

GNOMON

gno·mon /'nōmən/ college

VISUAL EFFECTS | GAMES | ANIMATION





WELCOME

TABLE OF CONTENTS

ABOUT

PRESIDENT'S MESSAGE..... 5

OUR MISSION.....11

GNOMON AT-A-GLANCE..... 13

AWARDS.....15

CAMPUS & FACILITIES 19

OUR TECHNOLOGY27

OUR FACULTY.....31

ACADEMICS

INTRODUCTION37

ACADEMICS COMPARISON 39-78

BFA DEGREE IN
DIGITAL PRODUCTION.....79

CERTIFICATE IN
DIGITAL PRODUCTION..... 85

FOUNDATION IN
ART AND DESIGN..... 91

INDIVIDUAL COURSES.....97

COMMUNITY

CAMPUS LIFE.....101

LIVE EVENTS..... 107

NEW CAMPUS 2024 111

LIVING IN L.A.....117

ALUMNI SUCCESS..... 123

NEXT STEPS

ADMISSIONS..... 129

APPLYING TO GNOMON131

VISIT GNOMON.....135

ACCREDITATION 137

CONTACT US.....139



student work by ROMAN SCHMELZERAL



P R E S I D E N T ' S M E S S A G E

Welcome.

Over 25 years ago, Gnomon was launched to prepare students for successful careers as artists in the entertainment industry. Today, we are extremely proud to have cultivated a community of students and professionals who inspire, motivate, and educate each other.

Our education is structured to produce graduates who exceed the film and game industries' demanding and evolving expectations. Our staff and faculty continue to provide Gnomon students with the latest in-demand, studio-level skills - a claim that we back up every year by publishing our verified, job placement rates.

As Gnomon enters its third decade, we're as excited as ever to provide an unparalleled educational experience that allows artists the opportunity to pursue their dreams.

We hope you'll join us.

ALEX ALVAREZ

FOUNDER & PRESIDENT
OF GNOMON

"Gnomon was launched to be the school I'd always hoped to find, but never could. A community of students and professionals who inspire, motivate and educate each other in service of an amazing industry — an industry of endless creative potential."



student work by XINGCHEN YI



"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 co-exist. 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





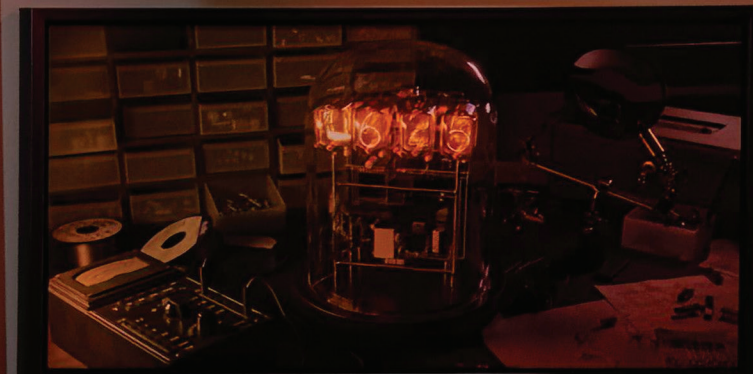
student work by SEAN GARDNER



student work by JARED FISCHLER

OUR MISSION

*GNOMON SPECIALIZES IN COMPUTER
GRAPHICS EDUCATION FOR CAREERS
IN THE ENTERTAINMENT INDUSTRY.*



ABOUT GNOMON

Founded in 1997, Gnomon has educated many of the world's best digital artists. Called "the MIT of visual effects" by Fast Company magazine, Gnomon offers a variety of educational options to help students reach their goals in the entertainment industry, including certificate and degree programs, and over 100 avocational individual courses for professional enrichment.

student work by TANAT BOONYAPANACHOTI

GNOMON AT-A-GLANCE

900+ INDUSTRY-EMPLOYED GRADUATES

550 TOTAL STUDENT BODY

98% PLACEMENT RATE*

14 AVERAGE CLASS SIZE

35,000 SQ FT CAMPUS

0% DELINQUENCY RATE ON PRIVATE LOANS

98% RETENTION RATE FOR FIRST YEAR BFA STUDENTS

110 UNIQUE COURSES

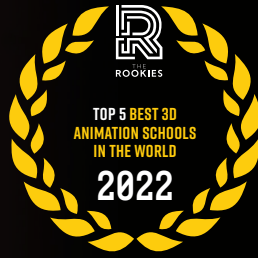
*Percentage reflects the placement rate for Gnomon's Certificate in Digital Production program for the 2022 Annual Report in accordance with the national accreditation standards of the Accrediting Commission of Career Schools and Colleges (ACCSC).

AWARDS

Gnomon proudly recognizes and celebrates the outstanding contributions of students and staff who have made Gnomon an award-winning institution. The following awards represent the growing list of accolades the school has received in recognition of multiple areas of excellence.



The Rookies, is an annual awards and mentor platform open to young creatives in visual effects, animation, games, virtual reality, motion graphics and 3D visualization. The awards are sponsored by dozens of industry leading companies including Autodesk, Adobe, Epic Games, Weta FX, Lenovo, and more.



We teach the creative and technological skills required for careers in Digital Production for the film, TV, streaming , and video games industries.

THE TERM “DIGITAL PRODUCTION” INCLUDES:

- ENTERTAINMENT DESIGN*
- MODELING & TEXTURING*
- DIGITAL SCULPTING*
- LIGHTING & RENDERING*
- RIGGING & ANIMATION*
- MATTE PAINTING*
- CHARACTER & CREATURE ANIMATION*
- DYNAMIC EFFECTS SIMULATION*
- COMPOSITING*
- VIRTUAL PRODUCTION*



OMAR GATICA
ART DIRECTOR
FIRST CONTACT ENTERTAINMENT

"When students come to Gnomon, they're not just learning how to do something - they're learning why you might choose to do something one way and not the other. That, to me, is what makes Gnomon a top tier education."



CAMPUS & FACILITIES

Located in Hollywood, CA, home to hundreds of film, game, and television studios, Gnomon's campus sits in the heart of the entertainment industry. Gnomon's facilities have been designed to create a production-like environment with an atmosphere conducive to creativity and learning. Our 35,000 sq ft. facility houses nine state-of-the-art computer labs, four drawing classrooms, a sculpture studio, a 70 ft. green screen stage, lounges, a store, and the Gnomon Gallery.

**JESSICA
DRU**
ALUMNI

SENIOR MODELING ARTIST,
BLIZZARD ENTERTAINMENT

"The first time you walk onto the Gnomon campus, you don't even realize how important the environment you're learning in can be. It's such an inspiring place to be."





student work by ELLIOT WENZEL



student work by SASAWAT INTAKUL

CAMPUS OVERVIEW

COMPUTER LABS

Gnomon's campus features 9 custom-built computer labs, equipped with production-level computers designed to handle modern software and the rigorous workloads associated with current production pipelines.

ART STUDIOS AND LECTURE ROOMS

Multiple classrooms across Gnomon's campus are designed specifically for traditional art education, including three lecture rooms, a figure drawing room, a green screen sound stage, and a sculpture studio.

THE VR LAB

Featuring five VR workstations, Gnomon's VR lab is a dedicated space for students to create and explore their work in VR, collaborate on real-time projects, and experience VR content.

THE LIBRARY

Gnomon's Library & Learning Resource Center features course-related and professional resources such as books, online databases, trade industry magazines and newspapers, and a wide variety of reference materials. Students have access to production equipment including digital cameras, lighting rigs, grip material, and more.

COMMON AREAS

From student lounges to a rooftop garden, Gnomon's campus features several spaces for students to relax between classes. Common areas are equipped with comfortable furniture, TVs, student kitchens, vending machines, classic arcade games, and more.

GREEN SCREEN SOUND STAGE

Gnomon's 2500 sq. ft. stage is a multi-function space available for students to complete personal projects and doubles as a venue for the school's wide range of educational events that include artist panels, software user group meetings, and figure drawing workshops.

STUDENT STORE

Need to purchase class supplies or pick up a Gnomon hoodie? Our student store offers an assortment of art supplies, a curated collection of art books and reference materials, and a variety of Gnomon merch, conveniently located on campus.

THE GNOMON GALLERY

Founded in 2008, the Gnomon Gallery was established to spotlight the talented artists working in animation, effects, and games whose phenomenal artwork is rarely seen by the public in a traditional gallery setting.

G

N

O

M

O

N



TOBY LEWIN
3D GENERALIST
ILM

"During my time at Gnomon, I was so impressed by the passion and drive of my fellow students. Being around people who want to be the best at what they do and just hanging out and having fun while you work together is super rewarding."



OUR TECHNOLOGY

Gnomon equips all computer labs with production-level workstations designed to meet and exceed the demands of modern software and the rigorous workloads associated with current production pipelines. All workstations are evaluated to ensure that the CPU, Memory, Storage and Graphics architectures are aligned with the specific requirements necessary to run the most up-to-date production applications. Students at Gnomon are provided access to over 150 apps and programs, including:





OUR FACULTY

A determining factor in the quality of education at any institution is the faculty. Because the tools and technology used in the film and games industries change so frequently, it's necessary to learn from working professionals who understand workplace challenges.

Gnomon's technical instructors use their real-world experience to ensure that curriculum moves in tandem with the industry, while the school's general education instructors provide an academic foundation through traditional studies.

**SHAWN
MOGHADAM**
INSTRUCTOR/
DIGITAL DESIGNER
TESLA DESIGN STUDIO /
VEHICLE DESIGN INSTRUCTOR

"Gnomon is at the peak of the creative world. I know that many of my students are going to be the future stars of this industry and I'm really honored to be part of that."



LEARN FROM INDUSTRY PROFESSIONALS



KYLE BROWN
FREELANCE CONCEPT ARTIST
GLENN HETRICK'S ALCHEMY STUDIOS



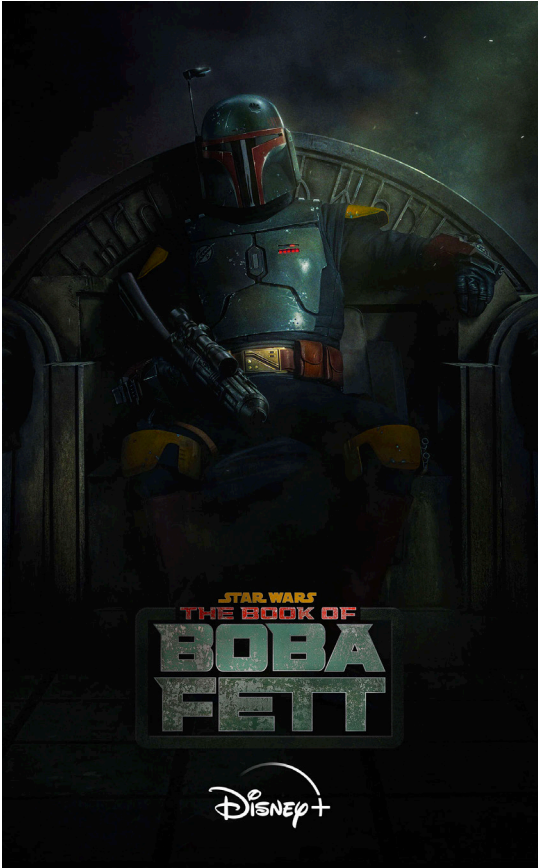
ASHLEY STEGON
SENIOR CHARACTER ARTIST
COLD IRON STUDIOS



DANE ALLAN SMITH
VP
THE THIRD FLOOR



FRED GAGO
FREELANCE STORYBOARD ARTIST
HORIZON FORBIDDEN WEST



SEAN GARDNER
3D GENERALIST
INDUSTRIAL LIGHT & MAGIC



CHRISTOPHE DESSE
LEAD DYNAMICS TECHNICAL ARTIST
NAUGHTY DOG



student work by RAIN ROUHANI & SASHA HONCHAROVA



student work by ETHAN CLARK

ACADEMICS



AREAS OF STUDY

3D GENERALIST

ANIMATION

GAMES

MODELING & TEXTURING

VISUAL EFFECTS

3D GENERALIST

Students studying Gnomon's 3D Generalist curriculum are trained on all aspects of 3D production. This area of study is ideal for students who desire a breadth of knowledge and a skill set that allows them to work in a variety of fields across the various entertainment industries. Curriculum covers multiple subjects with a focus on tools, processes, and workflow, utilizing industry software such as Maya, ZBrush, Photoshop, After Effects, Nuke, Mari, Houdini, and more.

With a balance of foundational education and software-based technical training, Gnomon's 3D Generalist curriculum offers students an extensive skill set relevant to the demands of the industry.

In the **BFA Degree Program**, 3D Generalist courses are integrated throughout the curriculum and available as electives.

The intensive **Certificate in Digital Production Program** offers the 3D Generalist curriculum as an area of emphasized study.

STUDENTS WHO CHOOSE TO BECOME 3D GENERALISTS STUDY MULTIPLE AREAS OF GNOMON'S CURRICULUM, INCLUDING:

MODELING & SCULPTING

TEXTURING & SHADING

CHARACTER ANIMATION

EXPRESSIONS & SCRIPTING

RIGGING

LIGHTING

COMPOSITING

DYNAMIC EFFECTS

PREVISUALIZATION

MATCHMOVING

DIGITAL MATTE PAINTING

VIRTUAL PRODUCTION

FOUNDATIONAL ART



student work by JILLIAN UBANDO / EDUARDO FRANCISCO



student work by SHAWN JUAN



student work by KWABENA KYEI

3D GENERALIST ALUMNI SUCCESS STORIES



SANJEEVAN THAVARAJA
PREVISUALIZATION ASSET ARTIST
THE THIRD FLOOR



GIORGOS "STRAT" GOUMAS
VISUALIZATION ARTIST
DAY FOR NITE VFX



MIKE 'CASH' CACCIAMANI
LIGHTING TECHNICAL DIRECTOR
PIXAR



JAY MACHADO
ASSET SUPERVISOR
ILM

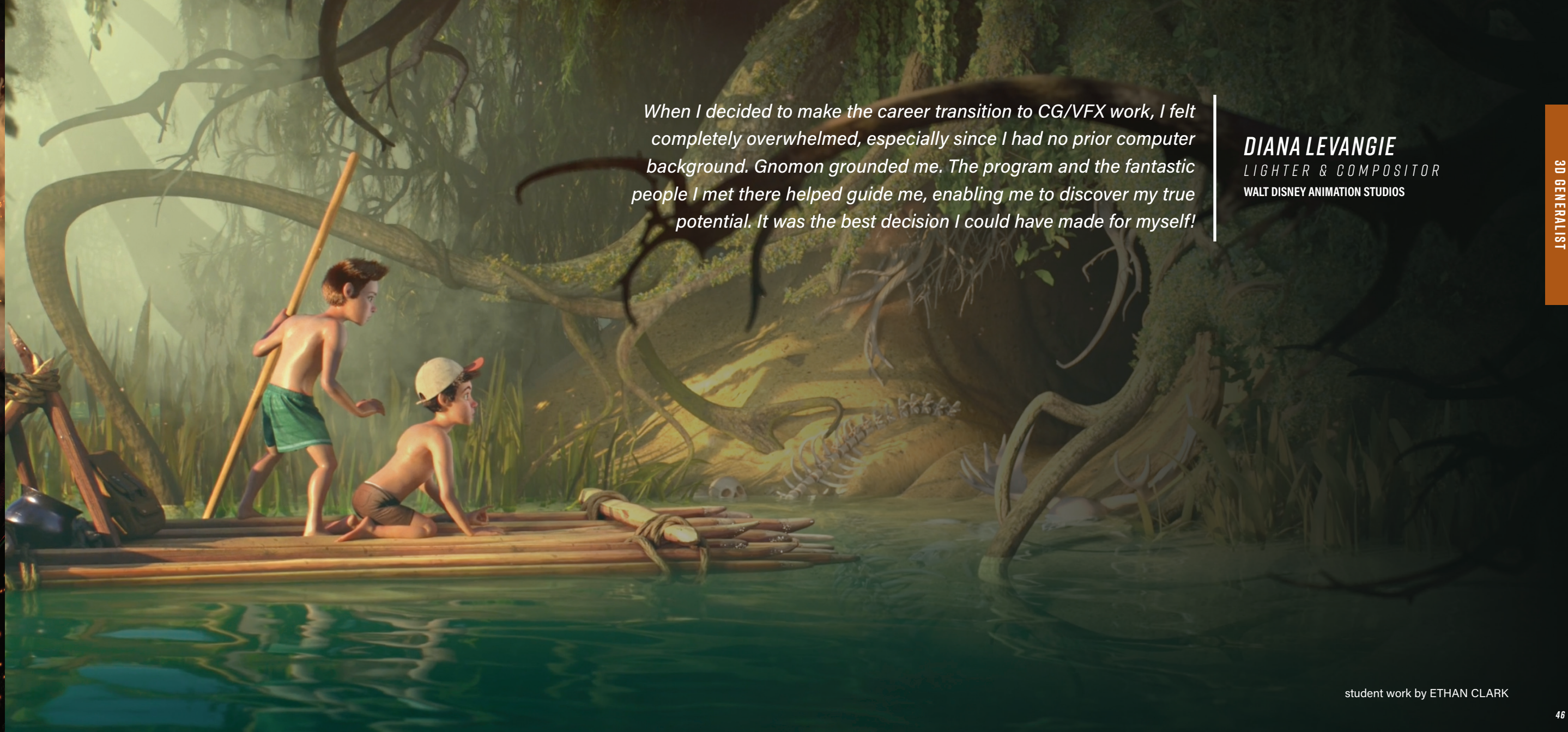
"What's great about the Gnomon curriculum is that you get exposure to the entire production pipeline. I came into the school as a student thinking I was going to do one thing, but then discovering a love for something completely different."

TYPICAL INDUSTRY CAREERS:
3D Generalist | Lighting Artist | Look Development Artist | Matte Painter | Previsualization Artist | Composer

student work by CONNOR LEE



student work by LINCOLN LEE | Concept CALVIN CHUA



When I decided to make the career transition to CG/VFX work, I felt completely overwhelmed, especially since I had no prior computer background. Gnomon grounded me. The program and the fantastic people I met there helped guide me, enabling me to discover my true potential. It was the best decision I could have made for myself!

DIANA LEVANGIE
LIGHTER & COMPOSITOR
WALT DISNEY ANIMATION STUDIOS

student work by ETHAN CLARK

ANIMATION

Students studying animation at Gnomon are trained to capture believable and appealing performances in their characters and creatures through the application of fundamental animation concepts, software techniques, and acting skills. Coursework covers a variety of animation methods including traditional and computer, as well as technical character rigging.

With a balance of foundational education and software-based technical training, Gnomon's animation curriculum offers students an extensive and in-depth skill set relevant to the demands of the industry.

In the **BFA Degree Program**, Animation courses are integrated throughout the curriculum and available as electives.

The intensive **Certificate in Digital Production Program** offers Character and Creature Animation as an area of emphasized study.

ANIMATION-RELATED SUBJECTS FOUND
THROUGHOUT GNOMON'S EDUCATIONAL
OFFERINGS INCLUDE:

VISUAL EFFECTS ANIMATION

CHARACTER ANIMATION

CREATURE ANIMATION

TIMING FOR ANIMATION

ANIMATION FOR GAMES

RIGGING FOR PRODUCTION

MOTION CAPTURE

PREVISUALIZATION & ANIMATICS

ACTING FOR ANIMATORS

IMPROVISATIONAL ACTING



student work by DAVID EISENSTADT



Student work by ALENA MEALY

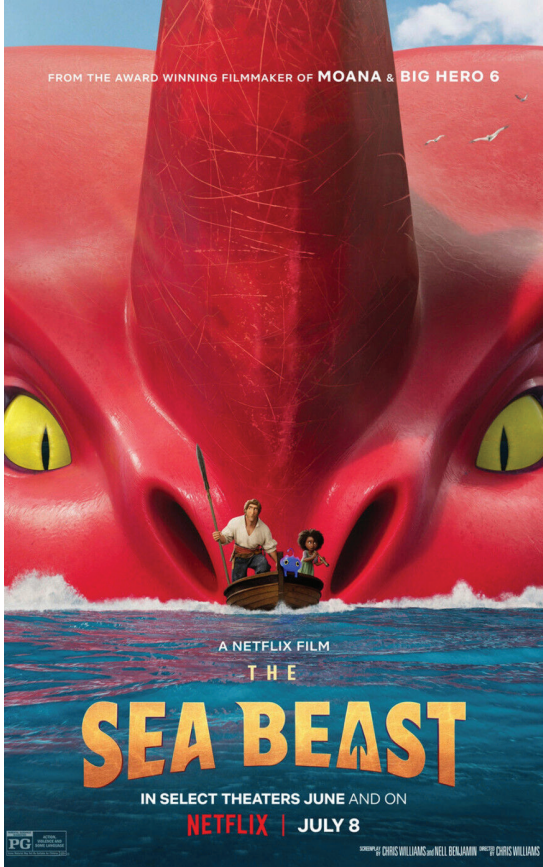


student work by THOMAS PROUX

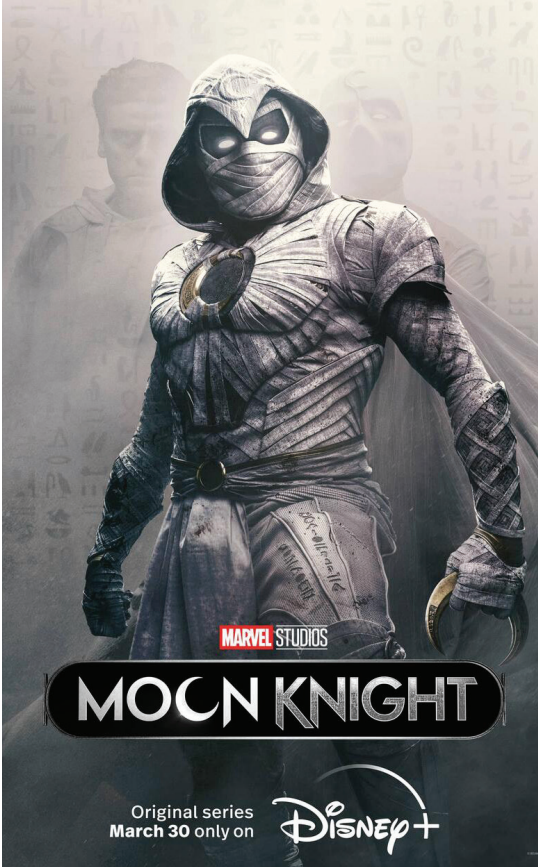
ANIMATION ALUMNI SUCCESS STORIES



CHRISTIAN OLAN-GEDDES
EFFECTS ANIMATOR
WALT DISNEY ANIMATION STUDIOS



EEVEE SAUCEDO
ANIMATOR
SONY PICTURES IMAGEWORKS



JENNIFER FRIEDMAN
PREVIS ARTIST
THE THIRD FLOOR



TYPICAL INDUSTRY CAREERS:
CHARACTER ANIMATOR | PREVISUALIZATION ARTIST | TECHNICAL ANIMATOR | CHARACTER RIGGER

student work by ISABELLA CLEMENTS LEEDEMAN | concept by ISAAC ORLOFF



**BROOKE SHAY
BRADFORD**

SUPERVISING ANIMATOR
DREAMWORKS ANIMATION

"As a student, being introduced to Gnomon's community of professional artists was just as important as the education I received. As a professional, my connection to Gnomon has been a large factor in landing almost every industry job I've had."

student work by HARRISON DORN

student work by ANDREW REICHLE

GAMES

Students studying Gnomon's games curriculum are trained on the tools, processes and workflows of game production utilizing industry software such as Unreal, Maya, ZBrush, Substance Painter and Designer, Photoshop, Marmoset Toolbag, and more. Courses cover multiple subjects and provide opportunities to create real-time artwork across a variety of disciplines.

With a balance of foundational education and software-based technical training, Gnomon's Games curriculum offers students an extensive and in-depth skill set relevant to the demands of the industry.

In the **BFA Degree Program**, students may choose an optional concentration in Game Art, which contains 30 unique units of games-specific courses

The intensive **Certificate in Digital Production Program** offers Games as an area of emphasized study.

*GAMES-SPECIFIC SUBJECTS FOUND
THROUGHOUT GNOMON'S EDUCATIONAL
OFFERINGS INCLUDE:*

GAME DESIGN

ANATOMY OF GAMES

LEVEL DESIGN

PROPS & WEAPONS FOR GAMES

ANIMATION FOR GAMES

GAME CREATION

CHARACTER CREATION FOR GAMES

ENVIRONMENT CREATION FOR GAMES

TEXTURING & SHADING FOR GAMES

VISUAL EFFECTS FOR GAMES



student work by TY MANTEUFFEL | concept by LUKAS ZPODUCH



Student work by MARI KIRAKOSYAN

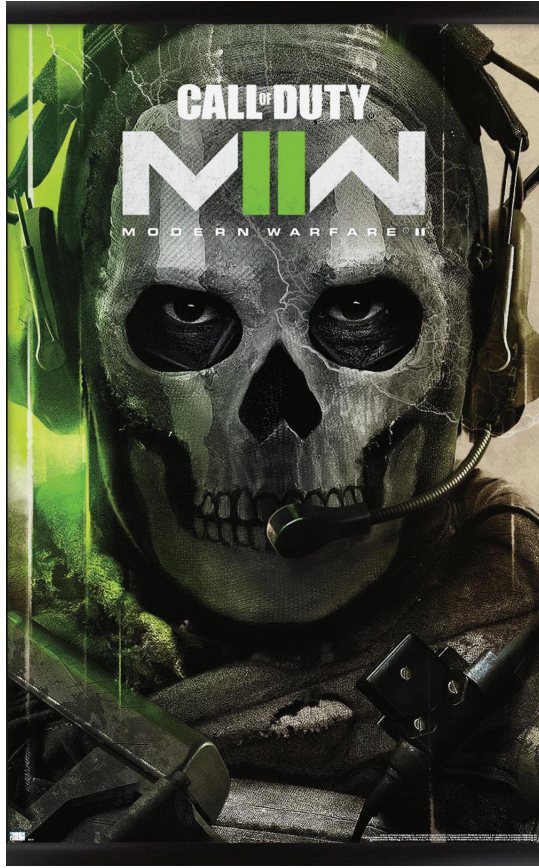


student work by BRYAN SOEGONDO

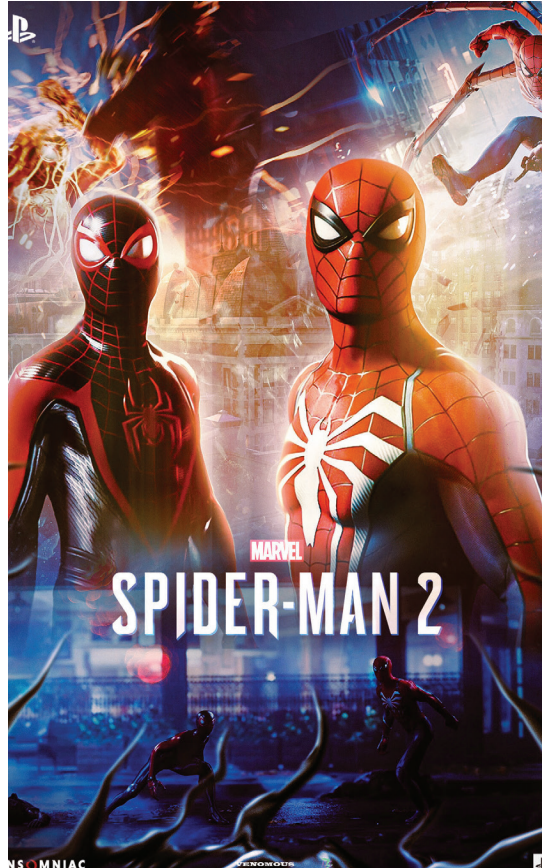
GAMES ALUMNI SUCCESS STORIES



ANGELA RICO
SENIOR CHARACTER ARTIST
SANTA MONICA STUDIO



OSCAR LOPEZ
ARTIST
INFINITY WARD

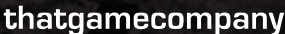


VAL ERBUKE
CHARACTER ARTIST
INSOMNIAC GAMES

"It was an easy transition from graduating Gnomon and going straight into the industry. There was almost no gap, which was a lot of fun. Every classmate I've talked to had the same experience - we all found work directly after school and we're all still working."

ASHLEY STEGON
SENIOR CHARACTER ARTIST
COLD IRON STUDIOS

GNOMON IS PROUD TO HAVE SUCCESSFUL ALUMNI WORKING AT GAME STUDIOS ALL OVER THE WORLD, INCLUDING:



TYPICAL INDUSTRY CAREERS:

CHARACTER ARTIST | ENVIRONMENT ARTIST | PROP ARTIST | REAL-TIME VFX ARTIST | TECHNICAL ANIMATOR



**RIGEL
RANCIATO**
CG GENERALIST
MEDICI MEDIA

"A friend suggested I try getting into Gnomon, aka, the Hogwarts of the VFX industry. So I bought a wand and went for it. Today, I'm a professional CG Generalist and Lighting Artist for film and TV. Magic IS real and it is the heart of this school."

student work by KRIS YU

MODELING & TEXTURING

Students studying Modeling & Texturing are guided through the process of 3D asset creation for films and games. To develop a strong understanding of form, texture, and detail, students are trained in the fundamentals of anatomy, sculpture, painting, and design.

With a balance of foundational education and software-based technical training, Gnomon's Modeling and Texturing curriculum offer students an in-depth skill set relevant to the demands of the industry.

In the **BFA Degree Program**, Modeling & Texturing courses are integrated throughout the curriculum and available as electives.

The intensive **Certificate in Digital Production Program** offers Modeling & Texturing as an area of emphasized study.

MODELING & TEXTURING SUBJECTS FOUND
THROUGHOUT GNOMON'S EDUCATIONAL
OFFERINGS INCLUDE:

HARD SURFACE MODELING

TEXTURING & SHADING

CHARACTER SCULPTURE

DIGITAL SCULPTING

CHARACTER MODELING & SCULPTING

CREATURE MODELING & SCULPTING

DIGITAL SET DESIGN

ADVANCED DIGITAL SCULPTING

CHARACTER CREATION FOR GAMES

ENVIRONMENT CREATION FOR GAMES



student work by YIFAN WANG



Student work by SASHA HONCHAROVA



student work by ZHOULI TAN

MODELING & TEXTURING ALUMNI SUCCESS STORIES



BLAIR MACKAY
3D ARTIST
MOLD3D



ROBERT MCKINNON
HARD SURFACE MODELER
INDUSTRIAL LIGHT & MAGIC



KRYSTAL SAE EUA
SENIOR MODELER
WETA DIGITAL

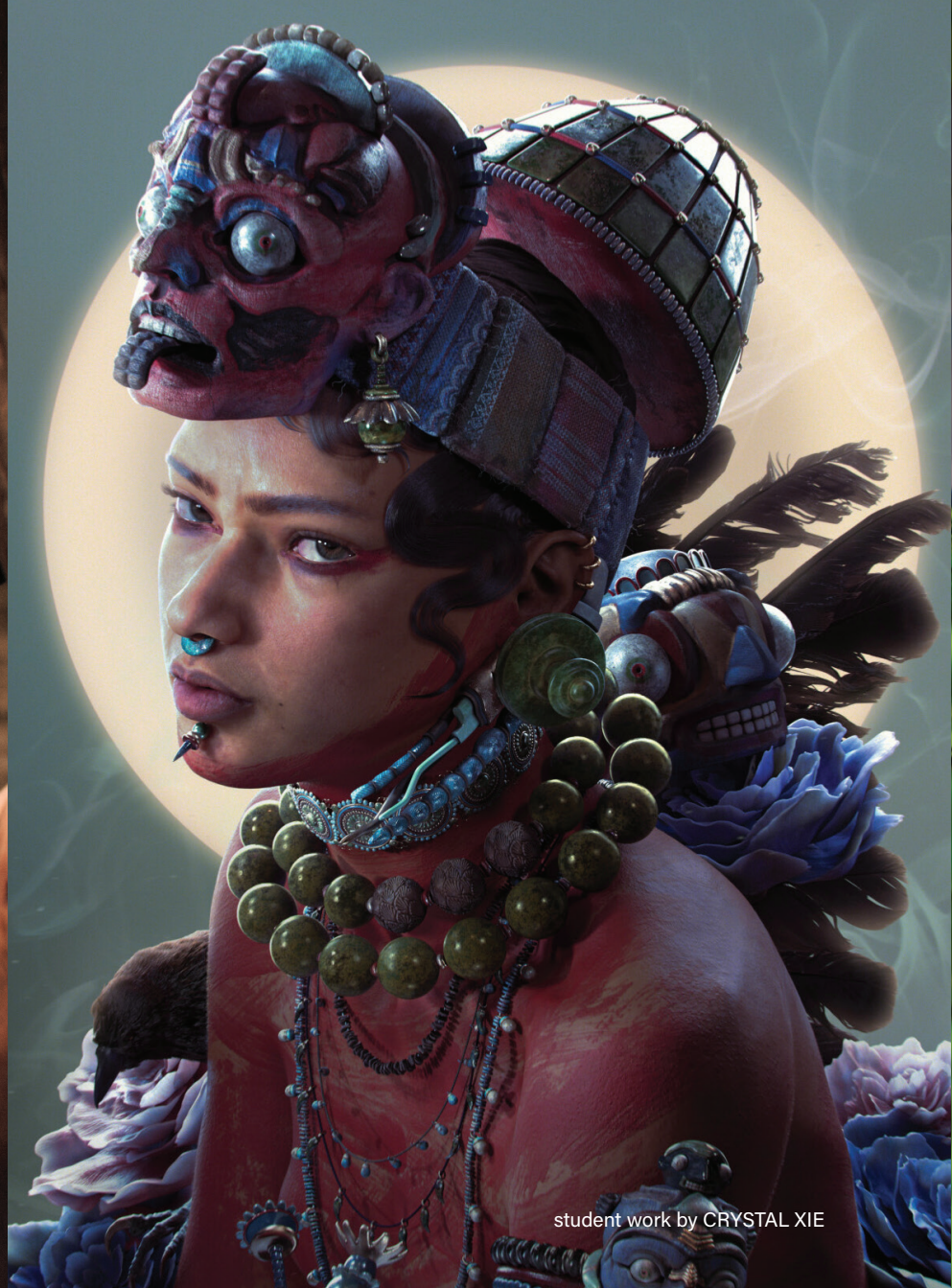


TYPICAL INDUSTRY CAREERS:
CHARACTER MODELER | HARD-SURFACE MODELER | TEXTURE ARTIST | LOOK DEVELOPMENT ARTIST

student work by MEGAN STRAZISAR



student work by BRYAN SOEGONDO



student work by CRYSTAL XIE



CLINT REAGAN

VISUALIZATION
SUPERVISOR

CG RAYGUN

"Before Gnomon, I was trying to learn VFX on my own. I realized that I could learn the tools by myself, but at Gnomon, I could have access to super intelligent people who could help answer my questions and give me the foundation to start my career."

student work by KYLE STEWARD

VISUAL EFFECTS

Students studying Visual Effects explore the various processes by which imagery is created to simulate dynamic assets such as smoke, fire and water as well as complex systems such as destruction or organic growth.

Course content includes lighting and filming techniques, tracking and compositing of elements, and integration of virtual assets into a live-action shot. Utilizing industry software such as Houdini, Maya, Nuke, After Effects, and more, Gnomon's Visual Effects Animation curriculum offers students an in-depth skill set relevant to the demands of the industry.

In the **BFA Degree Program**, students may choose an optional concentration in Visual Effects Animation, which contains 30 unique units of VFX-specific courses.

The intensive **Certificate in Digital Production Program** offers Visual Effects Animation as an area of emphasized study.

VISUAL EFFECTS-SPECIFIC COURSES FOUND
THROUGHOUT GNOMON'S EDUCATIONAL
OFFERINGS INCLUDE:

ANIMATION & VISUAL EFFECTS

DYNAMIC EFFECTS

HOUDINI

EXPRESSIONS & SCRIPTING

SCRIPTING FOR PRODUCTION

HD DIGITAL FILM MAKING

LIQUID SIMULATION

VISUAL EFFECTS DESIGN

MATCHMOVING & INTEGRATION

DESTRUCTION & DEMOLITION

PYROTECHNIC SIMULATION

FLUID DYNAMICS

DAVID STRIPNIS

CG WORKFLOW SUPERVISOR

ENCORE VFX

"There's a real strong sense of community and support among the students here, which is so encouraging to see. There's not a day I come in to teach that I don't see one student helping another, giving feedback, or offering their help. When I went to art school, it was so cut-throat and competitive. I'm blown away by how supportive Gnomon students are of each other."

student work by RAHUL GUPTA | concept by HOUDINI1

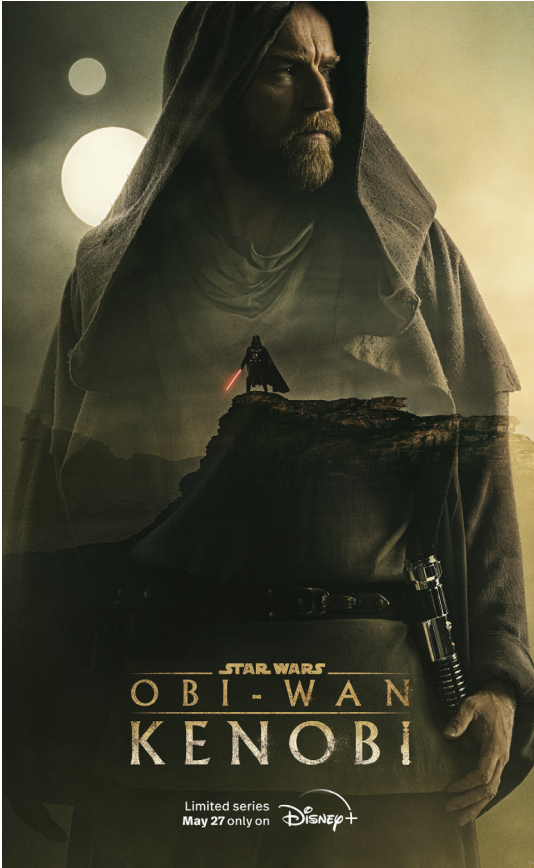


Student work by YIFAN WANG



student work by ETHAN JONES

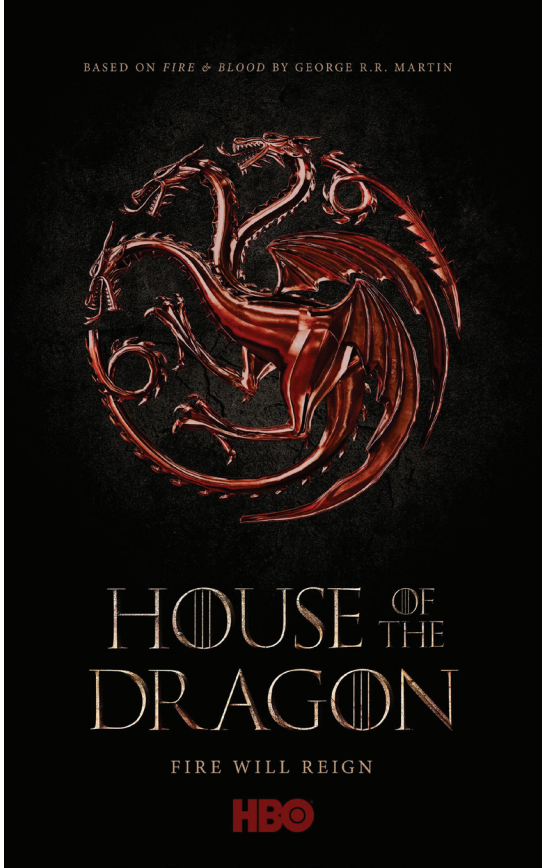
***VISUAL EFFECTS** ALUMNI SUCCESS STORIES*



BLAINE JENSEN
VFX ENGINE ARTIST
THE THIRD FLOOR



ANDREW ADAMS
VFX GENERALIST
LUMA PICTURES



JOSH HARRISON
FX ARTIST
MPC EPISODIC



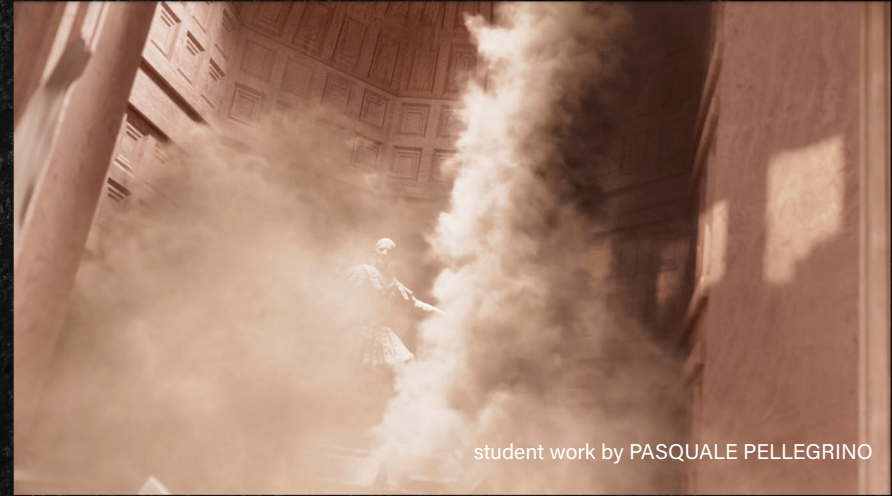
VISUAL EFFECTS

MIKE ZHANG
SENIOR LIGHTING TD
SONY PICTURES IMAGEWORKS

"Not only does Gnomon train you with state-of-the-art tools but more importantly, they train you in the art and fundamentals of creating visually stunning imagery. In an industry where the tools and software are constantly changing, I feel like that is the key reason Gnomon rises above all other schools."

TYPICAL INDUSTRY CAREERS:
VFX ARTIST | HOUDINI ARTIST | NUKE ARTIST | COMPOSITOR | TECHNICAL ANIMATOR

student work by KIAN BABAYI



student work by PASQUALE PELLEGRINO



student work by KIKOR KASPARIAN & GONZALO TEIXIDOR



BFA IN DIGITAL PRODUCTION

FULL-TIME BACHELORS OF FINE ARTS DEGREE

BFA IN DIGITAL PRODUCTION

Gnomon's Bachelor of Fine Arts in Digital Production is a full-time program designed to produce production-ready artists who are versed in general academic knowledge, foundational arts, and production skills.

- Provides focused education across the 3D production pipeline in film, games, and visual effects, as well as breadth of learning within general education studies
- Technical education with a focus on tools, processes, and workflow
- In-depth training in industry software such as Maya, ZBrush, V-Ray, Houdini, Substance, Nuke, Unreal Engine, and more
- Elective options for enhancement in particular skills
- Culminates in the creation of a demo reel used to gain employment
- Financial aid for those who qualify
- 180 total units (135 within the field of career-focused study) 45 in general education

3D GENERALIST CURRICULUM

FOUNDATIONAL ART	CHARACTER ANIMATION	DYNAMIC EFFECTS	VIRTUAL PRODUCTION
MODELING & SCULPTING	LIGHTING & RENDERING	DIGITAL PAINTING	CHARACTER RIGGING
TEXTURING & SHADING	COMPOSITING	GAME CREATION	MATTE PAINTING



"I came to Gnomon having already experienced some professional success as an artist, thinking this would be a refresher. In my first class I realized how much I didn't know and how much the school was going to provide. There were huge missing puzzle pieces in my education that I was not even aware existed."

DAVID OLSON
VAD LEAD
LUCAS FILM



student work by TANAT BOONYAPANACHOTI



student work by SEBASTIAN MORA | concept by VYOUM KUSHWAH



student work by MICHAEL ASSOUS



CERTIFICATE IN DIGITAL PRODUCTION

FULL TIME 2-YEAR PROGRAM

TWO-YEAR CERTIFICATE PROGRAM

Gnomon’s Certificate in Digital Production is a full-time, two-year program comprised of two years of instruction in digital production. The curriculum is geared toward students with a background in art and who desire a career as a digital artist in the film, games, or visual effects industries.

AREAS OF STUDY

3D GENERALIST

GAMES

MODELING & TEXTURING

VISUAL EFFECTS ANIMATION

CHARACTER & CREATURE ANIMATION

- Provides focused education across the 3D production pipeline in film, games, and visual effects
- Technical education with a focus on tools, processes, and workflow
- In-depth training in industry software such as Maya, Z Brush, V-Ray, Houdini, Substance, Nuke, Unreal Engine, and more
- Elective options for enhancement in particular skills
- Culminates in the creation of a demo reel used to gain employment
- Financial aid for those who qualify
- 180 total units (135 within the field of career-focused study) 45 in general education

For Additional consumer information and disclosures please visit: www.gnomon.edu/about/consumer-disclosures



"Gnomon understands that they are not just training students to use cutting edge technology, they are training artists to create with a fully realized tool-set that starts with their own well-grounded and developed artistic eye."

**MADELEINE
SPENCER**
TEACHER /
HEAD OF ASSETS &
VISUAL DEVELOPMENT
CINESITE

student work by BAVLY HANNA



student work by CEDRIC DUYCK | concept by FREDDY CARRASCO



student work by RONG BING CAO



FOUNDATION IN ART & DESIGN

PREPARATORY COURSES FOR PORTFOLIO DEVELOPMENT

student work by AKIN ADEKILE

BUILD YOUR FOUNDATION

Gnomon's Foundation in Art & Design provides up to a year of fundamental art education to students looking to become better artists, build a well-rounded portfolio, and lay the groundwork for further education in digital production or a related field.

- Ideal for beginners
- Utilizes traditional and digital methods
- Available to High School graduates
- Classes are held on Gnomon's campus
- Four (4) opportunities to start per year
- Specific courses are transferable to our full-time programs

Gnomon's Foundation in Art & Design commences four times each year - at the start of Fall, Winter, Spring or Summer terms. Please see [Gnomon.edu](https://gnomon.edu) for enrollment dates.

Courses are not vocational in nature and do not lead to a certificate/diploma. For more information, contact admissions@gnomon.edu





YOUR JOURNEY STARTS HERE

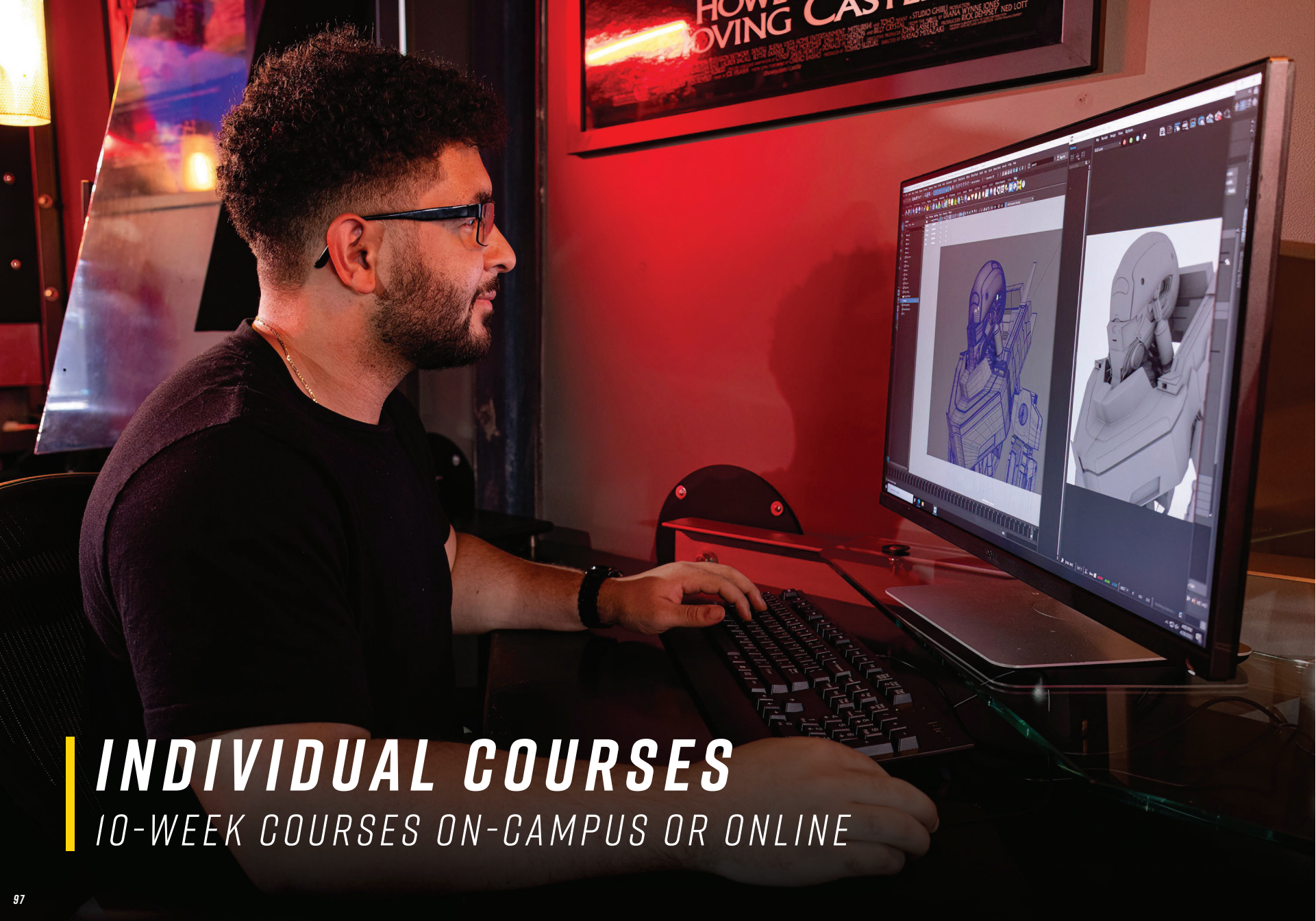
Discover the techniques and processes used within entertainment design across a wide range of creative mediums. From Life Drawing to Digital Painting, Foundation in Art & Design students are enrolled in four courses per quarter, up to a year of continuous study.

Considering Gnomon's BFA Degree or Certificate Program in the future? Specific courses taken within this course of study are transferable to our full-time programs.

1. Submit the online registration form and \$25 enrollment fee
2. Provide proof of High School completion or equivalent
3. Complete a consultation with an Admissions advisor







INDIVIDUAL COURSES

10-WEEK COURSES ON-CAMPUS OR ONLINE

CHOOSE FROM

ENTERTAINMENT DESIGN

MODELING & SCULPTING

TEXTURING & SHADING

LIGHTING & RENDERING

VFX TOOLS & TECHNIQUES

CHARACTER ANIMATION

RIGGING

DYNAMIC EFFECTS

SCRIPTING & PROGRAMMING

COMPOSITING

MOTION GRAPHICS

MATTE PAINTING

GAME DESIGN

VIRTUAL PRODUCTION

INDIVIDUAL COURSES

Gnomon's individual courses are designed for artists seeking further education to improve their skills and advance their marketability in the industry. Immerse yourself in the creative environment of our Hollywood campus or study with industry professionals through distance education. Courses cover a variety of subjects within film, game, and visual effects production.

Individual courses are not vocational in nature and do not lead to a certificate/ diploma. Online individual courses are only available to those physically located in California or outside of the United States.

- Available evenings and weekends to accommodate work schedules
- Curricula and projects are geared toward providing students with relevant skills
- Instruction from industry professionals
- Studio lab time is available for on-campus courses
- Courses meet once per week for 10 weeks and are available four terms per year
- Avocational courses may transfer into Gnomon's vocational or degree programs

"I spent about 3 years before Gnomon doing 3D and I always felt like there were "secrets" that I couldn't figure out alone or in the forums. And that definitely turned out to be true. Being able to ask the instructors at Gnomon about how certain problems were solved was great. It felt like I finally had a way to get answers to all the questions I had."

BEAT REICHENBACH

VFX ARTIST

BLUR STUDIO

student work by YIFAN WANG



COMMUNITY

Many students find a true sense of community at Gnomon. Through numerous opportunities for engagement, students become part of a diverse community of artists, forging friendships that extend well beyond their studies. From social activities, support services, student-led clubs, and academic mentorship, Gnomon strives to create a campus environment that embodies inclusivity, encouragement, and student success.





DIVERSITY

Gnomon is committed to cultivating a culturally inclusive environment that supports the school's diverse student population. Student services are designed to promote tolerance and foster a healthy and productive school community.

STUDENT MIXERS

Gnomon hosts a quarterly Student Mixer, providing the opportunity for new students to socialize and network. Present at the event are key staff members from Education, Placement, Administration, among others. Student Club and Student Council representatives also join to offer advice, critique, and share experiences.

PEER TUTORING

Gnomon's Peer Tutoring is designed to nurture student success through voluntary tutoring delivered by verified and trained student peers.

CLUBS AND ACTIVITIES

Student-run clubs provide an energetic community forum for collaboration and engagement. Club activities include guest speakers, sketch events, career-specific lectures, and social gatherings. Gnomon's annual Game Club tournament is a great way for students to relax and socialize.

ACADEMIC MENTORING

Gnomon students have access to academic mentoring advisors who are instructors with decades of industry and educational experience. Academic advising provides support and motivation to address student needs and enhance overall student satisfaction. As advocates for students, academic mentors work closely with faculty and staff to promote success and campus involvement.





EVENTS

From Making-of Events that showcase the latest VFX techniques used in blockbuster films and triple-A games, to panel discussions with industry leaders and award winners, events are a valuable experience for both students and professionals alike.

Attended by students, alumni, industry artists, recruiters, producers, and enthusiasts, every event offers the chance to network, create new opportunities and build relationships.

While Gnomon Events serve the community at large, our students are the first to benefit. Gnomon students enjoy reserved seating and are provided with opportunities to get one-on-one time with visiting artists, including book signings, hands-on workshops, portfolio reviews by industry legends, and so much more.





ARE TOP STUDIOS LOOKING FOR?
RS FROM NETFLIX ANIMATION & RIOT GAMES
FRI 7/07 | 11:00AM - 12:30PM PT | SPONSORED BY **Lenovo**

THE LEGEND OF VOX MACHINA
BEHIND THE SCENES
THURSDAY 7/14 | 7:30PM - 9:30PM PDT

THE VOICE OF THE HOLLOW
SHORT FILM PREMIERE EVENT!
THU 11/17 | 6PM - 9PM PT LIVE ON CAMPUS RSVP-ONLY | 7PM - 8PM PT LIVESTREAM

CHARACTER DESIGN FOR FILM
2D TO 3D WORKFLOW WITH EHSAN B...
THURS 3/09 | 7:30-9:30PM | WHERE? THE STAGE | SPONSORED BY **Lenovo**

LEVEL DESIGN AND IMPROVISATION: LESSONS FROM CRAFTING THE LAST OF US PART II
THURS 3/16 | 07:30PM - 09:30PM PT | SPONSORED BY **Lenovo**

GNOMON
NAVIGATING THE INDUSTRY AS A REAL-TIME VFX ARTIST
WITH KEVIN MILMOE & NOVA BAGHDASARIAN
THURS 3/02 | 7:30-9:30PM | WHERE? THE STAGE | SPONSORED BY **Lenovo**

THE ARTIST'S JOURNEY: PATHWAYS INTO CHARACTER & CREATURE ART
WITH COLLEEN LARSON, AMY SHARPE, ASHLEY STEGON, AND AMANDA IRANI
FRI 3/03 | 7:30-9:30PM | WHERE? THE STAGE | SPONSORED BY **Lenovo**

SCULPTING IN ZMODEL
WITH CHARACTER MODELER DA...
THURS 2/9 | 07:30PM - 09:30PM PT

GNOMON
CHARACTER DESIGN: A HERO'S JOURNEY WITH CAMERON SCOTT DAVIS
THURS 2/23 | 07:30PM - 09:30PM PT

DIABLO RESURRECTED
BEHIND THE SCENES
THURS 3/09 | 7:30PM - 9:30PM PDT

THE ARTIST'S JOURNEY: BECOMING AN INDU...
WITH DEAN SANCHEZ, M...
THURS 3/09 | 7:30PM - 9:30PM PDT

NEW CAMPUS: 2024

ALEX ALVAREZ
FOUNDER | PRESIDENT

"In 2024, students will enter a brand new state-of-the-art campus, surrounded by the amenities which will make student life far better. But rest assured that everything that makes our campus special will remain, be it several tons of custom steel furniture, amazing student work all over the walls, inspiring hallways and lounges dotted with arcade games, and our amazing staff, faculty and students."



NEW CAMPUS: 2024

Slated for Summer 2024, Gnomon is moving to a brand-new, modern campus in North Hollywood. Our exceptional new home boasts a wide range of upgraded amenities tailored to enhance the experience for students, staff, and faculty while preserving the essence of what makes Gnomon truly unique.

▶ AT A GLANCE ◀

45,000 Sq Ft Campus	3,000 Sq Ft Outdoor Patio Space	10,000 Sq Ft Larger than the Current Campus	3 Stories, Accessible by Elevator
10+ On Site Retail Shops & Services	15+ On Site Food & Drink Establishments	7.8 Miles from the Current Campus	3.8 Miles from the Nearest Airport



Restaurants

Explore a diverse range of 15 food and drink options right on site. Just steps away from Gnomon's doors, you'll find popular choices like Starbucks, Jersey Mike's, The Stand, Urbane Café, Robeks, MOD pizza, and more.



Regal Theater

Experience the convenience of having a multi-screen Regal Cinema theater right next door. From movie nights to private screenings, students will be able to unwind after class and catch up on the latest films. Featuring 4DX, RealD 3D, and reserved seating.



Shopping & Amenities

Find everything you need at our new campus location. With a Trader Joe's, LA Fitness gym, a variety of shopping retailers, and even an on-site urgent care facility, student life at Gnomon is made easier than ever.





CAMPUS & FACILITY DESIGN

Our cutting-edge classrooms will continue to foster creativity and learning by reflecting real production studio environments. The entire new campus layout and floorplan has been designed by Gnomon Founder Alex Alvarez, who is now collaborating with Advisory Board member Jonathan Berube on interior design and architectural visualization.



LIVING IN LA

The L.A. metro area is the country's leading artistic center, where one of every seven workers is employed in a creative industry. While Los Angeles is famous for its year-round idyllic weather, ethnic and cultural diversity, and sprawling metropolitan area, it's the entertainment industry that attracts the world's most talented artists and those who hope to join their ranks.

The work of film making, visual effects, animation, game design, and TV production happens here. The industry's biggest names – Disney, Blizzard, DreamWorks, Riot, Nickelodeon, Netflix – reside in LA, miles or even yards from Gnomon's classrooms.



LOS ANGELES AT-A-GLANCE

74° Average High Temperature

13.2 Million Population

140+ Different Nationalities

200+ Identified Languages Spoken

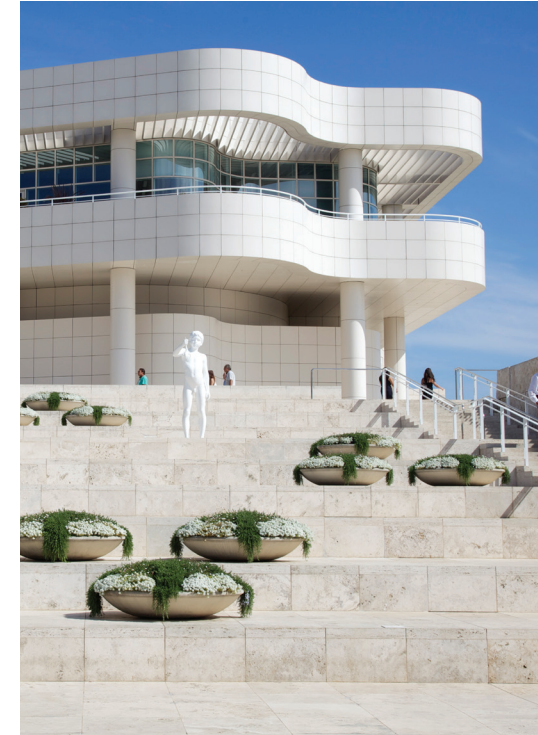
500k People Employed in Entertainment & Digital Media

1800+ Film, Game, VFX & Animation Studios

1-in-7 Workers are Employed in a Creative Field

100+ Museums

THE CITY OF ANGELS



ARTS & CULTURE

L.A. is full of inspiring art and diverse cultural experiences, with more museums and theaters than any other city in the country.



A CITY FOR ARTISTS

In no other city on earth, do aspiring artists have access to a similar array of resources within a culture and economy built on the creation of art.



DIVERSITY

Los Angeles is one of the most diverse cities in the world, home to people from over 140 countries who speak more than 200 languages.

MARCELLA BROWN
FX TECHNICAL DIRECTOR
WETA FX

*"It was great being in a bubble where I could
obsess about what I love and share it with people
who are in love with what they do as well."*



ALUMNI SUCCESS

YOUR DREAM JOB

Gnomon strives to place graduates into their dream jobs right out of school. Equipped with relevant training from industry professionals, graduates leave Gnomon well versed in the demands of current production pipelines. Students at Gnomon benefit from career guidance and support that is highly personalized. Through one-on-one interaction, placement advisors work closely with students and offer advice on how to navigate specific career paths into the entertainment industry.

98% Job Placement Rate*

900+ Industry-Employed Graduates

0% Delinquency Rate on Private Loans

*Percentage reflects the placement rate for Gnomon's Certificate in Digital Production program for the 2022 Annual Report in accordance with the national accreditation standards of the Accrediting Commission of Career Schools and Colleges (ACCSC).





STUDENT WORK: SCENE BY THOMAS PROUX | CHARACTER DESIGN BY BRYAN VAN DER LINDEN



student work by EMA KLUCOVSKA

ZACK PETROC

STUDIO
DEPARTMENT
LEAD

WALT DISNEY
ANIMATION STUDIOS

"Gnomon provides its students with a balance of technical know-how and the ability to develop their own unique artistic styles. This balance of skills is what all creative teams, including those at Walt Disney Animation Studios, look for when seeking new talent."



student work by THOMAS PROUX | Concept By MIKE AZEVEDO



ADMISSIONS

THE NEXT STEPS

Becoming a student at Gnomon is a unique process that includes mentorship, support, and guidance that is highly personalized.

THE FIRST STEP IS EASY

Even if you have only a general idea of what you're interested in, speaking with an Admissions Advisor is an easy and casual way to ask questions and get more information. Advisors are trained artists who take their time to answer your questions and connect you to valuable resources that can help you gain confidence in your path forward.

SHARE YOUR ARTWORK...

Many of Gnomon's most successful graduates began a conversation with us before they had a portfolio of artwork. Showing partial or unfinished artwork allows us to provide valuable feedback to set you on the right path and increase your odds of acceptance.

LET US MENTOR YOU

Did we mention our Advisors are artists? Set up weekly check-ins with your advisor to receive and implement ongoing feedback on your artwork. Once you're ready to submit an application and portfolio, your advisor will give you the thumbs up to apply and instructions on how to proceed.



HOW TO APPLY:

- Speak to an admissions advisor
- Fill out and submit your completed online application and non-refundable \$25 application fee
- Submit Your Portfolio
- Submit proof of High School completion, or equivalent
- Schedule an admissions interview

APPLYING TO GNOMON

Gnomon's admissions advisors are committed to helping you find the most appropriate educational path to meet your goals. Our advisors are artists who are trained to provide artistic feedback and suggest the best plan of action based on your individual situation.

Gnomon accepts applications on a rolling basis, providing the opportunity to start your program in the Winter, Spring, Summer or Fall. Admissions advisors are available via phone, Skype, or on-campus appointments. To schedule a tour and/or appointment, contact **admissions@gnomon.edu**

International applicants for Gnomon's full-time programs must meet the same admission requirements as U.S. citizens, and are required to submit additional documentation.

For more information, visit
gnomon.edu/admissions/international-students



student work by KEVIN LE



student work by EVAN SWIERTNY



VISIT GNOMON

ATTEND AN OPEN HOUSE

Join us on our Hollywood campus to learn about Gnomon and take a guided tour of our facilities. Campus Open Houses are great opportunities for prospective students and their parents to get acquainted Gnomon, learn about our educational options, and find out more about enrolling.

RSVP at www.gnomon.edu/openhouse

SCHEDULE A GROUP OR PRIVATE TOUR

Gnomon's admissions advisors are available during normal business hours to provide personal and group tours. Campus tours are unscripted and customized to each individual to meet their specific needs..

To schedule a tour, contact [admissions @gnomon.edu](mailto:admissions@gnomon.edu)

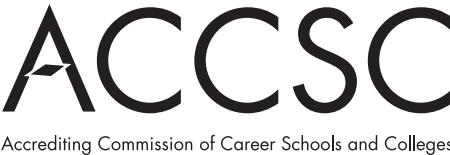
TROY FIRME
3D CHARACTER ARTIST
GENIES

"Knowing Gnomon's reputation, the idea of applying was definitely intimidating — I thought they would turn me down the moment they saw my work. But in fact, they were super supportive and helped me build a portfolio good enough to be accepted."

ACCREDITATION

Gnomon is approved to operate as a private postsecondary school in the State of California based on provisions of the California Private Postsecondary Education Act (CPPEA) of 2009, which was effective January 1, 2010. The Act is administered by the Bureau for Private Postsecondary Education, under the Department of Consumer Affairs. §94909(a)(2) & 94897(l)

Gnomon is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC). ACCSC is recognized by the United States Department of Education as a private, non-profit, independent accrediting agency that provides accreditation to institutions that are predominantly organized to educate students for occupational, trade, and technical careers.



student work by THOMAS PROUX | concept by MATEUSZ LEN



student work by BRYAN SOEGONDO



student work by ALENA MEALY

CONTACT US

LOCATION

1015 N. Cahuenga Blvd.
Los Angeles, CA 90038

The Gnomon campus is located
within the historic Hollywood
Media Center.

PHONE

(323) 466-6663

HOURS

Monday – Friday
9:00 a.m. – 6:00 p.m.

ONLINE

www.gnomon.edu

GENERAL INFORMATION

info@gnomon.edu

ADMISSIONS

admissions@gnomon.edu

COMMUNITY OUTREACH

outreach@gnomon.edu

SOCIAL MEDIA

[@gnomonschool](https://www.facebook.com/gnomonschool)

[@gnomon_school](https://www.instagram.com/gnomon_school)

[@gnomon_school](https://www.twitter.com/gnomon_school)

Gnomon does not discriminate on the basis of race, color, national origin, sex, disability, or age in its programs and activities.



GNOMON

1034

