

# SCHOOL

JOIN THE SCHOOL OF ANIMATION & VISUAL EFFECTS AT ACADEMY OF ART UNIVERSITY

## Degrees Offered

AA, BFA, MA, MFA  
Online, On campus,  
Virtual



Student work by Kim Chaiwon

## rLAB

The rLAB uses state-of-the-art remote desktop technology and allows you to transform your own devices into the same powerful machines used by artists at the big studios—equipped with major VFX software (Maya, Nuke, Mari, Substance, Zbrush, etc.)—available anytime from anywhere in the world. With the rLAB there's no need to purchase a high-powered computer, nor is there any need to buy tons of expensive software. All you need is a stable internet connection.



Student work by Seoyoung 'Cindy' Choi



Student work by Seo Ryong Jaw

## Professional prep for work in top animation and visual effects studios.

Our curriculum of specialized tracks encompassing every department in the studio pipeline (Concept Art, Modeling, Rigging, Animation, Look Development, Lighting, Effects, and Compositing) prepares you for work in top animation and visual effects studios.

AAU offers instructors with decades of studio experience, world-class facilities accessible from anywhere in the world, and hands-on experience in real film productions through our StudioX program. Upon graduation, you'll leave with the knowledge, the tools, and the experience you'll need to work at the best studios—and a demo reel to prove it.

## StudioX

Our StudioX program allows you to work on film productions with real clients, and collaborate with artists, supervisors, and filmmakers in a professional setting. This provides you with invaluable hands-on studio experience, which is a huge plus for employers.

StudioX films such as *Fruitvale Station*, *Beasts of The Southern Wild*, and *Strawberry Mansion* have all played at Sundance Film Festival.

Working at StudioX gives you amazing original content for your demo reel and you get to see your name in the credits of films!

*Defy the Ordinary, Create the Extraordinary*

# ANIMATION & VISUAL EFFECTS



ACADEMY of ART  
UNIVERSITY

# ACADEMY



Student work by Jeongmin Lee



Student work by Sol Park



Student work by Lizzie Zhang, *Wishing Box*, a StudioX production

# OF

# ART

## A Sample of Courses

- Cinematics for Animation & VFX
- 3D Modeling & Animation for VFX
- Rotoscoping
- Digital Painting for VFX Artists
- Storyboarding Principles
- Storyboarding 4: TV/Live Action/VFX
- Stop Motion Puppet Animation
- Animal and Creature Animation
- Head Sculpting and Facial Expression
- Character Animation

## What We Teach

- Storyboarding
- 3D Animation
- Visual Effects
- Animation Producing
- Modeling
- Rigging
- Dynamics Animation
- Puppet Fabrication
- Lighting Animation
- Producing

## Careers In Animation and Special Effects

Whether you're into animation or visual effects, our courses will teach you the skills required to create a professional portfolio of work that can help launch a career.

### 2D Animator

A 2D animator creates images by either hand-drawing each frame, or digitally manipulating flat media for games, television, the web, or films.

### 3D Animator

A 3D animator controls the movement in computer-graphic imagery including characters and inanimate objects such as robots or cars.

### Character Animator

A character animator in traditional, 3D, or stop motion is concerned with the performance on screen. An understanding of timing, movement of humans and animals, and acting is essential to bringing characters to life.

### Modeler

Modelers digitally build objects in a 3D environment, including cartoon and realistic characters,

animals, plants, buildings, and cars. Models are built so that they can be moved, painted, and lit properly.

### Producer

The producer realizes the director's creative vision by building a strong crew. They champion creative, maintain the financials and schedule, influence tech innovation, and oversee the administrative process.

## Our Alumni Work at:

- Weta Digital
- Dreamworks
- Disney
- Pixar
- Nickelodeon
- Industrial Light & Magic
- Marvel
- Sony Pictures Animation

## Stop Motion Artist

Good with your hands? With frame-by-frame manipulation, a stop-motion artist creates a performance using posable puppets, props, and sets.

# UNIVERSITY

