ANIMATION

Start a movement with motion.

Life is full of movement, and you're here to capture it. In the Animation program, you'll dive right into cutting-edge animation techniques and learn 2D, 3D, and experimental styles, as well as game art, motion graphics, digital modeling, virtual reality, and more. You'll have access to industry-standard facilities, expert guidance from creative faculty, and the support of peers in the Animation Student Collective. And you'll work in a quick-paced, electric environment focused on pushing you to create your best work.

Careers

Architectural visualization producer

Character animator for feature films

Effects house animator

Game artist

Live theater effects designer

Motion designer

Projection mapping artist

Rapid prototyping producer

Story artist

Television animator

Employers

20th Century Fox

Aardman Animations

Bento Box Entertainment

BET

Blizzard Entertainment

Cartoon Network

DreamWorks Animation

Electronic Arts

Laika

Nickelodeon Animation Studio

Procter & Gamble

Riot Games

Sony Pictures Animation

Stoopid Buddy Stoodios

Walt Disney Animation Studios

Facilities

You'll have access to:

» Mac and PC computer labs loaded with industry-standard software

» 24-inch Cintiq tablets so you can express yourself in 2D and 3D animation environments

» A stop-motion lab equipped with DSLRs and Dragonframe

» A student lounge; home to the Animation Student Collective

» A large, state-of-the-art computer teaching lab

» A virtual reality drawing lab

» A flex space that changes based on project needs

» Access to the Tad Jeffrey FabLab, which includes 3D printers, laser cutters, CNC machine, and spray booths

Animation Curriculum

Major Requirements *45 credits*

Introduction to Animation
Experimental or 2D or 3D-Animation Fundamentals
Visual Narrative & Storyboard
Pipeline & Production Fundamentals
Photo I or Video I or History of Cinema
Animation elective
Experiential Learning elective
Pipeline Production Intermediate
Animation Lab Team
Advanced Animation electives
Drawing elective
Animation Lab Pipeline
Animation Lab Production

First-Year Experience and Art/Design Electives *27 credits*

2D Creative Practices
Systems of Drawing
Collaboration
What Can a Drawing Do
3D Making with Care
Art/Design electives

Liberal Arts & Art History Requirements *48 credits*

Specific required courses

Modern to Contemporary Art & Design
Historical Art & Design
History of Animation
Writing & the Arts
Math Quantitative Literacy
Introduction to Philosophy

Choose courses from each of the following categories

Self & Society
Advanced Art History
Science
Literature
Social Science
Advanced Writing
Business
Liberal Arts and/or Art History electives

Total Required Credits *120 credits*

Courses listed reflect the Animation academic plan for incoming students in 2024–2025. Course titles are subject to change.

Professional Resources

Notable Alumni

Allie Vanaman
Class of 2017

Allie Vanaman is a character and environment designer whose recent projects include working as an in-between cleanup animator for marketing and promotional materials for Warner Bros. Entertainment's *Space Jam: A New Legacy*. Her thesis film, The Finvestigations of Sharklock Foams, was screened at film festivals such as the World Animation Celebration at Sony Pictures, and was awarded CCAD's 2017 Animation President's Award presented and the the Columbus Society of Communicating Arts' Award of Excellence.

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