

In the first step of the essay editing process, the student brings a draft of the application essay for review. The college admission counselor's responsibility is to shape this initial attempt into a well-written essay that impresses admissions officers. Below is a sample essay that the student brought for editing.

Laguna College of Art and Design: Prompt #1 – Original Draft

Prompt: Describe the first time you heard about LCAD. Include two things that we offer that you believe will be most beneficial for you.

I learned of the school Laguna College of Art and Design through a friend who was telling me about the schools she was planning to apply to when I was in middle school. At the time, I knew nothing about art schools and hearing the multiple art majors at Laguna spiked my interest. Fast forward a few years, I met with a representative from LCAD at a Portfolio Day meet to confirm whether I truly wanted to attend LCAD or not. Sure enough, I still held the same interest I had before, and continued to view the college website for further information. Illustration and game art were two majors that immediately caught my attention. Though there are other schools that offer the same major, I read the course schedule and decided that Laguna was a school that would definitely benefit me. The illustration program provides both digital and traditional experiences which is helpful since it is important to be able to work in multiple mediums. Reading the credentials from the teachers, it is apparent that LCAD hires those who are incredibly familiar with the current industry since modern movies which instructors have worked on are listed for each individual. Furthermore, there is a thorough portfolio review each semester which is rewarding for students in the long run since they will know how and where to improve their portfolios. Secondly, I noticed that anatomy and art history are included in the academic requirements. This is highly beneficial since learning about previous art periods and their works improve the way people can view works. Anatomy is also equally important since being able to draw people is essential; though figure drawing classes are provided, the anatomy course will further enhance the understanding of how bodies are constructed for figure drawing. The other major I noticed was game art, not very many schools provide game art and looking at student works, it seems like the school prepares the students on a professional level. In addition to that, the teachers are directly from the current field of work which is definitely helpful for students who want to understand the industry. Furthermore, there are internships and workshops hosted by professionals. LCAD proves to provide many resources for students to succeed in their chosen field.

Teacher experience in illustration field: worked with Dreamworks, Warner Bros, Disney, Marvel

Teacher experience in game art: Blizzard Entertainment, Riot Games

Popular games: Starcraft 2, Diablo 3

Movies: Tangled, Frozen, Zootopia, and Kubo and the Two Strings

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In the second step, the college admissions counselor will provide feedback on the essay's content, organization and structure, and style. The counselor will advise the student on areas for improvement and work with the student to address those concerns. The comments provided here (in blue balloons) are examples of the type of commentary given to the student.

Laguna College of Art and Design: Prompt #1 – Original Draft with Comments

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Comment [A1]: Spice up this opening a little with more personal details. Since it's an anecdote, you can add names and circumstances to make the opening more impactful and compelling.

Comment [A2]: Why would you be interested in multiple major offerings? Here is a chance for you to show the college admissions committee at Laguna your reasons for applying and why you'd be a good fit for the school.

Comment [A3]: Should show that your interest in Laguna grew over time- along with your interest in art.

Comment [A4]: Why? Provide details about the program and curriculum to show that you have researched these departments thoroughly.

Comment [A5]: Provide examples.

Comment [A6]: Maybe mention a few professors specifically and your reasons for admiring their industry achievements. Be specific.

Comment [A7]: Why is this aspect of portfolio review so important?

Comment [A8]: Provide a specific example. For instance, your understanding of the Rococo era art increased your appreciation for Fragonard and the exuberance and whimsy in his paintings.

Comment [A9]: You could mention why Laguna's game art program is superior to other schools'.

Comment [A10]: Such as?

Teacher experience in illustration field: worked with Dreamworks, Warner Bros, Disney, Marvel

Teacher experience in game art: Blizzard Entertainment, Riot Games

Popular games: Starcraft 2, Diablo 3

Movies: Tangled, Frozen, Zootopia, and Kubo and the Two Strings

Comment [A11]: Incorporate these specific companies and entertainment references to strengthen the essay.

In the third step, the college admissions counselor completes a thorough edit and revision of the each essay draft, modifying structure and word choice to better express the student's ideas and overall message. An essay might take several edits to complete. Below is an example of ONE edit.

Laguna College of Art and Design: Prompt #1 – Edits

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I admired Angela greatly. Her technique and skills shone in her artwork. In her pieces were magical worlds: enchanting fairy landscapes or ominous dystopian underworlds.

_____ In middle school, I talked to my a-friend Angela, who at the time was applying to art colleges. At the time I myself waswas incredibly involved in drawing and painting, so when she told me she planned to apply to the aboutLaguna College of Art and Design (LCAD)CAD, I asked her to tell me about her visit to the school and became interested in perhaps applying in the future.

_____ Years later, I am now in Angela's place, a prospective LCAD applicant and hopefully future student. Having thoroughly researching the school's programs and instrcutors, I am confident that ought of the school and decided to search it up to check if LCAD providesd the necessary instruction and resources to help me in truly gain the fundamental design ing-skills for the professional the work-industry.

_____ I immediately discovered two majors of that I was interested in which was illustration and game art. Though other schools offer majors inhave illustration and some with game art, I looked at the school faculty to check for credibility. I foundsaw that the teachers atLCAD instructors are were-well-rounded and currently workeded in their respective art fields. Their impressive resumes listed For example, some teachers were listed to have experience at in Blizzard Entertainment, Dreamworks, Warner Bros, Disney and Marvel. Similarly, teacher credentials in game art included industry leaders Blizzard Entertainment and Riot Games. All of these companies hire only the best in their fields, and I would have the opportunity to are relevant companies which proved to me that I would be learn ing from professionals who are the best in the business. absolutely knew what they were doing. Similarly to teacher experience in game art which included Blizzard Entertainment and Riot Games.

This confirmed that either major would be beneficial since there was a solid amount of credibility. _____ Through I continued to read the website and saw that the school provided portfolio reviews for each student, LCAD and an additional positive was that LCAD pulled working instructors, among the top in their industry fields, professionals from the companies itself. This way, help students are able to clearly distinguish the what-type of work that standard qualifies for the industry standard.

_____ and what is not. Furthermore, each student is prepared with a variety of skills. In the Illustration major, it is mentioned that students learn 3-D modeling, character design, environment design, as well as digital working digitally. All of these factors are definitely shape helpful for making students' well-rounded and experienced. In As for the Game Art major, it is

~~said that~~ students are ~~assigned put into~~ to groups for ~~collaborative projects teamwork~~ and are able to work with game engines. ~~That being said, g~~Game ~~A~~art students are also given the opportunity ~~to work~~ with companies like Blizzard, Appy, Sony, and more, ~~bestowing which is beneficial to~~ students ~~with valuable as they are able to gain~~ first-hand experience with the companies that many students may be aiming to work for.

The final essay has undergone many drafts and revisions before it is finally ready to be submitted. The final essay is now a compelling piece of the student's application, representing the student well and placing the student at best advantage for admission.

Laguna College of Art and Design: Prompt #1 – Final

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Years later, I am now in Angela's place, a prospective LCAD applicant and hopefully future student. Having thoroughly researching the school's programs and instructors, I am confident that LCAD provides the necessary instruction and resources to help me gain the fundamental design skills for the professional industry.

I immediately discovered two majors of interest, illustration and game art. Though other schools offer majors in illustration and game art, I looked at the school faculty to check for credibility. I found that LCAD instructors are well-rounded and currently work in their respective art fields. Their impressive resumes listed experience at Blizzard Entertainment, Dreamworks, Warner Bros, Disney and Marvel. Similarly, teacher credentials in game art included industry leaders Blizzard Entertainment and Riot Games. All of these companies hire only the best in their fields, and I would have the opportunity to learn from professionals who are the best in the business.

Through providing portfolio reviews for each student, LCAD instructors, among the top in their industry fields, help students clearly distinguish the type of work that qualifies for the industry standard.

Furthermore, each student is prepared with a variety of skills. In the Illustration major, students learn 3-D modeling, character design, environment design, as well as digital work. All of these factors definitely shape students' well-rounded experience. In for the Game Art major, students are assigned to groups for collaborative projects and are able to work with game engines. Game Art students are also given the opportunity to work with companies like Blizzard, Appy, Sony, and more, bestowing students with valuable firsthand experience with the companies that many students may be aiming to work for.

Just in case you already forget how the first draft looks like, below please find the first and final draft for comparison. Please carefully check them: you will be amazed by how many changes are made in wording, content and structure.

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