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BFA A

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The BFA in Animation offers students training in the principles and techniques used in the production of animation for film and television, interactive media, and the internet. Built on a foundation of fine art aesthetics that includes drawing, design, painting, sculpture and art history, the program provides students with skills in storyboarding, character design, 2d and 3d animation, 3d modeling/rigging/texturing, and lighting and post-production rendering processes.

Students in the program examine the cultural significance of animation and study the history of animation as well as theories of contemporary art. The BFA Program encourages experimentation in media and content. Students may pursue Animation as an expressive, non-commercial art form or as a form of entertainment. The principles and techniques of animation taught in the animation program, along with drawing skills and design principles from the Department of Art foundation program, give the BFA student in An

2 3D Printers

Software includes: Adobe Master Collection, Autodesk Maya, Mudbox, Renderman, Z-

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Approximately 40% of students are finding jobs within a year of graduation. We also have a number of students in the program that are choosing to attend graduate school after graduation. In the past, students have gone onto Florida State University, SCAD, SMU, Texas A&M, and UTD.

Places our graduates are working include: 900lbs of Creative, Rooster Teeth, Powerhouse Animation, Zynga, EA Mobile, JHT Incorporated, Jacobs Visual Media Group, Perkins+Will , TPN Retail, Rio Bravo Pictures, Softway Solutions, Oiltanking (in house), Stoic Studio, CPaT (Computer Presentations and Training), National Oilwell Varco,