



CAREER and INTERNSHIP HIGHLIGHTS

The animation industry is fast-paced and constantly changing. Our alumni have gone to jobs at Electronic Arts, Siemens Healthcare, NBC Sports and Comcast (just to name a few). Consider where you could be in only four short years:

- Work creatively making animations and motion graphics for television, film and digital media.
- Become an expert in the visual communication required by numerous industries.
- Stay ahead of trends while working with VR, AR and videogame development.
- Create visualizations in the pharmaceutical, biotechnology or aerospace industries.

Jefferson is known for crossing disciplines to reimagine the way students learn with an approach that is collaborative and active; global; integrated with industry; focused on research across disciplines to foster innovation and discovery; and technology-enhanced. As a national doctoral research university, Jefferson delivers high-impact professional education in 160 undergraduate and graduate programs to 7,800 students in architecture, business, design, engineering, fashion and textiles, health, social science and science.

The School of Design and Engineering emphasizes in-depth exploration of individual design and engineering disciplines, while encouraging interdisciplinary communication and collaboration. Classes stress conceptual thinking, design excellence, intellectual curiosity and creative expression, combining a focused concentration on one particular field with a broad-based educational foundation that fosters critical thinking skills in a global context. This multi-tiered approach provides graduates with the knowledge and skills to navigate professional challenges successfully and to reap the rewards of leadership and success in their careers.

PROGRAM HIGHLIGHTS

Jefferson's Animation program is nationally recognized for developing skilled animators and designers with the necessary talent, creativity and skillsets to meet the ever-changing communication needs of a growing marketplace:

- Create and exhibit short animated films for showcase on campus and at national/international film festivals.
- Gain experience animating in 2D, 3D and for emergent digital media like Augmented and Virtual Reality.
- Work collaboratively with design disciplines throughout the college.
- Study abroad in Japan, Australia, New Zealand or the United Kingdom.
- Find internship opportunities at regional companies like Comcast, the Philadelphia Flyers, QVC or MindTV through our many industry connections.

Curriculum



YEAR

1

Pathways Seminar
Writing Seminar I: Written Communication
Debating U.S. Issues
Mathematics I
Mathematics II
Integrative Design Process

Design Essentials
Drawing Essentials
Introduction to Animation
Figure Drawing
Design Essentials for Digital Media

2

Ethics
Global Diversity
Writing Seminar II: Multimedia Communication
Systems: Scientific Understanding
Framework: Business Models

Typography & Iconography for Digital Media
3D Animation
Storytelling and Storyboarding
3D Modeling
Media Production

3

American Diversity
Global Citizenship
Debating Global Issues
Integrative Seminar:
 Ethnographic Research Methods
Motion Graphics I

Motion Graphics II
3D Animation II
History of Animated Cinema
Digital Audio Production
Animation Electives (3 credits)

4

Capstone Folio Workshop
Animation Capstone I
Animation Capstone II
Advanced Topics in 3D Animation

Portfolio Development Seminar
Animation Electives (3 credits)
Free Electives (6 credits)

ANIMATION ELECTIVES

- Foundations in Web Design and Strategy
- Advanced Web Design and Strategy
- Comics and Graphic Narratives
- Illustration
- Fashion/Figure Drawing
- Intro to Photography: B/W
- Virtual Reality
- Intro to Photography: Digital
- Studio Photography
- Photography for Graphic Design
- Digital Imaging and Photographic Manipulation
- Multimedia Presentation
- Drawing: Advanced Techniques & Materials