From the latest blockbuster film to the most complex scientific analysis, computer animation brings ideas and concepts to life!

Find out more:

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Graduates of our program have become:

- 3D modelers
- Educational software designers
- Technical directors
- Forensics animation specialists
- Texture artists
- Advertising creative team members
- Pre-production artists

Focus on six areas of animation:

- 3D modelers
- Rendering
- Texturing
- Character rigging (*creating a digital skeleton*)
- Lighting
- Motion

Yes, we’re proud!

Eight of our alumni were part of the creative teams behind Oscar winner “Big Hero 6” and Golden Globe winner “How to Train Your Dragon 2!”

“Animation is a way to create art while still having job security. I enjoy the emphasis that professors place on creativity and the freedom they give you to express yourself in your projects!”

- Lauren K.