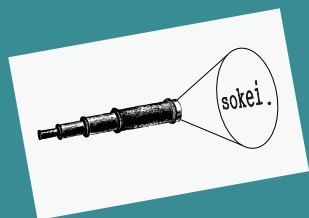


SOKEI Academy of FINE ART & Design SCHOOL guideBOOK

2021

本物にふれる 本当の力をつける
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



SOKEI ACADEMY OF FINE ART & DESIGN

SCHOOL GUIDE BOOK 2021



Adventure with the Top, Reach Your Best Boost Your Creativity to the 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.



3 Groups of 5

Sokei Art School has devised a course system that we refer to as our '**3 groups of 5**' system.

'**5 characteristics**' that are the ideals of Sokei Art School, 2 departments offering '**5 courses of study**', and '**5 powers**' that help provide our students with basic skills.

Sokei attaches great importance to this system, in order to nurture professional creators that can work in any era and any environment.

First group 5 Characteristics

As a 3-year academy, Sokei Art School has **5 characteristics**. These unique characteristics serve as Sokei's ideals for nurturing professional creators.

Second group 5 Courses

Sokei Art School consists of 2 departments, Art and Design, and offers **5 courses of study**. Students are not bound to a single department in their studies.

Third group 5 Powers

At Sokei Art School, the first year consists of studying a **5-part basic curriculum**. Taking the time to learn these basics well helps to facilitate solid growth afterward.



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 classes

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. Located in Ikebukuro, an “international city of arts and culture”
4. Students are encouraged to have an internationally - minded global sensibility
5. Curriculum that’s not bound to either the Art or Design domain exclusively

1. Direct instruction by professional creators

Classes at Sokei Art School are taught directly by professional creators. None of our teachers are instructors as their primary profession. Rather than manual-based instruction, creators who know the current scene instruct students on what is important and essential in the actual workplace.

2. Face to face instruction of small numbers of students

Our teachers instruct each student one-on-one, much like a home tutor. This is possible thanks to our small class sizes of about 10 students. In this format, the teacher can convey the essence of being a creator and move forward together with the students, bringing out their hidden talents, so that they can spread their wings as professionals.

3. “Located in Ikebukuro, an “international city of arts and culture”

Touting its “international city of arts and culture” concept, Toshima Ward is conducting large-scale development in the Ikebukuro area with the goal of making it into a city for the international creation of arts and culture.

Sokei Art School is a 5-minute walk from Ikebukuro station, offering convenient access. With the Tokyo Metropolitan Theater and Rikkyo University nearby, the school is located in a student area with an artistic vibe.

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

We conduct art exchanges with artists from countries such as France, the UK, the US, Canada, and Mexico, and we host lectures, exhibits, and workshops by overseas artists. We also accept exchange students who have graduated from art universities, who then study together with Japanese students to cultivate closer interaction. In addition, we send students to train at Cité Internationale des Arts in Paris, France and a state art university in Mexico.

5. Curriculum that’s not bound to either the Art or Design domain exclusively

The contemporary art and design industry is becoming more global and increasingly borderless. At Sokei Art School, in order for our students to master flexible, practical skills that are not bound tightly to current trends, we break down the barriers between art and design, ensuring that our students learn techniques and knowledge that transcend the two fields. 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.



5 Courses

Sokei Art School consists of 2 departments, Fine Arts and Visual Design, and offers **5 courses of study**.

Fine Art Department

- Painting Course
- Printmaking Course

Visual Design Department

- Illustration Course
- Graphic Design Course
- Animation & Comics Course

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 developing a solid foundation, students can learn practical techniques and flexible skills. The distinctive feature of our curriculum is that it is not limited by specialty, and especially in our Advanced Media Art & Design course using IT and the Internet, 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.

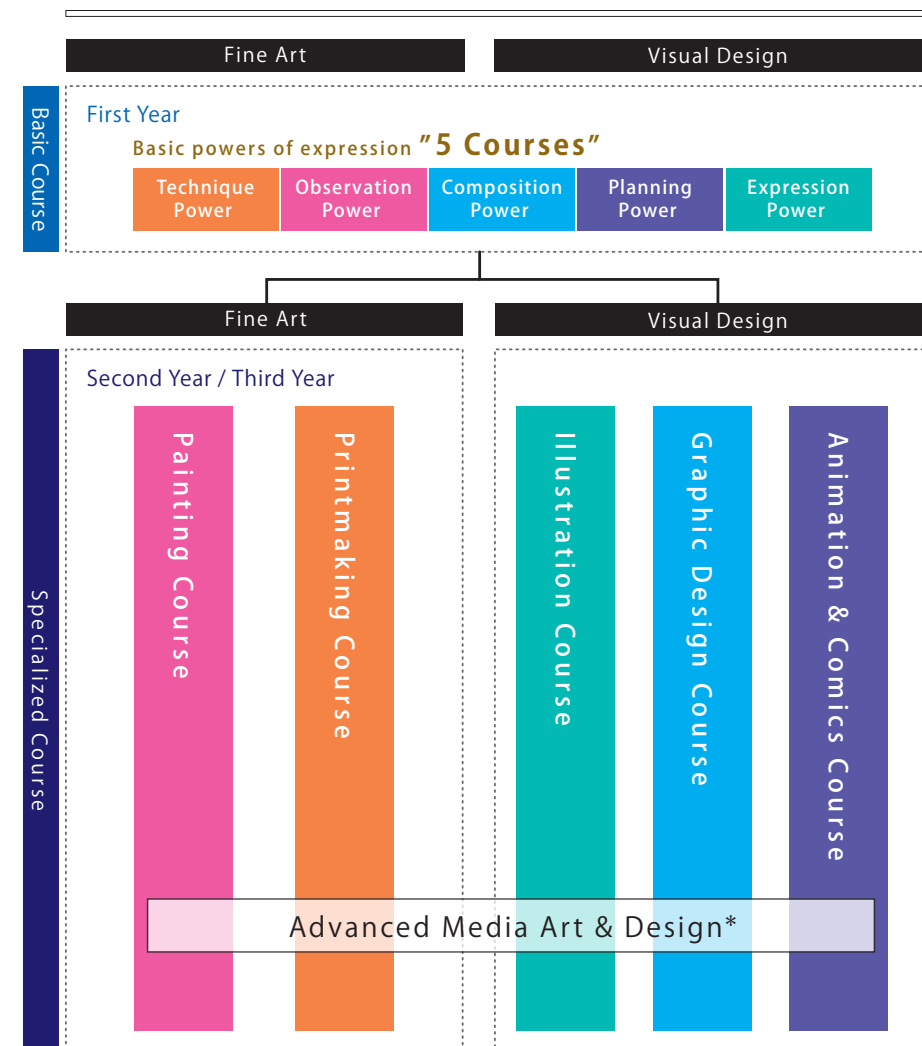
Second Year

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, students will step outside their chosen specialty to learn design expression using IT techniques and online media.



5 Powers

At Sokei we place importance on basic skills or 'powers'. Students follow a class curriculum that is divided into 5 basic elements of expression.

1. **Technique Power** Students learn expression born from various techniques
2. **Observation Power** Students learn powers of observation
3. **Composition Power** Students acquire assembly skills including composition and layout
4. **Planning Power** Students gain the skills to bring projects and ideas to life
5. **Expression Power** Students learn ways to express their unique style

No matter what type of creative work students do in the future, without basic skills, they will lack the practical ability to express themselves. 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.

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, he or she can work as a professional creator in any era or environment. 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 say they're uneasy because they've never studied the basics; or they aren't confident about their drawing skills; or they're not good at coming up with ideas. 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. That's why Sokei places great importance on learning basic skills.

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

	9:00~10:30	10:40~12:10		13:00~16:00	~ 18:30
Mon	JLPT Study* ¹ (Elective)	Theory of Writing Techniques (Required)	Lunch Break	Technique Power	After class (Sokei Student Council activities) * ³
Tue	Observation Power			Observation Power	
Wed	Color Theory 1 (Required)			Composition Power	
Thu	Mac Class A (Rotation)	Mac Class A (Rotation)		Planning Power	
Fri	Japanese Art History A (Required)	Conversational English (Elective)		Expression Power	
Sat	French 1 / JLPT Study* ¹ (Elective)			Traditional and Modern* ²	

○ In September, classes will be carried out separately in the Fine Arts and Visual Design departments.

*1 JPLT Study and Artistic Japanese are classes for foreign students.

[JLPT : Japanese Language Proficiency Test]

*2 For Traditional and Modern, students will learn techniques to supplement the 5 powers.

*3 The Sokei Student Council is a self-governing student body association. It conducts student-led exhibits, event planning and management, and club activities.

In the second semester, students will apply the basic skills they learned in the first semester while studying coursework related to each of the 5 courses of study for about 2 weeks each. In January, students will select the course that best suits them in preparation for their second year.

First Year [second semester] Curriculum <Practical Skills Classes, October – February>

Oct.	Basics of Copperplate Engraving / Silkscreen	Illustration Basics
Nov.	Printmaking (Copperplate engraving / Silkscreen)	Animation Basics
Dec.	Human Coloring	Winter Break
Jan.	Winter Break	Graphic Design Basics
Feb.	Comic Basics	Course-specific Workshops

○ Second semester subjects include Japanese Art History B, History of Visual Civilization, French 1, Conversational English, Artistic Japanese*¹, and Mac Class B.

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

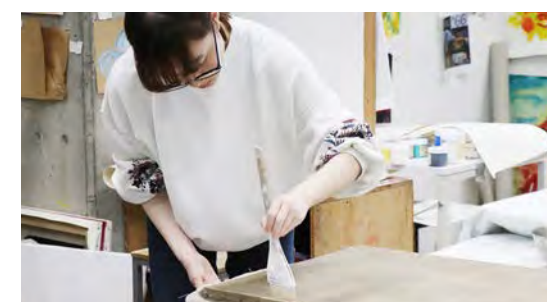
Through practice of the basics starting with "five powers", students learn the joy of creating and acquire the basic skills that will become the foundation of their future creative activities.

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.



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 mono-type 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.



Illustration Course



Building skills that produce flexible sensitivity

In the illustration course students polish their powers of imagination and expression that are indispensable to illustration expression and work to nurture a rich sensitivity and individuality. Instruction that doesn't just focus on technique cultivates a foundation on which students can build their own original world of expression in the future. Opportunities for illustrators to play an active part in society are increasing and things are changing quicker than ever. Technical skills and powers of expression that can cope with this acceleration are necessary. It is important to forge the ability to assemble a concept with a flexible mind and not depend only on sensitivity. The Illustration course aims at producing artists who have acquired a good balance and who can be flexible and not held back by current trends.



First Year Basic course

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

Second Year Students investigate the charm of their own illustration

Using what they have learned during the first year as a base, students learn expression that has originality. It is important that one notices the charm of one's own illustration.

As a foothold to becoming a superior illustrator, we create a foundation that fosters physical strength so that once working in the real world students can continue to survive as artists working on the front line.

Third Year Students acquire applied skills that help them go beyond current trends

Using what they have learned during the second year as a base, students investigate a variety of expression through original style.

Through exhibition and practical classwork, they aim to become illustrators who can be accepted in the real world. In their final work which is their graduation artwork, students hone their individual powers of expression and widen their chances of becoming a professional illustrator.



Graphic Design Course



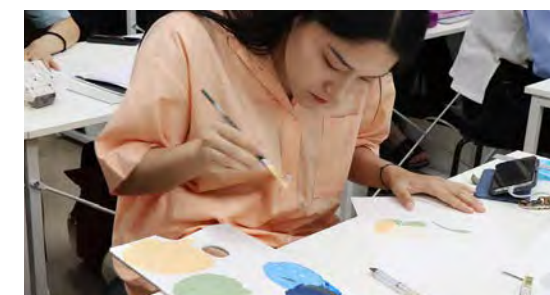
Students aim to become designers with high-level practical skills

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 basic 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.



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.

