

ANIMATION & DIGITAL MEDIA (BS)

Contacts

Program Director: Jason Kirk
Email: Jason.Kirk@jefferson.edu
215-951-2913
Campus: East Falls

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, 121-125 Credits

Course	Title	Credits
First Year		
FYS 100	Pathways Seminar	1
WRIT 101	Writing Sem I: Written Comm.	3
DBTU 114	Debating U.S. Issues	3

Course	Title	Credits
MATH xxx	Math Selection I	3-4
MATH xxx	Math Selection II	3-4
VDES 101	Design Essentials	3
DRAW 101	Drawing Essentials	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		
GDIV 1XX	Global Diversity	3
WRIT 201	Writing Seminar II:Multi Comm	3
ETHC 1XX	Ethics	3
GRPH 201	Design III for Graph Dsgn Comm	3
ANIM 308N	3D Animation	3
ANIM 202	Storytelling/Storyboarding	3
ANIM 307	3D Modeling	3
DIGD 318	Media Production	3
DRAW 206	Drawing II: Figure Drawing	3
DEC 2XX	Systems (select one DECSYS)	3
DECF 200	Business Models	3
Credits		33
Third Year		
ADIV 1XX	American Diversity	3
GCIT 2XX	Global Citizenship	3
CGIS 300	Contemporary Global Issues	3
DECM 300	Research Methods	3
ANIM 301Z	Motion Graphics I	4
ANIM 312	Motion Graphics II	3
ANIM 318	3D Animation II	3
ANIM 303	History of Animated Cinema	3
ANIM 310	Digital Audio Production	3
Animation Elective		3
Credits		31
Fourth Year		
ANIM 407Z	Advanced Topic in 3D Animation	4
DIGD 370	Portfolio Development Seminar	1
ANIM 497Z	Animation Capstone I	4
ANIM 499Z	Animation Capstone II	4
Animation Electives		4
General Electives		6
BLAW 301	Business Law	3
Credits		26
Total Credits		121-125