OVERVIEW

The Animation, Film and Visual Effects program is comprised of two one-year courses designed to help students gain valuable media production experience, and move to the next level on their career path. Our media production facilities include digital film and audio equipment, a green screen studio space, and Macintosh workstations. Students use the same industry-standard software as professional filmmakers and animators, including Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Toon Boom Harmony and Autodesk Maya.

This program is open to juniors and seniors in both the morning and afternoon sessions. The courses are non-consecutive, so students may take one or both courses, in either order. Students enrolling in this program should have strong communication skills (visual and written), excellent attendance, a strong work ethic, creativity, organizational skills, time management, problem solving skills and the ability to meet deadlines.

To learn more about the Animation, Film and Visual Effects program, and to view examples of student work, please visit http://jlicata.wix.com/animationfilm or www.youtube.com/jenlicata
Animation, Film & Visual Effects

ANIMATION
(afternoon session)

This one-year course introduces the basic terminology, concepts, and techniques of 2D and 3D animation. Students gain experience with current technologies, historical perspectives, applications and basic principles of animation. Students use a variety of animation techniques to create a portfolio of work designed to give them an advantage in their pursuit of further training in the field.

Topics Include:
- Design Fundamentals
- Vector Drawing
- Animation History
- Principles of Animation
- Storyboarding
- 2D Animation Techniques
- Audio and Lip Sync
- 3D Modeling and Animation
- Portfolio Creation

FILM AND VISUAL EFFECTS
(morning session)

Emphasizing hands-on production, this one-year course covers the fundamentals of film creation, including the techniques and the aesthetics of shooting, lighting, and editing. Students explore film technologies, equipment operation, composition, lighting, audio fundamentals, motion graphics, visual effects, production planning, and non-linear editing. Students work both individually and in teams to experience the pre-production, production, and post production stages of video creation, distribution, and evaluation.

Topics Include:
- Principles of Composition
- Image Editing
- Camera Operation
- Non-linear Editing
- Scriptwriting and Storyboarding
- Basic Audio Production
- Lighting Techniques
- Compositing Techniques
- Motion Graphics
- Visual Effects
- Portfolio Creation

ADVANCED COLLEGE CREDIT

Villa Maria College:
ANM101 Film Theory and Technique – 3 credits
ANM105 Intro to 2D Animation – 3 credits
ANM 204 Intro to 3D Animation – 3 credits

Niagara County Community College:
DIG106 Video Production – 3 credits
AN103 Intro to 2D Animation – 3 credits

Art Institute of Pittsburgh:
CPU100 Computer Literacy Workshop
DFV120 Video I – 3 credits
DFV132 Editing Theory – 3 credits
FND114 Fund. of Media Communication – 3 credits
FND131 Introduction to Audio – 3 credits
C132 Survey of Animation – 3 credits
C234 Principles of Animation – 3 credits

Scholarship opportunities are also available.

POSSIBLE CAREERS
Video Technician
Editor
Camera Operator
Screenwriter
Lighting Technician
Director
Sound Technician
Concept Artist
Video Game Animator
Storyboard Artist
Character Animator
Motion Graphics Artist
Medical/Forensic Animator
Visual Effects Artist