M.F.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 and develop personal voice.
- Demonstrate skills necessary for the creation of animation in game development, 3D and 2D animated films, television or effects animation.
- Produce animated films both collaboratively and as solo ventures.
- Acquire and utilize contemporary and professional practices in animation education.
- Demonstrate their abilities as contributing artists in the field of animation by the completion of an animated thesis film.