

# Program Overview: Bachelor of Fine Arts in Animation, Film & Motion Design

## About This Major...

The BFA degree in Animation, Film & Motion Design (AF&MD) places focus on the study of time-based media. Majors concentrate on traditional and digital 2D and 3D narrative animation; creation of time-based visuals for gaming, entertainment, music videos, advertising, television, mobile devices and web design; and the creation of compelling and important stories turning individual vision into media that can be produced and distributed utilizing unique digital filmmaking. The AF&MD curriculum encompasses the study of film history, theory and criticism, storytelling, scriptwriting, storyboarding, character design and modeling, typography, sound production, lighting and visual effects, and is based in the process of pre-production planning, production, and post-production.

Animation, Film and Motion Design graduates enjoy numerous career options in a variety of fields. They may go on to become animators, motion designers, storyboard artists, character designers, modelers, digital animators, visual effects artists, computer artists, layout artists, digital filmmakers, writers, producers, directors, editors, cinematographers, advertising executives, and broadcasters. Some may work for major studios, while others may become independent animators, motion designers or filmmakers.

**All CMU baccalaureate graduates are expected to demonstrate proficiency in critical thinking, communication fluency, quantitative fluency, and specialized knowledge/applied learning**

In addition to these campus- wide student- learning outcomes, graduates of this major

- 1 interpret and apply formal elements and principles of design. (Specialized Knowledge)
- 2 demonstrate application of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Applied Learning)
- 3 generate individual response through concept and theory beyond formal elements to create personal content. (Communication Fluency)
- 4 communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical Thinking/Communication Fluency)
- 5 design and publish a professional portfolio and demo reel that meets current industry standards. (Applied Learning)
- 6 demonstrate technical, aesthetic, and conceptual decisions based on application of the creative design process for time-based media. (Specialized Knowledge)

## Program Highlights:

### Be Festive!

Show off your animation, film and motion design skills during the annual AF&MD Festival held in May.

### Show Your Talents!

Learn to create characters, props, and sets in animation; develop cutting, shot selection, and timing skills in filmmaking; create visual effects, 3D models, and titling in motion design.

### Travel Abroad!

**Animation & Film in the British Isles.** Visit BBC Studios, Harry Potter Studios, London Film Museum and work with professional animators during the claymation workshop at Aardman Studios, creators of *Wallace & Gromit* and *Chicken Run!*

### Create a Video Reel!

Learn how to tell and share your personal story by creating of a professional show reel.

### Get a Job!

As a graduate of the BFA in Animation, Film and Motion Design, you will be prepared to enter the time-based media industry with the ability to develop original concepts and the skills to make them happen. You will showcase all of your talents and skills with a strong body of work.



## Program Requirements

A student must follow CMU graduation requirements by completing 120 semester credit hours, including 40 credits of coursework at the 300+ level. See the “Undergraduate Graduation Requirements” in the catalog for additional graduation information. Students should work closely with a faculty advisor when selecting and scheduling courses prior to registration. In general, CMU’s programs of study are based on two curriculum groups:

### 1. Essential Learning

CMU’s Essential Learning program provides the foundation of skills and information that cuts across all fields of study and the support for advanced concepts that students will later encounter in their majors. Before moving into work at the 300+ level, students complete the Maverick Milestone and its co-requirement, Essential Speech. This pair of courses is a capstone experience where students integrate what they have learned from their foundation courses by making connections among diverse areas of knowledge. The capstone is also an opportunity for students to work with disparate ideas, a critical skill expected of all CMU graduates that will aid them in solving the complex and unscripted problems they will encounter in their personal, professional, and civic lives.

### 2. What You Will Study in This Major. . .

#### Foundational Courses

These courses provide you with a general background in art theory and application including vocabulary, art methods/practice and a broad overview of 40,000 years of art history to prepare you for more intensive study in the arts.

- ARTE 101 Two- Dimensional Design
- ARTE 102 Three- Dimensional Design
- ARTE 118 History of Art, Prehistory to Renaissance
- ARTE 119 History of Art, Renaissance to Present
- ARTS 151 Foundation Drawing I

#### Animation and Motion Graphics Core

A strong base in theory, timing, and visual organization will provide you with an aesthetic sense that will guide your studies. Courses explore current trends, principles, practice, tools, techniques, software, and hardware relevant to time-based media. Additional focus on storytelling, storyboarding, drawing, sound production, and the history of time-based media assists in developing individual and original concepts. By developing creative thinkers and ways of thinking, the program gives graduates timeless tools that can be applied as software and technology needs change throughout careers.

- 39 Credits in Animation, Film & Motion Design Major Courses
- 3 Credits in the History of Graphic Design
- 9 Credits Chosen From Web Site Design, Digital Photography, Foundation Drawing and Sketchbook

#### BFA Coursework

Courses in Animation, Film and Motion Design offer a broad base of time-based media industry practices.

- Lights! Camera! Action!
- Image and Motion
- Principles of Film and Motion Design
- Principles of Animation
- Character Design and Story Concepts
- 2D Animation and Motion Design
- 3D Digital Modeling
- Digital Filmmaking
- Sound Principles and Production
- Animation, Film & Motion Design Studio I
- Animation, Film & Motion Design Studio II
- Advanced Motion Studio
- Portfolio and Demo Reel

#### Electives

We want you to have breadth as well as depth, and these electives allow you to supplement or complement your choices in Animation, Film and Motion Design. A strategic selection of electives can help you “cross-pollinate” what and how you

- Artists’ Books
- Adobe Photoshop
- Adobe Illustrator
- Digital Photography
- Digital Painting
- Development of Contemporary Art
- American Art History
- Ceramics: Throwing
- Printmaking
- Screen Printing
- Drawing
- Mixed Media: Drawing
- Mixed Media: Painting
- Acrylic Painting
- Oil Painting
- Life Drawing
- Figure Painting
- Sculpture/Construction
- Bronze Casting

For more information about this major, go to: <http://www.coloradomesa.edu/art/index.html> or contact the Academic Department Head for Art, 313A Fine Arts, 970.248.1444.