

Emile Cohl Art Academy Awarded Six-Figure Epic MegaGrant

DECEMBER 18th, 2020 (Los Angeles, California) – Emile Cohl Art Academy has become a recipient of an Epic MegaGrant. This prominent grant will be used toward training aspiring artists in the Los Angeles area and beyond.

Epic Games, as a part of its \$100 million Epic MegaGrant program, is awarding Emile Cohl Art Academy with a grant to help grow their educational programs and develop a stronghold for talent that will empower and diversify the future of entertainment in their newly-created hub of creativity.

“Our collaboration with Epic will enable us to reach many artists who, for varying reasons and circumstances, cannot afford traditional education—but possess the skills and passion for the VFX, gaming, and entertainment industries,” said Vanessa Egerton, Program Coordinator at ECAA. “We’re excited to reach a broader audience and enable more talented artists to break into these industries.”

Much like educational institutions like Rice, NYU Medical School, 42 Silicon Valley, and Curtis Institute of Music, whom all 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.

The Epic MegaGrants initiative is designed to assist game developers, enterprise professionals, media and entertainment creators, students, educators, and tool developers doing outstanding work with Unreal Engine, or enhancing open-source capabilities for the 3D graphics community.

Donations made to the school fund a scholarship model intended to further talented artists who would not otherwise benefit from an expensive traditional education. Organizations interested in providing a similar tax-deductible gift to aid the greater Los Angeles community, please contact us at contact@cohl.art.

For more information about Epic MegaGrants, visit www.unrealengine.com/megagrants.

For more information about Emile Cohl Art Academy, visit www.cohl.art

DreamWorks Animation helps promote sponsored art education with donation to Emile Cohl Art Academy

DECEMBER 18th, 2020 (Los Angeles, California) – **DreamWorks Animation**, a leading animation studio, is giving back to the Los Angeles community with a generous donation to **Emile Cohl Art Academy**.

Emile Cohl Art Academy offers a tuition-free, immersive arts education that prepares students by creating a gateway to advanced learning, lifelong skills, specialized trades, professional capabilities and upward mobility for many of California’s under-resourced communities. By removing the costly price tag associated with traditional colleges, Emile Cohl will broaden access to a first-class education for Los Angeles residents and beyond. This donation from DreamWorks Animation will help provide sponsored education for a diverse body of students who have a passion and desire to break into the animation and entertainment industries.

“What Emile Cohl can bring to the industry is diversity in style”, said Pierre Perifel, Emile Cohl alumnus and Director of the Bad Guys, the studio’s upcoming new feature based on Aaron Blabey’s bestselling book series. “The school will teach students to express their own voice in the form of an art language”.

DreamWorks Animation is recognized across the globe as a leader in quality family entertainment. In line with Emile Cohl Art Academy’s values, DreamWorks tells stories about unconventional heroes and their journeys toward making their dreams come true.

Donations made to the school fund a scholarship model intended to further talented artists who would not otherwise benefit from an expensive traditional education. Organizations interested in providing a similar tax-deductible gift to aid the greater Los Angeles community, please contact us at contact@cohl.art.

For more information about DreamWorks Animation, please visit www.dreamworks.com

For more information about Emile Cohl Art Academy, visit www.cohl.art