

ACADEMY OF ART UNIVERSITY

School of Visual Development



Degree Options

AA, BFA, MA, MFA,
On campus, Online
+ UpSkill Classes

Visual Development students learn to add further depth and texture to their creations by building on the most fundamental of skills, such as gesture drawing and shading.

Career Options

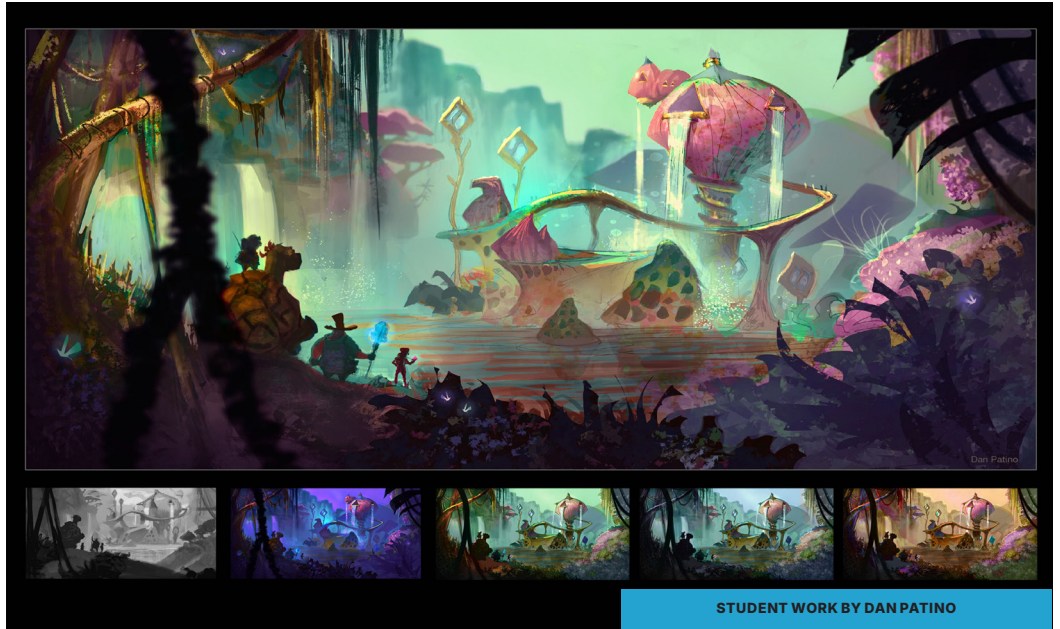
- Character Designer
- Matte Painter
- Concept Artist
- Vector Artist
- Art Director
- Production Artist



STUDENT WORK BY JOHN WEBER

Traditional Animation

2D animators develop storyboards, characters, and backgrounds to bring stories to life in the world of traditional animation. Aspiring 2D artists, stop-motion animators, and storyboard artists come to the Academy to learn from key professionals in the animation industry. You'll graduate with a portfolio of quality artwork that will give you a competitive edge in your career search.



STUDENT WORK BY DAN PATINO

GAIN THE SKILLS TO REALIZE ANYTHING YOU CAN IMAGINE IN TRADITIONAL AND NEW MEDIA.

Visual development artists are key figures in a production pipeline, setting the artistic design and even the moods for the images that entertain us. Whether you're interested in designing movie characters or composing video game environments, our visual development programs teach you everything you need to create the aesthetic concepts shaping blockbuster films, video games, and 21st-century media.

Based on the strength of their portfolios and performance as interns, Academy graduates have been hired by companies like Disney Interactive, Walt Disney Feature Animation, Blizzard Entertainment, Zynga, Pixar Studios, Naughty Dog, Dreamworks Animation, Illumination Studios, Laika, and many others.



STUDENT WORK BY ZHANG AO



STUDENT WORK BY LIZ GERGER

Sample Courses Offered

- Character Design
- Fundamentals of Environments & Prop Design
- Visual Development for Live Action
- Visual Development for Web & Mobile Gaming
- Visual Elements of Story

BRING YOUR VISIONS TO LIFE.

At the School of Visual Development, our faculty of working industry professionals will teach you the skills needed to pursue a career in production. You'll learn to draw from real life with an emphasis on quick studies, line of action, volume, and caricature. You'll explore the foundations of environment and prop design through assignments covering cinematic composition and aspect ratios, atmospheric perspective, and architectural design fundamentals.

You'll be introduced to the various aspects of the visual elements of story, including character development, cinematic composition, color theory, and perspective principles. You will study the painting process by completing character designs, cinematic thumbnails, value and lighting studies, color roughs, and final production paintings.

As you advance through the program, you'll learn the concepts for organic and hard-surface assets. You will generate thumbnail drawings, complete clean line drawings, and conduct value/color studies before executing a final 2D or 3D concept image. You will create functional game-ready assets formatted and optimized for mobile and web platforms.



STUDENT WORK BY ZHANG AO



STUDENT WORK BY LIZ GERGER



STUDENT WORK BY JAMIE TRAN

LEARN MORE



ACADEMY of ART UNIVERSITY®
WE MAKE ART WORK™

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