Individual Courses

On-Campus
Mix and match individual courses to meet your career goals. Available on-campus and online. Great for those currently working or considering a career in effects, animation, game development or high-end visualization.

Length: 10 weeks
Requirements: Admission is based on space availability and experience.

Online
With online courses, get the same Hollywood training with the added convenience of learning from home.

Length: 10 weeks
Requirements: Admission is based on space availability and experience.

High School Summer Camp
Gnomon’s summer camp for high school students is designed to empower young artists by engaging their creativity, curiosity and passion. Students are introduced to various forms of artistic expression within the fields of entertainment design, animation, visual effects and games. Small classes enable our instructors to spark inspiration, share expertise and provide students with a clear perspective on how to become a professional visual effects artist.

Length: 1 week or 2 weeks
Requirements: Register on our website. Bring your creativity and imagination!

Open House
Join us for an exclusive opportunity to learn about Gnomon and take a guided tour of our campus. Our Open House events are designed to give students a glimpse into Gnomon life and the visual effects industry. The morning will include:

• An in-depth presentation discussing Gnomon’s programs, classes and campus life
• A guided tour of the Gnomon campus
• Information about the admissions process

Find out more at gnomon.edu/visit/open-house

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

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

©2015 Gnomon  GSVE-170 112015

Student work by Mike Zhang & Daniel Kho — Concept by Ashley Wood

Student work by Daniel Kho — Concept by Cory Loftis

1015 N. Cahuenga Blvd., Hollywood, CA 90038
gnomon.edu
A full-time program designed to create well-rounded production-ready artists who are versed in digital and traditional skills.

Track Options: Modeling and Texturing, Character and Creature Animation, Games, Visual Effects Animation, 3D Generalist

Length: 2 years, or 8 terms

Requirements: Application form, interview with admissions, submission of formal portfolio

Financial Aid Eligible

Digital Production for Entertainment
2-Year Program

A full-time program designed to create well-rounded production-ready artists who are versed in digital and traditional skills.

Track Options: Modeling and Texturing, Character and Creature Animation, Games, Visual Effects Animation, 3D Generalist

Length: 2 years, or 8 terms

Requirements: Application form, interview with admissions, submission of formal portfolio

Financial Aid Eligible

Entertainment Design & Digital Production
3-Year Program

A full-time program for aspiring digital artists blending a strong foundation in art and digital production with an in-depth focus.

Track Options: Modeling and Texturing, Character and Creature Animation, Games, Visual Effects Animation, 3D Generalist

Length: 3 years, or 12 terms

Requirements: Application form, interview with admissions, submission of formal portfolio

Financial Aid Eligible

About Gnomon

Gnomon is an innovative postsecondary school created with the goal of providing an educational environment unlike any other; to pioneer a more effective way of learning and a better way to prepare students for careers in games, visual effects and animation.

Gnomon’s instructors are working professionals who bring their passion and experience to the classroom. They use their real-world experience to ensure that Gnomon’s curriculum moves in tandem with the industry. Gnomon is proud to have successful alumni working all over the world.

“T only wish Gnomon had existed when I was a kid... It’s that amazing ideal, where art and making a living peacefully co-exist.”

J.J. Abrams, Director
Star Wars: Episode VII, Star Trek Into Darkness, Super 8, Mission: Impossible III, Lost

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

Alberto Abril – Frozen
Animator, Walt Disney Animation Studios

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

Jessica Johnson – World of Warcraft
Associate Cinematic Artist, Blizzard Entertainment

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

94% Placement Rate*

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

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

Student work by Ryan Wood
Concept by Dustin Blatter

Financial Aid Eligible

“T only wish Gnomon had existed when I was a kid... It’s that amazing ideal, where art and making a living peacefully co-exist.”

J.J. Abrams, Director
Star Wars: Episode VII, Star Trek Into Darkness, Super 8, Mission: Impossible III, Lost

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

Alberto Abril – Frozen
Animator, Walt Disney Animation Studios

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

Jessica Johnson – World of Warcraft
Associate Cinematic Artist, Blizzard Entertainment

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

94% Placement Rate*

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

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

Student work by Ryan Wood
Concept by Dustin Blatter

Financial Aid Eligible

“T only wish Gnomon had existed when I was a kid... It’s that amazing ideal, where art and making a living peacefully co-exist.”

J.J. Abrams, Director
Star Wars: Episode VII, Star Trek Into Darkness, Super 8, Mission: Impossible III, Lost

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

Alberto Abril – Frozen
Animator, Walt Disney Animation Studios

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

Jessica Johnson – World of Warcraft
Associate Cinematic Artist, Blizzard Entertainment

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

94% Placement Rate*

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

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

Student work by Ryan Wood
Concept by Dustin Blatter

Financial Aid Eligible