B.F.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.

- Acquire animation skills necessary for careers in game development, 3d and 2D animated films, television or effects animation.

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

- Develop research practices as a foundation for their own art and design.

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