Animation

CIA
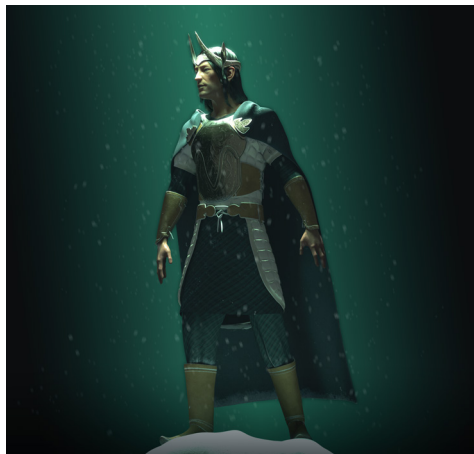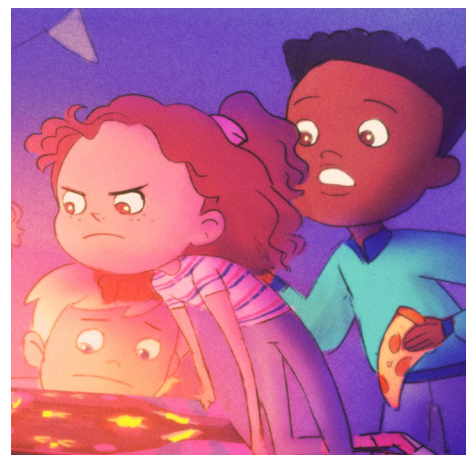
Animation

As an Animation major at CIA, you'll learn how to bring your ideas to the screen. Starting with a love of drawing and your curiosity about technology, you will build skills and confidence so that you'll graduate ready to work for clients in this growing field of art.

Your studies will begin with drawing from the human figure. Then you'll move into character development, storyboarding, motion graphics, Claymation, stop-motion, digital 2D animation, 3D modeling and 3D animation. You'll focus on sequential narrative storytelling and learn to develop the ideas and storylines behind your animations.

Through concentrated study of the mechanics of human and animal motion, you'll learn to put personality into movement. CIA is equipped with industry-standard hardware and software, including the primary animation, video editing, and compositing programs; digital drawing tablets; and green screens. You'll have access to lighting and shooting spaces, a sound recording studio, and a high-tech projection room in which to present your work.

Animation faculty members are all active professionals, and CIA's Career Center is constantly networking to find professional experiences for students. You will have opportunities to intern with large or small studios and to do freelance work while still a student. Your professional experience as an undergraduate will help ensure that you are ready to work for clients after graduation.

Successful Alumni

Kevin Geiger is partner at Magic Dumpling Entertainment. During his previous work for the Walt Disney Company, his credits included *Fantasia/2000* and *Chicken Little*.

Kyllea Kerg is a motion graphics artist at Nickelodeon. In 2013, she won a regional Emmy Award as motion graphics designer of a short video about the local food movement.

David Houry is an animation artist for Reno, Nevada-based Everi, a leading gaming company, where he creates slot machine illustrations and animations. His short film, *Paper Shepherd*, was a finalist for a 2008 Student Academy Award.

Romero Smith is a visualization artist at Moving Picture Company (MPC) in Los Angeles. Recent work includes work on the film *Avengers Endgame*.

Engaged practices in art and design

Through courses, extracurricular projects, and internships, students connect to real-world experiences. These opportunities are where the rubber meets the road—where you will put your classroom knowledge and skills to work in a professional environment. CIA believes these skills are so critical to your success that we ensure every student earns Engaged Practice credits by the time they graduate. To learn more, visit **cia.edu/ep**.

Careers and Opportunities

Video game animator
Television animator
Feature film animator
Commercial animator
Advertising animator
Animator for nonprofit organization
Fine artist/animator
Texture artist/texture painter
Educational animator
Rigger
Art director
Storyboard artist
Modeling supervisor
Motion graphics artist/editor

The Industry

Some Animation graduates go on to develop their own studios and freelance businesses. Others work for employers including:

American Greetings
Disney
Electronic Arts
IGT
Walt Disney Animation Studios
Digital Kitchen
Duck Studios
WKYC-TV
EDR Media

Learn more

Read more about our faculty, view student work, and watch a video about this major all at **cia.edu/animation**.

World-Class Faculty

Our faculty are leaders in the profession, with expertise in all phases of production:

Animation Department faculty boast a wide array of clients including, Pixar, Sony, Warner Bros, and Dreamworks to name a few. As an animator and director, Department Chair, **Anthony Scalmato**, has worked on brands such as Carebears, Taylor Swift and Jacquie Lawson. Assistant Professor, **Hal Lewis**, has supervised and produced CG characters in Disney's *Chicken Little*, *Meet the Robinsons* and *Bolt*. While Assistant Professor, **Lincoln Adams**' storyboard work can be found in Illumination's *Minions II: Rise of Gru* and Nickelodeon's *Shimmer & Shine*.

Why CIA?

Exceptional Faculty
Learn from the people who make a living as artists and designers

Your Career
Achieve your goals for a creative career and join our successful alumni

10:1 Student-Faculty Ratio
Minimize your class sizes and maximize individual time with faculty

Real World Experience
All our students earn credit through internships or courses that connect them with projects outside the classroom

55% of 2018–19 first-year students received a CIA merit scholarship of

$15,000 or more

BFA
degree

655
students

10:1
student to faculty ratio

Best
colleges for your money, 2017–18

—Money Magazine

Direct Costs

$43,305	2019–20 Tuition + Fees
$11,330	Room+Board
$54,635	Total

Animation
Ceramics
Drawing
Game Design
Glass
Graphic Design
Illustration
Industrial Design
Interior Architecture
Jewelry + Metals
Life Sciences Illustration
Painting
Photography
Printmaking
Sculpture + Expanded Media
Transportation Design*
Video + Digital Cinema*

*Tracks within Industrial Design and Photography Departments

FAFSA

CIA's school code is 003928

$40,709
average financial aid package for CIA's 2018 incoming class

99%
2018-19 first-year students received financial aid

#cleinstituteofart

It is the policy of the Cleveland Institute of Art not to discriminate on the basis of race, color, creed, national or ethnic origin, gender, sexual orientation or gender identification, age, or disabilities, in employment practices, administration of educational policies, admission, scholarship and loan programs, and other college-administered programs and activities.

CIA
Cleveland Institute of Art

11610 Euclid Avenue
Cleveland, OH 44106
216.421.7418
cia.edu

Animation (ANIM)

Major Requirements*   Credits

ANIM201	Concept Development	3
ANIM209	Intro to Animation	3
ANIM220	Drawing for Animation	3
ANIM231	Acting & Directing	3
ANIM300	Specialization in Animation Production	3
ANIM307A	Intro to 3D Anim	3
ANIM308	Advanced Animation	3
ANIM313	Narrative Production I	3
ANIM313A	Narrative Production II	3
ANIM345	Intro to 3D Modeling	3
ANIM347	3D Texture, Mapping & Digital Lighting *or*	
ANIM 310	Motion Graphics	3
ANIM350	Community Projects: Anim Production (EP)	3
ANIM401	BFA Research & Preparation	3
ANIM413	Narrative Production III	3
ANIM420	Animation Portfolio Reel & Shorts	3
GDS200	Graphic Design for Non-Majors	3
ILL367	Storyboarding & Sequential Art	3
IME402	BFA Thesis & Exhibition	3

Foundation Requirements   Credits

ACD103	Art History I: Ancient-18th C	3
FND103D	Digital Color	1.5
FND103M	Material Color	1.5
FND104	Digital Synthesis	3
FND107	Design I	3
FND107L	Design Woodshop Lab	0
FND108	Design II	3
FND117	Drawing I	3
FND118	Drawing II	3
FND130	Environmental Studio Elective	3
FND140A	Charette: Collaboration & Community	1.5
FND140B	Charette: Self & Other Voices	1.5
LLC101	Writing & Inquiry I: Basic Comp & Contemp Ideas	3
LLC102	Writing & Inquiry II: Research & Intellect Traditions	3

Additional Requirements   Credits

These courses need to be completed during your sophomore, junior, or senior year:

ACD104	Art History II: 18th C-1945	3
ACD203	Art History III: 1945-Present	3
ACD486 or 487	Media Arts & Visual Culture (post-1960s elective)	3
LLC203	Writing & Inquiry III: Narrative Forms	3
PPEL398A/B/C	Professional Practices	3
3 (three)	Open Studio Elective	9
	One may be fulfilled with ANIM Special Topics	

Liberal Arts Distributive Elective Requirements   Credits

These additional course requirements need to be completed during your sophomore, junior, or senior year:

LLC318	Screenwriting (for LLC req)	3
1 (one)	Art/Craft/Design History or Theory (ACD)	3
1 (one)	Non-Western or Cross-Cultural Art/Craft/Design History or Theory (ACD)	3
1 (one)	Humanities or Lit/Language/Comp	3
1 (one)	Social or Natural Science (SNS)	3

Notes:

A minimum of 3 credits designated Engaged Practice (EP) is required for graduation, through courses, internships, or independent pathways. EP courses are noted with an (EP) following the title.

Optional 3-credit internship to be taken during the summer between Sophomore and Junior year or between Junior and Senior year.

*These courses require a "C" or higher grade