Animation

College of Design, Engineering, & Commerce

Description of Major:

The Bachelor of Science program in Animation offers students a thorough understanding of the fundamentals while introducing them to cutting-edge tools and techniques. Successful graduates of the program will be equipped to take leading creative roles in the industry.

First-year students are quickly immersed in the Philadelphia University design community, taking foundation classes with graphic designers, digital designers, fashion designers, and architects. In their second year, students begin their studies in animation with introductory courses in animation production and storytelling. They also continue to improve their design and communication skills with advanced foundation classes covering typography, hierarchy, and image-making.

One focus for third-year students is basic 3D filmmaking. Using industry standard software, students learn to design, model, and animate compelling 3D characters and environments. They also use 3D imagery as an element in their study of motion graphics, combining them with type, video, and 2D imagery to create uniquely designed visual narratives. Both areas of study are infused with a thorough understanding of the principles of animation design and regular screenings of historic and contemporary examples.

Several electives allow students to focus on an area of particular interest, including animation history, compositing, and animation for gaming and interactivity.

Students in their final year continue in their advanced 3D and 2D studies as they plan and implement a short film. This film, which encompasses every phase of production, serves as the capstone to their animation education. At the end of the year, students publicly exhibit their film alongside the work of their fellow design colleagues.

Career/Job titles:

- Animation for Location-Based Entertainment (theme park rides)
- Animation Studio Manager
- Animation Web Designer
- Assistant Technical Director
- Broadcast Design & Animation
- CAD Animator
- Character Animator
- Character Technical Director
- Computer Graphics Programmer
- Consultant, Education & Careers
- Digital Editor
- Digital Media Entrepreneur
- Effect Artist
- Film Animation Executive
- Lighting/Compositing Artist
- Modeler
- Movie & Television Production Manager
- Rigging Designer
- Storyboard Artist
- Texture and Scenery Designer
- Video Game Animator
- Visual Development Artist

Who employs PhilaU graduates?

Because this is a new major to Philadelphia University, we do not yet have data to offer in this category.

Animation in general:

Animation has transformed the way we experience and interact with movies, television, video games, the internet, and our mobile devices. In turn, digital technology has transformed the medium of animation. The tools of production are becoming increasingly accessible and sophisticated, and the channels of distribution are multiplying to meet a swelling demand for animated content.
Helpful websites: