

Emile Cohl Art Academy Prepares Future Entertainment Industry Titans Through a Fully-Sponsored Education Program

LOS ANGELES, CALIFORNIA (April 3, 2019)— The Emile Cohl Art Academy is developing a stronghold for talent that will empower and diversify the future of entertainment in their newly-created hub of creativity located in Los Angeles.

March 2019 marks the acquisition of the 2828 S Grand Ave, Los Angeles, CA 90007 building, where talented instructors and students will occupy 13,000 square feet of the fully remodeled building designed as a collaborative assembly that fosters ambition, growth, and prosperity in art education.

The Emile Cohl Art Academy provides studios with Talent matching their International ambitions.

Beginning September 2020, the Emile Cohl Art Academy nonprofit opens its doors, welcoming the inaugural class of future gaming, animation, illustration and visual effects industry titans whose artistic talent is their source of entry, where dedication to their craft serves as their only payment.

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The Emile Cohl Art Academy's admission requirements begin with portfolio submissions that undergo a non-biased review by a panel of artists, teachers, and recruiters. Only talent and motivation allow applicants to move forward in the selection process. Finalists are invited to the Academy's campus for an onsite evaluation before the pool is refined to include 40 students who will establish the charter semester's class.

The talented individuals who successfully exit the highly-intense three-year program will become an integral part of the entertainment industry workforce that is comprised of diverse talent who is trained to develop unique concepts into precise production platforms in prominent careers.

Much like its groundbreaking counterparts [Rice](#), [NYU Medical School](#), [Lebron James' I Promise School](#), [42 Silicon Valley](#) and the [Curtis Institute of Music](#) offer fully-sponsored education in medicine, arts, and engineering, Emile Cohl Art Academy is expanding an equal opportunity for talented individuals to attain a specialized education without the worry of overwhelming debt that accompanies traditional tuition requirements.

In return, graduates are fully prepared to contribute to their area of focus using their talent and ambition as starting points for professional careers that are guided by curated learning techniques, leadership, and teamwork that promotes valuable creativity and skill to dominate their industries.

About Our Academy

- Annie, Bafta, VES & Oscar winning alumni
- Talent & motivation based selection
- Project-based learning
- 3-year full-time intense vocational training (1,500 hours per year)
- High-focus on drawing & traditional techniques
- Fully-sponsored & art supplies provided free of charge to every enrolled student
- Two majors: Fine Arts Applied to Animation & Fine Arts Applied to Gaming
- Career paths include: Character Designer, Concept Artist, Games Designer, Matte Painter, Director, Illustrator, 3D Modeler, Storyboard Artist, and more.

All talented artists are encouraged to submit their portfolio works per the instructions

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To arrange an interview with the President of Emile Cohl Art Academy, or learn more about recruiting talent from future classes, contact Vince@NortonNorris.com

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