



## SHSU Department of Art BFA in Animation

### Program Overview

The BFA in Animation offers students training in the principles and techniques used in the production of animation for film and television, interactive media, and the internet. Built on a foundation of fine art aesthetics that includes drawing, design, painting, sculpture and art history, the program provides students with skills in storyboarding, character design, 2d and 3d animation, 3d modeling/rigging/texturing, and lighting and post-production rendering processes.

Students in the program examine the cultural significance of animation and study the history of animation as well as theories of contemporary art. The BFA Program encourages experimentation in media and content. Students may pursue Animation as an expressive, non-commercial art form or as a form of entertainment. The principles and techniques of animation taught in the animation program, along with drawing skills and design principles from the Department of Art foundation program, give the BFA student in Animation the ability to pursue a career in a variety of digital media professions, and prepares them for post graduate studies if an MFA is desired.

### National Ranking

As of 2020, the SHSU Animation Program has been ranked by Animation Career Review (<https://www.animationcareerreview.com>) as #25 in the top 40 public animation schools in the United States, and is also ranked at #7 in the top 10 animation schools in the Southwest.

### Facilities

The range of equipment we have makes us a standout compared to most mid-sized programs. We also have the curriculum and faculty to support the use of this equipment. Though students have access to our studios outside of class, all students in our program are required to purchase a high-end laptop, which gives them access to a studio 24/7.

Equipment on hand includes:

- 1 PC lab with 20 workstations and 20 Cintiq Pro 16 - creative pen displays
- 1 general lab with 20 HD interactive pen displays (students use their own laptops here)
- dedicated production studio for stop motion and 3D printing
- dedicated space for audio recording
- digital cameras for video and stop-motion animation
- professional studio lighting
- animation light-boxes
- HD-TVs for displaying student work

- 2 3D Printers
- Software includes: Adobe Master Collection, Autodesk Maya, Mudbox, Renderman, Z-brush, Dragonframe (stop-motion), iPi Motion Capture Software

### **Software Used In Our Courses**

- Free for Students
  - Adobe Creative Cloud ( <https://www.shsu.edu/dept/it@sam/tech-tutorials/adobecc/>)
  - Autodesk Maya (<https://www.autodesk.com/education/home>)
- Available in Animation Studios
  - ZBrush
  - Renderman
  - DragonFrame

### **Hardware Students Will Need**

- Laptop
 

See more information about the laptop requirement on the Department of Art's website <https://www.shsu.edu/academics/art/resources/laptop-initiative.html>)
- Drawing Tablet
 

Students have access to the Cintiqs during open studio hours, however, access to a drawing tablet will be needed so students can complete projects during times that the labs are not open. Wacom Intuos tablets are recommended, though many students are using Huion tablets. For size, the larger the drawing surface, the better. The Wacom - Intuos Pro Pen Tablet (Medium) has a drawing area of 8.7 inches x 5.8 inches. This is a good size for out-of-class work.

### **Animation Courses (students take all of these courses)**

- 2D Courses
  - ARTS 2343 Animation Concepts and Techniques
  - ARTS 2343 2D Animation
  - ARTS 3354 Experimental Animation
  - ARTS 3355 Animation Preproduction
- 3D Courses
  - ARTS 3343 Intro to 3D Animation
  - ARTS 3344 Advanced 3D Animation
  - ARTS 4350 Character Animation
  - ARTS 4355 Shading Lighting and Rendering
- ARTS 3382 History of Animation
- ARTS 4358 Animation Portfolio

## **Job Placement Rate of Graduates from the Animation Program**

Approximately 40% of students are finding jobs within a year of graduation. We also have a number of students in the program that are choosing to attend graduate school after graduation. In the past, students have gone onto Florida State University, SCAD, SMU, Texas A&M, and UTD.

Places our graduates are working include: 900lbs of Creative, Rooster Teeth, Powerhouse Animation, Zynga, EA Mobile, JHT Incorporated, Jacobs Visual Media Group, Perkins+Will, TPN Retail, Rio Bravo Pictures, Softway Solutions, Oiltanking (in house), Stoic Studio, CPaT (Computer Presentations and Training), National Oilwell Varco, J Harding & Co., Next Level Design Group, Brown Distributing Company, Tata Consultancy Services, B2B Marketing, and Kiloo Games.

Many of our former graduates are also professionally active doing freelance work, and a number of students have gone on to become educators in the Texas public school system.

## **Internship Opportunities**

Students in the Animation Program can participate in an unpaid internship for course credit. Though we do not have a formal internship program, students are finding internship opportunities through websites such as Texas Film Commission (<https://gov.texas.gov/film/hotline>), and other social media networks. Faculty in the program mentor students in the application process.

## **Workshops**

The program regularly brings active professionals to campus to conduct workshops and to speak about their work. Students are also able to have their portfolios reviewed.

## **SIGGRAPH Student Organization**

The Animation Program's student organization, SHSU SIGGRAPH is a special interest social organization dedicated to networking with other individuals interested in digital art. It is self-governed and meets weekly. The organization activities include, bringing in professionals to speak to students, conducting student-led workshops, planning on-campus exhibitions, and creating animations and other digital art.

## **Other Program Highlights**

In the past year, student work from the SHSU animation program has been screened in 5 international events, and 2 national events.

Last year, alumna Jazzlyn Weaver was selected by Cartoon Network Studios for its inaugural Storyboard Artist Training Program. Jazzlyn was one of six selected from over 200 submissions.

Work by animation faculty has been screened in national and international venues including the: Melbourne International Animation Festival, Montreal International Animation Film Festival, Peak City International Film Festival, Stockholm Animation and Experimental Film Festival, Fort Worth Museum of Modern Art, Brussels Independent Film Festival and the San Diego Comic Con.