

## Kyoto University of Art & Design

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## Undergraduate Program

Faculty	No. of Accepted Applicants
Faculty of Arts and Crafts	170
Faculty of Manga	45
Faculty of Character Design	90
Faculty of Information Design	180
Faculty of Product Design	45
Faculty of Spatial Design	60
Faculty of Environmental Design	55
Faculty of Cinema	80
Faculty of Theatre	60
Faculty of Literature	40
Faculty of Art Production	25
Faculty of Art Pedagogy	30
Faculty of Cultural Heritage Studies	30

The above no. of accepted applicants includes students of Japanese citizenship.

## Undergraduate Program

Faculty of Arts and Crafts	Freshman	Sophomore	Junior	Senior
Art Fundamentals	Students learn Japanese art culture through a hands-on learning approach.	Students deepen their knowledge of classical art and culture.	Students apply their knowledge of Japanese traditional art forms in developing their own unique method of expression.	Utilizing their familiarity with Japanese art and culture, students continue to make projects and further their research.
Nihonga	Students draw from nature and determine the motifs used in their projects.	Students deepen their knowledge of and familiarity with technical skills by utilizing Nihonga's unique paints	Students are divided into two separate class groups: expression and reproduction. They then produce art which highlights Kyoto's unique aesthetics.	Students produce their graduation project.
Oil Painting (Youga)	Students learn how to produce their own art supplies, and, by learning classical techniques, delve into the theory of painting.	Students learn various methods of expression, such as representational painting, abstract painting, conceptual art, installations, and still life drawing.	Students learn subjects such as art history and art theory, and produce art projects that can be appreciated by society. Students simultaneously work on developing their own themes.	Students produce their graduation project and prepare to give a research presentation.

**Faculty of  
Arts and  
Crafts**

**Freshman**

**Sophomore**

**Junior**

**Senior**

<p>Photography and Cinema</p>	<p>Students learn cinematography through analog photography, dark room methods, and digital equipment.</p>	<p>Students learn the theories behind photography and cinematography, and nurture their research and presentation skills while simultaneously undertaking projects.</p>	<p>Students further their technical skills by making projects that reflect their consciousness of society and community building.</p>	<p>Students work on their thesis project while also engaging in seminar-based discussions.</p>
<p>Textiles and Dyeing</p>	<p>Students learn the fundamentals of dyeing and textile production through a hands-on approach.</p>	<p>In addition to the traditional techniques of “yuuzen” dyeing and “nishijin” weaving, students implement digital technology in order to gain a universal understanding of the fundamentals of textile techniques.</p>	<p>Students learn workplace skills by interning at professional studios, and, utilizing the results of their research, decide the overall image of their projects.</p>	<p>Students produce their graduation project and give a presentation of their research.</p>
<p>Mixed Media</p>	<p>Students learn different methods of expression by learning with a variety of different disciplines and materials.</p>	<p>Using different technologies and disciplines, students work on developing new methods of expression.</p>	<p>Students work on individual projects in one of three workshops: sculpture, ceramics, and the “Ultra Atrium”, a mixed media studio utilizing digital technology and non-traditional techniques.</p>	<p>Students produce their graduation project.</p>

**Faculty of  
Manga**

**Freshman**

**Sophomore**

**Junior**

**Senior**

**Story Manga**

Students learn the core technical skills and practical knowledge necessary for manga production.

Students discern their specialized approach to manga production by experimenting with commercial manga, web cartoons, illustrations, fan fiction, and 3-D models.

Students learn how to successfully apply their technical skills in a variety of different manga production methods.

Students develop their own unique style of expression, and work on both their graduation project and thesis.

**Faculty of  
Character  
Design**

**Freshman**

**Sophomore**

**Junior**

**Senior**

**Character Design**

Students develop all the necessary foundational skills necessary for character design, such as being able to actively communicate, being able to draw from life, and being able to convey concepts successfully.

In addition to the study of basic foundational techniques, students gain real world experience by participating in internships and aiding in various outlets of media production.

Students are grouped into four major seminar classes based on specific technical fields, and deepen their specialized knowledge of their field of choice.

Students apply the comprehensive results of their research in their final project.

Faculty of  
Information  
Design

Freshman

Sophomore

Junior

Senior

Visual  
Communication  
Design

Foundational coursework is centered around typography, spatial design, and the usage of computer technology in expression.

Learning the design posters, magazines, and videos, students familiarize themselves with different media formats.

Students gain specialized, real world experience by engaging in internships and other opportunities offered by design companies.

Students produce their thesis project.

Illustration

Students learn the three main skills of successful illustrators: being able to create illustrations with impact, information, and storytelling.

Students develop illustration skills by learning concepts fundamental to all areas of design

Students further their specialized skills by actively choosing classes which will help them attain their own method of expression.

Students produce their thesis project.

X-Tech  
Design

Students analyze the underlying design theories behind everyday objects, websites, etc.

By learning the steps necessary in realizing a business model, students learn what it takes to make an idea a viable reality.

Students find the design niche most suited to their unique strengths, and carry out teamwork where they develop projects such as object design, service design, and business modeling.

Students produce their thesis project.

Faculty of Product Design	Freshman	Sophomore	Junior	Senior
Product Design	Students develop foundational skills by making 3-D sculptures and objects.	Students learn the fundamental principles of design in tandem with concrete skills such as 3DCAD.	Students learn how to apply product design as a solution to real world problems.	Students produce their thesis project.

Faculty of Spatial Design	Freshman	Sophomore	Junior	Senior
Spatial Design	Students develop teamwork skills while learning the basics of installations and graphic design	Analyzing the spatial, visual, and social aspects of design, students develop their technical skills and specialized knowledge, as well as how to apply them in the real world.	Students learn what it takes to form companies and businesses by partaking in internships, etc. and tackling real world problems to meet design demand.	With an emphasis on seminar work, students produce and present their graduation project and thesis.
Fashion Design	Students learn the fundamentals behind clothing, jewelry, and other goods and accessories.	Students choose to specialize in either fashion research or design.	Students take their first steps towards a real world fashion career by developing their own brand, which they then present at a fashion show.	While taking a seminar-based approach to learning the societal effects of fashion, students produce their thesis project.

**Faculty of  
Environmental  
Design**

**Freshman**

**Sophomore**

**Junior**

**Senior**

**Environmental  
Design**

Building the fundamental skills of blueprinting and model making, students carry out the construction of projects such as chairs, etc.

Students carry out a variety of different projects, where they develop their skills of planning and expression.

Students further their technical skills by tackling projects based on their specialized field and by taking part in internships.

While taking part in small classroom seminars, students carry out research on their theme of choice.

**Faculty of  
Cinema**

**Freshman**

**Sophomore**

**Junior**

**Senior**

**Cinema  
Production  
Division**

In the first term, students in the cinema production division and the acting division collectively experience the methods of producing a piece of cinema. In the second term, students delve into the foundations of their respective specialized curricula, including classes such as Cinematic History and Cinema Ethics.

Students learn how to develop a film from start to finish by studying planning, production, distribution, advertising, and critiquing methods. Having formed a basis around this basic framework, students then delve into the study of specialized cinematic technology.

In lecture-centered classes, students produce a mid-length film and practice screenwriting and film critiquing skills. Students simultaneously work on and produce independent film projects.

Students use the collective knowledge and specialized skill sets gleaned in the past years in producing a final graduation film.



**Faculty of  
Cinema**

**Freshman                  Sophomore                  Junior                  Senior**

<p>Acting Division</p>	<p>In the first term, students in the cinema production division and the acting division collectively experience the methods of producing a piece of cinema. In the second term, students delve into the foundations of their respective specialized curricula, including classes such as Cinematic History and Cinema Ethics.</p>	<p>Students engage in diverse technical training classes, ranging from voice practice and fundamental acting technique, to tap dancing and fight choreography. Students then apply these skills in a group production.</p>	<p>Students build on their technical skills by learning how to act under the guidance of a director, and nurture skills necessary for present day action cinema. They are then guided in the process of developing an actor's portfolio.</p>	<p>While strategically planning for post-graduation work and continuing to perfect technique, students engage in a final graduation production.</p>
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**Faculty of  
Theater**

**Freshman                  Sophomore                  Junior                  Senior**

<p>Theater Acting Division</p>	<p>Students build the foundation of their acting skills through participation in traditional Japanese theatrical arts, dance, and vocal training.</p>	<p>Students learn the process of becoming an actor in the industry, and cultivate diversity in their skill sets by participating in comedy and traditional Japanese theater.</p>	<p>Students carry out on-campus performances and musicals, and deepen their specialized knowledge of acting technique and production planning.</p>	<p>Students produce and carry out their graduation performance, and present their thesis paper.</p>
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## Faculty of Theater

	Freshman	Sophomore	Junior	Senior
Stage Design Division	Students learn an array of foundational skills such as stage art, acoustics and sound, lighting, and directing technique. They also participate with students in the theater acting division in experiencing the full process of theater production.	Students learn how to cooperate in a staff network consisting of stage art, sound, and lighting teams by preparing a short theater production.	Students actualize their stage design and staff coordination skills by carrying out large scale plays and musicals.	Students carry out their graduation production and present their thesis paper.

## Faculty of Literary Arts

	Freshman	Sophomore	Junior	Senior
Creative Writing	Students develop key skills in reading, writing, listening, and expressing in the Japanese language.	Students learn the thought process and technical skills necessary for editing. In the second term, students choose their affiliation with a lecture-based class and begin research on their theme of choice.	While working within a lecture-based setting, students delve into their creative writing projects.	As their thesis project, students collectively produce a compilation of their creative writing as a paperback book.

**Faculty of Art  
Production**

**Freshman**

**Sophomore**

**Junior**

**Senior**

**Art Production**

Students develop key skills in communication and art observation, critique, and theory.

Through practical experience, students learn how to plan and execute an art exhibition. They also learn how to address societal issues in conjunction with entities such as the government, corporations, the NPO, etc.

Students learn the core skills of investigation, research, and critique, as well as develop the skills necessary to effectively transmit the above information to society.

Students demonstrate the cumulative results of their research and training in a collective project, and prepare and present their thesis paper.

**Faculty of Art  
Pedagogy**

**Freshman**

**Sophomore**

**Junior**

**Senior**

**Art Pedagogy**

Students learn the foundational skills of child care and pedagogy, and practice sensitive and effective methods of communication.

Students plan and carry out projects pertaining to child care and education, and develop necessary pedagogical skills.

Students gather practical experience by volunteering at nurseries, preschools, etc., and gain specialized knowledge by participating in various workshops.

Students independently determine their area of research and present their thesis project.

Faculty of  
Cultural  
Heritage  
Studies

Freshman

Sophomore

Junior

Senior

Cultural Heritage  
Studies

While learning key cognitive processes in researching historical artifacts, students also delve into the study of Kyoto's unique history by participating in on-site research. Students then research and preservation and restoration projects.

Engaging in specialized seminars, students gain and nurture a wide knowledge of historical artifacts. Students then develop the practical skills necessary for preservation and restoration by executing various projects and making a thorough study of historical records.

Students divide according to their specialized area of study and independently research a topic of interest by engaging in various hands-on projects.

Students present the cumulative results of their research and preservation/restoration projects in their thesis paper.