



ANIMATION & VISUALIZATION

UCF SCHOOL OF VISUAL ARTS AND DESIGN

Animation and Visualization is a track in the Emerging Media BFA program.

DESCRIPTION

The Emerging Media BFA – Animation and Visualization track allows students to integrate multiple artistic approaches from an individualized point of view. It is designed to provide a solid foundation in both technique and theory in one focused area of expertise.

This track is a two-year cohort program upon successful completion of the Animation and Visualization Portfolio Review. Students explore expression through innovative, hybrid analog and digital practice. Students engage in classic, current, and widely varied techniques and mediums while making narrative or non-narrative creative works. Students develop a unique creative vision which culminates in the completion of a BFA thesis project and exhibition/screening.

Animation and Visualization's philosophy should never be about the technical buttons alone! Ever. Students achieve digital citizenship to produce thoughtful, ethically researched, theory based artistic content. Ultimately, this content helps them thrive in their future careers.

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

CAREERS

- **Art Director**
- **Digital Composer**
- **3-D Animator**
- **3-D Modeler**
- **2-D Animator**
- **Stop Motion Artist**
- **Video Game Artist**
- **Digital Artist**
- **Independent Filmmaker**
- **Gallery Artist**
- **Prop, Maquette Sculptor, and Set Fabricator**

UCF's animation programs are ranked **#3** out of the Top 40 Public Animation Schools and Colleges in the Country, **#21** Overall in the Country, and **#4** in the South.

(Animation Career Review, 2022 Rankings)



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



SVAD.UCF.EDU

cahsa@ucf.edu



Emerging Media BFA–Animation & Visualization

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, Animation and Visualization track is based on passing the Animation and Visualization Portfolio Review. Portfolio is submitted and reviewed in the Spring semester for a Fall semester start. Visit, svad.cah.ucf.edu/experimental-animation-portfolio/ for more information. Student must be admitted to UCF in order to begin the track.

Animation & Visualization vs. Character Animation:

Animation & Visualization students focus on **individualized artistic study** in which they take two years to explore and develop artworks in their own individual style and methodology. In Character Animation, students engage in a **group production** resulting in a singular animated project.

TRACK HIGHLIGHTS

- Graduates acquire a broad Intermedia-based set of skills needed for the technical and creative job markets and contemporary exhibition venues.
- Alumni have worked on the following **films**: *Frozen, Avengers: End Game, Hotel Transylvania, Wonder Woman, The Smurfs, Thor, TRON: Legacy* **video games**: *Injustice, Call of Duty, SkyRim, Madden, Tiger Woods, UFC, EA NBA* **TV**: *Archer, Mr. Robot, The Tick*

“My experience in UCF’s animation program was really valuable. The faculty were great and there was always someone around with an answer or to push you in a new direction. The creative atmosphere and late night lab sessions with other students trying to outdo one another was very inspirational and motivating.”



Mohanned Hassan '11

Lighting Artist, Blizzard Entertainment

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.

Apply to UCF online:

www.ucf.edu/apply-to-ucf

UCF Undergraduate Catalog:

<http://catalog.ucf.edu/>

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

CONTACT

SVAD.UCF.EDU

cahsa@ucf.edu

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