Animation and Visual Effects emulates the professional studio environment, preparing students with the necessary skills for artistic leadership.

**DESCRIPTION**

Emphasis is placed on narrative film structure and entrepreneurial aspects of animation relating to studio and job creation.

Courses provide students with an understanding of the collaborative experience of a commercial studio preparing them for careers in animation. Labs and studios are equipped with industry-standard software and hardware. Faculty members have extensive professional, industry experience.

The program offers students opportunity to create or direct their own animation and visual effects. Students will develop visual storytelling skills while using a variety of techniques, including traditional hand-drawn, stop-motion, 2D computer, and 3D computer animation.

UCF’s animation programs are ranked #3 out of the Top 40 Public Animation Schools and Colleges in the Country, #23 Overall in the Country, and #4 in the South. (Animation Career Review, 2020 Rankings)

“I chose this program because of the talented and knowledgeable professors. The labs feature industry standard programs so that I can build the skills needed to stand out in a competitive workforce.”

Ron Hargrove, ’21

**CAREERS**

VR 3D Artist  
Visual Effects Artist  
Character Rigger  
Animation TD  
Lighting Artist  
Technical Animator  
Environmental Artist  
Motion Graphics Animator  
Story Artist  
Stereoscopic Animator  
Technical Director  
Layout Artist  
3D Artist  
2D Digital Artist  
Compositor  
Professor  
Creative Director  
Character Animator

SVAD.UCF.EDU  
407-235-3611
Do I need to already know how to animate?
Yes. This is a Master of Fine Arts degree so you are expected to know how to animate either characters or effects which should be demonstrated in your portfolio. Observational drawing should also be part of your portfolio.

What is a treatment?
A treatment is an idea for an animated short or visual effects film written in short-story format. Your treatment could potentially be developed into your thesis, so it should be written for a 1-3 minutes concept.

How many storyboards do I need?
PIXAR creates approximately 134 storyboard panels per one minute of film. We expect you to have at least 10-15 storyboard panels to accompany your treatment.

Can I start in Spring or Summer semester?
This track is a cohort that begins in Fall semester only.

What technology (hardware/software) is available to students in the computer labs?
The Graduate lab is equipped with 10 MacPro Workstations and 10 Dell Workstations, each with dual articulating monitor arms, 22HD Cintiq and 27 4K Monitors and Herman Miller Salyl Chairs.

F.A.Q.

APPLY TODAY

We’ve made it easier than ever to apply to UCF. We’ve streamlined the process to make it as clear and quick as possible. Applicants should apply online and submit:

• Official transcripts
• Portfolio
• Original Animation/VFX concept
• Statement of purpose
• Three letters of recommendation
• Resume

Admission deadlines vary for domestic, transfer and international students. Check the website for exact dates.

Apply online at www.ucf.edu/apply-to-ucf

This track is part of the Academic Common Market. Georgia residents qualify for in-state tuition as part of the Academic Common Market (ACM). For more information or to begin the application process, begin by contacting your state coordinator via http://bit.ly/SREBucf.

PROGRAM HIGHLIGHTS

• Graduates are qualified to enter the teaching and academic professions and have a competitive edge within the animation, visual effects and simulation industries.
• Alumni are working for major animation and gaming companies such as Walt Disney Animation Studios, Reel EFX, Nickelodeon Animation Studios, Electronic Arts, Riot Games, and Blizzard Entertainment or creating simulations for organizations including the U.S. Navy, NASA, DISTI and Lockheed Martin.

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

"I decided to become an educator in order to create unique experiences and the Animation and VFX MFA was the best springboard to achieve this."  
Heather Knott, '20