B.A. in Animation

Learning Outcomes

Students will be able to:

- Demonstrate a solid foundation in design and traditional studio art, and will be able to use these skills in order to communicate effectively through visual means.

- Demonstrate knowledge of the history of animation through written critical evaluation of animated films and be able to analyze work in a historical context.

- Create work in a variety of animation techniques including hand-drawn, 3D animation, stop-motion and experimental methods.

- Implement the use of storyboarding, animatics, and essential pre-production techniques to develop a film concept.

- Discuss learning experiences across disciplines in the University and establish connections to their own animation practices.

- Utilize their skills to produce a number of animated films culminating in a thesis animation in the media of their choosing.