



BFA COMPUTER ART, COMPUTER ANIMATION AND VISUAL EFFECTS DEPARTMENT FACT SHEET

Computer art, computer animation and visual effects students are given the technical skills necessary to enter a successful career in film, television, commercial and video-game productions. They have access to the most advanced digital applications and are guided to develop both the personal and professional capabilities expected in the top tiers of highly competitive creative industries. Using a production-based curriculum, students create professional quality portfolios each year.

The department offers concentrated studies in 3D computer animation, motion graphics, compositing and digital effects. The program is not based in technology alone: students are required to develop drawing skills, an understanding of formal narrative and storytelling, the ability to work in a collaborative environment, and a working knowledge of video and film post-production issues. Electives are offered in game design and electronic installation art as well as studio courses in fine art, film and animation, illustration, design and photography.

2011 – 2012 student population

308 matriculated students

Department chair

John McIntosh, educator, digital imaging artist, online personality, lecturer and collaborator

Some notable faculty members

Stuart Cludlitz, Katrin Eismann, Victor Fina, Seth Golub, David Hulin, Jeffrey Lerer, Eric Reinfeld, Mark Neumann

Some notable alumni

Doug Bloom (*Spiderman 3, X-Men*), Joe Burrascano (Nathan Love), Jeremy Butler (*The Day After Tomorrow, AVPR: Aliens vs. Predator - Requiem*), Joshua Cordes (*300, The Curious Case of Benjamin Button*), Mark Corotan (Curious Pictures), Andrew Dayton (*The Incredibles, WALL-E, Ratatouille*), Seth Gollub, John Han (*Superman Returns, Smallville, Heroes*), Joel Sevilla (*The Incredible Hulk, Fantastic Four*)

Student exhibitions

The department sponsors an end-of-the-year screening of thesis projects and a Portfolio Night. Representatives from interactive agencies, animation houses and VFX studios, among others, are invited to attend in search of new talent. An annual exhibition of work produced by students is held at the College's Westside Gallery.

For further information, visit our Web site at www.sva.edu.