

GNOMON

gno·mon /'nōmən/ college

VISUAL EFFECTS | GAMES | ANIMATION





WELCOME

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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."



"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





OUR MISSION

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



2024 GNOMON STUDENT
WELCOME TO GNOMON'S ANNUAL STUDENT
Curated by Gnomon founder Alex Alvarez, this set
of technical skills taught in Gnomon's full-time
Gnomon is proud to present this exclusive show
work produced by students during
HD METAL PRINTS PROVIDED BY

ABOUT GNOMON

Founded in 1997, Gnomon has educated artists working across major entertainment studios. Named one of America’s Top Animation Schools by The Hollywood Reporter, 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.

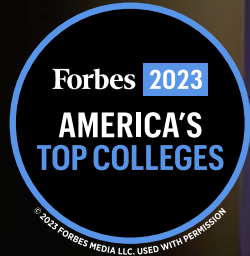
GNOMON AT-A-GLANCE

- 1000+** INDUSTRY-EMPLOYED GRADUATES
- 550** TOTAL STUDENT BODY
- 98%** BFA PLACEMENT RATE*
- 79%** CERTIFICATE PLACEMENT RATE*
- 14** AVERAGE CLASS SIZE
- 0%** DELINQUENCY RATE ON PRIVATE LOANS
- 96%** RETENTION RATE FOR FIRST YEAR BFA STUDENTS
- 80+** UNIQUE COURSES

Employment rates follow ACCSC definitions and are verified by an external firm. Data is available from the Placement Office (placement@gnomon.edu).

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 North Hollywood, CA, Gnomon's campus places students in the heart of the entertainment industry, surrounded by major film, game, and television studios. In 2024, after 27 years at its previous location, the school transitioned to an upgraded campus, offering enhanced amenities for students, staff, and faculty while preserving the essence of what makes Gnomon unique.

**JESSICA DRU
JOHNSON**
ALUMNI

SENIOR IN-GAME MODELING ARTIST II,
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."



GNOMON CAMPUS

Gnomon's facilities have been designed to create a production-like environment with an atmosphere conducive to creativity and learning. Our 45,000 sq. ft. facility houses nine custom-built computer labs with current software and high-performance workstations, four drawing classrooms, a sculpture studio, a 2,500 sq. ft. green screen stage, lounges, a store, and the Gnomon Gallery.

▶ AT A GLANCE ◀

45,000

Sq. ft. Campus

3,000

Sq. ft. Outdoor Patio Space

130+

Industry Standard Workstations

3

Stories, Accessible by Elevator

15+

On Site Retail Shops & Services

15+

On Site Food & Drink Establishments

12

Labs & Lecture Rooms

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 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 offers course-related resources like books, online databases, trade magazines, and reference materials. Students also have access to production equipment, including digital cameras, lighting rigs, and grip material.

COMMON AREAS

From student lounges to an outdoor patio, 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 2,500 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.



TOBY LEWIN
SENIOR 3D GENERALIST
OUTPOST VFX

"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 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
MATTEL, INC /
SENIOR PRODUCT DESIGNER

"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



HELEN KWOK
VFX ARTIST
DIGITAL DOMAIN



KYLE BROWN
SENIOR CONCEPT ARTIST
EPIC GAMES



JAY MACHADO
SENIOR MODELER
INDUSTRIAL LIGHT & MAGIC



BEATRIZ LORENZO BOTELLA
VFX ARTIST
WALT DISNEY ANIMATION STUDIOS



MARTIN PIETRAS
SENIOR TEXTURE ARTIST
BETHESDA GAME STUDIOS



CHRISTOPHE DESSE
LEAD DYNAMICS TECHNICAL ARTIST
NAUGHTY DOG

Credits verified via publicly available sources.

Credits verified via publicly available sources.



ACADEMICS

AREAS OF STUDY

3D GENERALIST

ANIMATION

GAME ART

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





3D GENERALIST ALUMNI SUCCESS STORIES



SANJEEVAN THAVARAJA
PREVISUALIZATION ASSET ARTIST
THE THIRD FLOOR

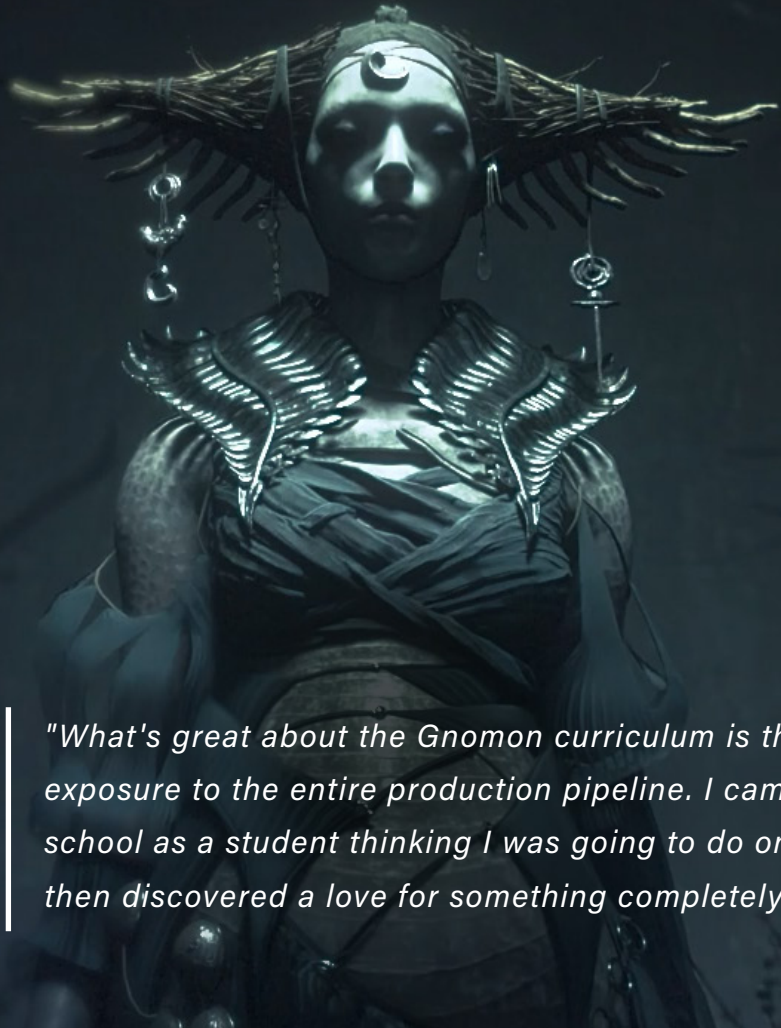


DAVID EISENSTADT
LOOK DEVELOPMENT ARTIST
DREAMWORKS ANIMATION



HUNT DOUGHERTY
VISUALIZATION LEAD
DIGITAL DOMAIN

Credits verified via publicly available sources and data available from the [Placement Office](#).



JAY MACHADO
SENIOR MODELER
INDUSTRIAL LIGHT & MAGIC

"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 discovered a love for something completely different."

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



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

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**



ANIMATION ALUMNI SUCCESS STORIES



CHRISTIAN OLAN-GEDDES
EFFECTS ANIMATOR
WALT DISNEY ANIMATION STUDIOS



ALBERTO ABRIL
ANIMATOR
WALT DISNEY ANIMATION STUDIOS



WEI-CHUAN HSU
SENIOR PREVIS ANIMATOR
LIGHTSTORM ENTERTAINMENT

Student work by **Julie Becher**, concept by **Elizaveta Oskolkov**



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

Credits verified via publicly available sources and data available from the [Placement Office](#).



"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."

**BROOKE SHAY
BRADFORD**

SUPERVISING ANIMATOR
DREAMWORKS ANIMATION

GAME ART

Students studying Gnomon's game art 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 game art 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 27 unique units of game art-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 **Lukasz Poduch**

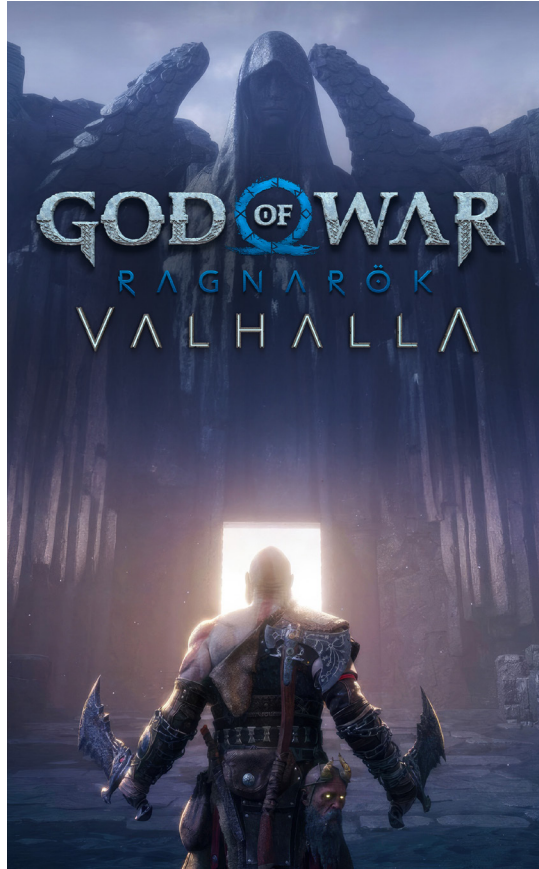




GAME ART ALUMNI SUCCESS STORIES



OMAR AWEIDAH
LEAD CHARACTER ARTIST
SUCKER PUNCH PRODUCTIONS



ANGELA RICO
SENIOR CHARACTER ARTIST
SANTA MONICA STUDIO



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
SQUANCH GAMES

GNOMON IS PROUD TO HAVE 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
SPHERE ENTERTAINMENT CO

"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."

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 **Nathaniel Hayes**





MODELING & TEXTURING ALUMNI SUCCESS STORIES



RAIN ROUHANI
MODELING GENERALIST
AGBO



JESSICA DRU JOHNSON
SENIOR IN-GAME MODELING ARTIST II
BLIZZARD ENTERTAINMENT



NATHAN BOYD
LEAD SURFACING ARTIST
BLIZZARD ENTERTAINMENT

Credits verified via publicly available sources and data available from the [Placement Office](#).

Student work by **Kevin Gao**, concept by **Makoto Kobayashi**



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



Student work by **Yanina Perez-Masud**



Student work by **Alice Chui**, concept by **Marie Magny**

Student work by **Kyle Steward**



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."

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 27 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 FILMMAKING

LIQUID SIMULATION

VISUAL EFFECTS DESIGN

MATCHMOVING & INTEGRATION

DESTRUCTION & DEMOLITION

PYROTECHNIC SIMULATION

FLUID DYNAMICS

KIRSTEN ENGLAND

SENIOR VISUAL EFFECTS ARTIST
NAUGHTY DOG

"What was said from day one is that if you put in the work, the technical skills will come, and that was very true. I just kept asking questions and doing assignments. It felt like we were all learning together, regardless of previous 3D experience."

Student work by **Rahul Gupta**, concept by **Lord of the Rings**



VISUAL EFFECTS ALUMNI SUCCESS STORIES



MARCELLA BROWN
SENIOR EFFECTS TD
INDUSTRIAL LIGHT & MAGIC



DAKOTA SMITH
FX ARTIST
DREAMWORKS ANIMATION



RAJBIR DHALLA
VFX DEPARTMENT SUPERVISOR
RISING SUN PICTURES

Credits verified via publicly available sources and data available from the [Placement Office](#).



MIKE ZHANG
SENIOR LIGHTING ARTIST
LUMA PICTURES

"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 **Manav Gala**



Student work by **Nicholas Kapoulas**, concept by **LOTR: The Return of the King**





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
- Optional concentrations in Game Art or Visual Effects Animation, which contain 27 unique units of concentration-specific courses.
- 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

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
SCENE ASSEMBLY/
LIGHTING ARTIST
BLUR STUDIO



Student work by **Maggie Chang**



Student work by **Griffin Gotts-Alvarez**



Student work by **Tanat Boonyapanachoti**



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 designed for students with a background in art. Curriculum is designed to prepare aspiring digital artists for careers in the film, games, and 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, 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

- 147 total units

"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
ENVIRONMENT MODELER
BLUR STUDIO



FOUNDATION IN ART & DESIGN

INTRODUCTORY EDUCATION FOR DIGITAL ARTISTS

BUILD YOUR FOUNDATION

Gnomon's Foundation in Art & Design (FIAD) provides essential art education and an introduction to digital production for students aspiring to become digital artists in the entertainment industry. This avocational course of study combines a foundational art and design curriculum with an introduction to 3D software used in VFX, animation, and game production pipelines.

- Ideal for beginners
- Supports portfolio development for Gnomon program admission
- Offers transferable credits toward a Gnomon degree or certificate
- Cost-effective alternative to a traditional community college path
- Two (2) start dates per year
- Open to high school graduates

Gnomon's Foundation in Art & Design commences twice per year - at the start of Spring and Fall 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

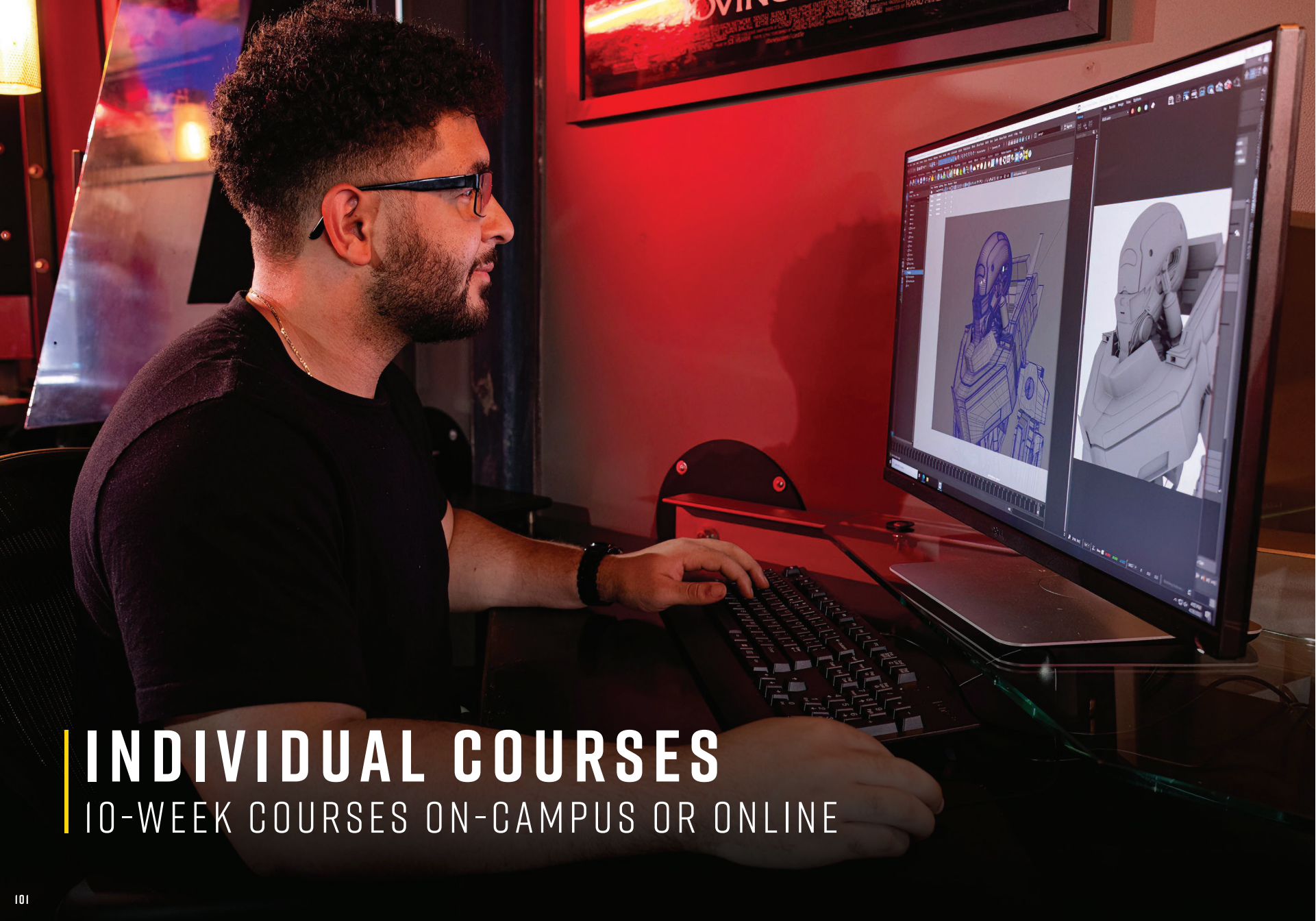
Through hands-on training, students are exposed to key art and design principles with a focus on the entertainment industry—from Life Drawing to Digital Painting—and develop the skills needed to create an art portfolio. FIAD allows students to explore a college-level art curriculum without a long-term commitment, with 13 of 14 courses offering transferable credits toward Gnomon's full-time programs.

HOW TO ENROLL

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 physical campus or study with industry professionals online. 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
- Curriculum 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
ENVIRONMENT MODELER
BLUR STUDIO





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.







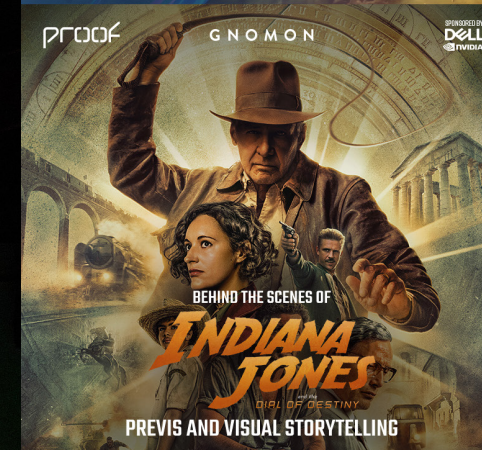
EVENTS

From Making-of Events that showcase the latest VFX techniques used in blockbuster films and AAA 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.







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.

Gnomon's proximity to hundreds of film, game, and animation studios provides students with immeasurable access and exposure to top artists in the field.



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.

A woman with blonde hair tied back, wearing glasses and a dark jacket, is seated at a desk in a dimly lit room. She is looking at a large computer monitor that displays a 3D software interface with a checkered floor and various panels. In the background, another person is visible working at a similar setup. The room is filled with computer monitors and equipment, creating a professional and focused atmosphere.

MARCELLA BROWN
SENIOR FX TD
INDUSTRIAL LIGHT & MAGIC

*"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

CAREER PLACEMENT SUPPORT

Gnomon is committed to supporting graduates in securing employment in their chosen field. Graduates complete their programs with training from industry professionals and an understanding of current production pipelines. Gnomon provides individualized career guidance through one-on-one meetings with placement advisors, who assist students in exploring career paths and preparing to enter the entertainment industry.

98% BFA Placement Rate*

79% Certificate Placement Rate*

1000+ Industry-Employed Graduates

0% Delinquency Rate on Private Loans

*Employment rates follow ACCSC definitions and are verified by an external firm.
Data is available from the Placement Office (placement@gnomon.edu).





ZACK PETROC

SHORTS
DIRECTOR

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."





| 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, Zoom, 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.





VISIT GNOMON

ATTEND AN OPEN HOUSE

Join us on our North 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 with Gnomon, learn about our educational options, and find out more about enrolling.

RSVP at <https://www.gnomon.edu/connect/open-house>

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

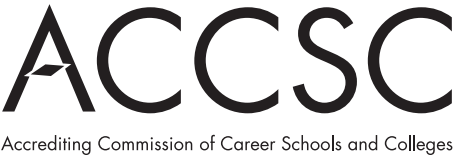
TROY FIRME
CHARACTER ASSET IMPLEMENTER
EPIC GAMES

"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 **Bryan Soegondo**



Student work by **Alice Chui** and **Nat Bishop**

CONTACT US

LOCATION

6150 Laurel Canyon Blvd,
North Hollywood, CA 91606

The Gnomon campus is
located in the NoHo West
complex.

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://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.

Back cover student work by **Yanina Perez–Masud**, concept by **Yang Qi**



6150 LAUREL CANYON BLVD
NORTH HOLLYWOOD, CA 91606
WWW.GNOMON.EDU

A digital artwork featuring a raccoon character dressed as a warrior. The raccoon is standing on a dark, intricately carved dragon sculpture. It wears a brown leather armor with gold-colored studs and a yellow sash. In its right hand, it holds a long, thin sword, and in its left, it holds a large, curved blade. The background is a dark, atmospheric scene with a blueish tint and some blurred lights, suggesting a night setting in a traditional East Asian environment.

GNOMON