Our break-through academic program is conceptional custom-tailored to suit undergraduate as well as graduate levels of study. The interdisciplinary curriculum is individually composed, selecting from a variety of curricular contents and themes to create a comprehensive program that meets academic and professional standards while it is flexible enough to emphasize desired areas of specialty in the rapidly developing field of visual communication.

Students acquire artistic, scientific, cognitive and technical competences within the realm of film making, web design, gaming and interactive graphics. The program allows students to integrate and apply conceptual theory to practice in areas of visualization, employing newly acquired skills, ranging from computer science and video technology to psychology, architecture, art, illustration, politics, philosophy and culture.

Our model program is faculty-led, assisted by an on-site AIB program director and supported by program assistants. Successfully completed courses and programs are fully accredited, allowing the students to pursue their course track at their respective home university.

### ACADEMIC PROGRAM / COURSE OFFERINGS

- Visualization Studio
- 3-D Modeling and Animation
- Design Communication
- Computer Graphics
- Editing
- Video Post-Production
- Art History
- International Cultural Diversity

### VISUALIZATION - Semester Abroad Program in Bonn, Germany

**3-D Modeling & Animation**

*“Robert The Steam Junky” by Kevin Primm & Jake Ross - Texas A&M University 2010*

*“Robot Girl” by Trisha Cleveland - Texas A&M University 2010*
PROFESSIONAL EXPERIENCE
We are dedicated to individually assembling and accommodating customized programs, combining academic curricula with direct hands-on practical experience. We cooperate closely with renowned instructors and professionals from different fields of study.

The academic program is complimented by a series of class-related field trips, guest lectures and company visits (graphic design, computer gaming and animation) that allow students to directly apply acquired skills to substantial theorem and translate knowledge into performance. Conferences such as the Clash of Realities in Cologne and the FMX Convention (Convention on Animation, Effects, Games and Digital Media) in Stuttgart are to be considered highlights of the program.

The cultural program includes several trips to the greater region of Bonn (Cologne, Düsseldorf, Frankfurt), as well as three longer excursions to Amsterdam, Berlin and Stuttgart, always accommodated by an on-site director from AIB.

AIB FACILITIES
The completely renovated premises of the AIB are located right in the heart of Bonn’s city center, easily accessible via public transportation system. Our classrooms feature bright, spacious studios that provide an academic and studious learning environment. The AIB is equipped with modern state-of-the-art computer labs, the latest software such as Maya, Cinema 4D, and Final CutPro. Our hardware includes professional video equipment, editing devices, light and sound tools, all of which are at students disposal upon request.

ACCOMMODATION
Our service includes accommodation by providing housing in host-families; a service that brings students into direct contact with authentic German culture. The AIB staff screens potential host families, selecting enthusiastic and active families who are dedicated to interacting with spirited international students and integrating them into a new cultural environment.

How can we help you?

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