

SCHOOL

JOIN THE SCHOOL OF VISUAL DEVELOPMENT
AT ACADEMY OF ART UNIVERSITY

Degrees Offered

AA, BFA, MA, MFA
Online, On campus,
Virtual



Student work by Lawrence Davis

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.



Student work by Benjamin Arnold



Student work by Omar Gomet

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.

Graduates have been hired as visual development artists for Disney Interactive, Facebook, Blizzard Entertainment, Zynga, Pixar Naughty Dog, and other companies based on the strength of their portfolios and performance as interns at these companies.

Traditional Animation

2D animators develop storyboards, characters, and backgrounds to bring stories to life in the world of traditional animation. Aspiring 2D and 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.

Defy the Ordinary, Create the Extraordinary

VISUAL DEVELOPMENT



ACADEMY of ART
UNIVERSITY*

ACADEMY



Student work by Patricia Ferguson



Student work by Elise Jimenez



Student work by Hunter Martin

OF

ART

Career Options:

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

At the School of Visual Development, industry professionals teach you the skills needed to play key roles in the production pipeline, focusing on composition, perspective, environment design, figure drawing, and character design. Some of the classes we offer include:

Character Design

You will first draw from life with an emphasis on quick studies, line of action, volume, and caricature, delivering complete character designs (model sheets, turnarounds, expressions, and poses), as well as a completed maquette.

Fundamentals of Environments & Prop Design

We will explore the foundations of environment and prop design through assignments covering cinematic composition and aspect ratios, atmospheric perspective, and architectural design fundamentals. You will then complete cinematic moments, orthographic drawings, and texture/material callouts.

Visual Development for Live Action

In this advanced course, we will teach you the concepts for organic and hard-surface assets. You will generate thumbnail drawings and complete clean line drawings and value/color studies before executing a final 2D or 3D concept image. Strong sketching, drawing, and painting skills—as well as an understanding of color, light, and perspective—will be required.

Visual Development for Web & Mobile Gaming

You will create functional game-ready assets formatted and optimized for mobile and Web platforms. We will cover character design for games, graphic optimization, vector tools, and other industry standards so you may deliver a complete game environment featuring user interface and marketing elements.

Visual Elements of Story

We will introduce you to the various aspects of 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.

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