

## FILM/VIDEO/ANIMATION

---

### PROGRAM OVERVIEW FOR EMPLOYERS

#### The BFA Program

RIT offers its students more production experience than any other college in the country and, as a result, draws students from all over the world. Students begin shooting film their first week in school. Over the next four years, they will continue to produce, from script to release master, ever more ambitious work culminating in a year long thesis production. Students work with all technologies and procedures (film, video, digital and traditional computer animation) relative to modern motion media and all genres (fiction, documentary, etc.).

#### The MFA Program

RIT's unique MFA program combines the resources of its School of Film and Animation with those of the School of Computer Science and Information Technology. Gain an extensive background to become a fine art filmmaker, create special effects for feature films or produce interactive media. Use two- and three-dimensional computer animation environments to explore the aesthetics of movements, visual storytelling and interactive media design.

#### Degree(s) Awarded

Bachelor of Fine Arts; Master of Fine Arts

#### Enrollment

Approximately 273 students currently enrolled 220 BFA; 53 MFA

#### Cooperative Education Component

The School of Film and Animation participates in an exchange program with Salisbury College in England, the Academy of Fine Arts in Rotterdam and has a "summer in Europe" program that alternates between Paris & Amsterdam.

Students may participate in an optional co-op/intern experience for academic credit.

#### Salary Information (Avg/Range)

Co-op: Insufficient Data  
BS: Insufficient Data

#### Equipment & Facilities

Facilities are consistent with professional standards and in most instances represent the most advanced state-of-the-art systems (e.g.: Avid, S.G.I.).

#### Student Skills & Capabilities

##### BFA

During the first year, students study the basics of film, video, and audio production in terms of both practice and aesthetics. The core of the four-year curriculum is an organized sequence of productions. While all students do the basics in all aspects of motion media, they may create individual specialties relative to genre, technology and creative specialization. By the end of the senior year, students can skillfully direct, shoot, write, edit, and produce their own creative visions and do so in their senior thesis project.

##### MFA

The special partnership between the School of Photographic Arts & Sciences and the School of Computer Science & Information Technology allows students to build skills in the technical and aesthetic aspects of animated filmmaking, computer programming and interactive media.

# Film/Video/Animation

---

## Course Sequence BS degree

### BFA

Production I, II & III  
Materials & Processes of the Moving Imaging  
Film Language  
Creative Problems  
Writing for Film/Video I, II  
Video Tools & Technology  
Intro to 16mm Sync Sound  
Intro to Animation  
Production Workshop  
(Documentary, Experimental, Fiction)  
Film/Video History & Aesthetics  
Advanced Animation Tools  
Intro to 2D Computer Animation  
Animation Workshop

Illustration  
Senior Project Seminar  
Advanced Scriptwriting  
Computer 3D Animation  
Video Tools  
Color Theory  
Advanced Animation Workshop I, II  
Non-Linear Video Editing  
Senior Production I & II  
Senior Forum I, II, III

There are also a number of Film/Video electives required relating to creative specialization of student's choice (e.g. Directing, Acting, Adv. Sound Recording, Digital Editing etc.)

### MFA

Computer Animation students take an academic core that includes 2D and 3D Computer Animation, Scriptwriting for Animation, Film Language, Animation Production, Digital Audio for Animation, and Aesthetics of Animation. Electives include Film History and Aesthetics, 16mm Film Animation, Scriptwriting, Stop Motion Animation, Experimental Animation and Non-Linear Video Editing. Electives in other departments include: Electronic Still Photography, Color Theory, Figure in Motion and Sculpture.

### Employers of Film/Video/Animation Co-op and Graduating Students:

Animatus Studio, Eastman Kodak Company, CGI, Post Central Incorporated, Jam Incorporated, Olive Jar Studios, Broaderbund, Cinesite LA, Xerox Corporation, Cinesite London, Rythmn & Hues, Headbone Interactive, Digital Domain, Walt Disney Feature Animation

### Contact Us:

We appreciate your interest in hiring RIT co-op, graduating students or alumni. We will make every effort to make your recruiting endeavor a success. Call our office and ask to speak with Lisa Vasaturo, the program coordinator who works with the Film/Video/Animation program. For your convenience, you can access information and services through our web site at <http://www.rit.edu/recruit>.

### Lisa Vasaturo

#### Program Coordinator

Office of Cooperative Education and Career Services  
RIT . Bausch & Lomb Center . 57 Lomb Memorial Drive . Rochester NY 14623-5603  
585.475.5460  
lmvoce@rit.edu