

Kyoto Saga University
of the Arts
Kyoto Saga Junior
Arts College

**Kyoto Saga University of Arts • Kyoto Saga Junior Arts
College**

Address : 1,Gotoh-cho, Saga, Ukyo-ku, Kyoto 616-8362

Japan

Website : www.kyoto-saga.ac.jp



Undergraduate Program
[Bachelor's Program]

Faculty	No. of Accepted Applicants
Faculty of Formative Arts	45
Faculty of Design	90

Junior College Program
[Associate's Program]

Faculty	No. of Accepted Applicants
Faculty of Fine Arts	150

Graduate Program
[Master's Program]

Department	Major	No. of Accepted Applicants (First Term)	No. of Accepted Applicants (Second Term)
	The Formative Arts (Focus in Painting)	5	3
	The Formative Arts (Focus in Mixed Media)		
	Design		

Undergraduate Program

The Formative Arts	Freshman	Sophomore	Junior	Senior
Japanese Traditional Painting · Historical Painting	While learning key foundational technique, students also widen their artistic repertoire by challenging themselves with diverse materials and styles.	Students divide into either the Japanese Traditional Painting Workshop or the Historical Painting Workshop, where they delve further into the study and practice of specialized technique.	Within the Japanese Traditional Painting Workshop, students continue researching the discipline's unique materials while simultaneously exploring new methods of expression. In the Historical Painting Workshop, students practice and perfect the methods of classical painting reproduction.	Students produce their graduation project using the cumulative results of their research and practice, and develop the practical skills necessary for work as an artist in society.

The Formative Arts	Freshman	Sophomore	Junior	Senior
Oil Painting · Printmaking	<p>Students explore beyond the framework of their disciplinary focus to develop a well-rounded set of artistic skills. Using these skills, and aided by a continuing study of traditional technique, students begin to develop their identity as an individual artist.</p>	<p>Students divide into either the Oil Painting Workshop or the Printmaking Workshop and delve further into the study and practice of specialized technique.</p>	<p>Students determine the technique most suited to their desired method of expression and hone their skills accordingly. Students also actively participate in exploring the relationship between art and society in the modern world.</p>	<p>Students produce a graduation project that is both original and demonstrates a mastering of artistic technique. By the time of graduation, students will also have built a foundation upon which they can contribute actively in the art industry.</p>
Mixed Media	<p>Students consider the possibilities of expression while getting accustomed to a variety of materials and technique, all of which serve as the foundations of their later projects.</p>	<p>Students divide into either the Mixed Media and Ceramics Workshop or the Mixed Media and Sculpture Workshop, and study a diverse array of mixed media technique.</p>	<p>Students develop a variety of projects, ranging from forms of self-expression to practical problem-solving methods.</p>	<p>Utilizing cumulative experience, students aim to develop a graduation project which synthesizes the originality of personal expression with mastery of materials and technical skill.</p>

Design	Freshman	Sophomore	Junior	Senior
Graphic Design	Students lay the groundwork of their design expression by learning the basics of sketching, structure building, and photography.	By designing book covers, CD jackets, etc., students learn the process of carrying out design plans from start to finish.	Students engage in off-campus design competitions, and learn important social skills by producing graphic designs for companies and community spaces.	Students present a graduation project which demonstrates how they can promote themselves as designers.
Illustration	Students build foundational drawing skills and nurture creativity using both analog and digital methods for illustration.	Students build on their unique style as an illustrative designer by focusing on the 3 skills of observing, brainstorming, and drawing.	Students determine individual projects and problem-solve in efficiently meeting their deadlines. Students develop the quality of their work by developing illustrations for prints, web pages, packages, spatial design, etc.	Students collectively develop their graduation project.

Design	Freshman	Sophomore	Junior	Senior
Character Design	Students develop fundamental drawing and creativity skills, and learn how to accurately express the contents of a story via character design.	Students continue to develop the digital and analog drawing skills learned in freshman year, and learn how to create a wide array of character types.	Students apply their skills in a diverse array of fields such as illustration, animation, motion graphics, manga, and figure sculpting.	Students finalize a collection of their work as their graduation project, and prepare to work as a specialist in the business world.
Tourism Design	Students learn tourism design through fieldwork, reports, and by creating travel advertisement posters. Students study the core concepts of tourism design by learning literary expression and design skills.	As a group, students carry out a tourism event by taking on the different responsibilities of planning, designing, advertisement, management, and customer service.	Students individually choose a site of interest within Kyoto in which to do on-site research and discover a unique way in which to advertise said locations. Students go through the editing process and sum up the results of their fieldwork in magazine format.	By finalizing with a graduation project advertising a new location, students demonstrate the knowledge, experience, and skills gained from their past years of training.

Design	Freshman	Sophomore	Junior	Senior
Lifestyle Product Design	Students develop modeling, drawing, and construction skills. Using blueprints and computer technology, students learn design through first-hand experience.	Students become accustomed to a wide array of materials as well as to their proper application. Students utilize their literacy in blueprints in order to develop computer aided design software (CAD) skills.	Students create stationary, furniture, and other lifestyle goods while envisioning the situations in which they will be used. Students also learn the process of developing a brand of products.	Students create a variety of projects while considering how they might be applied to issues such as social welfare and the environment. Students also finalize their education by perfecting their product advertisement skills.
Dyeing · Textile Design	Students develop formational, creative, and communication skills while studying specialized dyeing and textile techniques.	Students learn techniques such as weaving, stencil dyeing, and wax dyeing. With an emphasis on fashion, students also learn pattern making and sewing methods.	Students continue to develop professional technique by undertaking independent projects. Students are also able to learn the process of production by cooperating with various other locations in sourcing a product.	Students continue to carry out projects and research materials, technique, etc. while finishing their graduation project.

Associate's Program

The Fine Arts	First Year	Second Year
Japanese Traditional Painting	Students learn the use and application of Japanese painting's unique materials, and learn drawing technique with a focus on historical art. While undertaking projects such as outdoor observational drawing, students work on deciding the themes for their projects.	Students learn how to best express their concepts by learning applicable techniques. By furthering their experience through events such as on-campus exhibitions, students take on projects such as life-size painting.
Oil Painting Modern Art Forms	Students decide their favorite medium by trying painting, drawing, motion images, and sculpture techniques. Students learn the techniques and philosophies of modern day artists while also learning about and testing the potentials of various materials in their projects.	Utilizing the skills built up in year one, students create a project according to an assigned theme, and present said project in a graduation exhibition.

Design	First Year	Second Year
Graphic Design	Students learn key skills such as typography and sketching and then utilize said skills in making and presenting logo, pamphlet, poster, and packaging designs. Additionally, students develop and practice writing skills.	Students experience design editing and planning processes, and learn desktop publishing and web design skills. Specializing in either graphic design or editorial design, students engage in off-campus competitions while also producing their graduation project.

Design	First Year	Second Year
Advertisement Design	Students develop the formatting and styling skills necessary for visual design. They then learn about the importance of phrases and logos, which they apply to pamphlet, poster, and packaging designs.	Students develop their creativity as well as their planning and presenting skills by considering new methods of marketing and copyrighting. They produce and present their graduation work while also engaging in off-campus competitions.
Illustration	Students learn the thought processes and techniques of illustration through a variety of projects, and learn how to utilize digital tools. Students also develop their drawing skills by participating in observational drawing classes.	While exploring the possibilities of expression, students undertake a variety of projects with a practical purpose as well as produce their graduation project.
Picture Book Design	Students learn fundamental drawing and expression skills as well as digital illustration techniques, and practice how to produce visually effective illustrations.	Students learn storytelling and illustration techniques, hand-bound book making skills, and how to properly critique works. Students produce their own picture book as their graduation project.
Animation	Alongside illustrative drawing and digital techniques, students learn about the history of animation. Using this knowledge and practical technique, students produce their own short film.	Students determine their own medium of choice from digital, analog, and paper animation techniques, and apply said medium to their graduation project.

Design	First Year	Second Year
Lifestyle Product Design	Students learn the fundamentals of products and how to form a product out of a concept. While also developing familiarity with materials and tools, students also strengthen their presentation skills.	Students create, complete, and present their graduation project, utilizing effective photography and presentation techniques.

Manga	First Year	Second Year
Manga	Students learn how to create believable, relatable stories through effective designing, drawing, character naming, and story building processes. Learning both digital and analog techniques, students create a short story.	Students strengthen their designing, planning, and production skills, and submit their work to be reviewed by a board of professional editors.

Comic Art	First Year	Second Year
Comic Art	Learning still life sketching, drawing, and both digital and analog techniques, students learn how to effectively employ color, frame positioning, texture, and background art in comic book illustrations.	Students practice watercolor illustration, and, exploring different ways of creating original comic art, produce their graduation project.