94% Placement Rate*

Gnomon alumni have a history of landing studio work after graduation. Our 2014 placement rate of 94%* clarifies that Gnomon consistently supplies Hollywood's studios, and beyond, with the talent they need.

Jorik Dozy — Transformers: Age of Extinction
Digital Matte Painter, Industrial Light and Magic

Melissa Altobello — The Last of Us
Texture Artist, Naughty Dog

Suzan Kim — Frozen
Modeler, Walt Disney Animation Studios

* In accordance with national accreditation standards of the Accrediting Commission of Career Schools and Colleges (ACCSC).

"...It's that amazing ideal, where art and making a living peacefully coexist."

"I only wish that Gnomon had existed when I was a kid. I would have applied, and had I gotten in, I would have attended. It's that brilliant nexus of imagination and practical reality; a place where dreamers learn to realize, share and bring to life the visions in their heads. The latest and greatest technology is meaningless without inspired instruction. This is what Gnomon has in spades.

"Their professors and founders are people who truly inspire. They don't just teach the 'how to'—they give you context, understanding and expectations of 'how to on the job'. Theirs is a practical approach to actually working in film, video and gaming. It's that amazing ideal, where art and making a living peacefully coexist. You can certainly become a successful working artist without Gnomon, but with their pedigree, placement stats, culture and track record, why take that chance?"

J.J. ABRAMS
CEO, BAD ROBOT PRODUCTIONS
Director: Star Trek Into Darkness, Star Wars Episode VII, Super 8, Star Trek, Mission: Impossible III
Creator: Super 8, Cloverfield, Lost, Felicity, Alias, Fringe

ENTERTAINMENT DESIGN & DIGITAL PRODUCTION

THREE-YEAR, FULL TIME PROGRAM

Student work by Dustin Blattner

GNOMON™

Gnomon specializes in computer graphics education for careers in the entertainment industry.

GNOMON™

gnomon.edu

The ultimate program for aspiring digital artists who want to blend a foundation in art and digital production with in-depth focus

- Three years of full-time study
- Focus on production skills for movies, television or games
- Specialized, industry-developed tracks
- Curriculum approved by an Advisory Board comprised of esteemed industry veterans
- Job placement assistance for graduates
- On-campus networking events
- Instruction from working professionals
- Financial aid for those who qualify

Choose Your Path as a 3D Artist

Students in the Entertainment Design and Digital Production program spend their first year of study acquiring a strong foundation in art and design and then two years utilizing and sharpening those skills to gain expertise in digital production. The curriculum is geared towards developing artistic and technical skills that are applicable to all entertainment industries.

Courses mimic industry conditions and pipelines, thus preparing students to perform well in the studio environment. Each course is specifically designed to reflect current realities of careers in the entertainment industries. Students are exposed to cutting edge technology to ensure that they are equipped with the most in-demand skillsets.

Student work by Beat Reichenbach
Concept by Patrick O'Keefe

Tracks

Modeling and Texturing
Modeling and texture artists create assets for the film and game industries and must have a strong understanding of form, texture and detail. Assets can be anything from a simple building to a complex mix of 3D elements. To support these concepts, modeling and texturing students are armed with a rigorous foundation in anatomy, sculpture, painting and design.

Games
The Games track combines core digital production education with a specific focus on game art, design, tools and pipelines embedded in game production. With a balance of design education and software-based technical training, Gnomon's Games track offers students an extensive and in-depth skill set relevant to the demands of the industry.

Character Animation
Animators are the actors of the game and visual effect industries, enlivening their creations with personality and emotion. Applying fundamental animation concepts, software techniques and acting skills, animators must demonstrate their ability to capture believable and appealing performances in their characters and creatures. Coursework covers a variety of animation methods including traditional, stop motion and computer, including technical character rigging.

Visual Effects Animation
Visual effects artists must create realistic elements that would be too costly, dangerous or impossible to capture on film. This track is ideal for artists who wish to work with the components of a visual effects shot. Classes emphasize lighting and filming techniques, tracking and compositing of elements, and the creation of both particle and dynamic effects.

3D Generalist
This track covers all aspects of 3D production along with a strong visual art foundation and is ideal for students who are unsure of what area of digital production in which they'd like to excel. This program has plenty of allowances to choose elected specialty courses where further focus is desired.

Example Curriculum: 3D Generalist

Term 1
Photoshop for Digital Production
Figure Drawing
Overview of Visual Effects and Games
Perspective
Visual Communications 1
Art History 1

Term 2
Visual Communications 2
Anatomy
Costumed Figure Drawing
Graphic Design
Character Sculpture 1
Art History 2

Term 3
Zoological Drawing
Storyboarding
Character Design
Product Design
Color Theory and Light
Design History

Term 4
Digital Painting
Creature Design
Environment Design
Vehicle Design
Character Sculpture 2
Film History

Term 5
Introduction to Maya
Introduction to Compositing
Texture and Shading 1
Advanced Character Design
Advanced Digital Painting
History of Visual Effects

Term 6
Hard Surface Modeling 1
Motion Graphics
Texture and Shading 2
Animation and Visual Effects
Principles of Animation
Gesture Drawing

Term 7
Surface Modeling
Hard Surface Modeling 2
Lighting & Rendering with Mental Ray
Digital Sculpting
Cinematography for Visual Effects
Visual Structure

Term 8
Character Modeling and Sculpting
Lighting and Rendering with V-Ray
Art of Compositing
Hard Surface Texturing and Shading
Digital Photography
Character Development

Term 9
Character Animation 1
Character Rigging Fundamentals
Look Development
HD Filmmaking for Visual Effects
Expressions and Scripting
Advanced Compositing

Term 10
Dynamic Effects 1
Character Rigging for Production
Previsualization and Animatics
Matchmoving and Integration
Digital Sets or Environment Creation for Games
Scripting for Production

Term 11
Demo Reel (6 Credits)
Career Realities
Dynamic Effects 2 or Character Animation 2
Elective

Term 12
Demo Reel (6 Credits)
Interview and Resume Workshop
Business of Production
Commercial Production Techniques
Elective

Example curriculum, subject to change.