

ACADEMY OF ART UNIVERSITY

School of Animation & Visual Effects



Degree Options

AA, BFA, MA, MFA,
On campus, Online
+ UpSkill Classes

Your Path To A Career In Animation & VFX

Gain the skills needed to build a professional portfolio and launch a career in Animation and Visual Effects. Our curriculum covers all aspects of the industry, including:

- Animation: CG Animation, Traditional 2D, Stop Motion
- Modeling: Characters, Environments, Props
- Visual Effects: Compositing, Look Development, Lighting, Dynamics
- Rigging & Technical Art

Where Our Alumni Work

- Pixar
- Disney
- Laika
- Netflix
- Framestore
- DreamWorks
- Nickelodeon
- Sony Pictures Animation
- Warner Bros.
- Paramount



STUDENT WORK BY SEOYOUNG CHOI

Taught by industry professionals, our hands-on curriculum ensures you graduate with real-world experience, culminating in StudioX—where you'll work on live productions and earn IMDB credits. Get access to our many onsite labs where you'll get firsthand experience working in a studio.

Our rLAB provides remote access to industry-standard software (Maya, Nuke, Mari, Substance, ZBrush, etc.), allowing you to work from anywhere without expensive equipment.



STUDENT WORK BY SOL PARK



STUDENT WORK BY MALTE BLOM MADSEN



StudioX: Real-World Experience

Students at Academy of Art University get a chance to collaborate with real independent filmmakers on professional projects through StudioX. Many of these films have won awards at major prestigious film festivals, giving students on-screen credits and IMDB recognition.

CAREERS IN ANIMATION AND VISUAL EFFECTS

3D Animation A 3D animator works with computer-generated imagery to bring movement to cameras, characters, and inanimate objects (like robots and cars) for television, feature films, or video games.

2D Animation A 2D animator creates two-dimensional images—either by hand-drawing each frame or digitally manipulating flat media—to bring characters and scenes to life in games, television, web content, or feature films.

Visual Effects VFX compositing combines multiple layers of computer-generated and live-action footage to create seamless, believable sequences for film and television.

3D Modeling A 3D modeler designs the characters, environments, and props you see in animated films. Once the model is created, it is textured and animated to bring it to life.

Stop Motion A stop motion artist creates animation by capturing images of poseable puppets, props, or sets in small increments,

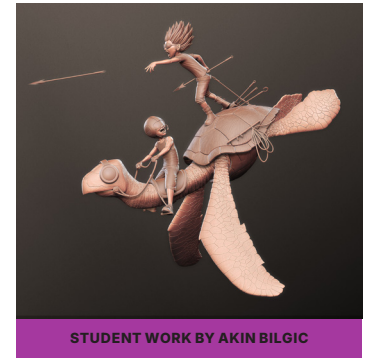
adjusting between each shot. This frame-by-frame technique brings objects to life, creating movements for television, film, or advertising.

Storyboarding

Storyboards are visual blueprints of a filmmaker's vision, illustrating how a story unfolds scene by scene and providing a clear roadmap for the entire narrative.

What We Teach

- 3D Animation
- Traditional Animation
- Visual Effects
- Animation Producing
- Modeling
- Rigging
- Stop Motion



Sample Courses

- Cinematics for Animation & VFX
- Fundamentals of Texturing, Lookdev, and Lighting
- Node-Based Compositing 1
- Character Animation 1
- Storyboarding 1: Basics of Storyboarding
- Introduction to Animation Principles & Techniques
- Real-Time Animation and Visual Effects
- StudioX: (Animation, Compositing, LookDev & Lighting, 3D Modeling, 2D Short Film, Dynamics, Story Development, & Stop Motion)



LEARN MORE



STEAM
ART