

# SAE Expression College

Bachelor's degree in Animation and Visual Effects

Program Length: 32 months

## Students graduating on time

37% of Title IV students complete the program within 32 months<sup>1</sup>

## Program Costs\*

**\$94,400** for tuition and fees

**\$0** for books and supplies

Other Costs:

\$1,596 Technology Fee (\$399 charged per academic year)

Visit website for more program cost information: [/usa.sae.edu/index.php/campuses/emeryville/#programs-and-tuition](http://usa.sae.edu/index.php/campuses/emeryville/#programs-and-tuition)

\*The amounts shown above include costs for the entire program, assuming normal time to completion.

Note that this information is subject to change.

## Students Borrowing Money

**The typical graduate leaves with**

**\$38,813** in debt<sup>3</sup>

**The typical monthly loan payment**

**\$401** per month in student loans with an interest rate of **4.45%**<sup>4</sup>.

## Graduates who got jobs

**87%** of program graduates got jobs according to the [Accrediting Commission for Career Schools and Colleges job placement rate](#)<sup>8</sup>

**Program graduates are employed in the following fields:**

Multimedia Artists and Animators: <http://onetonline.org/link/summary/27-1014.00>

## Licensure Requirements<sup>6</sup>

The following do not have licensure requirements for this profession:

**Alabama, Alaska, American Samoa, Arizona, Arkansas, California, Colorado, Connecticut, Delaware, District of Columbia, Federated States of Micronesia, Florida, Georgia, Guam, Hawaii, Idaho, Illinois, Indiana, Iowa, Kansas, Kentucky, Louisiana, Maine, Marshall Islands, Maryland, Massachusetts, Michigan, Minnesota, Mississippi, Missouri, Montana, Nebraska, Nevada, New Hampshire, New Jersey, New Mexico, New York, North Carolina, North Dakota, Northern Marianas, Ohio, Oklahoma, Oregon, Palau, Pennsylvania, Puerto Rico, Rhode Island, South Carolina, South Dakota, Tennessee, Texas, Utah, Vermont, Virgin Islands, Virginia, Washington, West Virginia, Wisconsin, Wyoming**

**Additional Information:**

No additional notes provided.

Date Created: 4/4/2018

These disclosures are required by the U.S. Department of Education

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## Footnotes:

- <sup>1</sup> The share of students who completed the program within 100% of normal time (32 months).
- <sup>2</sup> The share of students who borrowed Federal, private, and/or institutional loans to help pay for college.
- <sup>3</sup> The median debt of borrowers who completed this program. This debt includes federal, private, and institutional loans.
- <sup>4</sup> The median monthly loan payment for students who completed this program if it were repaid over ten years at a 4.45% interest rate.
- <sup>5</sup> The median earnings of program graduates who received Federal aid.
- <sup>6</sup> Some States require students to graduate from a state approved program in order to obtain a license to practice a profession in those States.

**7. State Job Placement Rate:**

Name of the state this placement rate is calculated for:

N/A

Follow the link below to find out who is included in the calculation of this rate:

N/A ()

What types of jobs were these students placed in?

N/A

When were the former students employed?

N/A

How were completers tracked?

N/A

**8. Accreditor Job Placement Rate:**

Name of the accrediting agency this placement rate is calculated for:

*Accrediting Commission for Career Schools and Colleges*

Follow the link below to find out who is included in the calculation of this rate:

<http://www.accsc.org/Resources/Annual-Report.aspx> (<http://www.accsc.org/Resources/Annual-Report.aspx>)

What types of jobs were these students placed in?

*The job placement rate includes completers hired for: Jobs within the field*

*Positions that recent completers were hired for include: Composer, Rotoscope Artist, Rotoscope Technician, Matchmove Technician, Lighting Artist, Look Development Artist, Effects Artist, 3D Artists, 3D Modeler, Concept Artist, Character Artist, Hard Surface Modeler, Environment Artist, Render Wrangler/Manager, CG Artist, Character Rigger, Technical Director, Texture Artist, Matte Painter, Shading Artist, Animator, Motion Capture Technician, Level Designer, Quality Assurance, Production Assistant, and Runner.*

When were the former students employed?

*Placements needed to be confirmed with graduate and/or employer and documented by October 8, 2017*

How were completers tracked?

*Career Service Staff track graduate activity via email and phone calls to establish with their employer or directly with the graduate their date of hire, job title and job responsibilities.*