

SOKEI ACADEMY OF FINE ART & DESIGN

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# SCHOOL GUIDE BOOK 2018

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学校法人高澤学園 美術造形専門学校

## 創形美術学校

ファインアート科/ビジュアルデザイン科/研究科



## Adventure with the Top, Reach Your Best

In Sokei not only we offer you the chance to adventure the world of art with professional creators with but we also created the adjustable curriculum during which every single student can spread their artistic wings and reach their goals step by step.

## Boost Your Creativity to the Best



## 3 Groups of 5

Sokei Art School has a course system with diversity which we refer to as '3 groups of 5' system. To boost the creativity of every single student to their best, along with all the instructors Sokei places great importance on all the groups listing below.

5 Characteristics  
are the ideals of Sokei Art School

5 Courses  
refers to the 5 courses included in our two departments

5 Powers  
refers to those basic skills which we believe to be the key for skilled creator.

### First group 5 Characteristics

Sokei Art School has 5 original characteristics which we consider to be the ideals of nurturing pro creators.

### Second group 5 Courses

Sokei Art school is a full-time three-year art school with 2 departments made up of 5 courses.

In the graduate course, students can choose their own specialized course of study allowing them to further their studies beyond the boundaries of art and design.

### Third group 5 Powers

In Sokei we believe one cannot become a competent creator without fully grasping the basic skills. To bring out the best of students' expression, Sokei developed a curriculum which contains 5 divisions relating to different aspects of basic skills.



Careful instruction by professional creators



Small class sizes allow teaching that has a home tutor like feel



Ikebukuro, a main hub area of Tokyo



Workshops taught by overseas artists



Special lectures

## First group 5 Characteristics

Sokei Art School has 5 unique characteristics that are our ideals for nurturing professional creators

1. Direct instruction by professional creators
2. Face to face instruction of small numbers of students
3. Centrally located in Ikebukuro, one of Tokyo's main hub areas with good accessibility
4. Students are encouraged to have an internationally - minded global sensibility
5. Mutual linking of art and design that transcends boundaries

### 1. Direct instruction by professional creators

Sokei is a school that nurtures professional creators within a comfortable atmosphere where students are encouraged to have fun while they create. None of our teachers have teaching as their main employment. All are professional creators who understand the essence of creating. Rather than follow a manual, our instructors work with each student directly, teaching them the important and necessary skills that are needed in the actual art world.

### 2. Face to face instruction of small numbers of students

Our instructors teach each student on a one to one basis, much like a home tutor. This is possible because our class sizes are kept to a small number of students. Therefore the heart of the creator can be conveyed, bringing out the hidden talents of the students so that they can spread their wings as professionals in their own desired field, thinking and and moving forward together.

### 3. Centrally located in Ikebukuro, one of Tokyo's main hub areas with good accessibility

Sokei Art School is a convenient 5 minute walk from Ikebukuro station. Tokyo Geijutsu Theater is nearby and our school is located in a student area with other universities such as Rikkyo University close by.

Ikebukuro is a hub area serviced by various main train lines such as JR and Tokyo metro subway lines which allow convenient and easy access to other major areas including Shinjuku, Shibuya, Harajuku, and Ginza. In addition, Ikebukuro is a comfortable place to live and is ranked within the top three most popular areas in Tokyo.

### 4. Students are encouraged to have an internationally-minded global sensibility

Starting with an exchange program with an art university in Mexico, Sokei is developing art activities with France, Italy and Australia and holds lectures and workshops by artists of each country.

We also accept many foreign students who have graduated from art universities worldwide. These foreign students study together with our Japanese students in the exact same environment.

Additionally Sokei sends a graduate to the Paris International Art City\* every year.

\* Paris International Art City (Cite internationale des Arts) was established in 1985 by the French Government and Paris city. Various artists from countries around the world gather together, and an international exchange is made through the creation of artwork in the city's atelier. Sokei Art School is one of only a few schools in Japan (and the sole technical school) where the use of the Paris international Art City's atelier has been accepted. Each year one Sokei student who has achieved excellent results is awarded the 'Paris Prize' and sent to this Paris International Art City.

### 5. Mutual linking of art and design that transcends boundaries

The world is becoming more globalized with the modern art and design industries moving beyond their original boundaries. At Sokei Art School we encourage our students to share their abilities, information, and techniques in order to foster a more flexible skill set that allows them to be unrestricted by current trends or regionality, and break down the preconceived ideas of what design and art is. We feel that rather than deciding upon a specialty as soon as a student enters the school, it is more important that the student find out what they really want to do as he or she goes along.

After one year of the basic course, students can re-choose their specialty when they move on to the second year.



Painting Course



Printmaking Course



Illustration Course



Graphic Design Course



Animation & Comics Course

Second group **5 Courses**

Sokei Art School is a full-time three year art school. We have a Fine Arts Department and Visual Design Department and there are 5 courses within the two departments.

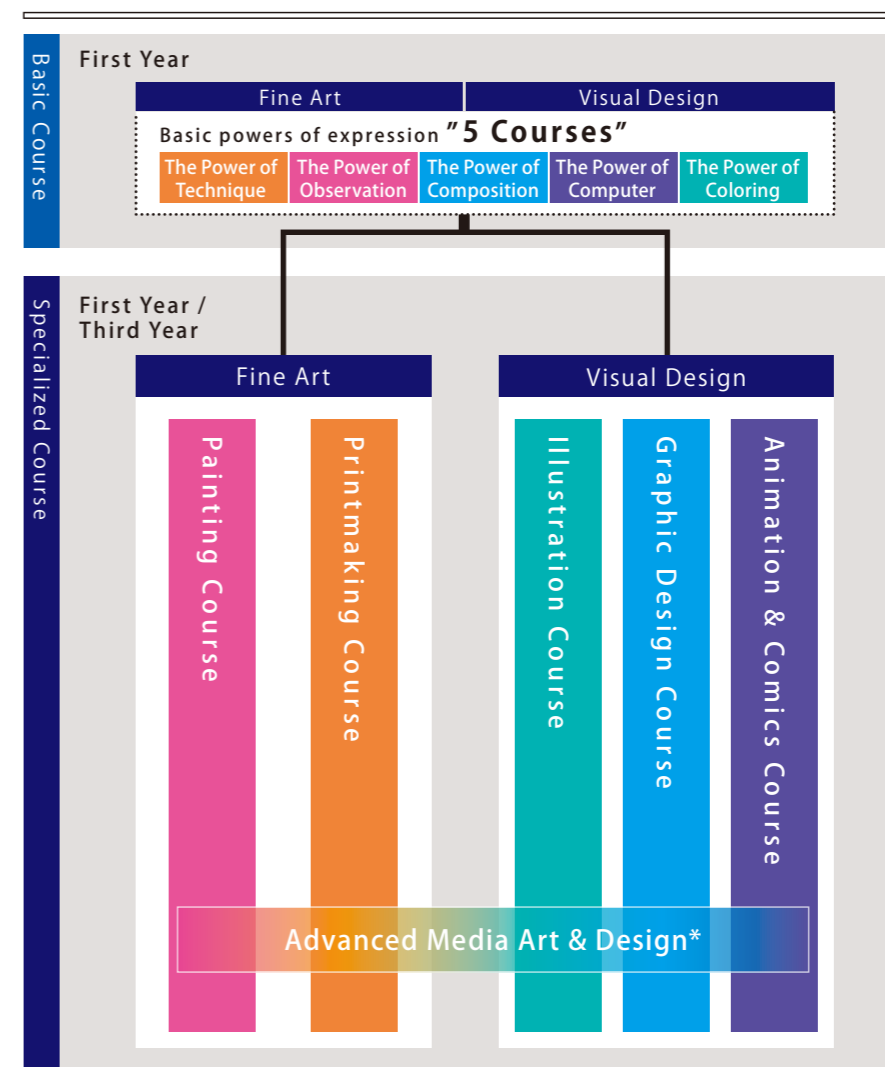
- |                          |   |
|--------------------------|---|
| Fine Arts Department     | <ul style="list-style-type: none"> <li>● Painting Course</li> <li>● Printmaking Course</li> </ul>   |
| Visual Design Department | <ul style="list-style-type: none"> <li>● Illustration Course</li> <li>● Graphic Design Course</li> <li>● Animation &amp; Comics Course</li> </ul> |

**Curriculum**

Our original curriculum consists of a first year basic course followed by second and third year specialized courses that make the most of a 3 year system. After taking a solid course of basics, students can learn high level and practical techniques as well as skills that can be applied flexibly. The distinctive feature of our curriculum is that it is not limited by specialty, and especially in our Advanced Media Art & Design course which uses digital technology, students are able to learn skills beyond their chosen specialty. In addition, if a student desires, the instructor can work with that student to create a curriculum that suits his or her needs, creating a class that goes beyond the student's chosen specialty. This is our original system that helps nurture our students strengths.

- First Year** In the first year, as a basic course, basic skills that will become the root of artistic expression are divided into 5 subjects of study. By studying the '5 Powers' which are the foundation of artistic expression, students learn the basics that are essential to the professional.
- Second Year** After acquiring the basics of the first year basic course, students can choose the specialty that suits them. After learning the basics provided by our two departments, students can raise their skill level by studying at a more specialized, higher level.
- Third Year** Through a practical curriculum students acquire techniques and know-how necessary to work as a professional. Furthermore, students aim to become high level creators with flexibly applicable skills who are not limited by current trends or environment.

Small Class. From the basic. Boost Your Creativity.



\*In the Advanced Media Art & Design course, you will have the chance to learn beyond single specialty. For example, you can learn how to create a personal web site to show your work, to design art with advanced digital technique as well to improve the expression of your art with IT technique, Internet media.



The Power of Technique



The Power of Observation



The Power of Composition



The Power of Computer



The Power of Coloring

## Third group 5 Powers

At Sokei we place value basic skills or so-called 'powers'. Students follow a curriculum which contains 5 divisions relating to different aspects of basic skills to bring out the best of their expression.

1. **The Power of Technique** Students learn expression born from various techniques
2. **The Power of Observation** Students learn powers of observation
3. **The Power of Composition** Students acquire assembly skills including composition and layout
4. **The Power of Computer** Students learn expression born from various techniques
5. **The Power of Coloring** Students learn color sense

No matter what type of creative work students do in the future, without basic skills, creating expression that has applicable power will not be possible. By thoroughly learning the basics during the first year course, students are prepared for moving on to a higher level of specialized study from the second year. The aim is to gain skills that allow the student to become a professional creator who can play an active part in the future regardless of current trends or environment.

Even if one skill is drilled in by so-called vocational training, the student will not be able to cope with the changing times. If a person understands the structure of expression, and understands how to create something, one can become a creator who is not swayed by the changing times. The '5 powers' that we teach help students apply the most important parts of these basics in order to become such a creator.

Some students do not have confidence in their powers of description. Some students are unsure of their basic skills. And still others are searching for what type of creator they want to become. By taking this 5 power course these students are able to overcome their specific complex. We are currently in a time where there are many imitations. It is because of this that we feel that it is very important for students to have a good solid grounding in the basics of art.

### First Year [first semester] curriculum <April ~ Sept>

|     | 9:00~10:30                               | 10:40~12:10                                   |             | 13:00~16:00                              |
|-----|--|---|-------------|--|
| Mon | Subject<br>(Japanese Art History I)      | Subject<br>(Sentence Technique Theory)        | Lunch Break | The Power of Technique                   |
| Tue | The Power of Observation                 |   |             | The Power of Observation                 |
| Wed |  | Subject<br>(Color Theory I)                   |             | The Power of Composition                 |
| Thu | The Power of Computer<br>(Limited Seats) |   |             | The Power of Computer<br>(Limited Seats) |
| Fri | Free-choice Subject<br>(French I)        | Free-choice Subject<br>(English Conversation) |             | The Power of Coloring                    |
| Sat | Sokei Student Council *1                 |   |             | Tradition and Craft *2                   |

\*1 Sokei Student Council is an organization run by the students themselves to plan and administrate exhibitions or events. It is similar to club activities.

\*2 In the Tradition and Craft class students study various forms of expression including three-dimensional expression and classical expression from art works such as Japanese painting.

### First Year [second semester] Curriculum <October ~ February>

|      |   |  |
|------|---|--|
| Oct. | Illustration  | Painting<br>(Tempera painting / Fresco painting) |
| Nov. | Printmaking<br>(Copperplate engraving / Silkscreen) | Graphic Design                                   |
| Dec. | Human Coloring                                      |  |
| Jan. |   | Animation  |
| Feb. | Comic   | Production of Artwork                            |

In the second semester, students are required to make fully use of the basic skills they acquired in the first semester while exploring ways of application in various fields.

- From October to January students spend about 2-3 weeks studying each curriculum of fine arts and visual design. From the end of January, students can choose the specialty which suits them the most.
- There are extended subjects in the first semester such as Japanese Art History 2, Western Art History.  
There are also extended free-choice subject such as French, English Conversion, Japanese.

# Painting Course



## First step towards professional artist - Building the Foundation

Sending ideas into society through creative activity is a very meaningful thing. In the painting course students pursue the acquisition of painting techniques that have been cultivated over the long history of art as well as individual powers of expression with the aim of becoming professional creators that can continue to be creatively active for a long time in a modern society that is changing rapidly.



### First Year Basic Course

Through practice of the basics starting with "five powers", students learn the joy of creating and acquire the basic skills that will become the foundation of their future creative activities.



### Second Year Technique acquisition and image development

In the first semester, students acquire skills that can be used for various types of painting expression by learning more specialized painting techniques and by studying the work of other artists. From the second semester, students gradually look for individual worlds of expression through various types of approach and build a base on which to construct their own outlook on painting.



### Third Year Construction of one's own individual world of expression

Based on the foundation built during the second year course, students acquire a clearer idea of the type of artwork that they are aiming at through discussion with their teacher and experience gained through off campus exhibitions. Tying this into the creation of large works as well as their graduation work which is the culmination of their studies, they take their first steps as an artist.

To me, Sokei is where I learn independence and the true meaning of freedom.



### Course content

- Drawing ■Repeated Expression ■Artist Subject Study ■Theme Production A / B
- Subject study A / B ■Picture Technique (Practice, Required Class)
- Contemporary Art (Lecture, Required Class)
- Contemporary Art (Practice, Required Class)
- Web Design \* ■Advanced Media\* ■Independent Project
- Graduation Project etc.

\*Web Design 1, Advanced Media are part of Advanced Media Art & Design, students from other courses can also take those lectures separately.

# Printmaking Course



## With outstanding technique you can aim your sights at becoming a world leading printmaker

The Japanese print has attracted worldwide attention from the time of the Ukiyoe print right up to the present. Sokei is known as the first technical school in Japan to introduce a printmaking course to its curriculum and every year we send many excellent printmakers out into the printmaking world. While mastering all 4 printmaking techniques students pursue original powers of expression. While becoming a craftsman with outstanding technique you can aim your sights at becoming a world leading print maker.



### First Year Basic Course

Through practice of the basics starting with "five powers", students learn the joy of creating and acquire the basic skills that will become the foundation of their future creative activities.

### Second Year Investigation of print techniques that suit oneself

In the second year, students learn the technique of 4 types of printmaking; intaglio image (copperplate engraving), convex print (the cross grain, Kiguchi woodcut), flat print (lithograph, metallograph lithograph), and mimeograph image (silkscreen) as well as print expression using monotype collagraph etc. Students study what can be expressed using prints as well as investigate their direction of self-expression through sketch and drawing.

### Third Year Students aim for freedom of print expression unrestricted by form

In the third year, the abilities of each student are drawn out through discussion with the instructor about their individual work and graduation work, and the possibilities of print expression are considered from various angles. In addition, through their graduation work and the showing of their artwork at exhibitions, students aim at individual expression that communicates a wide range of messages to society.



In this course, I learned various techniques of printmaking which widened the scope of my work.



### Course content

- Woodcut A / B ■Lithograph A / B ■Silkscreen ■Copperplate engraving
- Wood engraving ■Mezzotint ■Serial print making
- Picture Technique (Practice, Required Class)
- Contemporary Art (Lecture, Required Class) ■Contemporary Art (Practice, Required Class)
- Web Design 1\* ■Advanced Media \*
- Independent Project ■Graduation Project etc.

\*Web Design 1, Advanced Media are part of Advanced Media Art & Design, students from other courses can also take those lectures separately.





## Students aim to become designers with high-level practical skills

Graphic designers in the present age are becoming increasingly important as people who make our lives richer. The designer has the important role of analyzing information, seeing through to the essence, and presenting it to the public in an easy to understand manner.

More than just simply studying expression, students learn high-level practical skills that are indispensable to the designer, beginning with the gathering of information, plan making, development of ideas, construction of expression, and right through to printing. Students aim to become designers who can play an active role with flexible skills, no matter how the social environment changes in the future.



### First Year Basic course

Through practice of the basics starting with "five powers", students learn the joy of creating and acquire basics skills that will become the foundation of their future creative activities.

### Second Year Students acquire specialized design skills

Students learn skills and knowledge necessary to the designer including data analysis, plan making, typography, photography, construction of expression, and printing. From various fields of expression such as web design, book design, and package design right through to poster design, students carry out practical production while acquiring planning, idea and technical skills. Through learning these skills, students consider the possibilities of original expression.

### Third Year Students consider the possibilities of new design expression

Based on skills learned during the second year, students polish ideas, plans and powers of expression that can create a new future and cultivate the practical abilities that allow them to play an active part as a professional creator in the real world.

While carefully increasing their own originality, students search for design that has the power to change the world.



The small class system of Sokei guaranteed rich communication inside the class. By communicating with students from various fields I have learned more than I imagined. I am so motivated every day!



## Course content

- Total Design ■ Picture Technique (Practice, Required Class)
- Contemporary Art (Lecture, Required Class)
- Contemporary Art (Practice, Required Class) ■ Visual Design Basics A / B
- Graphic Workshop ■ Advertisement and Media ■ Graphic Design 1 / 2 ■ Book Design
- Branding ■ Art Direction ■ Typography 1 / 2 ■ Graphic Design Technique
- Web design 1 / 2\*
- Ad Workshop ■ Know about Work ■ Editorial Design ■ Media Branding 1 / 2\*
- Package design ■ Graduation Project etc.

\*Web Design 1/2, Advanced Media are part of Advanced Media Art & Design, students from other courses can also take those lectures separately.

# Animation & Comics Course



## Becoming a creator who can open up a new era

Although we can be proud that Japanese anime and manga are already well established and a part of worldwide culture, the reality is that both often fall into an established pattern and there is an overflow of similar looking, ordinary work. The aim of Sokei's animation and comics course is to nurture talented creators who have not just mastered techniques, but who also have acquired general directing abilities and are able to go from planning and story production right through to presentation. This is because we want our students to become original thinkers who are not just following trends but who are creating a new era of original anime and manga.



### First Year Basic course

Through practice of the basics starting with "five powers", students learn the joy of creating and acquire the basic skills that will become the foundation of their future creative activities.



### Second Year Acquiring the basic stamina needed to become a pro

In the second year students study widely, from character design and scenario production to comics, game illustration and short story animation. Through plan drafting and direction technique, image filming and creation of original characters etc., students acquire the stamina needed to work as a pro in the film and publishing world.



### Third Year Gaining confidence and skills to work as a pro

Planning and drawing ability as well as the operation of picture software are important, indispensable skills needed for work production. In the third year, while improving your skills as a creator, you will gather knowledge and experience through exhibitions and practical class work that will allow you to go off into the real world. The graduation work combines these studies and helps you gain the confidence and skills needed for working in the professional world.

You can feel how much more and how much better you can do on your own every day!



### Course content

- Image Production 1 / 2 / 3 ■Animation & Sound ■Visual Design Basics
- Plan Construction ■Photography ■Picture Technique (Practice, Required Class)
- Contemporary Art (Lecture, Required Class) ■Contemporary Art (Practice, Required Class)
- Comics Expression ■Sound ■Commercial Design (Practice) ■Illustration Animation
- Animation (Practice) ■After Effects Direction Technique ■Game Illustration
- Stop Motion & Animation ■Web design 1 / 2\* ■Media Branding 1/2\* ■Know about Work
- Graduation Project etc.

\*Web Design 1/2, Media Branding 1/2 are part of Advanced Media Art & Design, students from other courses can also take those lectures separately.

# COLLECTION

## From Fine Art to Design

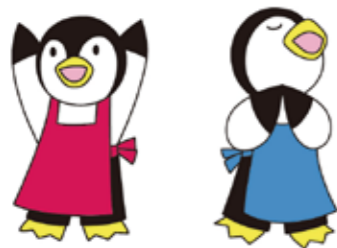
Competitions offer chances for students to gain substantial experience, showcase skills, analyze and evaluate outcomes and uncover personal aptitude. In Sokei, we encourage and support students to take part in those competitions.

We give our students full support and offer lectures which designed for strengthening competitiveness.

\*Below are award-winning art works by students enrolled in Sokei during 2015~2016



◀ Japanese Typography Yearbook 2017  
Akari Hanawa  
3rd Year Graphic Design Course, Visual Design



▲ Character Design for NET21 Grand Prize for Illustrated Book (Officially Adopted)  
Kazuma Harada  
Painting Course, Fine Art (The class of 2016)



▲ ShimamanGP2016 SEASON2 (Young Jump) CHAMPION  
Serial Publication Qualification for Young Jump  
Kayagasaki Asa  
Painting Course, Fine Art (The class of 2016)



▲ The 41st Printmaking Exhibition of Universities Collection Award, Machida City Museum of Graphic Arts  
Qiong Wu  
Printmaking, Graduate School Course (The class of 2015)



▲ AD SELECT MONTHLY, Vol.095 (Published)  
Hidenori Murata  
Graphic Design Course, Visual Design (The class of 2015)

# SCHOOL LIFE

## About SOKEI

### Mission

本校は広く美術造形・デザイン全般に関する高度な学理と技能の教授、あわせてグローバルな社会に対応する幅広い教養を身に付けた人格の形成を図り、現代社会に貢献する優れたクリエイターを育成します。  
それによって日本文化の発展に貢献することを目的とします。

### Academic Term

New academic year starts from April.  
Every academic year contains two semesters.  
The Spring Semester: 1st April to 30th July  
The Fall Semester: 1st October to 31st March

### Holiday

Sunday, Public holidays in Japan,  
Summer vacation (20th July to 5th September),  
Winter Vacation (20th December to 10th January),  
Spring vacation (10th April to 1st March),  
Foundation Day (16th September)

### Class Schedule

| First Period | Second Period | Third & Fourth Period |
|--------------|---------------|-----------------------|
| 9AM~10:30AM  | 10:40~12:10PM | 1PM~4PM               |

### Student/Commuter Railway Pass

Please visit a pass office with student identification card when purchasing a Student Railway Pass.  
Students are Not Allowed to come to School by bicycles, motorbikes nor cars.

### JR Student discount (JR gakuwari)

JR has a discount for students taking the shinkansen or other long travel train (the train needs to exceed 100km). Please apply with student identification card.

### Attendance Policy

If a student is absent for any reason for more than 1/3 of the required classes, they will not get the credit of the said class.  
In some cases, late tardy, leaving class early may be taken as absent.

### Credit

The recognition of credit will be made depends on the art work, reports, test, attendance by the school meeting.

### PC & Notebook

We equipped each student with PC in the campus.  
Students DO NOT necessarily need to purchase one for themselves.

### Textbook & Material

For students of the first year, your textbook & material is included in your school fee, For students of the second or the third year you may need to pay additional fees for the textbook and material.

### Course Change

All the students have the chance to change course by the end of the first year.  
If you want to change course in other periods, you will need the approval from professor meeting.

### Graduation Project

Students will start their Graduation Project during the fall semester of the third year.  
All the Graduation Project will be exhibited in the Graduation Exhibition.  
Significantly excellent Graduation Project has the chance to win prizes some as Sokei Prize.

<Sokei Prize>

- One student per course
- Grant: 200,000yen

### Diploma/ Certification

Students who are recognized by the school council will get the diploma as well as certification.

## STUDENT LIFE

### Health Management

To help student live a mentally and physically healthy student life, create a foundation for a healthy body, our school conduct an annual health check every April.  
There is also a medical room inside the campus.

### Scholarship

Our school has 3 original scholarship and students are free to apply for any other public scholarship or student loan. Please check Applicant Guidelines for more details.

### Student Accident Insurance

All the students are asked to join the designated insurance which covers against accidents that occur during lectures that are part of the regular curriculum of the school.

### Welfare Facilities

For students who come to Tokyo from a distant we are pleased to introduce you our students dormitory or real estate which are in partnership with Sokei.

### Alumni Association

Students can join the alumni association after graduation. Members of the alumni association are welcomed to support students in various ways. Such as giving lectures or taking part in Sokai Annual Event.

There is also an Alumni Association Prize for student who did a significantly excellent job in his/her Graduation Project.