Experimental Animation is UCF's original animation major. It's been offered here for over 20 years in film, then art, and now in SVAD. Selected excellent graduates of the Experimental Animation major show quick and clever adaptability and bear the broad intermedia-based set of skills needed to respond rapidly to everchanging technical and creative job markets, emerging fields, and contemporary exhibition modalities and venues.

INFO

The UCF Experimental Animation Program is a restricted access program in the Emerging Media Track BFA. It is located in the Visual Arts Building on UCF's Main Campus. Students are required to take a variety of studio art classes to help better prepare them for this intermedia-based industry. Experimental Animation Faculty include Associate Professor Scott F. Hall and Assistant Professor Matt Dombrowski.

HIGHLIGHTS

- Students create work from an artistic, individualized, position. Students explore creative and technical expression through newly invented hybrid analog and digital methods.
- Students develop an unique individualized film (unique demo reel). Students also have the opportunity to enter film festivals to promote their creations.
- Students choose to work in 2D cel animation, 3D CGI, photographed stop-motion, or any sort of new hybrid approach which they might invent as an individual artist.
- Recent graduates succeed both as independent filmmakers and as industry employees, but also, entrepreneurs who start their own creative businesses.