

# ANIMATION

DEPARTMENT OF COMPUTER GRAPHICS TECHNOLOGY



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

## **Find out more:**

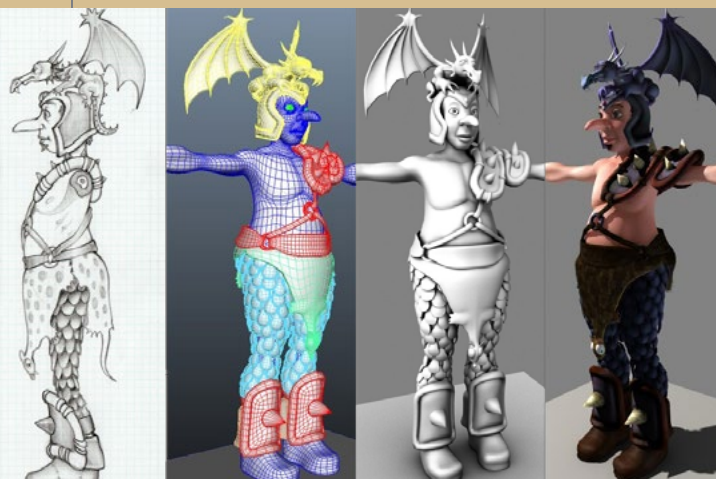
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### Graduates of our program have become:

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

### Focus on six areas of animation:

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