



# ANIMATION

## Start a movement with motion.

Life is full of movement, and you're here to capture it. In the Animation program, you'll dive right into cutting-edge animation techniques and learn 2D, 3D, and experimental styles, as well as game art, motion graphics, digital modeling, virtual reality, and more. You'll have access to industry-standard facilities, expert guidance from creative faculty, and the support of peers in the Animation Student Collective. And you'll work in a quick-paced, electric environment focused on pushing you to create your best work.

## Careers

Architectural visualization producer  
Character animator for feature films  
Effects house animator  
Game artist  
Live theater effects designer  
Motion designer  
Projection mapping artist  
Rapid prototyping producer  
Story artist  
Television animator

## Employers

20th Century Fox  
Aardman Animations  
Bento Box Entertainment  
BET  
Blizzard Entertainment  
Cartoon Network  
DreamWorks Animation  
Electronic Arts  
Laika  
Nickelodeon Animation Studio  
Procter & Gamble  
Riot Games  
Sony Pictures Animation  
Stoopid Buddy Studios  
Walt Disney Animation Studios

## Facilities

### You'll have access to:

- » Mac and PC computer labs loaded with industry-standard software
- » 24-inch Cintiq tablets so you can express yourself in 2D and 3D animation environments
- » A stop-motion lab equipped with DSLRs and Dragonframe
- » A student lounge; home to the Animation Student Collective
- » A large, state-of-the-art computer teaching lab
- » A virtual reality drawing lab
- » A flex space that changes based on project needs
- » Access to the Tad Jeffrey FabLab that includes 3D printers, laser cutters, CNC machine, and spray booths



Columbus College  
of Art & Design

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# NOTABLE ALUMNI



**Fawn Veerasunthorn** | Class of 2005

Fawn Veerasunthorn specializes in story and visual development and is currently Head of Story at Walt Disney Animation Studios. With more than 86,000 followers on Instagram, it's safe to say her visual style is popular. Veerasunthorn worked on *Raya and the Last Dragon*, *Moana*, *Frozen*, *Ralph Breaks the Internet*, and other Disney movies. She previously worked with Nickelodeon Animation Studio and Illumination Entertainment, where she contributed to *Despicable Me 2* and *The Lorax*.



**Allie Vanaman** | Class of 2017

Allie Vanaman is a character and environment designer whose recent projects include working as an in-between cleanup animator for marketing and promotional materials for Warner Bros. Entertainment's *Space Jam: A New Legacy*. Her thesis film, *The Finvestigations of Sharklock Foams*, has been screened at film festivals such as the World Animation Celebration at Sony Pictures Animation and is the recipient of the 2017 Animation President's Award presented by CCAD, and an Award of Excellence presented by the Columbus Society of Communicating Arts.

## Professional Resources

- » **Anney International Animated Film Festival**  
anney.org
- » **Animation Guild**  
animationguild.org
- » **Animation World Magazine**  
awn.com/animationworld

- » **Cartoon Brew**  
cartoonbrew.com
- » **International Animated Film Society**  
asifa-hollywood.org
- » **International Game Developers Association**  
igda.org

- » **National Cartoonists Society**  
reuben.org

## Course Requirements First year courses: 1Y

Program courses	
<b>Required:</b>	ANIM4604 Animation Lap Pipeline
	ANIM4605 Animation Lab Production
	ANIM4614 Animation Lab Team
	ANIM2601 Pipeline + Product Fundamentals
<b>Required for 2D track</b>	ANIM3202 2D Animation Techniques
	ANIM3203 2D Character Animation
	ANIM3503 Café Sketch
<b>For 3D track, choose 2 courses from:</b>	ANIM3303 3D Animation Modeling and Surfacing
	ANIM3313 3D Character Animation Simulation
	ANIM3323 3D Animation Light and Compositing
<b>Choose 1</b>	ANIM2201 2D Fundamentals
	ANIM2303 3D Fundamentals
<b>Choose 9 additional credits:</b>	Art/Design electives-studio courses from CORE or any major
	ANIM35XX Animation Drawing
<b>Choose 12 credits:</b>	Animation Electives

CORE Courses	
<b>Required:</b>	CORE1026 Introduction to Animation <b>1Y</b>
	CORE1031 SODA Collaboration Across the Design Arts <b>1Y</b>
	CORE1110 Drawing Methods I <b>1Y</b>
	CORE1120 Visual Literacy I <b>1Y</b>
	CORE1213 Introduction to Drawing for Entertainment Design <b>1Y</b>
	CORE1221 Visual Literacy II <b>1Y</b>
	CORE2100 Visual Narrative and Storyboard
	CORE4666 School of Design Arts Professional Practice
	<b>Choose 1 course from:</b>
	CORE2210 Video I

CORE Liberal Arts Courses	
<b>Required:</b>	ARTH1132 Modern to Contemporary Art and Design <b>1Y</b>
	ARTH1133 Historical Art and Design
	LIBA1290 Writing and the Arts <b>1Y</b>
	LIBA1510 Introduction to Philosophy
	LIBA2501 Math Quantitative Literacy <b>1Y</b>
<b>Choose 3 credits:</b>	ARTH2120 History of Cinema
<b>Choose 3 credits from:</b>	LIBA28XX Business
<b>Choose 3 credits from:</b>	LIBAXXXX Advanced Writing
<b>Choose 3 credits from:</b>	LIBAXXXX Literature
<b>Choose 3 credits from:</b>	LIBAXXXX Physical or Life Science
<b>Choose 3 credits from:</b>	LIBAXXXX Social Science
<b>Choose 6 additional credits:</b>	LIBAXXXX CORE Liberal Arts Electives

Credit Hours	
<b>Total:</b>	120

- » This chart reflects Fall 2021–Spring 2022 requirements and is subject to change.
- » Some CORE classes may apply to major requirement.
- » Refer to website for year-to-year curriculum.