



MEET YOUR PROFESSORS

Mr. Meyer
(AEA Department Chair)

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Instructs:

- Game Design
- Animation



Mr. Anderson
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Instructs:

- Film Production
- Animation



Mr. Sullivan
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Instructs:

- Digital Photography



Mrs. Rowe
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Instructs:

- Brand-U
- Character Design
- Set Design & FxMakeup



Mr. Hausman
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Instructs:

- Music Production



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Hollins High School
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Contacts:

Assistant Principal of Programs

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OVERVIEW

THE ACADEMY OF ENTERTAINMENT ARTS (AEA) IS A UNIQUE, COUNTY-WIDE PROGRAM OFFERING SPECIALIZED EDUCATION IN FIELDS LIKE FILMMAKING, GAME DESIGN, ANIMATION, DIGITAL MUSIC, DIGITAL PHOTOGRAPHY, AND BRANDING. UNLIKE TRADITIONAL HIGH SCHOOL PROGRAMS, AEA PROVIDES AN IMMERSIVE, HANDS-ON CURRICULUM WHERE STUDENTS CAN DIVE DEEP INTO THEIR CHOSEN DISCIPLINE WHILE EXPLORING ELECTIVES ACROSS VARIOUS CREATIVE STUDIOS. OUR PROGRAM STANDS OUT FOR ITS INTERDISCIPLINARY APPROACH, ALLOWING STUDENTS TO WORK ON COLLABORATIVE PROJECTS THAT BLEND TECH ART SKILLS ACROSS DEPARTMENTS. ADDITIONALLY, AEA OFFERS A CONVENIENT SHUTTLE SERVICE FOR STUDENTS ANYWHERE IN THE COUNTY, MAKING THIS EXCEPTIONAL PROGRAM ACCESSIBLE TO CREATIVE MINDS FROM ALL LOCATIONS.

CHARACTER DESIGN, FX MAKEUP, AND PROP DESIGN COURSES ENABLE STUDENTS TO DEVELOP COMPELLING CHARACTERS AND PROPS, WHILE BRAND-U HELPS ARTISTS BUILD THEIR PERSONAL BRANDS AND PORTFOLIOS. IN GAME DESIGN, STUDENTS' PROGRESS FROM 2D TO 3D GAME CREATION, LEARNING CORE MECHANICS, PHYSICS, AND SCRIPTING, AND CAN EVEN ACHIEVE INDUSTRY CERTIFICATION. THE ANIMATION PROGRAM IMMERSSES STUDENTS IN BOTH TRADITIONAL AND DIGITAL METHODS, CULMINATING IN A SHORT FILM PROJECT. FILM PRODUCTION STUDENTS GAIN COMPREHENSIVE FILMMAKING SKILLS AND WORK ON FESTIVAL-READY PROJECTS BY THEIR FINAL YEAR. MUSIC PRODUCTION STUDENTS COLLABORATE ON SOUND DESIGN FOR VARIOUS PROJECTS, AND PHOTOGRAPHY STUDENTS ADVANCE FROM INTRODUCTORY SKILLS TO CREATING A FINE ART PORTFOLIO. EACH AEA PROGRAM IS DESIGNED TO EQUIP STUDENTS WITH INDUSTRY-READY SKILLS, PREPARING THEM FOR FURTHER EDUCATION OR PROFESSIONAL CAREERS.



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