Character Animation
Overview and Informational Session
Students and Staff

Administration
Class of 2019
Class of 2020
Marlene Agostini

Academic Advising | UCF School of Visual Arts & Design
Location: Nicholson School of Communication room 121
Phone: 407-823-1355
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Faculty

JoAnne Adams
Cheryl Briggs
Darlene Hadrika
Phil Peters
Stella Sung
Open House

Our Strategy
Curriculum Overview
Application Information
Portfolio Examples
Night Light
Ukelayla
Tours of Labs
Character Animation

Curriculum Overview
Our Strategy:

• Narrative Story Telling
• State of the Art Digital Tools
• Teamwork Production Experience
Changes in Fall 2018 undergraduate catalog

Removal of Advanced Core

• DIG 3525 Digital Media Production
• DIG 3024 Digital Cultures and Narratives
• DIG 4780C Modeling for Realtime Systems
• DIG 3480C Computer as a Medium
Contact
SVAD advising

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Fall, Junior Year

- DIG 3433C Visual Story and Visual Development
- FIL 3720C Introduction to Animation
- DIG 4323C Modeling for Visual Language
- DIG 3643C Digital Effects & Compositing
Spring, Junior Year

- DIG 4451C Visual Story and Visual Development Workshop
- FIL 3734C Intermediate Animation
- DIG 4359C Artificial Environments & Effects Workshop
- DIG 4326C Geometric Modeling Workshop
- DIG 4325C Look Modeling Workshop
Fall, Senior Year

Required:

- DIG 4486C Visual Language of the Moving Image 2
- DIG 4206C New Imagery in Motion
- DIG 3355C Artificial Environments & Effects
- DIG 4624C Digital Prod. for Artificial Environments
Spring, Senior Year

Required:

• DIG 4434C Narrative Techniques of the Moving Image
• DIG 4394C Motion Graphics: Advanced Compositing
• DIG 4354C Advanced 3D Animation
• DIG 4373C 3D Textures
Character Animation

Application Information
Requirements

1. APPLY and be accepted to UCF.
2. COMPLETE prerequisite courses.
3. PASS mandatory portfolio review.
Prerequisites

- Must have completed or be enrolled in all prerequisites at the time of application.
- Acceptance is conditional until all criteria are met.
- Depends on your catalog year
- Contact undergraduate student advisor svadadvising@ucf.edu
NOTE:

• Character Animation is a highly competitive, limited access program.
• Acceptance is limited to 30 students.
• Students are encouraged to simultaneously apply for Sophomore Portfolio and/or Graphic Design Portfolio for additional options.
NOTE:

- Character Animation classes are currently held downtown at the Center for Emerging Media. However, beginning in fall 2019, all classes are scheduled on the UCF Main Campus.
February 4, 2019

Application Deadline for admittance for Fall, 2019
February 15 2019 5pm
Notification by March 8th
How to Apply:

instructions and application link:

https://svad.cah.ucf.edu/character-animation-portfolio/

Note: The 2019 Application is Online!

https://app.getacceptd.com/ucfsvad
The 3 Areas:

- Writing Skills 30%
- Academics 30%
- Character Animation Portfolio Review 40%
Writing Skills 30%

- Cover Letter
- Creative Short Story
- Essay Questions
Academics 30%

• Transcript or Degree Audit
• 3.0 GPA
  (calculated and submitted by SVAD advising)
• Letter of Recommendation
• Ability to follow application directions
CA Portfolio 40%

- 10-15 total pieces
- Observational Drawing (4 pieces min)
- 2D Design, 3D Design, Sculpture, or Building Arts (5 pieces min)
- Time Based Media (1 piece up to 1m)
Avoid Submitting:

Websites

(but screen captures of the design can be submitted as a 2D Design example)
Portfolio Samples
Observational Drawing
Observational Drawing

- 4+ images (minimum 4)
- Traditional ONLY
- Understanding of 2D Composition
- Drawing from life ONLY
- Attention to detail
- Examples include: figure drawings, still life, landscapes, interior or exterior drawings of buildings.
Avoid Submitting:

drawings of princesses, dragons, unicorns, trolls, elves, anime characters with seven reflections in the eyes that shimmer, or vampires with blood splurting out.”

...Jim Story
2D Design, 3D Design, Sculpture, or Building Arts

• 5+ images (minimum 5)
2D Design
2D Design

• Traditional or Digital
• Understanding of 2D Composition
• Understanding of Color Theory
• Examples include: drawing, painting, design, printmaking, collage, or photography
3D Design, Sculpture, or Building Arts
3D Design, Sculpture, or Building Arts

- Traditional or Digital
- Understanding of 3D Composition
- Understanding of Color Theory
- Examples include: ceramics, sculpture, furniture, jewelry, fashion, fiber art, CG modeling, or CAD drawings
Time-based Media
Time-based Media

• 1+ piece [1 piece up to 1m
• Effective Storytelling
• Understands timing, pacing, continuity
• Composition (staging) for moving image
• Attention to camera angles, sound, or editing is favorable
• Audio, Visual, or both.
Student Work:

• *Ukelayla* (Class of 2018)
• *Night Light* (Class of 2018)
Questions?
Tours of Facilities
3rd floor