ANIMATION & DIGITAL MEDIA (BS)

Contacts

Program Director: Jason Kirk
Email: Jason.Kirk@jefferson.edu
215-951-2913
Program Website (https://www.jefferson.edu/academics/colleges-schools-institutes/kanbar-college-of-design-engineering-commerce/school-of-design-engineering/academic-programs/animation-digital-media.html)

Program Description

The Animation & Digital Media program at Thomas Jefferson University provides students with access to industry leading animation tools and state of the art equipment in order to create animated content and digital assets for use in visually rich and immersive applications including film, television, interactivity, and other emerging media formats. Faculty with expertise in a diverse array of animation disciplines guide students as they accrue a deep understanding of animation fundamentals and professional practices while gaining exposure to several animation modalities including 2D, 3D, and Stop Motion. By emphasizing small class sizes in a simulated studio environment, students receive individualized attention that will prepare them for creatively competitive careers in an increasingly in-demand industry. As a graduate of the program, you will be equipped for leading creative roles in industries including film, television, visualization, and game development.

Learning Goals/Outcomes

- Competence with multiple industry standard tool sets ranging from traditional production to digital 2D and 3D animation.
- Understanding of animation production workflows & pipelines, scalable from independent projects to team-based productions.
- Exposure to film studies and timeline based narrative design.
- Experiences working as an integral member of a cooperative team in the classroom and through interdisciplinary projects.
- Create immersive and engaging digital content at a professional level.
- Focused engagement with liberal arts that reinforce student's abilities to represent themselves and communicate ideas effectively.
- Experience collaboration, including multidisciplinary collaboration, in solving design problems.
- Communicate effectively in a visual medium.
- Exercise creative problem solving and critical evaluation skills.
- Exhibit technical and creative competency at a high level.

Curriculum: 4 year, 131-133 credits

Course	Title	Credits
First Year		
FYS 100	Pathways Seminar	1
WRIT 101	Writing Sem I: Written Comm.	3
AVIS 101	American Visions	3
MATH Selection 1		3-4
MATH Selection 2		3-4
VDES 101	Design Essentials	3
DRAW 101	Drawing Essentials for Design	3
ANIM 201	Introduction to Animation	3
GRPH 110	Digital Imagn for Graphic Desg	3
GRPH 102	Intro to Graphic Design	3
DECF 102	Finding & Shaping Opportunity	3
	Credits	**31-33**
Second Year		
GLOBAL DIVERSITY SELECTION		3
WRIT 201	Writing Seminar II:Multi Comm	3
ETHICS SELECTION		3
GRPH 201	Design III for Graph Dsgn Comm	3
ANIM 308N	3D Animation	4
ANIM 202	Storytelling/Storyboarding	3
ANIM 307	3D Modeling	3
DIGD 318	Media Production	3
DRAW 206	Figure Drawing	3
DEC SYSTEM SELECTION		3
	Credits	**31**
Third Year		
ADIV AM DIVERSITY SELECTION		3
GCIT GLOBAL CITIZEN SELECTION		3
CGIS 300	Contemporary Global Issues	3
DECM 300	Research Methods	3
ANIM 301N	Motion Graphics I	4
ANIM 303	History of Animated Cinema	3
ANIM 310	Digital Audio Production	3
ANIM 312	Motion Graphics II	3
ANIM 318	3D Animation II	3
ANIM ELECTIVE		3
	Credits	**31**
Fourth Year		
LAW 304	Law, Media & Society	3
PHIL 499	Philosophies of the Good Life	3
DIGD 370	Portfolio Development Seminar	1
ANIM 407N	Advanced Topic in 3D Animation	4
ANIM 497N	Animation Capstone I	6
ANIM 499N	Animation Capstone II	6
ANIM ELECTIVE		6
General Elective		9
	Credits	**38**
	Total Credits	**131-133**