



## **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 portfolio-ready work each year; during the junior and senior years, students receive specialized instruction that ensures they master both the techniques and the craft required to produce a final thesis project.

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.

### **2009 – 2010 student population**

259 matriculated students

### **Department chair**

John McIntosh, educator, digital imaging artist, lecturer and author

### **Some notable faculty members**

Joshua Davis, Katrin Eismann, Victor Fina, Seth Golub, David Hulin, Jeffrey Lerer, Kurt Ralske

### **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](http://www.sva.edu).