

**I LIVE
TO CREATE.**



**“One of the best design schools in the country,”
Otis has been a mainstay of the Los Angeles
education scene since 1918. This “artist’s boot
camp” is considered “one of the top art schools
in the U.S.”**

— *The Princeton Review*

Otis College of Art and Design
9045 Lincoln Boulevard, Los Angeles, CA 90045
Telephone: (310) 665-6800 / (800) 527-OTIS (6847)
Email: admissions@otis.edu
Website: www.otis.edu

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Creative Direction and Design

Anne Swett-Predock
DISTINC_

Editing

John Axtell, Margi Reeve,
Yvette Sobky Shaffer

Printing

Typecraft, Wood & Jones, Inc.

Photography

Kelly Akashi '07, Kristy Campbell, Tom Carey,
Banty Castellanos, Sandra de la Loza, Jessica
Fleischmann, Kal He, Nicole Jenkins, Nomi
Kadetz, Allison Knight, Ana Llorente, Ari
Marcopoulos, Channing Martinez, Wayne
McCall, Lily Ramirez, David Roy, Wendy Silva,
Lacy Stoffer, Anne Swett-Predock, Holly Tempo,
Joshua Villalobos, George Widodo

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discrimination. The following personnel
have been designated to handle inquiries
regarding Otis' nondiscrimination policies:

- Dana Lopez, Vice President for Human
Resources & Development:
(310) 665-6862
- Carol Branch, Ph.D., Director, Student
Resources Center, and Title IX Coordinator:
(310) 846-2554

Correspondence may be addressed to the above
personnel at Otis College of Art and Design,
9045 Lincoln Blvd, Los Angeles, CA 90045.

I AM SERIOUS.

BFA | OTIS

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**I EXPECT TO BE
CHALLENGED...**





**AND
INSPIRED.**

**I LEARN
THE RULES...**





**THEN MAKE
MY OWN.**

**I AM TAKING
RISKS...**



you ~~never~~ think

UNIVERSE



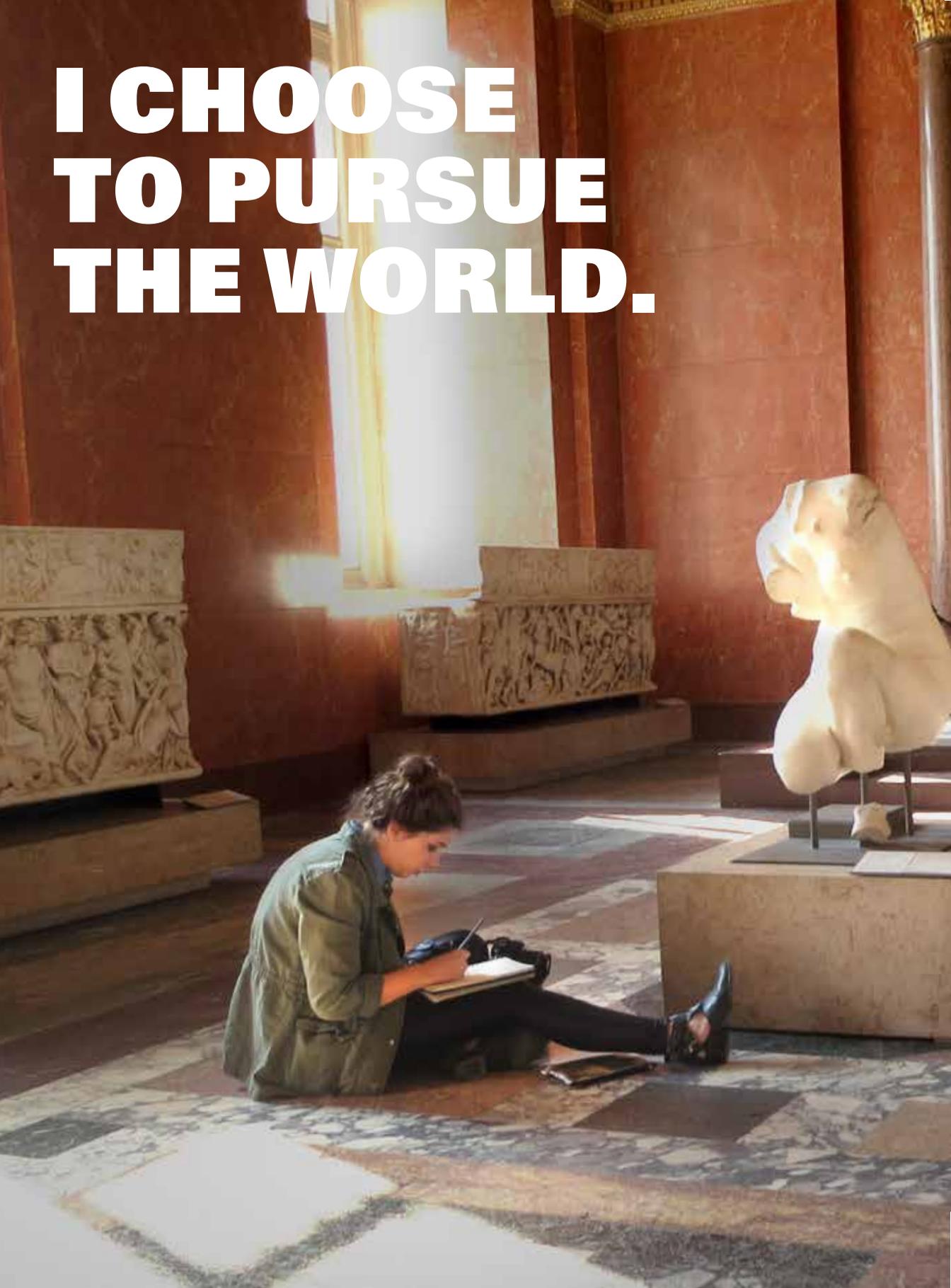
**AND BEING
REWARDED.**

**I CRAVE AN
EXTRAORDINARY
CAREER.**





**I CHOOSE
TO PURSUE
THE WORLD.**





I MAKE WORK...



How do you live?

VISTA
ALL STYLES

Cypress Park, L.A.

4 Carbon ♡

NORWALK

GLORIA

Colton

OK

New York

**TO MAKE
AN IMPACT.**

**I KNOW WHERE
I BELONG.**





OTIS

CAMPUS

LIFE

Otis is a warm, collegial community that supports and promotes students' development as artists and designers. Meaningful campus experiences allow each student to learn and grow as a whole person and create a rich, fulfilling life.

O WEEK

A student's first year at Otis begins with O Week, which welcomes students into the Otis family by providing numerous opportunities to engage with peers and continuing students, as well as faculty and staff. O Week kicks off with Family Day, featuring activities, panel discussions, and tours on campus. The week culminates in O Camp, an off-site, overnight experience where lasting friendships are forged.

HOUSING

The Otis Student Housing Program, situated in the nearby Playa Del Oro Apartments, invites 120 students to immerse themselves in a living and learning environment under the supervision of a highly trained staff. The Student Housing Program provides events and services that bring students together within a community that honors diversity and values artistic identity.

STUDENT SUCCESS

Student success is supported at every step along the Otis journey. Each student has an Academic Mentor, who encourages students to reflect on their educational and career pathways. First-year students also have a Peer Mentor, who provides invaluable support and guidance.

The tutoring staff of the Student Resources Center works with students to develop the skills needed to be successful in English, art history, and math/logic.

Comprehensive psychological counseling services and wellness support provide resources that strengthen and nourish students, and help them recover from illness or injury.

PROFESSIONAL PREPARATION

Professional preparation and career counseling are offered through the Center for Creative Professions (CCP). From self-assessment to résumé writing, portfolio review, and job search

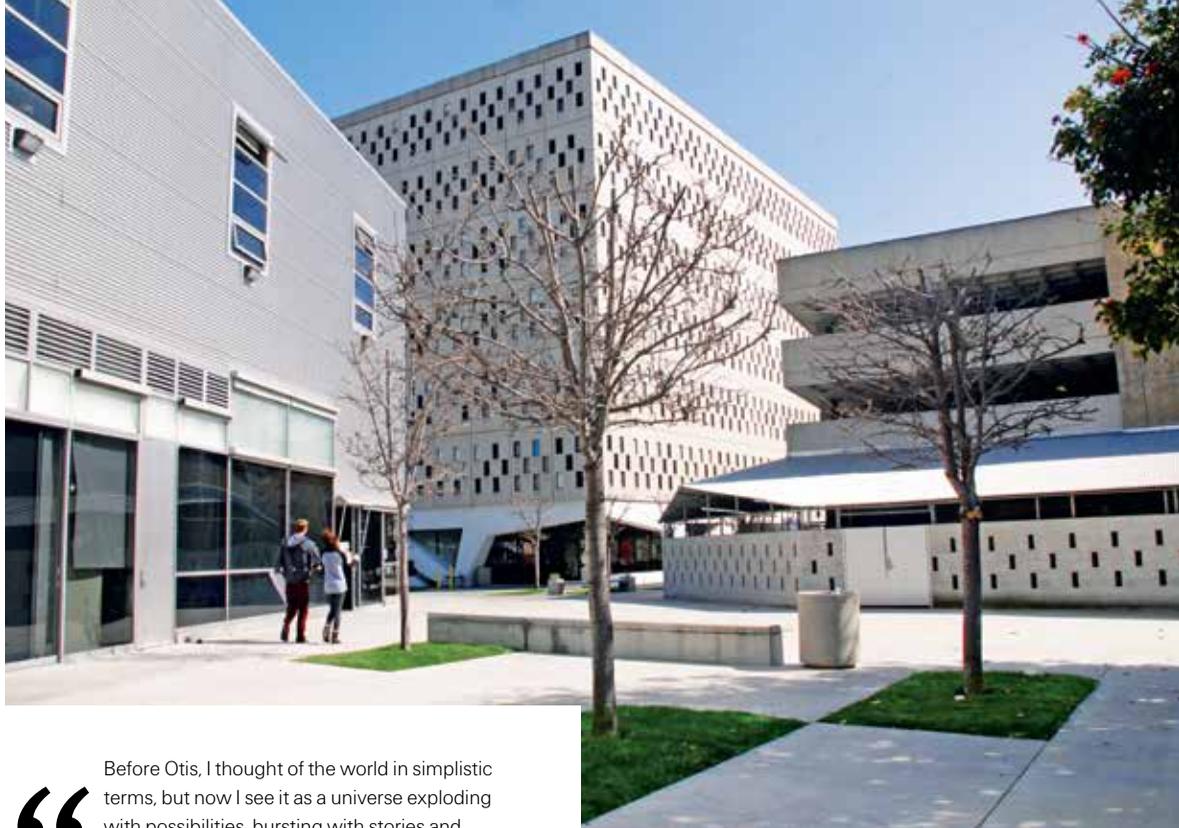
strategies, the CCP prepares students for employment in professions that sustain and support their creative passions.

STUDENT ACTIVITIES AND INVOLVEMENT

Campus life is teeming with activities that stimulate creativity and refresh the spirit. Events, programs, and lectures are supported by the Student Government Association (SGA) and the Campus Activities Board (CAB).

STUDENT ACTIVITIES

- FIRST YEAR EXPERIENCE MIXERS**
- OPEN MIC NIGHTS**
- CONSTITUTION DAY**
- HALLOWEEN EXTRAVAGANZA**
- MOVIES THAT MATTER SERIES**
- ANNUAL HOLIDAY SALE**
- BUTTON MY VALENTINE**
- GLOBAL DANCE DAY**
- KNOTT'S SCARY FARM OUTING**
- L.A. COUNTY FAIR DAY**
- SISTER SPIT**
- STUDENT AWARDS BANQUET**



“ Before Otis, I thought of the world in simplistic terms, but now I see it as a universe exploding with possibilities, bursting with stories and hidden meanings.



THE CORE

FOUNDATION

During your first year at Otis, known as Foundation Year, you will experience an immersive program that promotes your success in college.

Through inspiring studio and Liberal Arts and Sciences courses, you will acquire skills that are fundamental to all visual arts and the construction of meaning.

ADEPT, WELL-INFORMED MAKERS

You will examine new ideas, learn new ways of thinking, and ask new questions that will enhance your creativity, expression, and innovation. Visual and idea-oriented research will support your pictorial and 3-D compositions. Collaborative experiences in a learning community will ignite a spirit of investigation that will propel your education and practice.

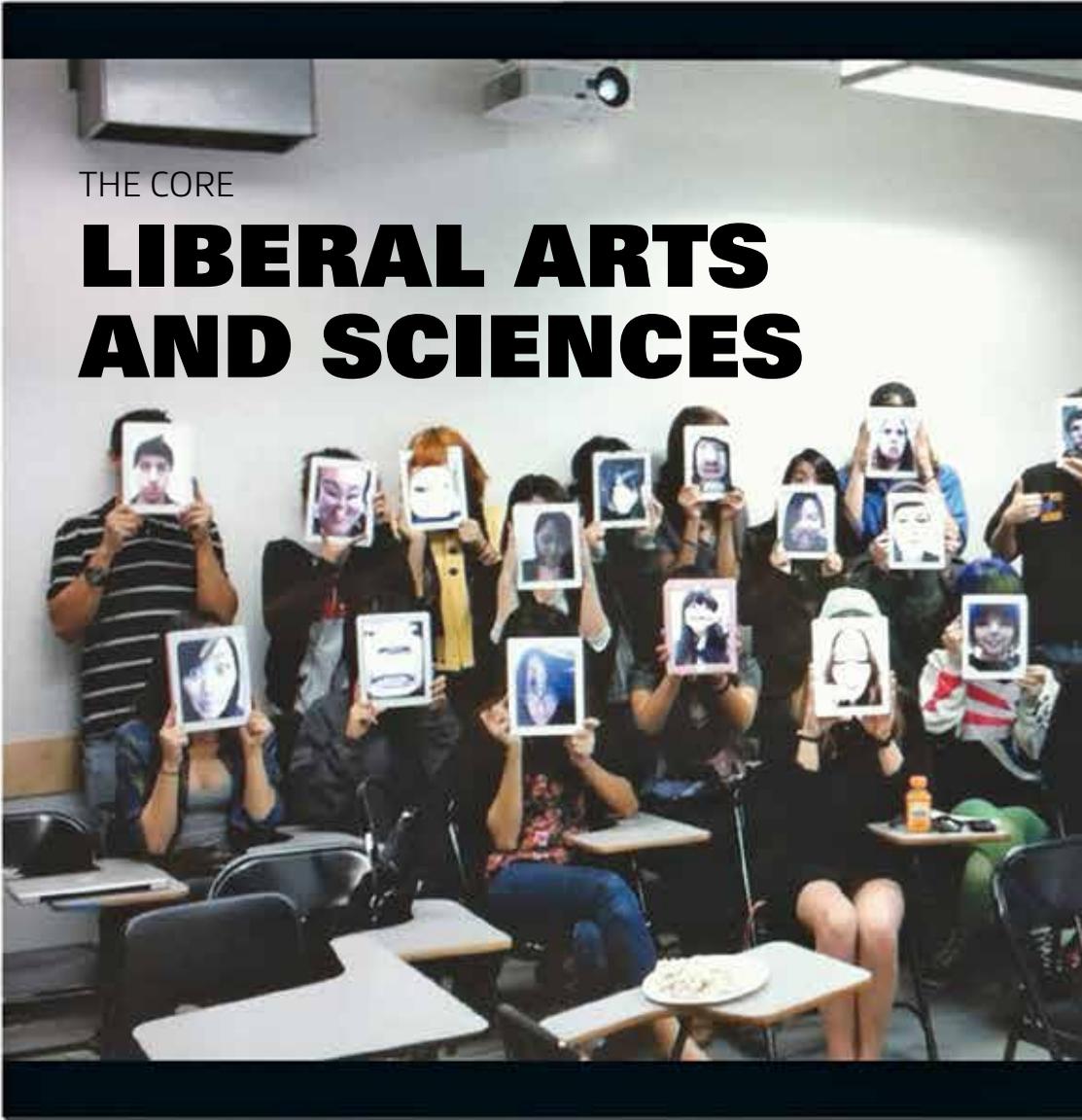
Frequent workshop demonstrations will help you to realize ideas you never knew you had. Close dialogue with faculty members will allow you to visually resolve your work and discover working methods that will carry you into a major, serve you through college, and last a lifetime.

Each spring break, a group of Foundation students travel to Paris for ten days to view art and design in an extraordinary urban environment.



THE CORE

LIBERAL ARTS AND SCIENCES





QUESTION THE OBVIOUS REAFFIRM ENDURING VALUES

Courses in Liberal Arts and Sciences (LAS) will enhance your ability to construct meaning as an artist or designer.

You will develop an understanding of context and culture, a persistent self-reflective stance, a willingness to rethink traditional categories, and an opportunity to explore newly evolving realities.

As you develop skills in articulate expression and critical evaluation, you will gain a deep respect and awe for human creativity and imagination.

THE HONORS PROGRAM

Established in 1995, the Honors Program invites 15–17 students each year to take their Liberal Arts and Sciences coursework at an accelerated pace and in an academically challenging environment. A special application for admission to the program is required.

Successful completion of the Honors Program is noted on the transcript and is especially advantageous for students who are looking ahead to graduate school.



THE CORE

CREATIVE ACTION:

AN INTEGRATED LEARNING PROGRAM

RECENT CREATIVE ACTION PARTNERS

FILMAID INTERNATIONAL
FRIENDS OF BALLONA WETLANDS
CENTER FOR THE STUDY OF POLITICAL GRAPHICS
THE GETTY
HOLLYWOOD FOREVER
BREATHE L.A.
HOMEBOY INDUSTRIES
RISE ABOVE PLASTICS
HAPE TOYS
JUNIOR BLIND

This signature program offers project-based courses that match multidisciplinary teams of students with local and international community partners.

Creative Action courses will introduce you to pressing environmental and social issues through partnerships with nonprofit organizations and public agencies.

Through research, leadership, and collaboration, you will focus your creativity on real-world problems. These skills are essential to your career as an artist or designer.



**COMMUNITY
PARTNER PROJECTS**

Clockwise from top:
For the symposium "From L.A. to the Bay," the Mobile Mural Lab visited Otis.

In NeighborGapBridge, a community-building initiative, Otis students and local schoolchildren collaborate on projects.

Working with Junior Blind of America, Otis students designed and installed a wayfinding xylophone that leads to the music room.

For a project with Homeboy Industries, Converse donated sneakers for students and Homeboys participants to hand paint.

Opposite:
In the Pacific archipelago of Palau, students learned from local artisans how to carve storyboards.



MAJORS

In the sophomore year, students pursue a major and begin their exploration of a specific art and design field. They advance their work and professional preparation through a careful sequence of courses and educational experiences. The major is enriched by opportunities for internships and travel study.

ARCHITECTURE/LANDSCAPE/INTERIORS

COMMUNICATION ARTS

ADVERTISING DESIGN

GRAPHIC DESIGN

ILLUSTRATION

DIGITAL MEDIA

ANIMATION

GAME & ENTERTAINMENT DESIGN

MOTION DESIGN

FASHION DESIGN

COSTUME DESIGN

FINE ARTS

PAINTING

PHOTOGRAPHY

SCULPTURE/NEW GENRES

PRODUCT DESIGN

TOY DESIGN

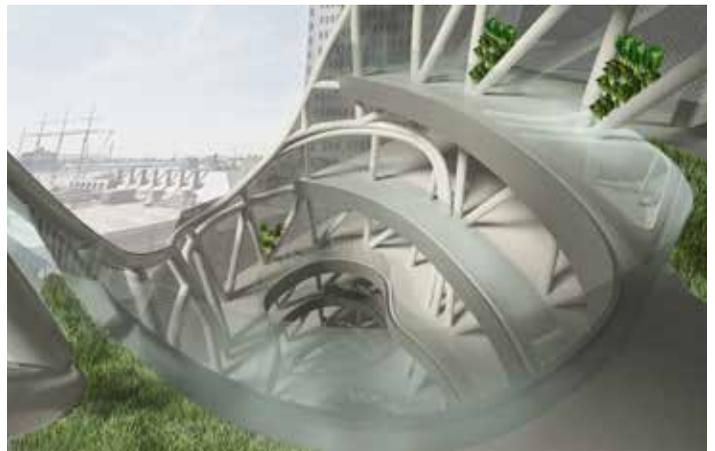


ARCHITECTURE/ LANDSCAPE/ INTERIORS



Architecture (buildings), landscape (spaces between buildings), and interiors (spaces within buildings) organize and shape the contexts for all our activities and relations.

Students in this multidisciplinary program study all three of these spatial design fields within a single, integrated curriculum. At the core of the program are six comprehensive studio courses that address potentially real-world projects sited in Los Angeles and other cities. Support courses address the materials and methods of building, landscape, and interior construction; physical and digital communication skills and media; and the history and theories of spatial design. Each year, Architecture/Landscape/Interiors seniors design and build a full-scale spatial environment in their final semester.



Clockwise from top left:
 Derek Yi '13, **Pacific Rim Disaster Research and Education Center**
 XinXin Annie Lin '13, **Clerescope Studio** Interior
 Thomas Acosta '14, **New York Tower** interior
 Class of 2014 Installation, **GEODE**

Opposite:
 Lori Choi '13, **Made in Los Angeles School of Arts and Crafts**

COMMUNICATION ARTS

Communication Arts offers a broad, cross-disciplinary learning experience for students interested in pursuing Advertising Design, Graphic Design, and Illustration—all disciplines that focus on effective and arresting visual communication.



COMMUNICATION ARTS

ADVERTISING DESIGN

Effective advertising forges a strong emotional connection between a brand and its intended audience.

Students delve deeply into all aspects of the advertising process, from research/strategy, creative brief development, and campaign development to teamwork and presentation. Solving complex brand problems that real-world companies deal with on a daily basis is the cornerstone of the curriculum. Students develop and execute multiple campaigns over a broad range of media, including print, television, Web, and social media. Recent alumni have been hired by top agencies working on accounts such as Infiniti, Visa, Benetton, PacSun, and Honda.





DON'T JUST LEAVE CHAPSTICK IN YOUR POCKET,
IMAGINE IT.

Opposite page, from top:
 Senior Advertising Design project, **BART, Bike On**, 2013,
 posters for a multimedia campaign
 Junior Advertising Design project, **PETA, Anti-Animal
 Cruelty**, 2013
 Senior Advertising Design project, **Travelocity, Equality
 Emblem**, 2013, app design for a multimedia campaign

Above:
 Junior Advertising Campaign by Matthew Verde, **ChapStick**

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RTED

SYNTHESIZER
4/4 RHYTHM
MOVEMENT
MUSICAL
GROUND
UNDER

DOWN
GEOMETRY

CLUES
RAVE
SHIP
RISE
OF
DESIGN

Graphic Design challenges students to research, develop, and refine projects that combine meaning with image-making and typographic form.

Typical formats include branding and logo development, posters, books, package design, apps, websites, and interactive design. Students learn to articulate a critical and theoretical perspective and develop graphic design skills, such as type design and traditional letterpress. Strong craft and presentation skills are emphasized throughout. Students achieve the highest level of design excellence through critiques, reviews, and workshops. Recent employers include Apple, Anthropologie, LACMA, Guess, Metro, and Capitol Records.

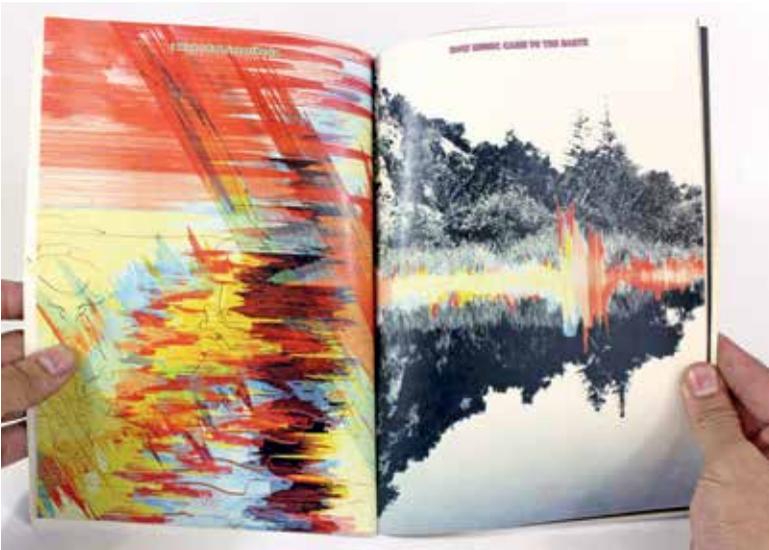
COMMUNICATION ARTS

GRAPHIC DESIGN

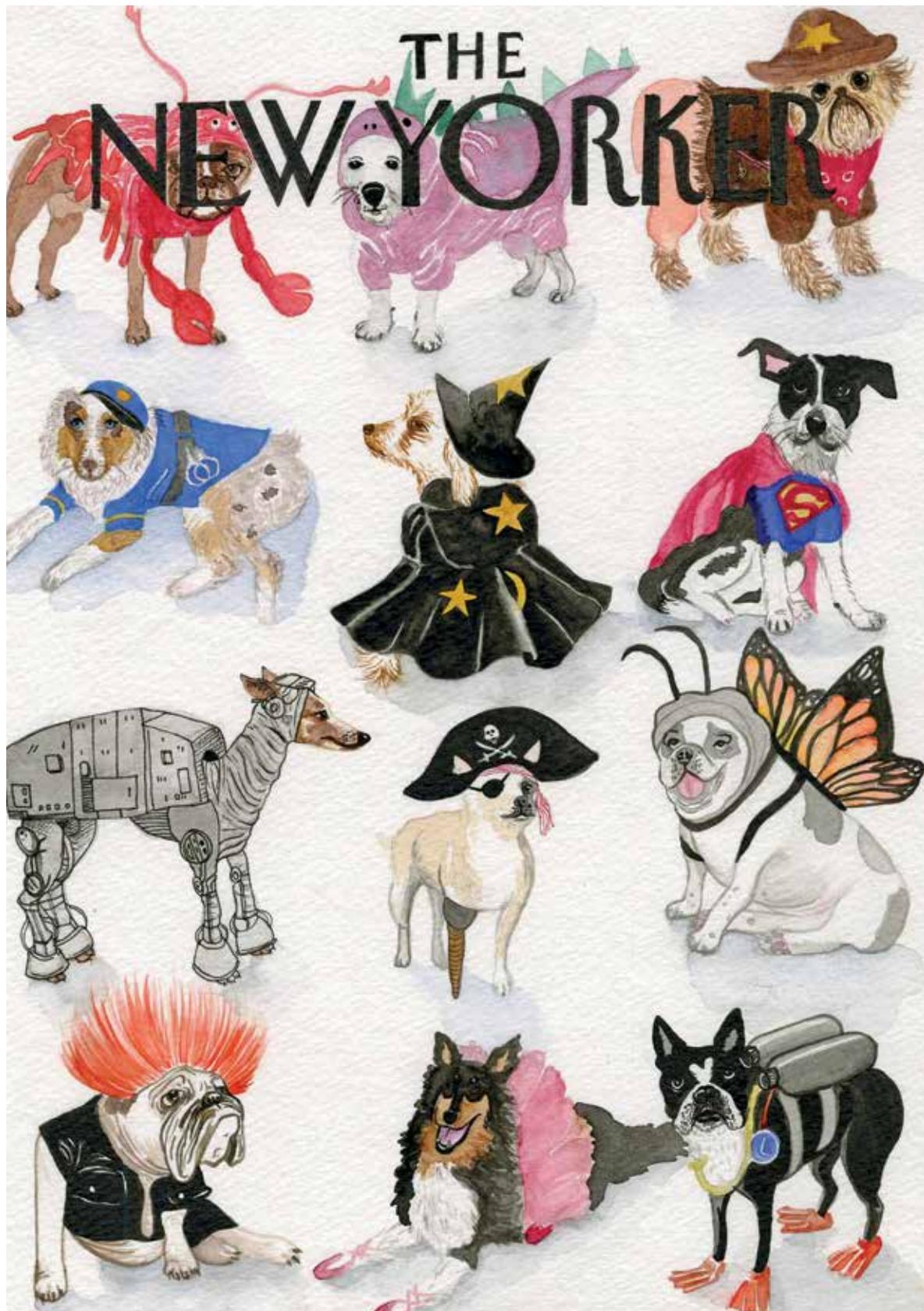


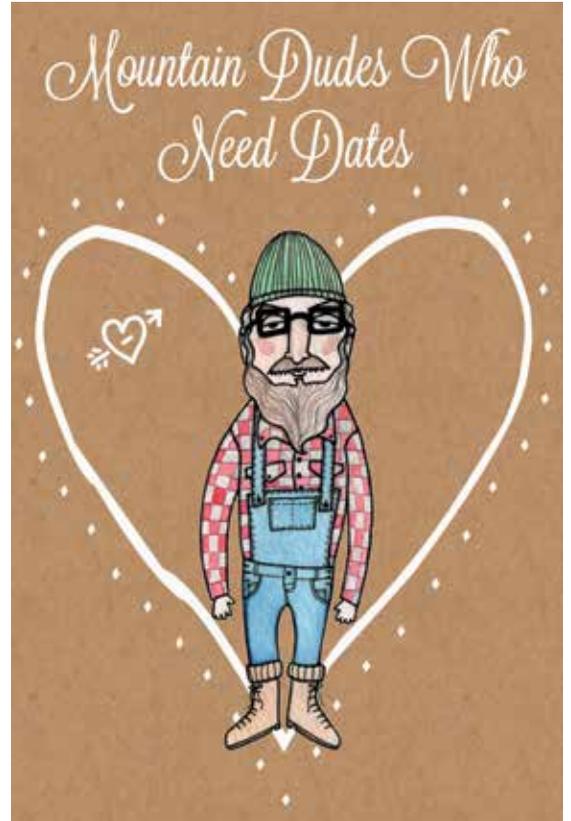
From top:
Louis Alvarado '13, experimental typography
Julie Kwon '13, *I Wish I Had Synesthesia*, 2013, book cover and spread
Amy Woo '12, *The Sage Is Guided by What He Feels*, video

Opposite:
Ivana Arellanes '13, visual language project



THE NEW YORKER





Clockwise from top left:
 Cynthia Chavez '13
 Suzette Korduner '13
 Anthony Clarlo '12
 Kirby Israelson '13, Advanced Illustrative
 Applications project

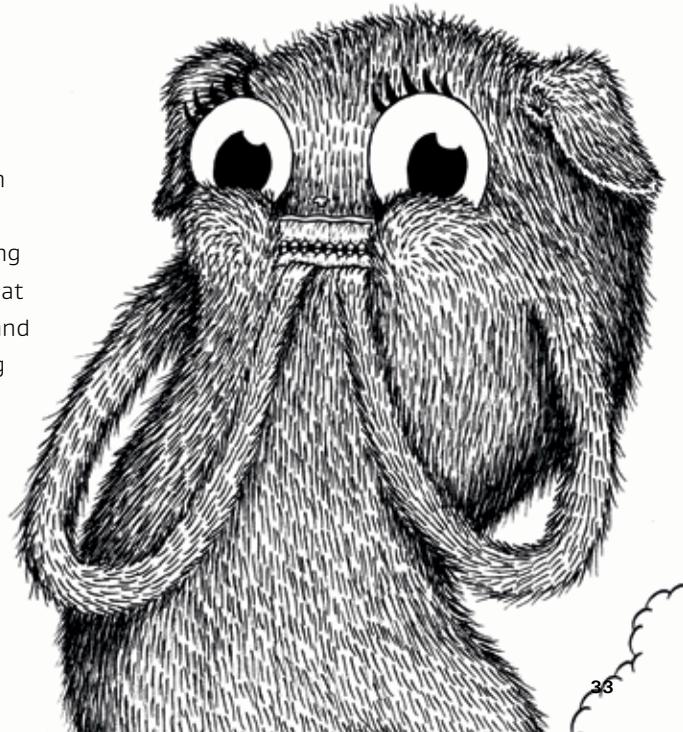
Opposite:
 Suzette Korduner '12,
 editorial illustration

COMMUNICATION ARTS

ILLUSTRATION

Illustrators develop a strong personal style in their images and use their image-making skills to support the communication needs of a variety of clients in multiple contexts.

Contemporary illustration ranges in application from client-led publications and merchandise to self-directed projects and exhibitions. A faculty of working professionals guides majors through a curriculum that emphasizes strong concepts, technical proficiency, and the development of a unique style and voice. Visiting artists, conventions, field trips, and student exhibitions support a rich community for emerging illustrators. Recent clients include Nike, Hurley International, Chronicle Books, and *LA Weekly*.



DIGITAL MEDIA

In Digital Media, students learn to tell compelling stories through Animation, Game & Entertainment Design, and Motion Design. Otis students acquire real-world skills from leading designers, artists, and entrepreneurs. With a fundamental understanding of digital tools and their creative applications, graduates meet the demands of a diverse and expanding job market in visual storytelling for film, television, video games, apps, and the Web. Recent employers include Pixar, Disney, DreamWorks, Weta Workshop, Sony Pictures Imageworks, Nickelodeon, Electronic Arts, Blind, Brand New School, Imaginary Forces, Troika, Zoic, Sony Online Entertainment, and Blizzard.



Clockwise from top left:
Brien Holman '03, **Captain Nemo**
Lindsay Thompson '07, **Vampire Skeleton**
Matt Nava '08, 3-D animation project
Paul Bowen Jiang '12, 3-D animation project

Opposite:
Tuna Bora '09, concept art mouse studies

ANIMATION

Animation students bring characters and stories to life through the magic of computer animation.

Using a wide variety of techniques, from traditional 2-D animation to 3-D computer-generated imagery (CGI), students learn to develop narratives that evoke emotion and create the illusion of movement. Special emphasis is placed on storytelling, character design, and acting, as well as traditional drawing skills and business acumen.





DIGITAL MEDIA

GAME & ENTERTAINMENT DESIGN



In Game & Entertainment Design, students learn to create the visual elements for games, apps, feature films, and other entertainment platforms.

Students develop their skills in concept art and visual development, learning the principles and processes involved in creating the first visual representations of characters, environments, and props for films and games. Students also develop the skills to design the gameplay, environment, storyline, and characters of interactive games, apps, and websites. Using the most advanced CGI technologies, students acquire the techniques to create stunning visual effects for films, commercials, and videos.

From top:
Young Rho '03, 3-D modeling project
Lexi Vay '12, *NightLight*, 2012, "Sarafina"
character study

Opposite:
Carolyn Moskowitz '13, *Gentleman Crow*





DIGITAL MEDIA

MOTION DESIGN

Motion Design combines typography, graphics, filmmaking, video, images, and sound to communicate ideas.

Dynamic visuals for commercials, title design for feature films, TV shows, and websites, and the new and growing field of motion sequences in films and games—all are examples of Motion Design, in which students develop arresting time-based visual imagery that can be applied in a wide range of entertainment fields.

From top:
Shawn Lee '13
WeHyun Lew '12

Opposite from top:
Michael Ko '12, *iPhone Diorama*
Daniel Zhang '13



Originality in fashion design results from a rigorous process of developing and editing ideas to solve specific design problems.

FASHION DESIGN



Students work with professional faculty and guest mentors on all aspects of the design process. Working in teams, they create clothing for several mentors simultaneously, emulating the fashion design studio and following the industry's seasonal schedule.

A new emphasis track allows interested students to study Costume Design in depth.

Recent mentors have included Todd Oldham, Bob Mackie, Amé Austin ('95) for Max Studio, Billabong, Urban Outfitters, NIKE, Johnny Was, and Isabel and Ruben Toledo. Junior and senior designs are featured at the annual Scholarship Benefit and Fashion Show in glamorous Beverly Hills.



Clockwise from top left:

Natalie Salvador '14, separates inspired by nature made from scraps found on dosa's cutting room floor

Mentor: Christina Kim for dosa

Outerwear with a technical and functional feel made from deconstructed existing garments, 2014

Mentor: Robert Tuggle '87 for Eddie Bauer

Garments inspired by the elements, 2012

Mentor: Dominique Lemieux for Cirque du Soleil

Deborah Payne '14, sportswear inspired by

Native American culture

Mentor: Todd Oldham

Opposite from left:

Vivien So '14, sportswear inspired by Native American culture

Mentor: Todd Oldham

Tina Lim '13, menswear inspired by

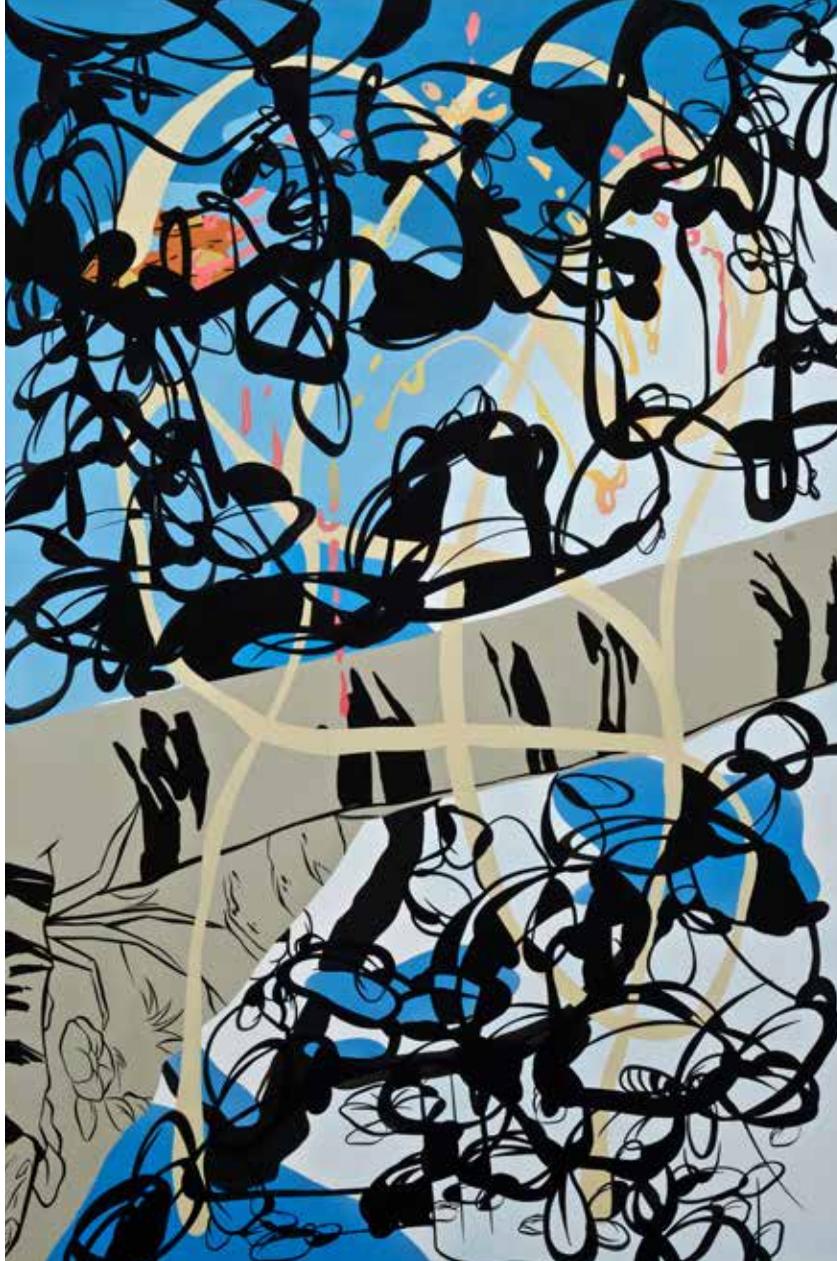
60s Rock and Roll

Mentor: Christopher Wicks

FINE ARTS

Contemporary artists use their talent, imagination, and skill to create works of art that add beauty and richness to the world. They produce work for a vast global network of museums, commercial art galleries, publicly funded arts organizations, and artist-run spaces. Taught by a faculty of active professional artists, students in Fine Arts delve into each of the core disciplines—Painting, Photography, and Sculpture/New Genres—before selecting one area to pursue in depth.





Left:
Aaron Jupin '14, **Bloom**, 2014, airbrush and cell vinyl on wood panel, 672" x 48" x 1.5"

Opposite clockwise from top:
Lily Ramirez '13, **The Pier**, 2012, oil and auto glaze on canvas, 12" x 12". From the collection of Scott Grieger and Alexis Smith
Lacy Stoffer '13, **Even**, 2013, oil, thread, and graphite on linen, 11.75" x 14.75"
Wendy Silva '13, **Que Lindo**, 2013, oil on panel, 47.63" x 47.5"

FINE ARTS

PAINTING

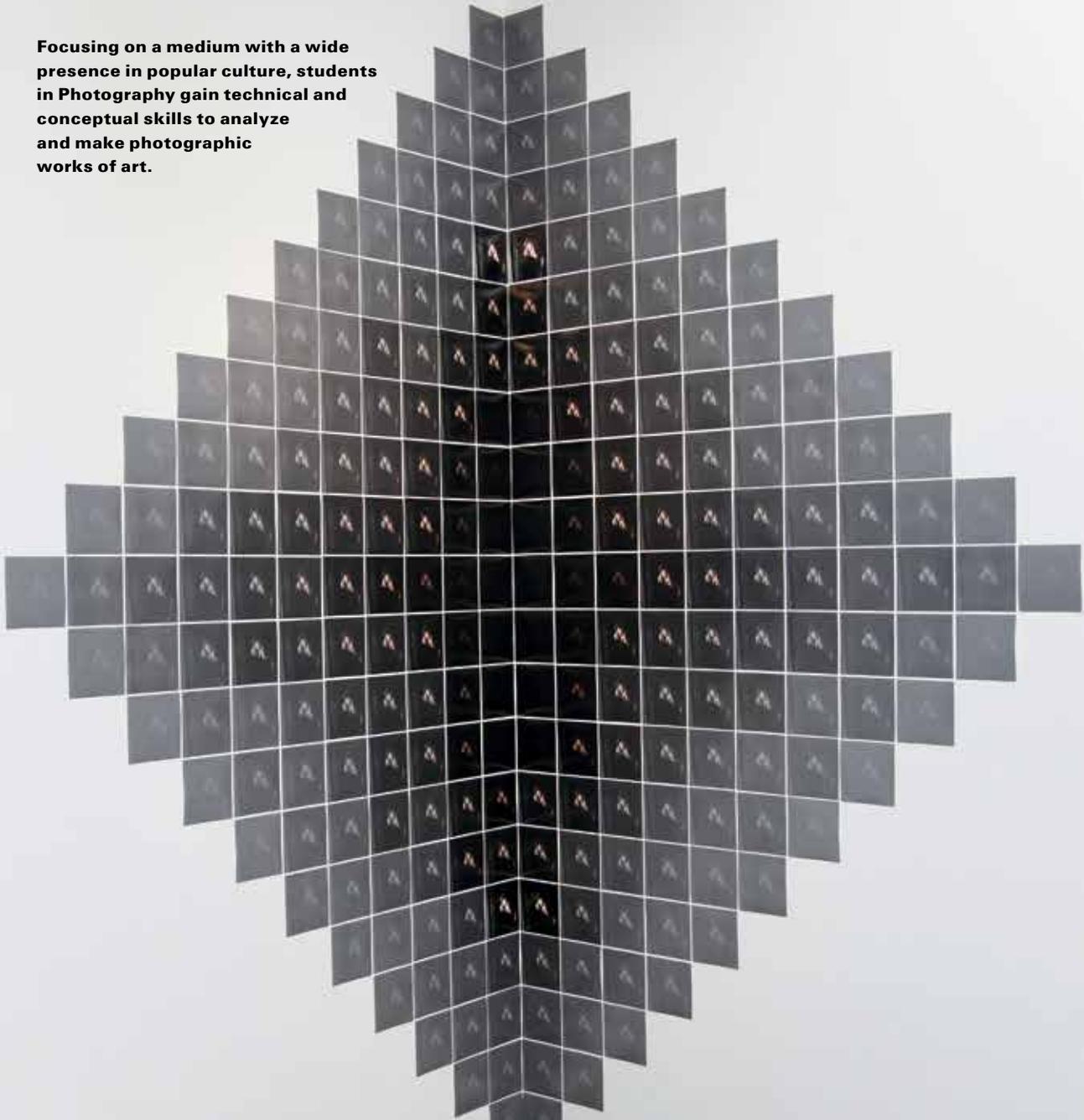
Painting students learn the principles and processes of painting and drawing as a means to give visual form to ideas on surfaces that range from paper to canvas, panels, walls, and beyond.

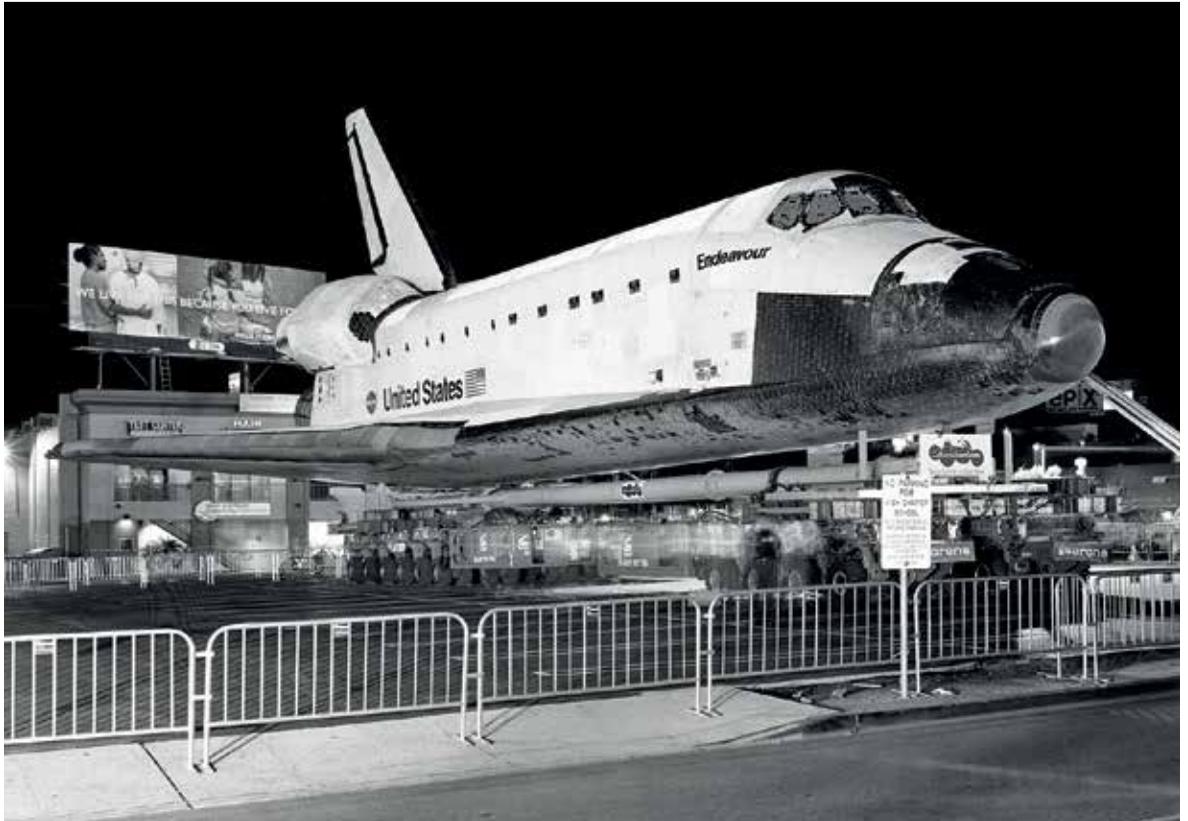
Students are exposed to the ideas and methods that make up the long history of painting, including abstract and representational approaches to the medium. They experiment using a wide variety of materials (oil, acrylic, watercolor, spray paint, and others) as part of the process of developing their unique directions.

FINE ARTS

PHOTOGRAPHY

Focusing on a medium with a wide presence in popular culture, students in Photography gain technical and conceptual skills to analyze and make photographic works of art.





Clockwise from top:

David Roy '13, *Endeavour*, 2012, gelatin silver print, 30" x 40"

Nomi Kadetz '13, *Real Space Isn't (No. 3)*, 2013, C-Print, 48" x 48"

Channing Martinez '13, *I Am Every Man: Portrait #11*, 2012, inkjet print, 40" x 20"

Opposite:

Banty Castellanos '13, *Untitled*, 2012, Installation of inkjet prints, 120" x 120"

Students learn analog and digital approaches to the medium, using digital and analog 35mm SLR cameras, medium- and large-format cameras, and scanners. They explore printing in traditional black-and-white, color, and digital forms, as well as mural prints, lightboxes, and alternative processes, and gain a full set of skills in studio lighting and Photoshop.



FINE ARTS

SCULPTURE/ NEW GENRES



Sculpture/New Genres students learn to create 3-D and time-based works of art.

This very broad area allows students to explore the traditional forms of sculpture as well as the contemporary genres of installation, performance, video, and film. Skills as diverse as ceramics, woodworking, mold-making/casting, welding, and video/film production are covered as tools for creating exciting new forms of art making.

Clockwise from top left:
 Rhonda Purdom '13, *Afterlife* (detail from installation), 2013, found objects, ceramic, enamel, and oil and acrylic paint, 240" x 96"
 Carol Dequech '13, *A Lady's Value*, 2013, digital file, variable dimensions
 Jessica Dillon '13, *Walking and Making. Blind Hunting and Psychic Turbulence* (video still from installation), 2013, variable dimensions

Opposite:
 Mark Gens '14, *Half Truth* (detail), 2014, MDF, inkjet print, dimensions variable



PRODUCT DESIGN



This multidisciplinary field involves applying 2-D and 3-D fabrication processes to produce objects, commercial products, and systems that entertain, enable, and inspire—and ultimately transform the way people live.

Today's product designer is multifaceted, with the ability to create, integrate, and communicate ideas across product areas, such as furniture or shoe design, fashion accessories, home and office decor, consumer products, and packaging. Majors develop design skills in two broad product categories—"soft-line" and "hard-line"—through hands on studio projects and professional internship experiences. They combine business, entrepreneurship, and design leadership to drive innovation and career success.



Clockwise from top left:
Harene Kim '14, **Annual Exhibition** showcase, 2014
Shaun Redsar '07, **Seraphim** light
Junior Hard Goods Studio, **Poolside Oasis** lounge set
Moshe Cohen-Arazi '11, beach cruiser bike

TOY DESIGN

Toys are an important part of our history and culture. Not only is imaginative play fun but, as psychologists have shown, it's also crucial for the development of such high-level skills as decision-making, socialization, and creativity.

Majors focus on the essential categories of action figures, games, plush, dolls, preschool toys, and toy vehicles.

Students begin by learning analog skills in conceptual drawing, sculpting, and prototyping, and progress into digital illustration and graphic representation, model making, and rapid prototyping.

Faculty and guest mentors are toy and entertainment design professionals.

Summer internships allow industry experience at companies such as Mattel, Hasbro, Disney, and Spin Master.





Clockwise from top:
 Judy Liu '12, portable video player, model making prototype
 Wing Chong '11, action figure concept sketches
 Michael Lee '12, **Viking** action figures
 Yuanshou You '13, **Goddess of the Pacific**, doll concept

Opposite:
 Julianna Redell '09, urban vinyl toy





MINORS

A close-up photograph of a hand holding a paintbrush, applying white paint to a wall. The brush is positioned horizontally, and the hand is on the left side of the frame. The background is a plain, light-colored wall.

Eligible undergraduates may choose to complement, diversify, or extend their studies by pursuing an academic or studio minor.

ADVERTISING DESIGN

ART HISTORY

BOOK ARTS

COMMUNITY ARTS ENGAGEMENT*

CREATIVE WRITING

CULTURAL STUDIES

DIGITAL MEDIA

GRAPHIC DESIGN

ILLUSTRATION

INTERIOR DESIGN

LANDSCAPE DESIGN

PAINTING

PHOTOGRAPHY

PRODUCT DESIGN

SCULPTURE/NEW GENRES

SUSTAINABILITY

TEACHER CREDENTIAL PREPARATION*

* This minor is offered through the Artists, Community, and Teaching (ACT) Program. ACT prepares students to become socially engaged artists/designers and educators in diverse communities and contexts.

In this intensive, four-week pre-college program, students build and develop creative and artistic skills while exploring a specific medium or aspect of art and design. They are immersed in a dynamic, creative environment with other students who share their passions.

The program provides a glimpse into the working lives of professional artists and designers, and introduces students to the many choices in art, design, and related fields.

COURSES

Small classes ensure personalized, in-depth learning. Rigorous coursework includes hands-on studio classes and labs in a student's chosen Specialization Course. College credits are awarded upon successful completion.

FINAL EXHIBITION

At the end of the program, students display their work and share it with family and friends.

FACULTY

Summer of Art courses are taught by award-winning instructors who are practicing professionals, many of whom teach in Otis' undergraduate and graduate programs.

HOUSING

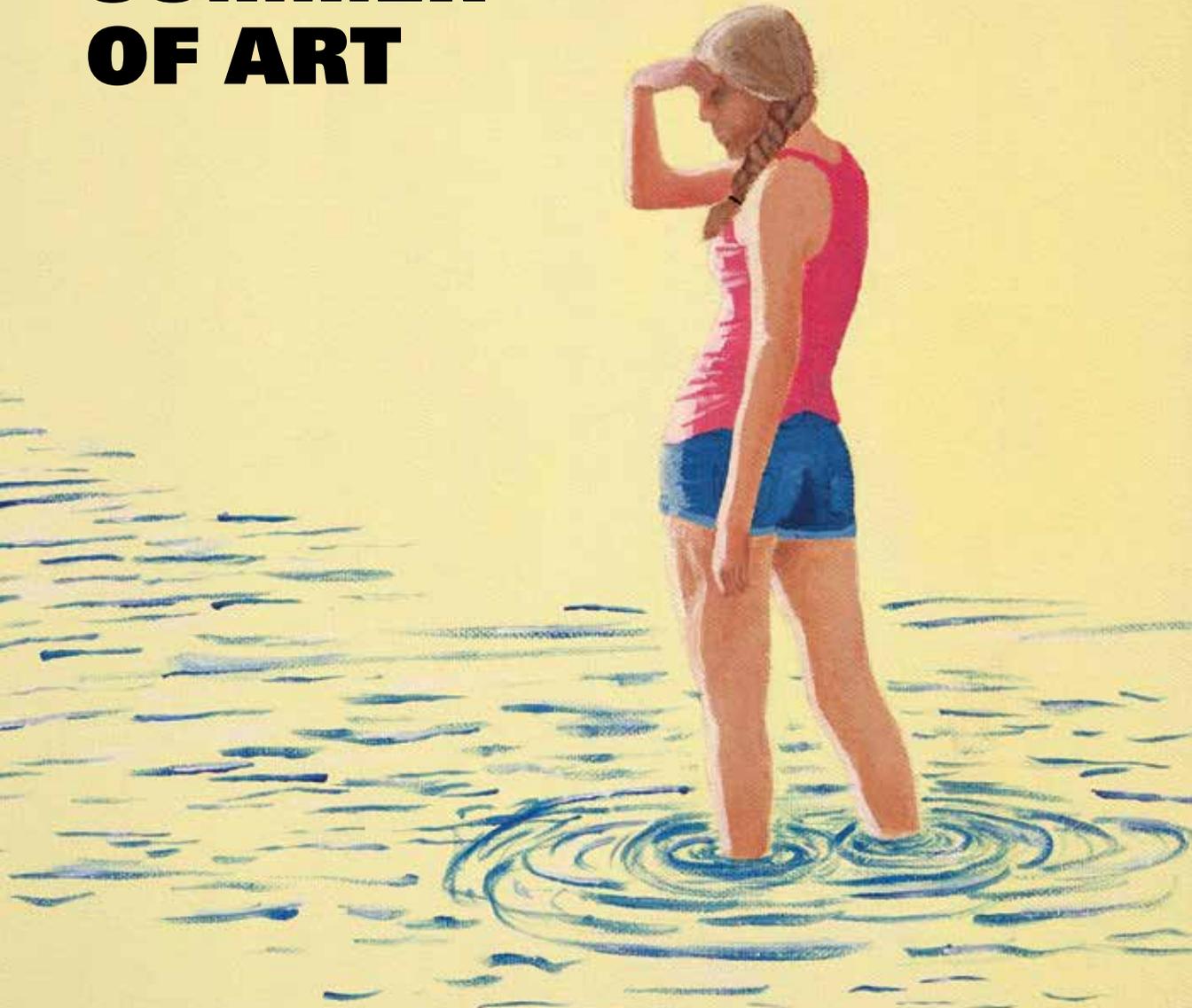
The optional Housing Program is provided at a contemporary luxury complex located within one block from Otis with local dining, shopping, and entertainment options. Museums, theme parks, and outdoor events are all part of the experience.



Artwork by Amber Wacker, Summer of Art 2013



SUMMER OF ART



STEPS TO A BRIGHT FUTURE





1

CHECK
US OUT

See what makes Otis a unique and vibrant community by visiting the campus and seeing student stories and work on our website. If you can't come to us, we may be coming to you at a National Portfolio event. See all the options at otis.edu/events. We want to be your first choice.

2

APPLY

otis.edu/apply

THE PRIORITY DATE IS FEBRUARY 15.

Be first in line for housing, scholarships, and everything else you need to have the best possible transition to college. The earlier you apply, the more we can help you! Enter a valid e-mail address that you check often. That's how we will contact you.

3

TURN IN YOUR
MATERIALS

Using the link we provide, upload your essay and portfolio. Don't forget to send us transcripts and test scores. Your application will generate a list of items that you need to submit once you apply.

4

PAYING FOR
COLLEGE

Our Financial Aid Office will help you put together a package of grants, scholarships, loans, and/or work study to bridge the gap between your resources and the cost of tuition and fees. Be sure to apply for financial aid at www.fafsa.ed.gov (U.S. citizens and permanent residents). This year, Otis will award \$12 million in scholarship funds.

5

CHOOSE
YOUR SCHOOL

TELL US YOU WILL ATTEND BY MAY 1.

It's all about fit. We hope you choose Otis!

APPLYING TO COLLEGE
CAN SEEM INTIMIDATING.
OUR COUNSELORS
MAKE IT EASY.

VISIT.
CALL.
E-MAIL.

Otis accepts undergraduate applications for the fall and spring semesters.

FALL

APPLICATIONS OPEN: OCTOBER 1

PRIORITY DATE: FEBRUARY 15

Students can apply for entrance in the fall at the Foundation, sophomore, or junior level.

SPRING

APPLICATIONS OPEN: SEPTEMBER 1

PRIORITY DATE: NOVEMBER 15

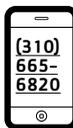
Students can apply for entrance in the spring semester at the first-semester Foundation or second-semester sophomore level, or as a first-semester sophomore in the Architecture/Landscape/Interiors "Jump Start" Program.



Mailing in application materials? Please send to the following:

**Otis College of Art and Design
Attn: Admissions Office
9045 Lincoln Boulevard
Los Angeles, CA 90045**

* Please make sure to write your name and date of birth on everything.



Otis Admissions Counselors are happy to meet with you to review your portfolio and/or transcripts.

To schedule an appointment, please contact the Admissions Office at (310) 665-6820 or admissions@otis.edu.





APPLYING IS EASY

TO APPLY FOR THE BACHELOR OF FINE ARTS (BFA) PROGRAM, PLEASE SUBMIT THE FOLLOWING ITEMS:

1 ONLINE APPLICATION

Apply online at otis.edu/apply

2 \$60 USD APPLICATION FEE

This nonrefundable fee is paid at the time you apply. If this cost is holding you back from applying, please contact the Admissions Office.

3 PORTFOLIO

Submit 10–20 pieces of your best work (see portfolio guidelines).

4 ESSAY (approximately 250 words)

Topic: Choose a work of art or design that you consider to be significant. Imagine that the work had never been made. How would the world be worse off (or better off) without it?

5 TRANSCRIPTS

Submit official transcripts showing all completed work to date. High school students must also submit a final high school transcript after graduation.

Transfer Students are required to submit final high school transcripts (with the graduation date) and official transcripts from all colleges and universities attended.

International Students are required to submit official transcripts from all high schools and universities/colleges attended. These records must clearly state the date of completion and the level of education received. All transcripts must be official copies. If your transcripts are not in English, please submit an official translation by a notary public or a recognized evaluation service. Submit both the translated records and the original documents.

6 TEST SCORES

Submit either an SAT or ACT score if you are in high school. Transfer students are not required to submit standardized test scores.

International Students: If you are a citizen of a country where English is not the official language, you should take one of the three tests recognized by Otis: the TOEFL, the IELTS, or the Pearson Test of English (SAT/ACT scores not required). For minimum scores, please refer to the International Students section. If you are in high school and live in a country where English is the official language, please submit either SAT or ACT scores.

PREPARING A PORTFOLIO



Once you apply, we'll send you a link to submit your portfolio online.

SELECT YOUR BEST WORK TO SHOW OFF YOUR TECHNICAL SKILLS AND YOUR CREATIVITY!

The portfolio should include **10–20 examples** of your best and most recent work. Your portfolio should reflect your mastery of technique in the selected medium and your creative ideas.

1 FIRST YEAR FOUNDATION LEVEL

The sky is the limit. Artwork can be in any medium, including the following:

ANIMATION

DRAFTING

DRAWINGS

ILLUSTRATION

MIXED MEDIA

MOTION-BASED PROJECTS

PAINTING

PHOTOGRAPHY

SCULPTURE

2-D DESIGN

3-D DESIGN

VIDEO (maximum two-minute excerpt)

YOUR CHOICE!

2 TRANSFER STUDENTS

SOPHOMORE LEVEL

Approach A

Show work that mirrors Otis' Foundation Year, including life drawing, observational drawing, and 2-D and 3-D design.

Also include personal work that expresses your interests and creativity. You do not have to include work from the major you wish to study, but your work should show the core skills of that discipline. For example, if you want to study Toy Design, your portfolio does not need to include toys but should include examples of drawing and 3-D design.

SOPHOMORE LEVEL

Approach B

Submit work that shows advanced skills in your intended major.

For example, students applying for the Architecture/Landscape/Interiors major may submit a portfolio that consists of drafting, rendering, and CAD projects rather than life drawing and 2-D design. Remember, the portfolio must demonstrate that you have the skills to be successful at the sophomore level.

3 TRANSFER STUDENTS

SECOND-SEMESTER SOPHOMORE LEVEL (spring only)

&

JUNIOR LEVEL (fall only)

Highlight your skills in your discipline, and show that you are ready to succeed at the junior level.

Select work that shows your advanced professional skills and readiness for internships. For example, a student applying to be a junior in Graphic Design should show advanced graphic design work.

Note: Otis does not admit students as second-semester sophomore or junior-level transfers into Fashion Design.

TRANSFERRING CREDIT TO OTIS

Taking the right classes before transferring is an important step in a smooth transition into Otis' art and design programs. If your portfolio of artwork demonstrates the necessary well-developed drawing, design, and creative-thinking skills, you will be admitted at the sophomore or junior level. You must also have completed general education requirements such as English, social sciences, and art history.

CREDIT



Students must have earned a grade of "C" or better in each class in order to receive credit. All units must be earned at a regionally accredited institution.

**Questions about transferring?
Call one of our friendly
Admissions Counselors
(310) 665-6820.**

TO APPLY FOR THE BACHELOR OF FINE ARTS (BFA) PROGRAM, PLEASE FOLLOW THESE GUIDELINES:

SOPHOMORE TRANSFER **(fall admission only)**

To enter Otis at the sophomore level, you must have completed a minimum of 17 semester units of studio art. It is also advisable that you complete at least 12 transferable general education units. Please refer to the chart on the right, and contact the Admissions Office for more information on which general education courses to take.

JUMP START PROGRAM FOR ARCHITECTURE/LANDSCAPE/ INTERIORS

(spring admission only)

Transfer students interested in the Architecture/Landscape/ Interiors (A/L/I) program have a unique opportunity to "jump start" as a first-semester sophomore in the spring semester. In the Jump Start Program, you complete the first semester of the sophomore year in the spring, and then immediately complete the second semester of the sophomore year during the summer, allowing you to be a junior in the fall. In order to stay on track and graduate on time, both spring and summer semesters must be completed.

SECOND-SEMESTER SOPHOMORE LEVEL

(spring admission only)

Transfer applicants with at least 27 semester units of studio art and design may apply for second-semester sophomore status in Architecture/ Landscape/Interiors, Communication Arts, Digital Media, Fine Arts, and Product Design.

JUNIOR TRANSFER **(fall admission only)**

Junior-level transfer applications are reviewed on a case-by-case basis. Between 36 and 40 semester units of studio art are generally required. You must meet both the unit and portfolio requirements to be admitted at this level. All prospective junior-level applicants are encouraged to meet with an Admissions counselor for advising. Otis does not accept junior-level transfers in Fashion Design.

STUDIO CREDIT/PORTFOLIO

Transfer credit for studio courses in art and design will be granted upon presentation of official transcripts and a proficient portfolio of artwork. Studio credit will not be granted based on a transcript or portfolio alone. Please refer to the portfolio requirements.

CALIFORNIA STUDENTS

California community colleges use the IGETC (Intersegmental General Education Transfer Curriculum) to prepare students to transfer to four-year colleges and universities. The IGETC alone is not effective in preparing a student to transfer to Otis because the curriculum does not include the art and design studio classes taken during Otis' Foundation Year (drawing, figure drawing, and 2-D and 3-D design).

To transfer on track as a sophomore, you will need the General Education credits listed to the right. Any missing credits will have to be completed at Otis before graduating.

COLLEGE ENGLISH*

READING AND COMPOSITION
COLLEGE ENGLISH
CRITICAL ANALYSIS

3
SEMESTER
UNITS

INTERDISCIPLINARY STUDIES

(e.g., First Year Seminar, interdisciplinary studies within humanities, social sciences, and natural sciences.)

3
SEMESTER
UNITS

ART HISTORY

ANY SURVEY OF WESTERN OR
NONWESTERN ART

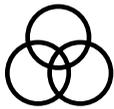
(e.g., Prehistoric–Early Renaissance, High Renaissance–Mid-19th Century)
MODERN (specifically 19th Century–1945)

6
SEMESTER
UNITS

* Acceptance of credits is subject to your results on the Otis English Placement Assessment (EPA) or alternative demonstration of English proficiency.

Contact admissions@otis.edu for more information.

CAPSTONE AND CREATIVE ACTION



All Otis students take the College's signature Creative Action and Capstone courses. These courses cannot be transferred in.

GENERAL EDUCATION CURRICULUM GUIDE BY MAJOR

This is meant only as a guide. Please speak with an Admissions counselor for more detailed information about transfer credit.

Studio credits are evaluated separately.

	Communication Arts	Digital Media	Architecture/Landscape/ Interiors	Fashion Design	Fine Arts (Painting, Sculpture)	Fine Arts (Photography)	Product Design	Toy Design
English Composition (Freshman Level)	●	●	●	●	●	●	●	●
Ways of Knowing (Freshman Level)	●	●	●	●	●	●	●	●
Art History Survey (Freshman Level)	●	●	●	●	●	●	●	●
Modern Art History (Freshman Level)	●	●	●	●	●	●	●	●
Sophomore Liberal Studies Elective	●	●	●	●	●	●	●	●
Junior Liberal Studies Elective	●	●	●	●	●	●	●	●
Math (College Level)	●	●		●	●	●	●	●
Trigonometry			●					
Social Science	●	●	●	●	●	●	●	
Child Psychology								●
Natural Science	●	●	●		●	●		
Anatomy and Ergonomics							●	●
Textile Science				●				
Contemporary Art History					●	●		
Art History Elective (Sophomore Level)	●	●		●	●	●	●	●
History of Photography						●		
Hist. of Graphic Design/Advertising/Illustration	●							
History of Costume				●				
History of Product Design							●	
History of Toys								●
History of Architecture			●					

AP AND IB EXAMS

ADVANCED PLACEMENT*

Admitted students may submit scores from Advanced Placement examinations for credit.

SUBJECT	REQUIRED SCORE
HISTORY, MATH, AND SCIENCE	3-5
ENGLISH AND ART HISTORY	4-5

* Due to the specialized nature of Otis' studio programs, AP credit for studio art is not accepted.

INTERNATIONAL BACCALAUREATE

You are eligible to receive credit if you have completed the IB Upper Level Exams with a score of 5 or more in any of the following subject areas:

LANGUAGE (ENGLISH)

INDIVIDUALS AND SOCIETIES (SOCIAL SCIENCES)

EXPERIMENTAL SCIENCES (NATURAL SCIENCES)

MATHEMATICS



INTERNATIONAL STUDENTS

	MINIMUM SCORE
TOEFL*	
COMPUTER-BASED EXAM	213
INTERNET-BASED EXAM (IBT)	79
PAPER-BASED EXAM	550

* Institutional TOEFL scores are not accepted.

IELTS	
OVERALL BAND SCORE	6.5

PEARSON TEST OF ENGLISH	
	58

ADMISSIONS REQUIREMENTS

To apply for the Bachelor of Fine Arts (BFA) program, please submit the items listed in the "Applying Is Easy" section, as well as the items listed on this page.

TEST SCORES

International students who live in a country where English is not the official language should take the Test of English as a Foreign Language (TOEFL), the International English Language Testing System (IELTS), or the Pearson Test of English. However, if you are in high school and live in a country where English is the official language, please submit either SAT or ACT scores.

VISA REQUIREMENTS

International students who require an F-1 student visa must submit the following:

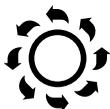
- **Verification forms** will be mailed in the acceptance packet. Students must complete the forms, including a permanent foreign address and a sponsor signature from the parent, sponsor, or agency guaranteeing the student's financial resources. Students currently studying within the U.S. will need documentation of their status from their current school and have their SEVIS record released to Otis.
- **A copy of the current passport** photo page. If the student is currently holding an F-1 visa, then a copy of the I-20 and visa are also required.
- **A bank statement** or other documentation from the parent's or sponsor's bank or sponsoring organization certifying that sufficient funds for support of the student's education and living expenses are available (approximately \$56,000 USD).

Communication must be in English or accompanied by certified English translation, and funds should be in U.S. dollars. Address these letters to Otis' Admissions Office. When all required documents are received, an I-20 will be issued for the student. The student may take this document to a U.S. Embassy or Consulate to obtain an F-1 Student Visa.



DECISIONS

IF YOU'VE APPLIED BEFORE



REACTIVATION

Admission is only valid for entry to the semester when it is offered. If you choose not to enroll that semester, you may request that the application be "reactivated" for a future semester. Applications and supporting materials are held for one year after submittal. New materials will be required if you request reactivation after one year.

WHEN WILL I KNOW IF I GOT IN?

When the Admissions Office has received all of your application materials, your application is complete. The Admissions Committee will notify you of its decision within three weeks.

AFTER ACCEPTANCE, HOW DO I SECURE A SPOT?

Accepted students who plan to enroll are required to make a nonrefundable \$250 tuition deposit to confirm attendance and reserve a place in the entering class. The Intent to Register Form and tuition deposit are due within two weeks of notification of acceptance or by May 1, whichever is later. The full amount of the deposit is credited to your first semester's tuition.

After the deposit is received, you will receive information about registration, orientation, housing, and tuition payment. Prior to enrolling, you must submit final high school or college transcripts. Acceptance is final only upon receipt of these documents.

OTHER PROGRAMS

STUDIO YEAR

College graduates who wish to spend a year at Otis to develop new skills, hone a body of work, or refresh their practice may apply to Studio Year.

This year-long program is an opportunity to study full time with Otis' renowned faculty. The curriculum is flexible and allows students to design a path that suits individual backgrounds and needs. Most coursework is taken at the undergraduate senior level.

All undergraduate programs, with the exception of Fashion Design, offer this special opportunity. Candidates must have earned a bachelor's degree, hold U.S. citizenship or permanent residency, have considerable professional art or design experience, and meet the same admissions requirement as BFA applicants. Students enrolled in Studio Year are not eligible to receive Federal Financial Aid.

For further questions, please contact admissions@otis.edu.

CHOOSING A MAJOR

Some major programs may have limited space available and may require a portfolio review and minimum GPA for acceptance.

EARLY ADMISSION FOR HIGH SCHOOL JUNIORS

Otis admits advanced students who choose to forego their senior year in high school to study at Otis. A student applying for early admission must obtain approval from the high school that confirms that credits earned during the Foundation Year will be applied by the student's high school for completion of the high school diploma. Students who have not yet earned a high school diploma are not eligible for Title IV Federal Student Aid, but may be considered for Otis institutional grants.



COSTS AND FINANCIAL AID

WHAT TYPES OF AID MIGHT I RECEIVE?

1. Federal Pell Grant, Supplemental Educational Opportunity Grant
2. Cal Grant (for California residents only)
3. Otis Institutional Grant
4. Federal Direct Loans and PLUS (Parent) Loans
5. Federal or Institutional Work-Study

HOW DO I APPLY FOR FINANCIAL AID?

1. You and your parent (if applicable) must obtain a Personal Identification Number (PIN) at www.pin.ed.gov
2. Complete the FAFSA (Free Application for Federal Student Aid) at www.fafsa.ed.gov
- 2a. Enter school code: **001251**
- 2b. Prevent delays in processing by making sure that you answer all the questions in the FAFSA completely and accurately. Make sure that you (and your parent, if applicable) sign the FAFSA.

WHEN DO I APPLY?

The FAFSA is available after January 1, 2015, for the fall 2015 semester.

We recommend that you complete and submit the FAFSA by March 2, 2015.

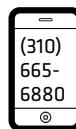
California residents should submit the FAFSA and file the Cal Grant Verification form by March 2, 2015.

Cal Grant Verification forms postmarked after March 2, 2015, will not be considered for the Cal Grant. If you are unable to submit the FAFSA before March 2, 2015, you can still submit the FAFSA online and be eligible for other forms of financial aid.

WHAT HAPPENS NEXT?

After you complete the FAFSA, Otis' Financial Aid Office will notify you via e-mail if any additional information is needed. Please answer immediately to avoid delays. When your financial aid file is complete, your eligibility for financial aid awards will be determined, and you will be awarded a specific amount of aid. Awards and information about any missing documents can be accessed online at www.otis.edu/selfservice.

CONTACT FINANCIAL AID



E-mail: otisaid@otis.edu

Telephone: (310) 665-6880

Fax: (310) 665-6884

Hours: M-F 8:30 am-5:00 pm

Web: www.otis.edu/finaid



Federal School Code

001251

2014-15

DIRECT COSTS

The 2014-15 undergraduate tuition and fees are listed here. The cost is based on classes in which you are enrolled and does not include material fees associated with a particular class.

	FALL	SPRING	TOTAL
TUITION (BASED ON 12-18 UNITS)*	\$19,145	\$19,145	\$38,290
REGISTRATION FEE	\$200	\$200	\$400
TECH. & MATERIALS FEES	\$125	\$125	\$250
STUDENT ACTIVITY FEE	\$125	\$125	\$250
GENERAL MATERIALS FEE	\$25	\$25	\$50
HEALTH INSURANCE FEE**	\$550	\$700	\$1,250
TOTAL	\$20,170	\$20,320	\$40,490

* The per-unit cost for under 12 and over 18 units is \$1,280

** The health insurance fee is mandatory but can be waived with proof of coverage.

I AM SHIFTING...

