:30 am - 8:00 pm
Sundays:	(if classes are scheduled)	8:30 am - 8:00 pm

<u>Office and Lab Operating Days & Hours</u>

All Studio Arts classes are conducted online. Exceptions may be made for corporate training performed in-person at a business location, as noted above. Classes are conducted from 9:00am to 5:00pm on weekdays and 6:00pm to 10:00pm weekday evenings (Monday through Friday.) Online weekend classes are conducted from 8:30am to 7:45pm on Saturdays and Sundays. Online office business hours are from 10:00 am to 5:00 pm (except holidays or term breaks.) A program coordinator is available to assist students and faculty with any administrative support they may need Monday - Friday, between 1:00pm to 4:30pm. Appointments are preferred and can be arranged through the office coordinator or other person on hand who can set up appointments for other times with the Director or other staff upon request.

<u>Equal Opportunity</u>

Studio Arts is committed to providing equal opportunity for all, without regard to race, religion, national origin, gender, sexual orientation, marital status, age or disability.

Studio Arts does not unlawfully discriminate on the basis of race, color, national or ethnic origin, religion, age, sex, pregnancy, or prior military service in administration of its educational policies, admission, financial aid, employment, educational programs, or activities. The Director of Operations is responsible for the coordination of nondiscrimination efforts and the investigation of employee and student complaints alleging discrimination.

The laws and regulations prohibiting the above discrimination are 1) Title VI and VII of the Civil Rights Act of 1964, 29 CFR 1601-1607; 2) Equal P Act of 1963, 29 CFR Part 800; 3) Title IX of the Education Amendments of 1972, 45 CFR Part 86; 4) Age Discrimination in Employment Act of 1967, 29 CFR Part 850; 5) Sections 503 and 504 of the Rehabilitation Act of 1973, 45 CFR Part 84 and 41 CFR Part 741; 6)

Section 402 of the Vietnam Era Veterans' Readjustment Assistance Act of 1974, 41 CFR Part 60-250; 7) the Americans' with disabilities Act of 1990.

Students with Disabilities

In accordance with State and Federal law, requirements for attending Studio Arts shall be modified as necessary to ensure that they do not discriminate or have the effect of discrimination, on basis of handicap, against qualified handicapped applicants or students. The procedure for seeking an adjustment is as follows:

Studio Arts believes that disabled persons should have an equal opportunity to compete academically and vocationally to participate in the full range of its postsecondary experience. Academic support services for students with disabilities include recordings of recordings with audio transcription, interpreter services (if available,) hearing screening, speech therapy, and equipment resources may also be available. If you have special instructional needs, please let the person interviewing you for admission know what they may be.

POLICIES AND PROCEDURES

Textbooks

Studio Arts does not sell textbooks to students. Since classes are conducted online, instructors may provide a syllabus and/or materials through Google cloud or other such means. Each class has its own unique study materials, and they are included as part of admission. These materials will be issued only to the students who have completed admission procedures and requirements. Studio Arts does not sell any other published materials to its students, nor are they required. Students are, typically, in receipt of prepared materials for each class at no cost to them. Students are responsible for purchasing their own copies of software used.

Transportation

No transportation to our physical location is necessary. If there is an occasion to meet at the Studio Arts physical facility or off-campus locations, students will provide their own transportation with adequate insurance. If you will be coming to our physical location, parking at Studio Arts is free. Also, there is public transportation such as an MTA Transit bus stop and Gold Line station located near the school on W. Avenue 26 in Los Angeles.

Student Grievance Procedures

The school provides support and encouragement to students and attempts to present options and solutions. Complaints are handled with sensitivity to the student and assurances of complete confidentiality and resolution on a case-by-case basis.

Students with complaints, grievances, and personal concerns about Studio Arts instruction or any of its policies are encouraged to discuss them with the Studio Arts staff. It is the school's policy to attempt to resolve problems directly and within appropriate levels of authority. If a student has a grievance (unresolved complaint) about instruction, conduct in classes, their status in a class or have failed to pass, the first option is to consult with their instructor. Mediation is usually and readily made between students and instructors.

If the student is not or comfortable with resolution with the instructor and or disputes a rendered decision after consultation with the instructor, the matter may then be escalated for review by the school's Director or other appropriate and designated staff for further consideration and resolution.

For more information and/or to make an appointment with the School Director, please contact Studio Arts at admin@studioarts.com or call (323) 227-8776.

Student Complaints

A student or any member of the public may file a complaint about this institution with the Bureau of Private Postsecondary Education by calling **(888) 370-7589** or by completing a complaint form, which can be obtained on the bureau's internet website - **www.bppe.ca.gov**

Bureau for Private Postsecondary Education
1747 North Market Boulevard, Suite 225, Sacramento, California, 95834
***Or*: PO Box 980818, West Sacramento, CA 95798-0818**
www.bppe.ca.gov
Telephone: (888) 370-7589 or (916) 574-8900 *or* by fax (916) 263-1897 (F)

A copy of a **Complaint Form** may also be obtained by contacting the Director in the Studio Arts Office.

Grading Standard

Grading for all Studio Arts classes is determined on a Pass / Fail basis. Letter grades are *not* given for classes attended nor will they appear as such on student transcripts. Classes are deemed PASS / FAIL (P / F.) If it is determined that letter grades are to be used for a particular class, Studio Arts will use the following grading system to evaluate the academic performance of the student where necessary:

90-100%	=	A	4.0	=	Outstanding
80-89%	=	B	3.0	=	Very Good
70-79%	=	C	2.0	=	Good
60-69%	=	D	1.0	=	Minimum Pass w/ Evaluation
Below 60%	=	F	0.0	=	Fail
I	=	I	Incomplete		
W	=	W	Withdrawn		

GRADUATION REQUIREMENTS

Students must comply with the following requirements in order they receive a **Certificate of Completion** or **Certificate of Skills Mastery** in their chosen classes and/or fields of study from Studio Arts.

1. Complete the total minimum number of class hours required by the program of study. This will be a minimum of 24 hours for individual classes or 80% of any Skills Mastery Program.
2. Achieve a minimum collective average of passing grades of "PASS" or "P" (70% or greater) and receive a "P" at the completion of their scheduled class or program.
3. Pass all verification tests of the selected programs of study at a minimum of 70%.
4. Upon graduation have a minimum of 70% "Passes" for required classes.
5. Satisfactorily complete any pending probationary requirements or responsibilities.
6. Meet all financial obligations, if any, incurred with Studio Arts.
7. Complete all required prerequisite and core classes, unless otherwise waived by Studio Arts
8. The student is expected to complete their course of study on time and must complete all required courses within one and a half times (1.5) the stated length of the program of studies.

Leave of Absences and Graduation: Students who have taken an authorized "leave of absence," or take longer to complete their program than anticipated must adhere to Studio Arts guidelines. If there is outstanding work that you needed to provide to a teacher before exiting the school, you will have 7 days to submit that work upon return.

Exceptions for Graduation: There may be a special instance where graduating on time is just not possible. Whatever the occasion, the student and Studio Arts will make every attempt to resolve any outstanding issues that would prevent a timely and gratifying graduation experience for the student.

Students can enroll in the following Skills Mastery Programs Full Term (or Short Term.) The programs offered by Studio Arts are:

CG Modeling // Compositing & VFX // Computer Animation // Digital Illustration // Digital Set Design // Graphic Design // Unreal Engine // Virtual Production

Certificates of Skills Mastery will be issued at graduation upon satisfactory completion and passing of either 120 hours' worth of training for short-term courses, or 240 hours' worth of training for regular, full-term courses in any of the above-mentioned skills mastery areas.

CAREER PLANNING AND PLACEMENT OFFICE

Student Services

Studio Arts believes in putting the students at the heart of its purpose. As a result, the school is especially dedicated to providing personalized service for each student. Students enjoy technological resources, small classes, and a supportive faculty and staff who can be reached anytime.

Academic Advising

Beginning with your first attendance at Studio Arts, expert guidance is provided one-on-one by a faculty advisor (usually the Director, lead instructor or appropriate staff) with experience in your chosen field. Advisors take their responsibility seriously as they assist you in planning an academic program and choosing a course of study.

Job Placement Assistance

Studio Arts does not guarantee any student gainful employment but is dedicated to helping them find work.

Studio Arts maintains placement services to assist students in locating employment for which they were prepared. In addition, the department maintains contact with employers to obtain updated information regarding available career opportunities and, when appropriate, sends resumes to prospective employers.

Housing Assistance

All Studio Arts instruction is delivered ONLINE. Studio Arts has no dormitory facilities under its control.

Educational and Student Records

Student academic and financial records are maintained in the school's secure (encrypted) database. Any information in written form/hard copy, as secured in lockable, fireproof file cabinets, which are located inside the Admission and Records Office. Only designated school personnel have access to such records. All employees of Studio Arts are prohibited from divulging any information contained in such records. Records generated by the school itself, such as grades, and transcripts are also maintained on an encrypted computer hard disk. All records are accessed and maintained permanently by the Director or other appointed staff.

Recordkeeping and Custodian of Record

Academic and financial records are securely maintained and kept in encrypted databases. In the instance of hard copy files, records are kept in locked file cabinets permanently located in the Studio Arts office at:

Studio Arts - 570 W. Avenue 26 - Suite 425
Los Angeles, California - 90065
(323) 227-8776 (Voice) / 8775 (Fax) - Email: admin@studioarts.com

Transcripts and Educational Records

The institute maintains printed and digitally secure student records for a period of not less than five (5) years and all student transcripts are kept permanently in digital storage on its campus.

The custodian of records shall be the Director. Studio Arts maintains records for each enrolled student, including written, recorded or transmitted documents and transcripts used in the admission process; records of academic progress; financial transactions; transcripts; and other final records.

Copies of transcripts, attendance records, projects, papers, etc., can be requested from the SA Administrative Office. The fee is $25 for each set of copies to any individual address. Please allow 5 working days for each request.

Disclosure of Educational Records

Students have the right to review their educational records. The Family Educational Rights and Privacy Act of 1974 make every effort to protect the privacy and confidentiality of all student records. Students wishing to review their records should make a written request to the Director of Operations. An appointment with the director will be scheduled within one week after receipt of the written request. Disclosure of a student's educational records to other parties, except those permitted by law, will not be made without prior written consent of the student.

Student records are maintained in written form/hard copy, in lockable file cabinets and are located in the Admission and Records Office. Only designated school personnel have access to such records. All employees sign a confidentiality statement prohibiting them from divulging any information contained in such records. Records generated by the school itself, such as grades, and transcripts are also maintained on computer disk.

Purpose and Goals

Studio Arts seeks to create a learning environment in which the pressing need for practical knowledge in our adult students is met. The time constraints and the requirements of real-world application bring urgency to the learning process that our institution must harness and implement. Guided by these concepts, Studio Arts goals are to:

1. Equip students with the necessary skills to excel in their chosen field of study.
2. Acquaint students with the most contemporary theories, principles and techniques in their chosen fields of study.
3. Enhance the intellectual, social, and physical development of each of its students.
4. Develop an attitude of independent thinking and a quest for knowledge.
5. Develop a sense of professionalism, including values, ethics, and the necessary judgment for its graduates to function effectively in their chosen field.
6. Instill in its students the ability to assume responsibilities and the leadership skills required in the workplace.

Attendance and Work Submission Policy, including Distance Education

Students are expected to attend all classes, in person or online on time and to stay for the duration of each class. Student are expected to maintain their workload of all classes and complete assignments in a timely fashion. If students expect to be absent, they must notify the administrative office and their instructor in advance. This notice does not excuse the absence. Absences are recorded into a student's permanent files. Daily attendance will be taken in class and will be kept as part of the permanent record in the student's file. Students are encouraged to treat this term to study as an employment situation and keep their attendance and other work habits as professional as if they were at a place of employment.

Students must maintain a minimum attendance record of 80% per month. If student attendance falls below 80%, the student will be placed on 'attendance probation' for sixty (60) days.

Students must complete lessons and submissions of work on time. If attending an online class, the student should complete and submit work at least one (1) day prior to the next session their class meets. Classes meet weekly, so in the case of *final work* to be submitted for completion of an online class, the instructor must be in receipt of student lessons, projects, or dissertations to the instructor and/or the institution's mailing or email address within one week (7 days) for an evaluation from the instructor for completion of the program.

Student probation status can be dismissed when they improve their attendance to 80% or above. Students failing to meet the minimum attendance requirement my be terminated from their programs.

Certificates of Completion are issued when make-up work, testing and verifications are completed.

Absences

Except in case of a student's official leave of absence, all unreported reasons for absence will be considered unexcused except for the following circumstances: illness, death, marriage or birth of an immediate member of the family, scheduled internship or apprenticeship, or job placement interviews. If there is an absence excused or unexcused, it is the responsibility of the student for make-up work with the instructor as needed.

Please note: Any student missing more than 20% of the program's regularly scheduled classes and other, requisite instructional time may not be eligible for their Certificate of Completion until they justify all absences and complete all incomplete work, including verification testing and hands-on lab testing.

Leave of Absence Policy

Leave of absence is granted for purposes other than recreation or leisurely travel. In any twelve-month period, the school may grant no more than a single leave of absence to a student, provided that: A) The student has made a written request to be granted a leave of absence and B) The leave of absence does not exceed sixty (60) days. The student shall not be charged any sum of money for leave of absence. For purposes of refund calculations leave of absences are not charged and are based on the last day of attendance.

Tardiness

Tardiness is a disruption in a good learning environment and is highly discouraged. Students should, and are expected to, comply with the academic times and calendar scheduled established by Studio Arts. Tardiness is considered arriving fifteen (15) minutes or more after class begins. Tardiness without a legitimate reason on two occasions in one subject shall both be considered as one unexcused absence.

If a student displays a continued pattern of tardiness, absence or leaving early, an administrative official will meet with them and try to determine why and what can be done to help the student obtain satisfactory attendance. It is the desire of Studio Arts staff to work together with our students to find solutions that may be hindering a successful educational experience and assist them in obtaining their chosen career goals.

Students that do not demonstrate professional responsibility in their programs will be dropped. A student that is dropped from a program may appeal decision in writing within thirty (30) days. Appeals should include an explanation of his/her behavior and effort that is made to correct the negative behavior pattern.

The result of the appeal is determined at the discretion of the School Director and the Lead Instructor for that discipline or field of study. The student will be notified of that determination within five (5) working days of receipt of the appeal by registered mail.

Make-up Policy

Make up work is required for absences if homework has been assigned. You will have up to 6 days or the day prior to the next class session to complete homework or any other assignments. It is the responsibility of the student to submitted work on time. Make-up arrangements are made with the instructor.

Warning Notification

The administrative office will advise the student when an attendance problem has been determined. Students who have missed five (5) consecutive sessions of classroom or lab study and have not contacted the administrative office or their instructor will receive a warning notification by email or registered mail.

A student who fails to contact the administrative office by the deadline date indicated in the notification may be terminated. A student will then be terminated after failing to attend the scheduled program for ten (10) consecutive days.

STUDENT RIGHTS

Student's Right To Cancel

You have the right to cancel your contract for school and obtain a refund of charges paid through attendance without any penalty or obligation at the first class session, or the seventh (7th) day of enrollment, whichever is later. Read the Notice of Cancellation form for an explanation of your cancellation rights and responsibilities. If you have lost your Notice of Cancellation form, you may ask a school representative for a copy.

1. After the end of the cancellation period, you also have the right to stop school at any time, and you have the right to receive a refund for the part of the course not taken. Your refund rights are described in the contract. If you have lost your contract, ask a representative for a copy of the refund policy.

2. If the school should close before you graduate, you may be entitled to a refund. Contact the BUREAU FOR PRIVATE POSTSECONDARY EDUCATION at the address and telephone number printed below for information.

3. A student or any member of the public may file a complaint about this institution with the Bureau of Private Postsecondary Education by calling (**888) 370-7589** or by completing a complaint form which can be obtained on the bureau's internet website: **www.bppe.ca.gov** If you have any complaints, questions, or problems that you cannot work out with the school, please write or call:

Bureau for Private Postsecondary Education
1747 North Market Boulevard, Suite 225, Sacramento, California, 95834
Or: **PO Box 980818, West Sacramento, CA 95798-0818**
www.bppe.ca.gov
Telephone: (888) 370-7589 or (916) 574-8900 _or_ by fax (916) 263-1897 (F)

Suspension and Dismissal

Studio Arts shall reserve the right to suspend or dismiss any student who violates the Academic Satisfactory Progress Standards, Policies on Attendance, Student Regulations, Controlled Substance, and the Code of Conduct. Suspension and dismissal may be appealed in writing to the School Director. The appeal must state the reason why the student's situation warrants a review.

Reinstatement

A student who has been suspended or terminated for failing to maintain satisfactory academic progress or satisfactory attendance may be reinstated by the appeal process and placed on probation. By the end of the probationary period the student must achieve an equivalent of 70% or higher passing scores and an attendance ratio representing 67% attendance, to be removed from probation. Only under special circumstances may the student be reinstated more than once with the approval of the school's Director.

Withdrawal From Course

To withdraw from the school, a student should notify Studio Arts in writing. The student is requested to contact the school to complete the withdrawal process. After the process has been completed, a grade of "W" will be awarded for the module(s) the student has started but not completed. The time elapsed in the module(s) will be given a grade of "W" and will be counted as hours attempted toward the calculation of course completion percentage.

You have the right to withdraw from Studio Arts and obtain a refund of charges paid through attendance without any penalty or obligation at the first class session, or the seventh (7th) day of enrollment, whichever is later. You are provided a Notice of Cancellation form for an explanation of your cancellation rights and responsibilities. If you have lost your Notice of Cancellation form, you may ask a school representative for a copy or provide the following in writing:

Example:

………

To Whom It May Concern,

I, Your Full Name at Time of Registration, am giving you this notice in writing to inform you of my wish to cancel and withdraw from Name of Program.

With my cancellation of this program, I request that you give me a pro-rata breakdown of any refund that I am entitled to receive, including a date I can expect to receive it.

Your Signature   *Date*

_____   _____

………

Tuition Refund Policy

The student has the right to withdraw from the training without penalty at any time. Upon withdrawal, the Refund Policy will apply. Student is only obligated to pay for educational services rendered, and materials received but not returned.

If the amount the student has paid is more than what is owed, then a refund will be remitted within thirty (30) days of the withdrawal.

The refund shall be the amount the student paid for instruction multiplied by a fraction, the numerator of which is the number of hours of instruction which the student has not received, but for which the student has paid, and the denominator of which is the total number of hours of instruction for which the student had paid.

All amounts which the student has paid, however denominated, shall be deemed to have been paid for instruction, unless the student has paid a specific charge for equipment as set forth in the agreement for the course of instruction. The last date of the student's attendance is used for all refund calculations. The student has the right to cancel the enrollment agreement and obtain a refund of charges paid through attendance at the first class session, or the seventh day after enrollment, whichever is later. A student who cancels an enrollment agreement on or prior to the midnight of the seventh (7th) day of enrollment or after the student has attended the first class shall be entitled to receive a full refund. The correct procedure for cancellation commences when the student gives written notice to the school's Director. If sent by email to **admin@studioarts.com,** the sent date of the email will serve as the written notice of enrollment. If sent by mail, the written notice of cancellation is effective when postmarked, properly addressed with postage paid.

You may cancel your enrollment contract with the school and receive a full refund without any penalty or obligation during the first five days of term. After cancellation, any payment you have made will be refunded to you within 30 days. Although Studio Arts does not require or sell equipment for instruction, if you possess any equipment loaned to you and owned by Studio Arts, you must return the equipment within 30 days of the date you signed the cancellation notice. If you do not return the equipment within0 days, the school may keep the amount of the equipment from your refund.

REFUND EXAMPLE

Tuition for 240-hour **Graphic Design** Program @ $26.67 / hour	$6,400.00	Refundable
Expenses (Use of Equipment and Lab) 240 hours @ $4.17 / hour	$1,000	Refundable
Registration Fee	$100	Refundable
State Tuition Recovery Fee	0	Non-refundable
Amount Paid for Graphic Design Course	**$7,500**	

Tuition Refund for 160 hours (67%) of **Graphic Design** Program	$5025	Refund = $6,400 x .67
Expenses Refund for 160 hours (67%) (Use of Equipment and Lab)	$670	Refund = $1,000 x .67
Fees (Registration)	$67	Refund = $1,000 x .67
State Tuition Recovery Fee	$0	Non-refundable
Total Refund for uncompleted 180 hours of **Graphic Design** Program	**$5,762**	

If you have any complaints, questions, or problems that you cannot work out with the school, write or call:

Bureau for Private Postsecondary Education
1747 North Market Boulevard, Suite 225, Sacramento, California, 95834
***Or*: PO Box 980818, West Sacramento, CA 95798-0818**
www.bppe.ca.gov
Telephone: (888) 370-7589 or (916) 574-8900 *or* by fax (916) 263-1897 (F)

STUDENT TUITION RECOVERY FUND – STRF

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program."

Please note: Effective **April 1, 2024**, the Student Tuition Recovery Fund (STRF) assessment rate changed from two dollars fifty cents ($2.50) per one thousand dollars ($1,000) of institutional charges to zero dollars ($0) per one thousand dollars ($1,000) of institutional charges. (5, CCR Section 76120). STRF and Registration fees are separate and non-refundable.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the **Bureau for Private Postsecondary Education, 1747 N. Market Blvd. Ste 225 Sacramento, CA 95834 - P.O. Box 980818, West Sacramento, CA 95798-0818 Website Address: www.bppe.ca.gov - Telephone and Fax #'s: (888) 370-7589 or by fax (916) 63-1897 (916) 574-8900 or by fax (916) 263-1897**

To be eligible for STRF, you must be a California resident or are enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120-day period before the closure of the institution or location of the institution or were enrolled in an educational program within the 120-day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.
4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of noncollection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise

been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number."

Financial Aid

Studio Arts is not a Title 1V school and does NOT participate in any state or federal student loan programs. Studio Arts does, however, participate in state and federal-funded training and entitlement programs such as Workforce Investment Opportunity Act (WIOA,) Employment Training Panel (ETP,) Trade Adjustment Act (TAA,) and other return-to-work and work-retraining programs.

If a student independently obtains a loan to pay for an educational program, the student will have to pay the full amount of the loan, plus interest, less the amount of any refund, and, if the student receives federal student financial aid funds, the student is entitled to a refund of the monies not paid from federal financial aid funds.

Unemployed and Can't Afford the Tuition for Programs at Studio Arts?

If you are unemployed and a California resident, there may be tuition relief through the Workforce Innovation and Opportunity Act. Contact a local America's Job Center of California to see if you are eligible.

WIOA – The Workforce Innovation Opportunity Act (WIOA) is landmark legislation that is designed to strengthen and improve our nation's public workforce system and help get Americans, including youth and those with significant barriers to employment, into high-quality jobs and careers and help employers hire and retain skilled workers.

If you are currently out of work, you may qualify for this funding that covers 100% the cost of tuition at Studio Arts. Other relief may be available to you…

How does WIOA Work?

WIOA is designed to improve our national Workforce System. WIOA requires states to strategically align their core workforce development programs to coordinate the needs of both job seekers and employers through combined four-year state plans with greater flexibility than its predecessor program (WIA). Additionally, WIOA promotes accountability and transparency through negotiated performance goals that are publicly available, fosters regional collaboration within states through local workforce areas, and improves the American Job Center system.

WIOA Agency Partners:

The U.S. Department of Labor (DOL), in coordination with federal partners at the U.S. Departments of Education (ED) and Health and Human Services (HHS), collaborated to provide information and resources for states, local areas, non-profits and other grantees, and other stakeholders.

Information on these programs is located on the respective WIOA partner agency websites below.

For more information regarding WIOA for California residents, go to the California EDD's website:

https://edd.ca.gov/en/jobs_and_training/

STUDENT CONDUCT CODE

The following are rules for minimum student conduct. Students enrolling in Studio Arts assume an obligation to conduct themselves in a manner compatible with Studio Arts' function as an educational institution. Misconduct or "good cause" for which students may be subject to discipline is listed below:

1. Continued disruptive behavior, continued willful disobedience, habitual profanity or vulgarity, or the open and persistent defiance of the authority of, or persistent abuse of school's personnel.

2. Assault, battery, or any threat of force or violence upon a student or any school personnel.

3. Sexual assault, including, but not limited to, rape, forced sodomy, forced oral copulation, rape by a foreign object, sexual battery, or threat of sexual assault.

4. Willful misconduct that results in injury or death to a student or any school personnel or that results in cutting, defacing, or other injury to any real or personal property owned by the school or person.

5. The use, sale, or possession on the school's site under the influence of any controlled substances or any poison classified as such by Schedule D in Section 4160 of the State of California Business and Professions Code.

6. Willful or persistent smoking in any area where smoking has been prohibited by law or by regulation of the school.

7. Persistent, serious misconduct where other means of correction have failed to bring about resolution.

8. Dishonesty, including, but not limited to, cheating, plagiarism, or knowingly furnish false information to the school, including knowingly allowing another individual to represent a student in the performance of his/her student obligations.

9. Forgery, alteration, or misuse of school's documents, records, or identification.

10. Obstruction or disruption of teaching, research, administration, disciplinary procedures, or other school's activities, including, but not limited to, community service functions, or other authorized activities on the school's premises.

11. Theft or damage to property of the school or member of the school's community or campus visitor.

12. Unauthorized entry to or use of the school's supplies, equipment and/or facilities.

13. Violation of the school's policies or regulations, including, but not limited to, the use of the school's facilities, or the time, place, and manner of public expression, library procedures, school's bills and debts, or residence.

14. Disorderly conduct or lewd, indecent, or obscene conduct or expression on school-owned or controlled property or at school's-sponsored or supervised functions.

15. Failure to comply with directions of Studio Arts officials acting in performance of their duties.

16. Possession or use of alcoholic beverages on the school's property, at any school sponsored event, or presence on school's site while under the influence of alcohol.

17. Any other offense set forth in the State of California Education Code that constitutes "good cause."

No student shall be removed, suspended, or expelled unless the conduct for which the student is disciplined is related to Studio Arts activity or attendance.

Regulations on Alcohol & Drugs

The abuse of alcohol or other drugs causes serious risks to a person's health. California State law prohibits the use, sale, or possession at the Studio Arts physical location of alcohol, or the presence on site of students who are under the influence of any controlled substance. (Cal. Ed. Code 76032-76033)

Students enrolling at Studio Arts assume an obligation to conduct themselves in a manner compatible with the school's function as an educational institution. Studio Arts will impose disciplinary sanctions for the use, sale, or possession of alcohol or presence of any prohibited controlled substance, which include, but are not limited to, verbal or written reprimands, disciplinary probation, removal from classes, ineligibility to participate in extracurricular activities, suspension, expulsion, or possible referral to local, state, or federal law enforcement agencies.

Lunch and Other Nutrition

All classes are conducted ONLINE. In the event there is campus activity that requires in person attendance, the students' lunches are their own responsibility. If you should have a class at Studio Arts' physical location, there are many restaurants and cafes in the surrounding neighborhood. Food, drinks and smoking are prohibited in all classrooms, hallways, and restrooms at all times. There are break areas and other eating areas conveniently located outside of the classrooms and throughout the instructional building and in the outside park areas. Smoking outside is limited to specific areas as noted by clearly marked signs. Please observe State laws, which prohibit smoking within 20 feet of any entrance.

Sexual Harassment

Studio Arts prohibits any act involving sexual assault or harassment by any of its employees, students, staff, faculty, or anyone conducting business on Studio Arts' premises, which includes all online classrooms, physical classrooms and classroom buildings, and any location used for an off-site school function.

As a victim, any student, employee, faculty or staff member who believes that a crime has been committed should report the crime to a faculty or staff member, who will, in turn notify the Director and the Police.

Any observer of a crime should notify the Director immediately rather than take the initiative to contact the police. It is critical that the rights of the victim are protected so that they are the one to call authorities to accurately report the facts of the crime. The police will arrive to review the crime, take a description of the attacker and ensure that the victim is transported to a medical facility. Confidentiality is required in order to protect all parties involved.

Any inquiries from newspapers, employees, parents, or other students are immediately forwarded to the Director to avoid misrepresentation of the facts and breach of confidentiality. Efforts are made by the school staff or faculty to help the victim deal with any academic difficulties resulting from the crime.

Should another student, faculty or staff member be accused of the crime, appropriate disciplinary action is enforced until a formal investigation is completed. The victim is informed of any further disciplinary action or appeal in connection with the sexual assault.

Prevention is the best tool for eliminating sexual harassment. All staff, faculty, and students should take every step necessary to prevent sexual harassment from occurring such as expressing strong disapproval, using self-defense techniques, and increasing awareness of what sexual harassment means to its victims and why it is not tolerated at Studio Arts.

SKILLS MASTERY PROGRAM OFFERINGS

(The following offerings are for Non-Degree, Diploma Courses. Students will receive a
Certificate of Skills Mastery upon successful completion and demonstration of program requirements.)

Studio Arts offers certificate programs for those wishing to attain the skills necessary to find new or improved employment in career subjects in Graphic Design, Computer Animation and more.

For your convenience and for the purposes of viewing these state and federal-approved programs, we have links to the State of California's I-Train list. This list includes courses approved for Workforce Innovation Opportunity Act (WIOA), Trade Assistance Act (TAA), Veterans Administration (VA), Disability Education Initiative (DEI) and other career-oriented training at Studio Arts.

If you are eligible for Employment Training Panel (ETP) training, you may also attain Course Certificates in the subject areas on the I-Train and listed below.

For long-term (240-hour) programs – for Mastery Certificate students are required to take up to eight (8) individual 30-hour classes (or other-length classes that add up to 240 hours of instruction.) For short-term (120-hour) programs and Mastery Certificate- Students must take up to four (4 classes of 30 hours length or any combination of 30 and 15-hour classes and workshops that equal 120 hours.)

CG Modeling (240 hours) ($7,500)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of CG Modeling. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029

This program covers the essential skills necessary to model and create 3D models for animation (CGI) software such as AI, Blender, Maya, Cinema 4D, ZBrush, Mudbox, Rhino, SketchUp Pro and other CG modeling software. Instruction includes demonstration and real-world, hands-on practice of modeling, surface modeling, solid, parametric and NURBS modeling for building models of characters, props, sets, environments and for doing pre-visualization. Basic lighting setups and uses of textures and materials are also covered. Suggested classes include, but are not limited to AI, Blender, Unreal Engine, CG Modeling, Maya, et. al. Course duration is 24 to 36 weeks, depending on student class load and class availability.

Compositing and Visual Effects (240 hours) ($7,500)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Compositing and Visual Effects. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029)

Students will learn the process of combining visual elements from separate sources into single images (or frames,) as used in motion pictures, television and game design. Covered in this course will be how to integrate and compose computer-generated (CG) elements with 2D and 3D images with live action or animated footage using techniques such as motion tracking, color matching, lighting, keying, blue and green screen, etc. Suggested classes include, but are not limited to, After Effects 101, NUKE 101, Flash 101, Lighting, After Effects 375, Digital Mattes, et. al. Course duration is 24 to 36 weeks, depending on student class load and class availability.

Computer Animation (240 hours) ($7,500)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Computer Animation. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029

This program covers the essential skills sets for learning to become a computer animation (or CG) artist using the latest software and industry techniques. This course will introduce student artists to software such as

Maya, Cinema 4D, etc., to develop skills as CG animators, lighters, modelers, texture artists, etc. Suggested classes include, but are not limited to, Maya 101, Cinema 4D 101, Houdini 101, Python 101, Modeling, Textures, Lighting, Character Animation, Toon Boom Harmony 1, Flash 101, After Effects 101, Textures, Lighting, Rigging, et. al. Course duration is 24 to 36 weeks, depending on student class load and class availability.

Digital Illustration (240 hours) ($7,500)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Digital Illustration. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029

This program is designed for developing the essential skills sets for becoming a digital illustrator, concept artist, board artist, set sketch artist, etc., using the latest software and industry techniques. This course will enable illustrators and other artists to upgrade their existing graphics and/or illustration skills to the digital world of computer graphics packages such as Adobe Photoshop, Illustrator, SketchUp Pro and more. Suggested classes include, but are not limited to, Toon Boom Storyboard Pro, Concept Design 101, Painting with Photoshop, Corel Painter 101, Photoshop for Art Dept., Illustrator 1, et. al. Course duration is 24 to 36 weeks, depending on student class load and class availability.

Digital Illustration (Short Term) (120 hours) ($4,000)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Digital Illustration. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029

This short duration program is designed for developing the minimal skills sets for working as a digital illustrator, concept artist, etc., using the latest software and industry techniques. This course will enable illustrators and other artists to upgrade their existing graphics and/or illustration skills to the digital world of computer graphics packages such as Adobe Photoshop, Illustrator, Corel Painter, SketchUp Pro and more. Suggested classes include, but are not limited to, Concept Design 101, Painting w/ Photoshop, Corel Painter 101, Photoshop for Art Dept., Illustrator 1, et. al. Course duration is 12 to 24 weeks, depending on student class load and class availability.

Digital Set Design (240 hours) ($7,500)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Digital Set Design. (Standard Occupational Codes - Architecture and Engineering Occupations, 17-1011, 17-3010 - Artists and Related Workers, 27-1011, 27-1025, 27-1027, 27-1029)

This program covers the essential skills sets necessary for work as a digital set designer. Included in this course will be methods, materials, techniques and hands-on practice to create full, operational sets using the latest software designed art department use. Software learned will include packages such as modo SketchUp Pro, Vectorworks, Rhino and more. Suggested classes include, but are not limited to those in AutoCAD, Maya, Modeling, Modo, SketchUp Pro, Photoshop, Vectorworks, Environmental Design, Rhino, et. al. Please check our current classes schedule for upcoming opportunities. Course duration is 24 to 36 weeks, depending on student class load and class availability.

Digital Set Design (Short Term) (120 hours) ($4000)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Digital Set Design. (Standard Occupational Codes - Architecture and Engineering Occupations, 17-1011, 17-3010 - Artists and Related Workers, 27-1011, 27-1025, 27-1027

This short duration program covers the skills sets for work as a digital set designer. Included in this course will be methods, materials, techniques and hands-on practice to create full, operational sets using the latest software designed art department use. Software learned will include packages such as modo SketchUp Pro, Vectorworks, Rhino and more. Suggested classes include, but are not limited to those in AutoCAD, Maya, Modeling, Modo, SketchUp Pro, Photoshop, Vectorworks, Environmental Design, Rhino, et. al. Please check our current classes schedule for upcoming opportunities. Course duration is 12 to 24 weeks, depending on student class load and class availability.

Graphic Design (240 hours) ($7,500)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Graphic Design. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029

This program introduces students to the creative world of Graphic Design, the skillful combining of images and text as a visual image. Students will learn to create, design, draw, paint and otherwise manipulate digital images using software such as Adobe Photoshop, Adobe Illustrator, Corel Painter and related programs such as After Effects, Flash, Maya, Toon Boom and more. Suggested classes include, but are not limited to, Concept Design 101, Environmental Design, Character Design, Photoshop 1, Power Photoshop, Painting with Photoshop, Corel Painter 101, Photoshop for Art Dept., Illustrator 1, et. al. Course duration is 24 to 36 weeks, depending on student class load and class availability.

Graphic Design (Short Term) (120 hours) ($4000)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Graphic Design. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029)

This short-term program introduces students to graphic design, the skillful combining of images and text as a visual image. Students will learn to create, design, draw, paint and otherwise manipulate digital images using software such as Adobe Photoshop, Adobe Illustrator, Corel Painter and related programs such as After Effects, Flash, Maya, Toon Boom and more. Suggested classes include, but are not limited to, Concept Design 101, Environmental Design, Character Design, Photoshop 1, Power Photoshop, Painting with Photoshop, Corel Painter 101, Photoshop for Art Dept., Illustrator 1, et. al. Course duration is 12 to 24 weeks, depending on student class load and class availability.

Unreal Engine (Short Term) (120 hours) ($4000)

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Design using Unreal Engine. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029)

This program covers the essential skills sets for learning to become an Unreal Engine artist using the latest software and industry techniques. This program will enable artists to upgrade their existing animation, graphics and/or technical skills to manage renders, rig characters, do lighting and textures setups, use Python and other scripting languages to achieve technical mastery of computer graphics packages in Unreal Engine. Suggested classes include Unreal Engine 101, Unreal Connectors, Blender, Cinema 4D, Houdini, Python, CG Modeling, Textures, Lighting and others. Program duration is 10 to 16 weeks, possibly more depending on your ability.

<u>**Virtual Production**</u> **(240 hours) ($7,500)**

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Technical Direction and Virtual Production. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029)

This program covers the essential skills sets for learning to become a Virtual Production artist using the latest software and industry techniques. this course will enable artists to upgrade their existing animation, graphics and/or technical skills to manage renders, rig characters, do lighting and textures setups, use Python and other scripting languages to achieve technical mastery of computer graphics packages such as AI, Maya, Cinema 4D, Houdini, etc. Suggested classes include AI, Unreal Engine, Unity, Blender, Maya, Cinema 4D, Houdini, Python. Course duration is 16 to 24 weeks for the full program.

<u>**Virtual Production (Short Term)**</u> **(120 hours) ($4,000)**

EDUCATIONAL OBJECTIVE: At the conclusion of training the student will have the skills necessary to obtain entry-level work in the field of Technical Direction and Virtual Production. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029)

This short term program covers the essential skills sets for learning to become a Virtual Production artist using the latest software and industry techniques. this course will enable artists to upgrade their existing animation, graphics and/or technical skills to manage renders, rig characters, do lighting and textures setups, use Python and other scripting languages to achieve technical mastery of computer graphics packages such as AI, Maya, Cinema 4D, Houdini, etc. Classes include AI, Unreal Engine, Unity, Blender, Maya, Cinema 4D, Houdini, Python, Course duration is 10 to 16 weeks for the Short Term program and 12 to 16 weeks.

<u>List of Employment Postions by Skills Mastery Program Subject Areas</u>

CG Modeling: Animator, Background Designer, BG Layout, CG Modeler, Character Layout, Character Modeler, Creature Modeler, Digital Hard Surface Modeler, Modeler, Prop Maker, TD, Technical Director, Textures Artist. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029)

Compositing and Visual Effects: 3D Animator, Artist, Asst. Editor, Color Matching, Compositor, Editor, Film and TV Editor, FX Animator, Lighter, Lighting TD, Motion Tracking, lighting, keying, blue and green screen, Motion Graphics Artist, Rotoscoping Artist, Wire and Rig Removal, VFX Artist. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029, 27-4032)

Computer Animation: 3D Animator, Animatics Artist, Animator, Asst. Animator, Art Director, Background Designer, Background Artist, Background Designer, BG Layout, Character Animator, Character Designer, Character Layout Artist, CG Modeler, Color Styling, Concept Designer, Environmental Design, Film and TV Editor, , FX Animator, In-Betweener, Director, Motion Graphics Artist, Production Designer, Prop Maker, Rigger, Storyboard Artist, Storyboard Revisionist, Technical Director, Textures Artist, Timer, Timing Director, VFX Artist, Visual Effects Supervisor. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029, 27-4032)

Digital Illustration: Character Designer, Concept Artist, Concept Illustrator, Creature Designer, Illustrator, Senior Illustrator, Film and TV Editor, Set Sketch Artist, Sketch Artist, Storyboard Artist, Storyboard Revisionist, Storyboard Supervisor, Renderer. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029, 27-4032)

Digital Set Design: Art Director, Asst. Art Director, Construction Coordinator, Environmental Design, Illustrator, Production Designer, Prop Designer, Set Designer. (Standard Occupational Codes - Architecture and Engineering Occupations, 17-1011, 17-3010 - Artists and Related Workers, 27-1011, 27-1025, 27-1027, 27-1029, 27-4032)

Graphic Design: Animator, Art Director, Assistant Art Director, Desktop Publishing, Designer, Film and TV Editor, Graphic Artist, Graphic Designer, Illustrator, Illustration Artist, Illustration Designer, Layout Artist, Motion Graphics, Painter, Photographer, Photographer's Asst., Photoshop Artist, Portraiture, Sketch Artist. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029, 27-4032)

Unreal Engine: Animator, Art Director, CG Modeler, Compositor, Film and TV Editor, Effects TD, Lighter, Pipeline TD, Render Wrangler, Renderer, Rigger, Set Designer, Technical Director, Visual Effects,. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029. 27-4032)

Virtual Production: Animator, Art Director, CG Modeler, Compositor, Film and TV Editor, Effects TD, Lighter, Pipeline TD, Render Wrangler, Renderer, Rigger, Set Designer, Technical Director, Visual Effects,. (Standard Occupational Codes - Artists and Related Workers, 27-1011, 27-1013, 27-1014, 27-1024, 27-1027, 27-1029. 27-4032)

Please Note: Be aware that if you are a WIOA, TAA or other student participating through a funded program and have questions regarding fees or tuition breakdowns, it is best to consult with your case manager at the Worksource Center (the AJCC) that is handling your case. It is typical that you would not pay for tuition, but you may incur costs for software or equipment upgrades as you will likely be working from home.

Studio Arts is not responsible for the purchase of equipment or software needed for online instruction. It is the responsibility of the student to have the proper equipment and versions of software needed to complete any instruction.

PROGRAM TUITION BREAKDOWN

240 hour Program

Tuition	$ 6,400.00	Refundable
Expenses (Use of Google Cloud, Zoom and Storage)	$ 1,000	Refundable
Registration Fee	$ 100	Refundable
State Tuition Recovery Fee	$ 0	Refundable
Total Paid - Long Term Program (240 hours)	$ 7,500	

120 hour Program

Tuition	$ 3,000.00	Refundable
Expenses (Use of Google Cloud, Zoom and Storage)	$ 900	Refundable
Registration Fee	$ 100	Refundable
State Tuition Recovery Fee	$ 0	Refundable
Total Paid - Short Term Program (120 hours)	$ 4,000	

Student's Right To Cancel

1. You may cancel your contract for school, without any penalty or obligation prior to or at your first class session as described in the Notice of Cancellation form that will be given to you. Read the Notice of Cancellation form for an explanation of your cancellation rights and responsibilities. If you have lost your Notice of Cancellation form, you may ask a school representative for a copy.

2. After the end of the cancellation period, you also have the right to stop school at any time, and you have the right to receive a refund for the part of the course not taken. Your refund rights are described in the contract. If you have lost your contract, ask a school representative for a copy of the refund policy.

3. If the school should close before you graduate, you may be entitled to a refund. Contact the BUREAU FOR PRIVATE POSTSECONDARY EDUCATION at the address and telephone number printed below for information.

4. If you have any complaints, questions, or problems that you cannot work out with the school, write or call:

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Bureau for Private Postsecondary Education
1747 North Market Boulevard, Suite 225, Sacramento, California, 95834
_Or_: PO Box 980818, West Sacramento, CA 95798-0818
www.bppe.ca.gov
Telephone: (888) 370-7589 or (916) 574-8900 _or_ by fax (916) 263-1897 (F)

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Withdrawal From Course

To withdraw from the school, a student should notify Student Services (office@studioarts.com) in writing. The student is also encouraged to meet with Administration Office to complete the withdrawal process. (admin@studioarts.com) After the process has been completed, a grade of "W" will be awarded for the module(s) that he/she has started and not ended. The time elapsed in the module(s) given a grade of "W" will be counted as hours attempted toward the calculation of course completion percentage.

Suspension and Dismissal

STUDIO ARTS shall reserve the right to suspend or dismiss any student who violates the Academic Satisfactory Progress Standards, Policies on Attendance, Student Regulations, Controlled Substance, and the Code of Conduct.

Suspension and dismissal may be appealed in writing to the School Director. The appeal must state the reason why the student's situation warrants a review.

Reinstatement

A student who has been suspended or terminated for failing to maintain Satisfactory Academic Progress or satisfactory attendance may be reinstated by the appeal process and placed on probation. If by the end of the probationary period the student achieves a GPA of 70% or higher or achieves an attendance ratio of 67% or better, he/she will be removed from probation. A student is reinstated only once, but under special circumstances may be reinstated more than once with the approval of the School Director.

INDIVIDUAL CLASS OFFERINGS

Current Online Class Offerings	SKU	Hours	Price
Adobe Premiere Pro	APP 101	30	$1,000
After Effects 101	AE 101	30	$1,000
Blackmagic Fusion/DaVinci Resolve 101	BM 101	30	$1,000
Blender 101	BLN 101	30	$1,000
Blender 201	BLN 201	30	$1,000
Blender 275 – Blender with Greasepencil	BLN 275	15	$750
CG Lighting / Lighting in Unreal	UE 210	15	$750
CG Scripting (Python/Unreal Blueprint)	PY 101	30	$1,000
Character Animation	UE 200	30	$1,000
Character Design	ART 450	30	$1,000
Character Development	ART 460	30	$1,000
Cinema 4D - 101	C4D 101	30	$1,000
Color Correction (DaVinci) / AI for Post	BMR 175	15	$750
Concept Design 101 / AI for Art Direction	AI 250	30	$1,000
Creating a Graphic Novel	ART 500	30	$1,000
Creature Design and Development (Metahuman)	ART 375	30	$1,000
Digital Sketching and Drawing	PS 230	30	$1,000
Digital Storyboarding / Blender (Greasepencil)	ART 250	15	$750
Digital Design / AI Creative Workflows	AI 101	30	$1,000
Game Design (Unreal for Games)	UE 235	15	$750
Graphic Design (Adobe Everything)	AD 200	30	$1,000
Houdini 101	HU 101	30	$1,000
Illustrator 1	IL 101	30	$1,000
Look Development in 3D / AI Avatars	APC 8	8	$400
Making a Short Film / AI Filmmaking	AI 80	30	$1,000
Marvelous Designer	MD 101	30	$1,000
Nomad Sculpt	ART 108	15	$750
NUKE 101	AN 175	15	$750
Photoshop 1	PS 101	30	$1,000
Previs 101	PD 101	30	$1,000
Python (How to Code Anything)	PRE 101	30	$1,000

Rhino 101	C4P 101	30	$1,000
Script/Story Development 101	RH 101	30	$1,000
Script/Story Development 201	SD 150	30	$1,000
SketchUp Pro 101	SK 101	30	$1,000
SketchUp to Unreal Engine (Twinmotion)	TM 101	15	$750
Story Development 101 / AI Script to Screen	AI 180	15	$750
Story Development 201	SD 201	30	$1,000
Substance Painter	ART 488	30	$1,000
Unity 101	SU 101	30	$1,000
Unreal Engine – Zero to 60 (Introduction)	UN 101	30	$1,000
Unreal Engine – Character (MetaHuman)	UE 208	30	$1,000
Unreal Engine – Sequencer (Unreal Broadcast)	UE 308	15	$750
Unreal Engine – Blueprint (Unreal for Games)	UE 150	15	$750
Unreal Engine 101 (Unreal Connectors 1-2 each)	UE 180	30	$1,000
Unreal Engine 201 (Unreal Connectors 3)	UE 101	30	$1,000
Vectorworks 101	UE 201	30	$1,000
Virtual Production 101	VP 101	30	$1,000
Visual Development and Design	VP 201	30	$1,000
Introduction to ZBrush	ART 610	30	$1,000
ZBrush 101	ZB 101	30	$1,000
ZBrush - Creature Design	ZB 201	30	$1,000

CLASS DESCRIPTIONS

Adobe After Effects 101 (AE 101)

Educational Objectives: This class has will focus on teaching students both the practical skills and the aesthetics involved in demonstrating a professional - level working knowledge of After Effects. All the major aspects of the software will be covered, as well as general visual principles and practices, and how to create them inside After Effects.

Adobe After Effects is used for all media that require graphics to be combined with live action or with animated footage. It fits into a suite of products that includes Adobe Illustrator, Photoshop, In Design, Final Cut Pro, and others. These form the essential 'toolkit' for professional work in all fields that are media related.

30 hours - $1000 (Adobe After Effects)

Adobe Premiere Pro 101 (AP 101)

Educational Objectives: Upon the completion of the course, the student will have a working knowledge of the Premiere interface, including a detailed understanding of proper post-production workflow for professional applications, knowledge of all timeline editing tools, basic effects functions, and optimal methods for exporting for various exhibition platforms.

Adobe Premiere Pro software lets you edit faster with true native format support. Get breakthrough performance on workstations and laptops; streamline collaboration; and boost productivity with an efficient, robust, cross-platform editing workflow.

Topics will include: The user interface, KB shortcuts, wipes, fades and transitions, single and batch file I/O capture and management systems, toolsets, presets, keyframing, use of multiple effects, and more.

30 hours - $1000 (Adobe Premiere Pro)

Blackmagic DaVinci Resolve 101 (BM 101)

Educational Objectives: This class is designed to equip students with a working knowledge of editing, color correction, and visual effects techniques using Blackmagic Design's finishing suite of tools: DaVinci Resolve and Fusion.

Topics will include: The user interface, KB shortcuts, wipes, fades and transitions, single and batch file I/O capture and management systems, toolsets, presets, keyframing, use of multiple effects, and more. Extensive uses of the Gen AI tools in DaVinci Resolve will also be explored.

30 hours - $1000 (Black Magic Fusion DaVinci Resolve)

Blender 101 (BLN 101)

Educational Objectives: Blender 101 is an amazing 3D program that is absolutely on fire in the animation and VFX community. For good reason! It is a robust piece of software that provides 3D modeling, animation and VFX that provides stunning results and costs nothing to own!

This class will be your hands-on introduction to the 2D/3D workflow in Blender. You will model a simple CG asset and follow the Blender pipeline as you texture, animate, light, and render the asset. You will also use Blender's tracking tool to integrate the CG asset into some background footage and composite the final elements in Blender. Along the way, you will become familiar with navigation in Blender, the interface, and the powerful tools that rival most popular 3D packages.

30 hours - $1000 (Blender)

Blender 201 (BLN 201)

Educational Objectives: Take your 3D skills to the next level with our comprehensive Blender 201 class. In this advanced course, you'll dive deeper into the world of 3D modeling, texturing, lighting, and animation using Blender, the free and open-source 3D creation software.

You will put your skills to the test by completing a final project that incorporates both hard surface and organic modeling techniques. You'll master techniques such as sculpting, rigging, and physics simulations, and explore advanced topics like dynamic simulations, particle systems, and Python scripting. Here's what you'll learn in the class:

- Using Blender's sculpting tools to create a mountainous scene.
- Learn how to use Blender's "**Geometry Nodes**" for creating stunning environments.
- Understanding the particle system by modeling and animating.
- Understanding Blender for applying dynamics to models.
- Learn how to use AI Tools in Blender.
- Understanding how to use and apply path animation to animate anything on a curve.
- Understanding Blender dynamics by using "Dynamic Paint."
- Practical application for animating logos in Blender

Prerequisites: Blender 101 or a strong, basic knowledge of Blender.

30 hours - $1000   (Blender)

Blender 250 (BLN 250)

Educational Objectives: Blender 250 extends learning in what is now becoming the hottest 3D program in the animation, games and VFX industry!

This class will expand your knowledge in the 2D/3D creation and manipulation of workflows in Blender. Students will model CG assets and utilize the Blender pipeline to texture, animate, light, and render those assets. More advanced topics will extend knowledge of best practices to integrate CG assets into background footage and composite the final elements in Blender.

Blender 201 is a good way to gain more knowledge of this popular program and will build a solid tool set for more advanced course offerings in Blender.

Prerequisites: Blender 101 or a strong, basic knowledge of Blender.

15 hours - $750 (Blender)

CG Lighting (Lighting in Unreal) (UE 210)

Educational Objectives: Class objectives are to enhance the student's ability to utilize lighting and shading for storytelling and visual communication. s an essential part of getting the best visuals out of Unreal Engine.

Unreal is revolutionizing the way we light and render 3D worlds - whether you're crafting a cinematic environment or building the next hit game. With powerful real-time tools like Lumen, Unreal makes it easier than ever to create immersive, emotionally resonant scenes that feel truly alive.

In this hands-on course, you'll dive into the core principles of lighting in Unreal Engine and learn how to use light as a compelling storytelling tool. We'll explore how lighting functions across both game and cinematic pipelines, with a special focus on enhancing mood, depth, and atmosphere.

15 hours - $750 (Unreal Engine)

Character Animation (MA 110)

Educational Objectives: Upon the completion of the course, the student will have an in-depth knowledge of both the general techniques applicable to any kind of animation and the specific tools provided by Maya to put those techniques to the best use.

Make productions come alive with character animation! Highly regarded in the entertainment industry for its ease of use and impeccable manners for character animators who are not necessarily "tech-savvy," CG software is now used by most of the film and television production companies for animating characters, effects in 3D.

This comprehensive class has been tailored for artists who wish to use the robust character toolset in CG; topics covered will include the fundamentals of bringing a 3D creation to life in convincing and dramatic ways.

30 hours - $1000 (Unreal Engine / Blender / Mixamo)

Character Design (ART 450)

Educational Objectives: Upon successful completion of this course, students will be able to identify the 12 principles of animation, create accurate and aesthetically appealing character design, describe characteristics of well-designed and executed characters, relate some knowledge of the history of animation, assess and critique past and current animation design trends. They will also demonstrate progress in basic drawing skills and critically analyze creative work and the work of others.

Animation productions rely on Vis Dev and character layout to "see" how characters and other elements of a story are going to look before the actual production begins.

This intermediate class is absolutely essential for artists who need to use Photoshop for painting characters and for use as a tool for character visual development as well as art direction and/or character layout.
The curriculum is designed creating visually impressive character treatments, special attention will be given to the use of painting, lighting, effects, manipulation of layers, staging, posing and other techniques that bring out the very best for your characters!

30 hours - $1000 (Photoshop, Blender, ZBrush, Unreal Engine, Substance Painter, et. al.)

Character Development (ART 460)

Educational Objectives: Upon successful completion of this class, students will be have developed their own style aesthetic and investigate various concepts and thematic structures.

Students will learn about how to apply art and design principles to create visually appealing characters, as well as learn how to use effective visual language techniques to create character designs. Students will learn about character archetypes, body language, facial features, poses, model sheets, and character profiles.

This is a comprehensive course devoted to the development of skills in creating characters for 2D animation that are aesthetically pleasing and are of industry standard quality. Students will track and demonstrate the various stages of developing their characters and they will also demonstrate progress in basic drawing skills and critically analyze creative work and the work of others.

30 hours - $1000 (Adobe Photoshop, Blender, AI Tools, ZBrush, Unreal Engine Metahuman, et. al.)

Cinema 4D - 101 (C4D 101)

Educational Objectives: The goal of this course is to teach the students an introduction to the interface of Cinema 4D and working with the program to create broadcast motion graphics. This class introduces the interface, shortcuts, tools and the Cinema 4D objects.

Cinema 4D's state-of-the-art architecture means it is always the first to benefit from new technologies and advancements. Most recently, C4D was the first 3D program to release 64-bit Windows and Intel-based Macintosh versions.

Students will learn Cinema 4D's intuitive interface and logical workflow that make it possible for those new to 3D artistry to dive in and be productive quickly. Feedback is smooth and interactive so artists can let their creativity run free.

30 hours - $1000 (Maxon Cinema 4D)

Color Correction (DaVinci) / AI for Post (BMR 175)

Educational Objectives: This class is designed to equip students with a working knowledge of color correction using Blackmagic Design's finishing tool DaVinci Resolve.

Blackmagic Design's DaVinci Resolve combines professional non-linear video editing with the world's most advanced color corrector so now you can edit, color correct, finish and deliver all from one system. DaVinci Resolve is completely scalable and resolution independent so it can be used on set, in a small studio or integrated into the largest Hollywood production pipeline.

From creative editing and multi-camera television production to high end finishing and color correction, DaVinci Resolve features the creative tools, compatibility, speed and legendary image quality you need to manage your entire workflow.

This is an introductory class emphasizing practical editing techniques, color correction theory and practice.

15 hours - $750 (Blackmagic DaVinci Resolve)

Concept Design 101 / AI for Art Direction (CD 101)

Educational Objectives: Upon the completion of this introductory course, the student will be able to visualize ideas from theirs or a collaborator's imagination utilizing the same techniques as the major concept design studios. Students will be able to perform fundamental concept design tasks including creating pictures from written and verbal descriptions, creating unique characters across vastly different subsets of genre, creating environments, vehicles, steeds, weapons and supporting characters in a story, and creation of the most important part of any story, the major protagonists and antagonists

To be a successful concept designer one must be broadly versed in science and technology on one side plus an impressive artistic talent in order to produce quality and aesthetically pleasing sketches and high-quality, photo-realistic illustrations.

This class will examine, explore and teach illustrators, sketch artists and others working in animation or art department how these powerful creative tools in addition to their natural talent to draw and paint, can help them achieve extreme photorealism, no matter how far-fetched the subject matter!

30 hours - $1000 (Adobe Creative Cloud, Unreal Engine, et. al.)

Creature Design and Development (ART 375)

Educational Objectives: Upon the completion of this intermediate/advanced course, the student will be able to do basic character layout and design using a variety of industry standard Adobe Photoshop tools that greatly expand the artist's abilities to do visualization for animators, art department, directors, producers, etc.

Make your creature designs come alive! Create highly impressive 3D creatures for everything from concept art to finished, rig-ready CG models. Not for the faint of heart, this intensive class is meant only for those with 3D modeling and/or 3D painting and textures experience.

Students will learn the latest techniques in CG creature creation, from basic modeling to texturing to advanced finishing techniques. Current pipeline practices will be thoroughly explored.

This is an intermediate class – work will include converting design drawings to low-poly CG models import/export ready for a range of other programs such as Maya, 3DS Max, ZBrush, Mudbox, et. al.

30 hours - $1000 (Unreal Engine / Maya / Blender / 3DSMax / ZBrush)

Digital Sketching (and Drawing) (PS 230)

Educational Objectives: Upon the completion of the course, the student will have an in-depth knowledge of all the different digital processes used to create a solid sketch that effectively communicates an idea.

This comprehensive class has been tailored for artists who wish to extend and further their existing drawing and design skills into the digital tools used by creative professionals today. It covers the fundamentals of bringing a digital sketch to life in convincing and dramatic ways.

Topics covered will be the breakdown and simplification of organic subject matter, texturing, the different approaches of drawing, the dissection of style, the importance of form, value and simplifying value, building up a silhouette, custom brushes, color, material indication, light logic, and so much more. Primary software used will be Adobe Photoshop. Our main drawing tools will be the Wacom Pen/Intuous Tablet/Procreate

30 hours - $1000 (Adobe Photoshop, Procreate)

Game Design / Unreal for Games (UE 235)

Educational Objectives: Students will learn the principles and basics of video game development. Students will learn how to get started in video game development by going through the basics of game design, graphics, programming (no prior experience required) and most importantly problem solving.

The class will start with a very basic game design in Unreal Engine provided by the instructor. Students will be walked through step-by-step to understand the game's design. They will then re-create this game by making the art and doing very basic programing, testing it for bugs along the way. After this, they will work on their own original design and create their very own game!

This class is essential for the aspiring game developer who has never created a game from start to finish. This is the best and easiest way to get started and move on to 3D game development.
The software used: Unreal Engine is a game engine that is open source. Students may use Blender and Photoshop to create some simple assets.

15 hours - $750 (Unreal Engine, Blender, et. al.)

Graphic Design 101 / Adobe Everything (AD 200)

Educational Objectives: At the end of this class, students will have Graphic Design skills to create a brand identity. They will learn how to research, design and create logos and associated print collateral. Using Adobe Illustrator, Adobe Photoshop, Premiere Pro and After Effects students explore the basic principles of graphic design and apply those principles into practice using the Adobe Creative Cloud.

Students will inspect how these principles of graphic design are used to create a logos, moving video graphics, sound and picture that embody a business' essence.

30 hours - $1000 (Adobe Creative Cloud)

Houdini 101 (HU 101)

Educational Objectives: Upon the completion of the class the students will be prepared with a strong fundamental foundation within Houdini to prepare them for whatever discipline they decide to branch out from in Houdini.

This introductory class teaches students how to use the unique Houdini user interface, designed to match the UI standards of the CG industry. Its streamlined setup means higher performance that significantly reduces timelines and enhances flexibility within a production pipeline. This class is a must for the industry pro who wants to make Houdini a bigger part of their workflow.

30 hours - $1000 (SideFX Houdini)

Illustrator 1 (IL 101)

Educational Objectives: Upon completion of this class, the student will have an understanding a practical, working understanding of the program's basic concepts, icons, routines, aesthetics, and best practices are the focus of the coursework. The latest release of Adobe Illustrator CC, a program used throughout the media industry, is the program used.

Adobe Illustrator gives new, creative freedom that lets you realize your ideas quickly and powerfully. Instantly convert bitmaps to vector artwork and paint more intuitively. Save time with intelligent palettes and optimized workspaces. Plus, tight integration with other software allows you to produce extraordinary graphics for print, video, the web, and mobile devices.

This introductory class teaches you how to use Illustrator for graphic design and layout. Topics include image and text handling, object tools, and preparing content for printing. Learn how to use the Illustrator shape tools to customize a logo for a title, and then use the Illustrator paths for other applications, such as Photoshop. This class is a must for the industry pro who wants to make Illustrator a part of their workflow.

30 hours - $1000 (Adobe Illustrator)

Look Development in 3D /AI Avatars (MA 400)

Educational Objectives: This class will take the intermediate student's skills set to the next level by teaching them the basic concepts of look development of characters using AI, V-Ray, and the tools required to make the most out of its capabilities. How to combine this knowledge with more advanced lighting & texturing techniques to achieve a specific, desirable look for characters and environment for commercials and features film.

This class focuses on look development and production workflow for photoreal props and characters, the class will explain the terminology and tools related to the look development area, we will discuss the different approaches to both Organic and Hard Surface texturing called surfacing.

Some Modeling instruction related to UVs will be addressed too when relevant. Images texture painted manually from photography or imagination is only one side of what texturing is, we will study how to use "Procedural textures" to maximize our creativity.

Students will use Maya or Blender and Photoshop. The rendering engine will be Mental Ray or V-Ray.

30 hours - $1000 (AI tools, Blender, Photoshop, ZBrush, et. al)

Making a Short Film (AI Script to Screen) (ART 575)

Educational Objectives: This class will explore techniques used to make a short, animated film quickly and efficiently.

This is a short, intense AI workshop designed to be an introduction into the workflow of creating a short video, from the early kernel of an idea all the way through to a polished, final product. Due to the compressed schedule, it will be a demonstration and 100% hands on and includes an ongoing live demonstration as the instructor how to work using AI tools. Many technical tips and tricks will be covered throughout to assemble and complete a finished video from story idea to script, and to finished project.

15 hours - $750 (Use of AI Tools, Adobe Photoshop, et. al.)

Marvelous Designer 101 (MD 101)

Educational Objectives: This class provides production artists, costumers, costume designers, character designers and others involved in character development the tools, skills, knowledge and procedures necessary to create 3D clothing and costuming simulation design concepts and processes using Marvelous Designer. The class will focus on creating a costume (or other wardrobe piece) for entertainment arts related projects.

This hands-on class in digital costume design focuses on the basic interface, tools, concept design, file prep and export stages using Marvelous Designer software for production projects. A high focus of the class will be interface overview for creating in Marvelous Designer.

Being that it is a project-oriented class, students will design, develop and demonstrate their costumes for the final class meeting.

30 hours - $1000 (Marvelous Designer)

Nomad Sculpt (ART 108)

Educational Objectives: Students taking this class will learn digital sculpting with Nomad Sculpt. For those wanting to sculpt something in 3D but had no idea how to do it, this simple product will get you started and beyond.

Students learn how to make cool and fun 3D sculpts from their own drawings or anything you might find on the web. Light and texture characters, render them out and even export them out to Blender and Maya to be animated through a plug-in (although we won't delve into that much detail for this first class.) You'll also learn how to make alpha brushes to deform geometry and make things like skin and hair stand out better.

This class will cover the user interface, tools and workflow features of Nuke such as its node-based, comprehensive 2D and 3D workspace of Nomad Sculpt.

8 to 15 hours - $400 to $750 (Nomad Sculpt, Adobe Photoshop, Adobe Illustrator, et. al.)

NUKE (NU 101)

Educational Objectives: Students taking this class will learn the fundamental aspects of the Nuke interface and workflow, grasp the underlying mathematical principles of node-based compositing, learn the basic principles of compositing math and attain a core, employable competency in compositing for TV and feature visual effects.

Nuke is a powerful compositing application that delivers unparalleled speed, an efficient multi-channel scanline rendering engine, and a first-class feature set that is unrivalled in the desktop market.

This class will cover the user interface, tools and workflow features of Nuke such as its node-based, comprehensive 2D and 3D workspace, use of multiple viewers, four-point 2D tracking, color correction, undo/redo history, scanline renderer, IBK and more.

30 hours - $1000 (The Foundry - Nuke)

Photoshop 1 (PS 101)

Educational Objectives: Upon the completion of this introductory class, the student will be able to build layered composite images using Photoshop's fundamental tool set. Students will be introduced to basic image editing features including selecting and editing, working with layers and masks, retouching and repairing techniques, creating text and shapes, applying special effects, and performing basic color correction.

This introductory class explores technical skills such as working with adjustment layers, levels and curves, simple color correction using curves, image manipulation and restoration techniques, mastering selection and masking, use of channels, layer masks, advanced blending, the Pen tool and working with paths.

The student will be given hands-on training in the use of Photoshop such as capturing, scanning and manipulating images using a digital camera, photo-retouching, digital painting, creation of layers, use of histories, use of filters, scratch removal, enhanced lighting, color correction and other essential techniques.

Photoshop gives those working with 2D and 3D programs the flexibility to add creative and artistic elements, and special effects with ease.

30 hours - $1000 (Adobe Photoshop)

Previs 101 (PS 101)

Educational Objectives: The goal of this course is to teach the student the basic UI & essential tools to get students ready to use the Unreal Engine software to create game design assets.

You will learn the basics and language of cinematography and apply that knowledge towards a scene that is created within Unreal Engine. This includes using control rig on MetaHuman characters and animating them within the software. Once your scene is animated and your cameras are set up, this class will go over lighting, camera shake creation, as well as post-process the materials used to give our previs different final looks.

By the end of this course all students should have a previs'd scene and solid understanding of a previs pipeline in Unreal Engine.

30 hours - $1000 (Epic Games - Unreal Engine)

Python for Production / Coding with ChatGPT (PY 75 / C4P 101)

This two-part Python for Production class takes you through basic to more creative levels of understanding of how this powerful scripting tool is changing production for all genres of entertainment!

This course offers a practical introduction to scripting for those who are new to coding. Instead of learning via (lame) command-line guessing games and the like, from the first class we'll be using ChatGPT to create for Python to create useful scripts for automating tasks in Nuke and Maya. All using the powerful and ubiquitous Python programming language.

You'll learn how to build sophisticated code by leveraging other people's code libraries. As a bonus, we'll look at how to use your new-found programming skills to create an IOT (Internet of Things) wireless device to rotate selected objects in Maya using physical dials for X, Y, and Z rotation.

30 hours - $1000 (AI tools, Python, Anaconda, ChatGPT, Unreal Engine, Houdini)

Rhino 101 (RH 101)

Educational Objectives: This class will teach the essential commands you'll need to know to be capable with Rhino CG. Over the course of 6 weeks, students will learn basic to advanced commands, while building a 3D model of a tv set with props.

McNeel and Associates Rhino 3D is the motion picture industry standard for building digital sets.   This introductory Rhino class is geared to set designers, illustrators, prop makers, modelmakers and other craftspeople who will be using CG to create digital sets, props and models for use in film and television production.

As a sophisticated NURBS modeler it is used in the feature animation, live action, broadcast and video game industries to create digital environments, construct sets, props, vehicles, etc., as well as output other functions that allow an entire Art Department to create sets and models that can be laid up to plotters as precision drawings whose files can be shared and distributed easily. No other software package approaches its versatility in digital design.

30 hours - $1000 (Robert McNeel and Associates Rhino)

SketchUp Pro 101 (SK 101)

Educational Objectives: Students will learn major drawing, navigation and manipulation tools in Sketchup, acquisition of skills to draw anything, in 2D or 3D, and learn to build anything to real world 1:1 scale.

Sketch Up has become very popular in a short time because it allows artists who are inexperienced in 3D computer graphics to easily create appealing 3D environments without a lot of the technical know-how required in other 3D applications.

This class introduces students to the interface and teaches them how to create environments (Buildings, sets), apply basic colors and textures, set up the appropriate daytime lighting and work through the final scene.

30 hours - $1000 (Trimble SketchUp)

SketchUp to Unreal Engine / Twinmotion (TM 101)

Educational Objectives: Students will learn major drawing, navigation and manipulation tools in Sketchup, acquisition of skills to draw anything, in 2D or 3D, and learn to build anything to real world 1:1 scale.

This class is intended to show attendees how **Twinmotion** can be valuable to a modern TV/film Art Department workflow and will focus on some of the newest tools in Twinmotion, such as:

- Volumetric Clouds
- Sky, Sun, and Fog Enhancements
- Environment Presets
- Configurations Feature
- Projector Lights
- High-Quality Real-Time Orthographic Rendering
- Camera Animation Enhancements
- Measure Tool
- Other uses with Unreal Engine

15 hours - $750 (Trimble SketchUp / Twinmotion)

Story Development 101 / AI Script to Screen (SD 150)

Educational Objectives: The goal of the class is to help student kickstart their personal idea and provide the first step to develop their personal IP. Upon completion, students will be able to develop a story from concept into proposal form, create few solid story ideas which could potentially further develop into a production.

This introductory class is designed for students who want to develop their own story IP, to empower them with a series of practical techniques and mental tools to discover their own storytelling voice. They will learn the creative process in story development from finding an idea to expand the idea into a complete story with beginning, middle and end.

They will learn the fundamentals of storytelling through mini exercises and group discussion. The class will address how to understand and overcome writer's block, creative fear and insecurity, as well as provide a safe and supportive environment to allow students to share ideas, learn to give and receive feedback.

15 hours - $750 (AI Tools, Final Draft, et. al.)

Story Development 201 / Script Development 201 (SD 201)

Educational Objectives: The class is designed have artists and storytellers alike further develop their intellectual property (IP.) Upon completion of this class students will advance their already completed story into a proposal form, create solid story "pitch" ideas, which could potentially further develop into a production.

This follow-up class to Story Development 101 will empower students with a series of practical techniques and mental tools to discover their own storytelling voice. They will further develop their "voice" in the creative process in story development to be able to, ultimately, sell their idea to those interested in taking their story into a producible format, such as a film or television series.

30 hours - $1000 (Final Draft, Microsoft Word, Adobe Photoshop, et. al

Substance Painter (ART 488)

Educational Objectives: All great stories inspire, but in our visually oriented world you need more stimulation to do so successfully. Great Illustrations! Studio Arts holds the key to your success in inspiring others with visually telling your story. Substance Painter is an invaluable tool for illustrating characters for illustrious, beautiful detail.

Substance will not only teach you everything you need to get started with planning, organizing, and painting characters with your art brushes. More importantly, you'll also learn what NOT to do, as this class is taught by a published story artist.

Join character artist Robert Borashan on a personal journey into the world of storytelling through illustration. You will learn essential skills for planning, setting up tools and creating your own amazing artwork - and gain valuable insights into how to get the most out of your characters.

30 hours - $1000 (Substance Painter, Adobe Photoshop, AI Tools, et. al.)

Unreal Engine - (101, Connectors 1, 2) (UE 101)

Educational Objectives: The goal of this course is to teach the student the basic UI & essential tools to get students ready to use the Unreal Engine software to create game design assets.

This introductory game production class will cover the basics needed for simple video game creation using Epic's Unreal Engine. Instruction will begin with the assumption that you know little to nothing about game design but still be able to learn the steps necessary to make a video game. You will start by creating your own game with the instructor and going from laying out your own game idea on paper to producing an actual, simple (but working!) game in Unreal Engine IV.

By the end of this class, you will be able to place a character in the game you design, create an environment for your character to move around in and interact with other objects in the game.

This class is for average computer users who have little to no experience with actual game design or game development. And most people will succeed in this class as long as they have the will put in a little time and effort to learn something that is not overly technical, viscerally exciting and fun to do.

15 to 90 hours - $750 to $4,000 (Epic Games - Unreal Engine)

Unreal Engine 201 (Unreal 201 / Unreal Connectors 3) (UE 201)

Educational Objectives: Unreal Engine is the world's most open and advanced real-time 3D creation tool. Continuously evolving to serve not only its original purpose as a state-of-the-art game engine, today it gives creators across industries the freedom and control to deliver cutting-edge content.

The UE 201 class will expand your knowledge of Unreal from the Unreal 101 class or an equivalent, basic knowledge of Unreal Engine. We will cover more advance techniques in Level/Virtual Sets, Lighting, Materials, 3D Assets, Blueprint, Sequencer and much more such as particle systems.

We do recommend that you take the "Unreal Engine" (also known as the "Unreal Engine 101" class) before taking this more advanced workshop. The class otherwise should be fun and easy. Step by step verbal and visual instructions will be used to make it a pleasant learning experience as usual."

Prerequisite: Unreal 101 class or equivalent, basic knowledge of Unreal Engine

30 hours - $1000 (Epic Games - Unreal Engine)

<u>Unreal Engine – Advanced Subjects</u> (UE 175, 180, 295, 308)

Educational Objectives: Unreal Engine is the world's most open and advanced real-time 3D creation tool. Continuously evolving to serve not only its original purpose as a state-of-the-art game engine, today it gives creators across industries the freedom and control to deliver cuttinßg-edge content, interactive experiences, and immersive virtual worlds.

These classes will expand your knowledge of Blueprint, Sequencer, Animation, MetaHuman, Stage Operations, ICVFX and more from an equivalent experience in Unity, or basic knowledge of Unreal Engine. We will cover more advance techniques in Level/Virtual Sets, Lighting, Materials, 3D Assets, BluePrint and much more.

We do recommend that you take the "Unreal Engine" (also known as the "Unreal Engine 101" class) before taking this more advanced workshop. The class otherwise should be fun and easy. Step by step verbal and visual instructions will be used to make it a pleasant learning experience as usual."

Prerequisite: Unreal 101 class or equivalent, basic or working knowledge of Unreal Engine

8 to 30 hours - $400 to $750 (Epic Games - Unreal Engine)

<u>Vectorworks 101</u> (VW 101)

Educational Objectives: To achieve a solid understanding of the CAD application VectorWorks, its basic user interface and toolset, and how to use those tools to build professional level sets, meeting industry standards & requirements.

Vectorworks is an easy-to-use, fully featured CAD program capable of precision 2D drafting and complete 3D modeling. Advanced visualization tools are available with the RenderWorks module, including camera, light and sun tools.

This class introduces the students to the design interface and how to customize it to meet their individual needs. All the essentials, concepts, and how to meet them with the tools provided in VectorWorks will all be covered in this class.

30 hours - $1000 (Nemetschek Vectorworks)

<u>Virtual Production</u> (ART 610)

Educational Objectives: Students will learn the basic principles of how to visually communicate story through design, and methods for developing and dissecting visual stories, character, action, animation, sets and more for LED Volumes for Film, TV and Broadcast.

The purpose of this instruction is to effectively convey the essence of shots and scenes through a virtual environment with aesthetics that align with the production design of the entire project. These visual cues will come through every portion of the story – from environments, costumes, characters, lighting & color.)

30 hours - $1000 (Unreal Engine, AI Tools, Adobe Photoshop, Illustrator. Blender, et. al.)

(ZB 101) - <u>ZBrush 101</u> - (30 hours)

Educational Objectives: Students will learn the tools, the interface and the many unique visual development tools that have made Z-Brush the definitive digital modeling software on the market.

ZBrush is a revolutionary organic modeling and texturing tool that is currently taking the CG industry by storm. Through its innovative displacement and normal mapping tools, ZBrush allows the user to sculpt, paint and texture models with fantastic detail otherwise unachievable while still maintain an overall low polygon count.

A great class for concept designers or traditional artists trying to move into the 3D world, this course will focus on ZBrush's speed and versatility to create models with unparalleled detailing capabilities. As ZBrush possesses the fastest and best soft selection, modification tools available for the sculpting of millions of polygons in real time, students will learn an exciting new technique that increases their creative workflow.

30 hours - $1000 (Pixologic ZBrush)

(ZB 395) – <u>ZBrush - Creature Design Workshop</u> - (15 hours)

Educational Objectives: Upon the completion of this intermediate/advanced course, the student will be able to do basic character layout and design using a variety of industry standard ZBrush tools that greatly expand the artist's abilities to do visualization for animators, the art department, directors, producers, etc.

Make your creature designs come alive! Create highly impressive 3D creatures for everything from concept art to finished, rig-ready CG models. Not for the faint of heart, this intensive class is meant only for those with 3D modeling and/or 3D painting and textures experience.

Students will learn the latest techniques in ZBrush for creature creation, from basic modeling to texturing to advanced finishing techniques. Current pipeline practices will be thoroughly explored.

This workshop will include converting design drawings to highly poly ZBrush sculpts which can then be used further in the concept process or reverse engineered for the 3d pipeline.

15 hours - $750 (Maxon ZBrush)

Our 2026 Holiday Schedule

(Studio Arts facility is closed on the following Holidays – Zoom classes may be in session)

New Year's Day	January 1, 2026
Martin Luther King	January 15, 2026
President's Day	February 19, 2026
Easter Sunday	March 31, 2026
Spring Break	April 10 to April 17, 2026
Memorial Holiday	May 27, 2026
Independence Day	July 4, 2026
Labor Day	September 2, 2026
Veterans Day	November 11, 2026
Thanksgiving Day	November 28, 2026
Winter Break	December 22, 2026 – January 6, 2027

Administration / Faculty / Advisory Board Members

Administration

Eric Huelsman, President / CEO / School Director   # COAFS–06 -383652
    Bachelor of Arts, Motion Pictures/ Television
    Theatre Arts – College of Fine Arts, UCLA, Los Angeles, CA, 1986

Cruz Sembello, Associate School Director – # COAFS-04-375706
    Administrative Leave (Deputy Mayor Baldwin Park)
    Masters, Psychology, UCLA, Los Angeles, CA
    Director Certification: Bureau for Private and Postsecondary Education   # COAFS-04-375706

Art Morales, General Manager
    Mt. San Antonio College, AA Degree – Business Management, 1998

Huong Nguyen, Office Manager
    Banking Academy of Vietnam, BA Degree – Banking and Accounting, 1994

Aaron Huelsman, Teacher Associate, Social Media and Administrative Services
    University of California, Santa Barbara, BA Degree – Zoology, 2018

Perry Petrzilka, Administrative Services
    Cal State Fullerton, Physical Education, 1984-1987

David Igo, Instructional Services / Curriculum
    Bachelor of Arts Degree, Film/TV, Vancouver Film School, Vancouver, BC, Canada

Faculty

Damian Allen, Compositing and VFX Instructor
    Bachelor of Arts at the University of Sydney, NSW, Australia - Philosophy and Psychology, 1993

Seth Anderholm, Blender and Digital Storyboarding Instructor
    Bachelor of Fine Arts, Ringling College of Art Design, Computer Animation, 2017

Benjamin Bardens, Compositing and Visual Effects Instructor
    Bachelor of Science, Multimedia Studies Humboldt State University, Humboldt, CA, 1998

Robert Borashan, 3D Modeling and Digital Sculpturing Instructor
    Palomar College, Photography, 1986

Stephen Burns, Adobe and 3D Modeling and Digital Sculpturing Instructor,
    Academy of Art University, Bachelor of Fine Arts, Animation, 2005

Alina Chau, Digital Story, Character Development and Visual Design Instructor
    University of California Los Angeles, Master of Fine Arts - Film & TV, 2001

Robert Dennis, Graphic Design Instructor
    Bachelor of Fine Arts, Theatrical Scenic and Lighting Design - Pennsylvania State University, 1986

Michael Eng, AI Filmmaking Instructor
    Interplanetary School of Design, Art/Art Studies, General - Twenty-plus years of VFX experience

Christian Gossett, Concept Design and Digital Illustration Instructor
    Thirty years of experience as graphic illustrator, concept designer, director and producer

Scott Greene, Adobe Illustrator, Adobe Graphics, Motion Design and Digital Illustration Instructor
    Master of Fine Arts Degree, Cinema and Television, University of Southern California

George Gularte, Game Design, Applications, Unreal Engine. Programming Instructor
    Bachelor of Arts, Art Institute of California, Los Angeles, CA

Steven Hudosh, SketchUp Pro and Vectorworks Instructor
    Bachelor of Fine Arts, Art and Technology, School of the Art Institute of Chicago, 2002

Ivan Hurzeler, Digital Illustration and SketchUp Pro Instructor
    Bachelor of Arts, Film, Rhode Island School of Design, Providence, Rhode Island

David Igo, Digital Illustration and ZBrush Instructor
    Bachelor of Arts Degree, Film/TV, Vancouver Film School, Vancouver, BC, Canada

Daniel Katcher, CG Modeling and ZBrush Instructor
    Bachelor of Fine Arts, School of Visual Arts, New York, NY, 1998

Ellen King, Graphic Design Instructor
    Master of Fine Arts Degree, Stage Design, University of Washington, Seattle, WA, 2002

Milton Mariscal, Game Design, Mobile Applications and VR/AR and Unity Programming Instructor
    Over twenty years of experience as a professional game designer, mobile apps and game developer

Mike Milo, Digital Illustration, Nomad and ZBrush Instructor
    Bachelor of Kinetics, Animation and Filmmaking, The Joe Kubert School, 1990

Jason Phipps, Motion Graphics, Unreal Engine, Unreal Engine for Broadcast Instructor
Academy of Art University, 2010

Jason Rose, AI Script to Screen, Adobe Premiere Pro, Blackmagic DaVinci Resolve Instructor
Bachelor of Science, TV-Film, Texas Christian University, Ft. Worth, Texas, 1993

Brandon Thompson, Unreal Engine, VFX and Motion Graphics Design Instructor
3D Generalist Unreal/Notch/TouchDesigner/C4D/Houdini with over 10 years of experience in VF

David Vamos, After Effects, Motion Graphics Instructor
Owner, Six-Point Harness Animation Company

Charlie B. Williams III, AI for Art Direction, ZBrush Instructor
Bachelor of Fine Arts, Media Art and Animation, Illinois Institute of Art – Schaumburg

Advisory Board Members

Becka Natalia - Community Relations Advisor
Cruz Sembello - Community Relations Advisor
Eric Huelsman - Chief Executive Officer
Arthur Morales - General Manager
Huong Nguyen - Office Manager
Kenneth Butler, CFP - Financial Advisor
Damian Allen - Global Learning
Aaron Huelsman - Global Media

Associate Advisors

Dawn Snyder – Education Manager, Art Directors Guild IATSE Local 800
Steve Kaplan – Business Representative, The Animation Guild IATSE Local 839
David Cohen – President, Operative Plasterers Local 755