DESCRIPTION

The Character Animation Specialization takes a cohort of 25 to 30 students each fall and guides them through the entire production process of creating a narrative 3D animated short film. Each student earns a role found in a professional production studio. Through recreating the production process our students enter the work force with team and leadership experience. Students graduate with a Bachelor of Fine Art - Emerging Media degree.

CAREERS

- 3D Animator
- Effects Artist
- Texture Artist
- Modeler
- CG Generalist
- 3D Previs Artist
- Concept Artist
- Animator
- Compositor
- Digital Artist
- Storyboard Artist
- Animation Director

INFO

The UCF Character Animation Specialization is a restricted access program in the Emerging Media track BFA. Classes are held downtown at the Center for Emerging Media. Our focus is on narrative story development. In preparation for entry, students take a variety of traditional and digital arts courses better preparing them for entry into the entertainment industry. Faculty include Professor Phil Peters, Associate Professor Cheryl Cabrera, Lecturer Jo Anne Adams and Research Associate Darlene Hadrika.

HIGHLIGHTS

- Students learn traditional hand drawn animation and story boarding, design characters and environments, then translate them into modeled 3D worlds.
- Our students go on to graduate school or directly into the animation industry at companies such as Electronic Arts and other prestigious studios.
- Character Animation faculty have prior industry experience at some of the most prestigious studios in the world.
- Students are exposed to a variety of industry professionals through alumni talks, faculty connections and industry outreach.

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