



# 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

# PROFESSIONAL RESOURCES

**Anecy International Animated Film Festival**  
annecy.org

**Animation Guild**  
animationguild.org

**Animation World Magazine**  
awn.com/animationworld

**Cartoon Brew**  
cartoonbrew.com

**International Animated Film Society**  
asifa-hollywood.org

**International Game Developers Association**  
igda.org

**National Cartoonists Society**  
nationalcartoonists.com

# 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.

