



CHARACTER ANIMATION

UCF SCHOOL OF VISUAL ARTS & DESIGN

Character Animation is a track in the Emerging Media BFA program.

DESCRIPTION

The Emerging Media BFA – Character Animation track allows students to integrate the multiple domains of art, storytelling, and technology. It is designed to provide a solid foundation of techniques and theory in animation as well as a broad understanding of related disciplines including arts and humanities. The program offers extended experience working in multidisciplinary teams on realistic problems. Students learn all aspects of the production process, from story creation to film completion, while working as part of a team emulating the professional production studio.

The Character Animation track at UCF is a two-year, full-time cohort program designed to prepare students for careers as animators, modelers, riggers, or texture artists in the film or computer game industries. An art background is desirable, and students are required to take several art courses.

Animation & Visualization and Graphic Design are other tracks in the Emerging Media BFA program.

“The character animation program taught me the fundamentals of story and animation, along with other invaluable skills that I continue to use to this day.”

Elissa Cordero-Hansen '10
Walt Disney Feature Animation

CAREERS

- **Character Rigger**
- **Animation Technical Director**
- **Lighting Artist**
- **Technical Artist**
- **Cloth & Hair Technical Director**
- **Animator**
- **Visual Effects Digital Coordinator**
- **Graphic Designer**
- **Assistant in Simulation**
- **Stereoscopic Animator**
- **Technical Director**
- **2D Digital Artist**

UCF's animation programs are ranked **#3** out of the Top 50 Public Animation Schools and Colleges in the Country, **#20** Overall in the Country, and **#4** in the South.

(Animation Career Review, 2024 Rankings)



[SVAD.UCF.EDU](https://svad.ucf.edu)
cahsa@ucf.edu

Please Note: As part of the program, some courses study the form and proportion of the human figure. Nude models are used as reference.



Emerging Media BFA-Character Animation

SCHOOL OF VISUAL ARTS AND DESIGN

TRACK SPECIFIC INFO

Prerequisites:

- ARH 2050 History of Western Art I
- ARH 2051 History of Western Art II
- ART 2201C Design Fundamentals 2D
- ART 2203C Design Fundamentals 3D
- ART 2300C Drawing Fundamentals I
- ART 2301C Drawing Fundamentals II
- CGS 2100C* Computer Fundamentals for Business **OR**
- COP 2500C Concepts in Computer Science
- DIG 2000 Introduction to Digital Media
- DIG 2030 Digital Video Fundamentals
- DIG 2109 Digital Imaging Fundamentals
- DIG 2500 Fundamentals of Interactive Design
- GRA 2101C Introduction to Computer Art
- MAC 1105C College Algebra

These courses must be enrolled in or completed with a "C" (DIG 2000 requires a "B") or better in the semester applying for portfolio.

**CGS 2100C is an acceptable substitute for COP 2500C in the CPPs but does not satisfy the GEP math requirement.*

Admission Requirements:

Admission into the Emerging Media BFA, Character Animation track is based on passing the Character Animation Portfolio Review. Portfolio is submitted and reviewed in the Spring semester for a Fall semester start. Visit, svad.cah.ucf.edu/character-animation-

TRACK HIGHLIGHTS

- Students learn traditional hand drawn animation and storyboarding, design characters and environments, then translate them into modeled 3D worlds.
- Labs are equipped with iMac computers and 13" Cintiqs, PC computers with 22" Cintiqs. **Software:** Adobe Creative Cloud, Autodesk Entertainment Suite, The Foundry's NukeX, GarageBand, Quicktime Pro, Houdini, Z-Brush, and 3D-Coat.
- Faculty have prior industry experience at some of the most prestigious studios in the world.
- Alumni are employed with the following companies: Blue-Sky, Disney, Dreamworks, Electronic Arts, PIXAR and other prestigious studios.

"The Character Animation program taught me about collaboration and hard work, among many other valuable things to prepare me for the industry.

I owe a huge debt of gratitude for its part in my animation journey."



Teresa Falcone '14
PIXAR Animation Studio

APPLY TO UCF

Whether this is your first time in college, or you are transferring from another institution or enrolling from another country, we've streamlined the process to make it as clear and quick as possible.

Admission to UCF does not guarantee admission into the Emerging Media BFA, Character Animation Track.

Apply to UCF online:

www.ucf.edu/apply-to-ucf

CONTACT

SVAD.UCF.EDU

cahsa@ucf.edu

Please Note: The information on this flyer is subject to change at any time.