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DIRECTOR:	Ben YanasRie	
CAMERA:	Maggie LUCM	
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RIT

College of
Art and Design
**School of Film
and Animation**

A place where **your life** becomes the **main feature.**

Unreal Talent

Your future professors are lauded internationally, with hundreds of screenings at venues including the Tribeca, Sundance, and New York International Film Festivals, and whose professional work can be seen on Amazon Prime, Nickelodeon, ESPN, and PBS. The faculty have won a number of awards and honors including an Academy Award, Fulbright grants, fellowships with the Society of Motion Picture and Television Engineers, and countless other accolades. These incredible artists and creative technologists are at the forefront of filmmaking and in the front of your classroom.

To sum it up: you're in good hands. And they're bringing their talents to RIT because they're passionate about teaching the next generation of storytellers. *That includes you.*

Reel-time Success

Our alumni saturate the animation, film, and motion picture industries. From New York City to Atlanta to LA, our alumni hold jobs at top animation studios, film powerhouses, and engineering giants.

You'll find our graduates in lead storytelling roles at Walt Disney Animation Studios, DreamWorks Animation, Nickelodeon, and Warner Bros. You'll find us as producers, directors, sound mixers, and writers on big hits like HBO's *Barry*, Disney's *The Mandalorian*, and all over the Marvel franchise. And our engineers are in demand at the likes of Dolby, Netflix, the Academy of Motion Picture Arts and Sciences, and more.

So it is no surprise that our graduates thrive in a range of creative industries and as dynamic, independent artists.

RIT in LA

Our film and animation students can get a real taste for the industry by immersing themselves in the RIT in LA program. Students spend a semester in Los Angeles, where they take courses about the industry, explore the wider LA film scene with studio visits and other events, and ultimately complete professional internships as part of their experience.

These internships are with well-known production studios, companies, and industry professionals, including: AbelCine, Atlas Lens Co., Jimmy Kimmel Live!, Mandalay Pictures, National Academy of Television Arts and Sciences, Panavision, SAG-AFTRA Foundation (Screen Actors Guild), Society of Camera Operators, and Studio City PXL.

Animation

Animation isn't just for big feature films. Today, it's for movies, shorts, commercials, streaming services, video games, apps, social media, and more.

Learn to tell stories that resonate across generations by getting involved in the timeless art of visual storytelling.

Regardless of the medium, our students pursue a strong foundational core of animation and motion principles from day one, learning the entire animation process from story, design, and animation to post-production and distribution.

You'll draw, paint, rig, model, texture, light, build, and animate past the edges of your creativity while learning the art and craft of visual storytelling.

Within the animation option of the film and animation BFA program, students will choose one of three tracks: 2D, 3D, or stop motion animation. Each allows for the exploration of the many facets of the animated form. While students specialize with advanced coursework and techniques in their chosen track, there is still room to explore other areas of animation. Each track encourages students to explore character based stories as well as experimental approaches to storytelling.

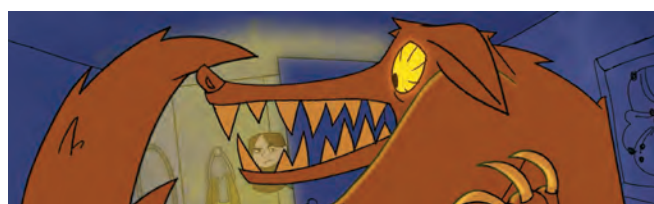
In constant dialogue with faculty, our students navigate industry trends and collaborate on films in environments that emulate industry standards in animation, creation, and video games. RIT's animation facilities recently underwent a significant renovation, updating 2D and 3D animation labs, stop-motion studios, student space, and more. Labs and classrooms are outfitted with the latest software, technology, sound, and screening options, including TVPaint (2D), Maya (3D), Toon Boom Harmony, Dragonframe (stop motion), and the entire Adobe Creative Suite.

Our graduates are qualified to begin careers in industry that range from film, television, and streaming services to commercial and advertising work to interactive media and video games. Alumni also go on to create their own independent films for the global festival circuit. RIT animation graduates have film credits on the likes of Disney's *Frozen* and *Frozen II*, the majority of the Marvel franchise, *Guillermo del Toro's Pinocchio*, and beyond.

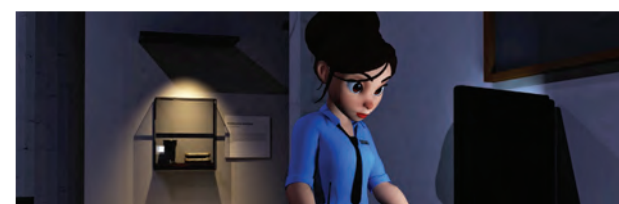
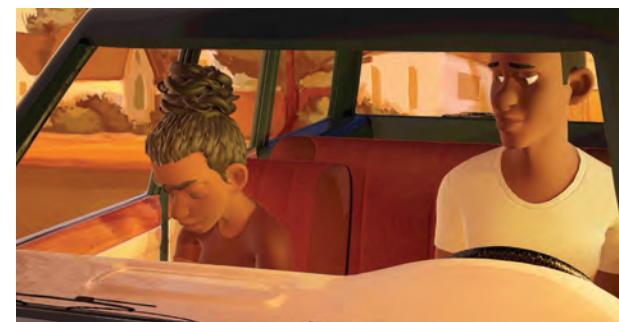
2D Animation, from top: Nathan Miller, Camren Missimer, Denna Alece Dom, Katelyn Park, Tom Catalano, & Katie Schneider.
3D Animation, from top: Cameron Glynn, Fabian Sanchez and Cielo Serna, Liliانا Cantillo, Ellehcyn Hallock, Will Marciano, & Kerry May.
Stop Motion, from top: Laiken Hall, Anya Vaughn, Jake Robbins, Saige Kanik, Ben Doran, & Cami Kwan.



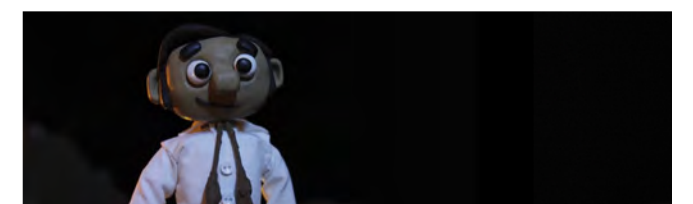
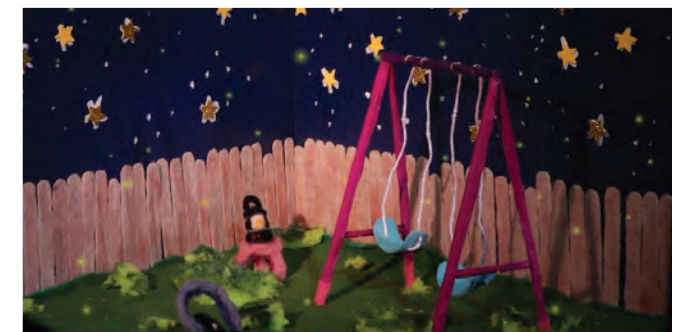
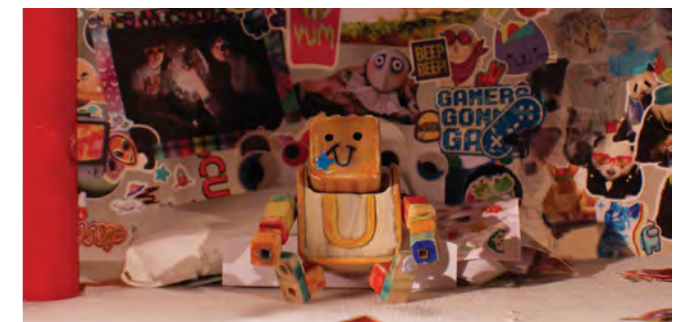
2D Animation concentrates on creating movement in a two-dimensional space. Students learn to animate both by hand and with digital drawing techniques.



3D Animation focuses on creating three-dimensional imagery with digital technology. It includes 3D modeling, lighting, texturing, rigging, and rendering in a 3D space.



Stop Motion animation is an approach that captures images one frame at a time, to later be compiled into cohesive movement. Students also learn set and puppet construction.





Production

The production option in the film and animation degree focuses on live-action filmmaking. From day one, our students advance through a hands-on approach, producing creative work until graduation. In this option, you'll learn the aesthetic principles of the art form

Produce unforgettable films, striking visuals, and narratives that captivate audiences through artistic and innovative cinema.

and develop a range of technical skills that include fiction, documentary, and experimental filmmaking.

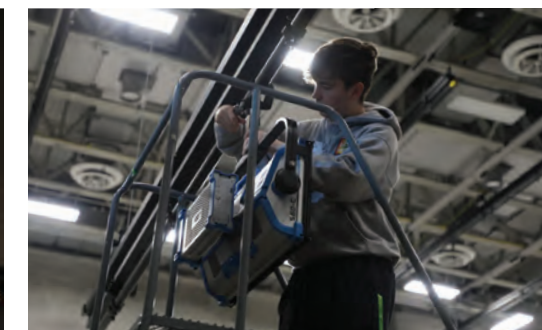
The production option is incredibly hands-on, and our students take an active role exploring all roles of the professional production set. Working on the films of upperclassmen supplements in-class instruction for first- and second-year students.

It also serves as a way to informally showcase the pathways in screenwriting, directing, cinematography, post-production/editing, and sound design. Honing in on one of these five areas, students apply what they've learned to their capstone project, which takes the duration of their senior year to complete.

Renovations in the School of Film and Animation, along with access to MAGIC Spell Studios, have expanded the incredible facilities our students use to gain experience in these roles and bring their stories to life. In addition to labs equipped with the latest software, access to three soundstages, and countless editing suites and sound rooms, the School of Film and Animation's equipment cage offers more than 1,000 pieces of camera, lighting, and film gear for student use.

Our graduates are qualified to begin careers in the industry or create their own independent productions. Work produced by students and alumni alike has been consistently honored with awards at film festivals around the world. Production alumni have gone on to win Emmys and Oscars due in part to the extensive practical experience they received at RIT.

Photography provided by Jackson Burns Bulmer, Tippi Chou, Carlos Ortiz, Traci Westcott





Motion Picture Science

Today's most popular films, streaming series, and television shows are all made possible thanks to scientists and engineers who support the movie-making industry. The motion picture science program is the place where all that specific training happens: our students partner their passion for film with their love of science to create the technology used in modern motion pictures. This STEM-

From pixels on the screen to behind the scenes, learn how to apply science and engineering to support the motion picture industry.

designated bachelor of science degree is the first of its kind in the nation, providing a science and engineering education within the framework of the film industry.

Balancing courses in science, imaging, film production, and beyond—motion picture science students become fluent in the technical world of film and can problem-

solve and apply solutions for today's visual storytellers. Whether that's building a software solution, developing new hardware, or advising on a technical approach for a specific outcome, they're ultimately expanding the tool sets for filmmakers. And with the state-of-the-art facilities in the School of Film and Animation's recently renovated spaces and access to MAGIC Spell Studios, our students are gaining this experience by using industry-standard equipment and learning from award-winning faculty.

The results are simply astounding. Capable of working both in research and technology development, as well as on-set with film production crews, our graduates are highly sought-after in the industry given their specialized skill sets compared to traditional engineering degree recipients. And our alumni work in research engineering roles at technology and entertainment powerhouses like Dolby, Netflix, and Sony, as well as in technical post-production positions in virtual production, digital color correction, sound design, visual effects, programming, and more.

Over the years, Dolby has hired numerous motion picture science graduates to work in the audio and visual divisions of the company. RIT, spearheaded by the motion picture science program, is a member of the Dolby Creator Lab program. The partnership gives students and faculty direct access to Dolby tools and training, providing another opportunity for students to put theory into practice.

Photography provided by motion picture science students, Jackson Burns Bulmer, Elizabeth Lamark, and Carlos Ortiz

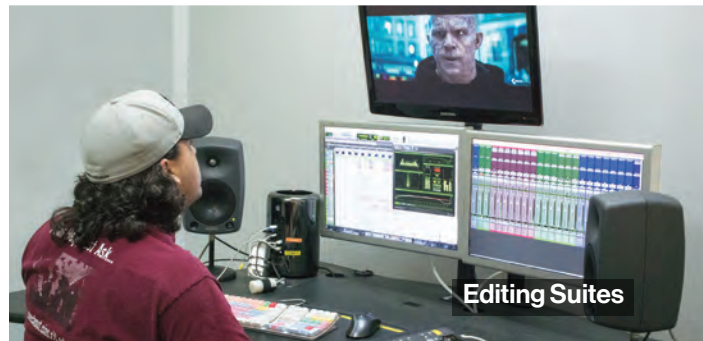




Drawing Studio



Mixdown Room



Editing Suites



Down Shooter Lab



Soundstage A



3D Lab

Facilities

RIT's School of Film and Animation (SOFA) has unparalleled access to facilities and resources for undergraduate students that support the filmmaking process. SOFA is home to three soundstages, post-production studios, sound and 4k editing color correction suites, a prop shop, and several screening rooms. The school is conveniently located next door to MAGIC Spell Studios, which more than doubles the amount of soundstage facilities, animation labs, stop-motion studios and Dolby certified theaters students can access.

A few years ago, the school completed a \$4 million animation renovation, adding 10,000 square feet of renovated space to Gannett Hall. Students are learning in updated 2D, 3D, and stop-motion classrooms with individual workstations with Cintiqs, an animation drawing studio, state-of-the-art undergraduate and graduate

animation labs, and a stable of large LED screens for pre-visualization work.

Notable among the facilities and resources is the equipment cage, or "Cage" to our students. The Cage houses over 1,000 pieces of camera, lighting, and sound gear, which is available for student borrow throughout the year. To mirror professional environments and rental houses, the equipment is regularly updated to align with current industry standards and practices. RIT maintains close relationships with manufacturers and suppliers

such as Adorama, Arriflex, B&H Photo, Canon, Dolby, Sony, and Wacom.

More than 35,000 square feet of studios, labs, soundstage, and editing suites.



2D Lab



Narration Room



Prop Shop



Animation Classroom



Equipment Cage

Photographs provided by Quinn Freidenburg, Elizabeth Lamark, Gabrielle Plucknette-DeVito, and Sophie Proe

MAGIC Spell Studios

MAGIC Spell Studios is a digital sandbox for students and faculty pushing the boundaries of technology, film, art, and design. As the only one of its kind in the Northeast, this massive, 52,000- square-foot facility rivals media production studios in New York City and Hollywood.

MAGIC stands for Media, Arts, Games, Interaction, and Creativity

MAGIC promotes the academic mission of the university by providing the space and technical resources for students and faculty in 3D digital design, engineering, film and animation, and games to converge. In addition to an evolving curriculum that brings these disciplines together, MAGIC supports entrepreneurship of students and faculty seeking to start new digital media businesses or publish and distribute films, games, and interactive experiences.

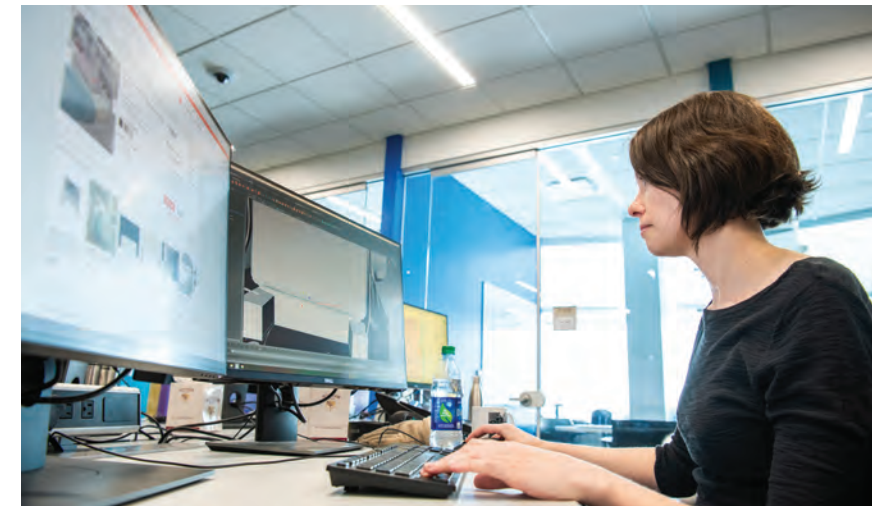
Further, MAGIC doubles as a home to outside commercial activity in film production, digital design, and game development, welcoming companies to interact with RIT's best creative minds while also providing real-world experiences for current RIT students.


The facilities include five state-of-the-art classrooms with four stop-motion labs built around delivering hands-on curriculum in 2D and 3D animation, digital design, and game design. Students learn on the same hardware and software used in industry. A fully outfitted soundstage and post-production studios, including color correction and sound mixing, enable faculty to introduce real-world film, animation, and media workflows to the classroom. With all that space to create, innovate, and collaborate, the results are pure MAGIC.

Virtual Production

RIT is blurring the lines between film and games with its virtual production curriculum. Virtual production is reshaping how film and media is created. By employing complex computer-generated graphics, 3D art, motion capture, and in-camera visual effects, our students are learning to generate and render both realistic and imaginative environments. These backgrounds are then projected onto large LED screens that are supported by game engines for use in real time.

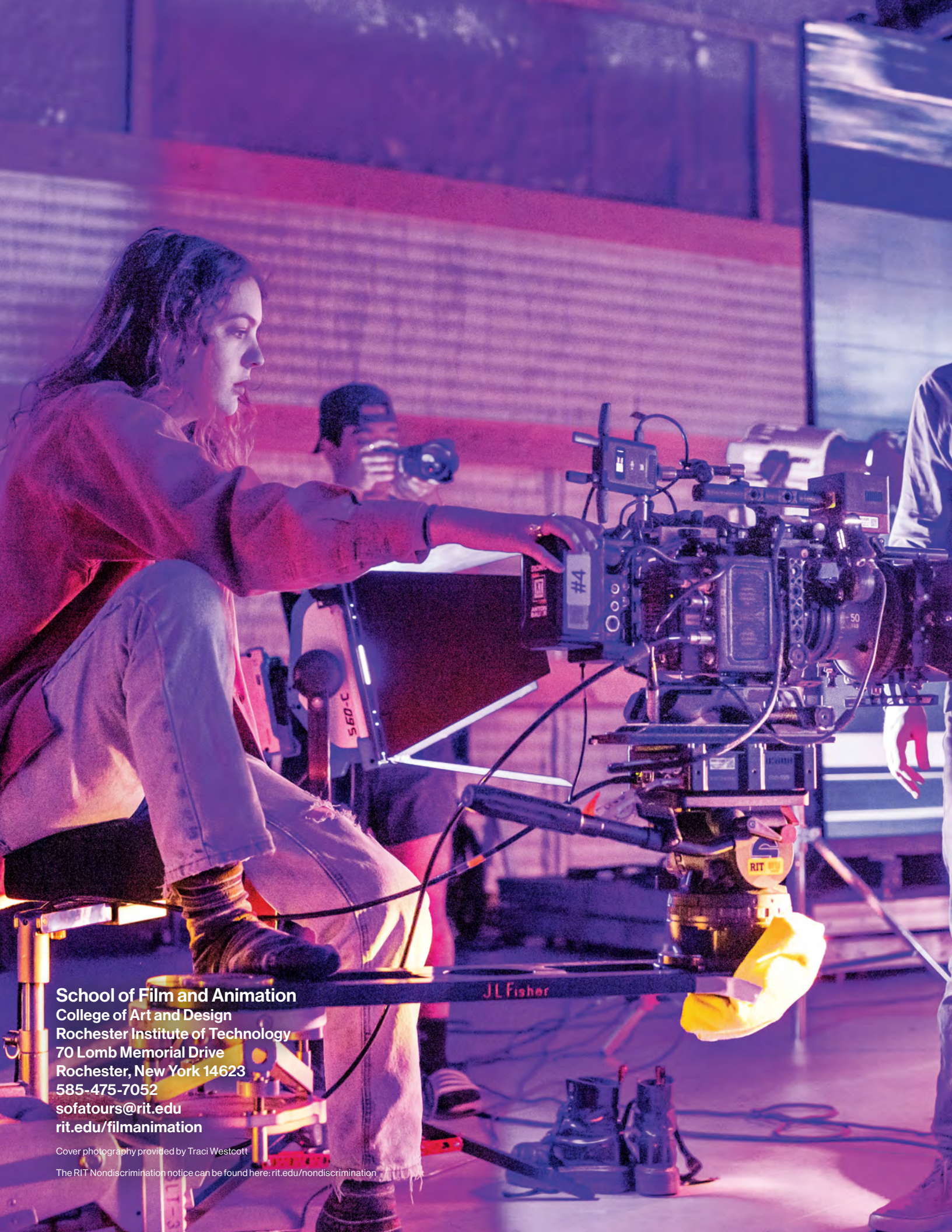
With support from PRG, as well as partners like Epic Games and alumni-owned companies such as Optic Sky Productions and THE THIRD FLOOR, RIT has established itself as a leading university in offering these technologies and continues to build a comprehensive research and learning ecosystem around these workflows.





**So, get ready for
the applause.**

**Because your life as a
storyteller **starts here.****



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