

Laureate's Schools of Design and Art are five higher education institutions that prepare students for fulfilling careers in design and art—or in any field that seeks creative thinkers. Whether you study in Santa Fe, San Diego, Auckland, or Milan, you'll learn from faculty members who are working artists and designers. You'll gain an international perspective

on your work by collaborating with classmates from all over the globe. And you'll have the opportunity to work on realworld projects and make important industry connections as you begin carving your own path to success.

Explore the websites below and open the door to your creative future.



Santa Fe, New Mexico, USA
—
santafeuniversity.edu



Milan, Italy naba.it NEWSCHOOL OF ARCHITECTURE + DESIGN

San Diego, California, USA newschoolarch.edu



Auckland, New Zealand
—
mediadesignschool.com



Milan, Italy
—
domusacademy.com

Connect to aspiring creatives around the world. Join the Frontier. WeAreTheFrontier.com

As director of FREE's 14-employee New York office, Armando works on such diverse projects as affordable housing, convention centers, and iconic museums. In his former role at Gehry Technologies, Armando consulted with FREE to design the façade of the Museo Soumaya in Mexico City, an incredibly complex double-curved surface that wraps around 360 degrees.

Try to get as much experience as possible in every single part of our field—from modelmaking to drafting to 3D work to parametrics to roles like marketing and business development, project management. It's a very complex career. And you get to be good at all these things.

Armando Ramos
Director and Architect
RPEE NYC
New York, USA
Newschool of Architecture
and Design



Christophe Pillet is an internationally renowned designer who has won awards and acclaim for the broad spectrum and exceptional quality of his work. He has served as an architect for villas and hotels in France, designed the interiors of opulent restaurants in Morocco and luxurious shops around the world, and created innovative chairs for Tacchini.

I spent an amazing year at Domus Academy where I met, professionally, everyone you should expect to meet during your life. It's an immense luck, having the chance to collaborate with and breathe the same air as these people. It's more than studying—it's a substantial part of your life.

Christophe Pillet Designer Agence Christophe Pillet Paris, France Master in Design, 1986 Domus Academy





















Careers in Design Define your success.

Your work is going to fill a large part of your life, and the only way to be truly satisfied is to do what you believe is great work. And the only way to do great work is to love what you do.

—Steve Jobs, Co-founder and CEO of Apple Inc.

IN THE EUROPEAN UNION

MILLION PEOPLE 5 MILLIUN PEUPLE ARE EMPLOYED

IN CREATIVE INDUSTRIES

IN THE UNITED STATES

MILLION PEOPLE ARE EMPLOYED

BY ARTS-RELATED BUSINESSES

AND AROUND THE GLOBE

MULTITUDES

Across the world, in every sector of the economy, creative businesses are thriving.

If you're passionate about design, if you dream of doing what you love, the opportunities are vast. Your talent, skills, knowledge your creative mind—can add value to the world.

The decision to earn a degree in design is one of the most important choices you can make along this path. In design school, you'll study with faculty members who are working designers. You'll make connections with industry insiders that could lead to career opportunities. You'll work on projects that are directly relevant to your aspirations.

Below, meet a few design school graduates who have succeeded in some of today's most exciting design industries.

These are the inventive thinkers who are changing the world.

*European Commission, "Green Paper: Unlocking the potential of cultural and creative industries," 2010, on the Internet at http://ec.europa.eu/culture/documents/greenpaper_creative_industries_en.pdf, (viewed online Sept. 19, 2012).

†Americans for the Arts, "2012 Creative Industries Reports," on the Internet at http://artsusa.org/information_services/research/services/creative_industries/default.asp (viewed online Oct. 12, 2012).

DIGITAL DESIGN

Game designer Animation programmer User experience designer

GRAPHIC DESIGN

Graphic designer Art director Illustrator

FASHION DESIGN

Fashion designer Accessories designer Trend searcher/cool hunter

INTERIOR DESIGN

Interior designer Furniture designer Project manager

PRODUCT AND INDUSTRIAL DESIGN

Product designer Industrial designer Visual brand designer

ARCHITECTURE

Architect Landscape architect Construction manager



Chrissy Metge VFX Animation Production Weta Diaital Wellington, New Zealand

You learn so much about what brings a character to life, whether it's a robot or a human being—how do you get the audience to relate to it? There are so many physical and technical challenges. An animator has to be so many things. 'Artist' isn't enough to describe what they do—sometimes they have to be a mechanic, or a doctor. 🦳



Paul Dillinger Senior Director of Color, Concept, and Design for the Dockers® Brand Levi Strauss & Co. San Francisco, California, USA

I think it's important for designers to take responsibility for their social and environmental impact; to understand the consequences of their design decision beyond the first prototype. The outcome of this proposed business model . . . would be messaging strategies that celebrate environmental stewardship, community development, and social responsibility.

At Levi Strauss & Co., Paul is responsible for the seasonal design direction of the Dockers brand. He is taking concrete steps toward real social and environmental sustainability in the industry, including developing a new