M.A. in Animation

Learning Outcomes

Students will be able to:

- Examine the historical foundations of animation, and analyze the relationships between animation and other arts.
- Utilize critical and historical analysis to inform their specific area of study.
- Apply essential concepts and utilize tools necessary for 3D production including modeling, lighting, texturing and rendering.
- Demonstrate a high level of competence in 2D or 3D animation technique.
- Implement the use of storyboarding, animatics, and essential pre-production techniques to develop a film concept.
- Produce animated films both collaboratively and as solo ventures.