



# RIT

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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 nationally and 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 scientists 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. Eighty-six percent of our college's graduates have earned jobs, pursue graduate school, or fulfill military or volunteer obligations within six months of graduation.\*

\*Data based on the 2022 College of Art and Design graduating class

Photographed by Amelia Hamilton, courtesy of Redbird Pictures / MSM Productions, Ltd.  
"Table" 2023, shot in RIT's MAGIC Spell Studios.

## Study Away LA

Our film and animation students can get a real taste for the industry by immersing themselves in RIT's Study Away 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, 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. Regardless of

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

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 specializing with advanced coursework and techniques, while still allowing exploration of the other tracks.

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. Ultimately, RIT animation graduates have film credits on the likes of Disney's *Frozen* and *Frozen II*, the majority of the Marvel franchise, and beyond.

2D Animation, from top: Reagan Christie, Denna Alece Dom, Izzy West, Camren Missimer, Maggie Griffiths, & Tom Catalano.

3D Animation, from top: Cameron Glynn, Fabien Sanchez and Cielo Serna, Gabrielle Bautista, Kerry May, & Kerry May.

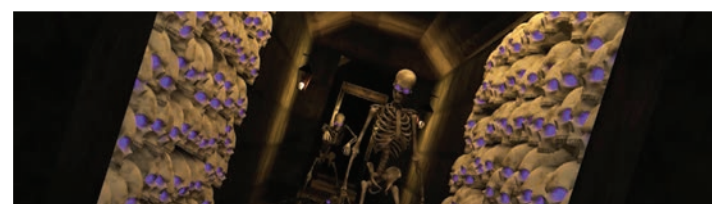
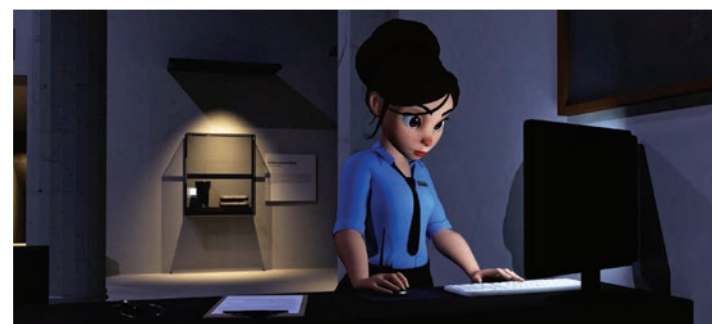
Stop Motion, from top: Laiken Hall, Saige Kanik, Matty Feric, Ashton Polak, Will Marciano, Ben Doran, & Cami Kwan.



**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. When those images are compiled, they ultimately show movement, or animation.





# Production

The production option in the film and animation degree focuses on the live-action making of films.

**Produce unforgettable films, striking visuals, and narratives that navigate both fiction and the truth through artistic and innovative cinema.**

From day one, our students advance through a hands-on approach, producing creative work until graduation. In this program,

you'll learn the aesthetic principles of the art form 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 supplement 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, or sound design. Honing in on one of these five areas, students take the helm of their own capstone film, which takes the duration of their senior year to complete.

Recent 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 two sound stages, and countless editing suites and sound rooms, the School of Film and Animation's equipment cage offers thousands of pieces of camera, lighting, and film equipment for student use.

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

*Left: Photography provided by RIT production students  
Right spread - Top row: TK James and Michael DeFranco. Middle row: David Martin and Eliza Good. Bottom row: Daniel Bacon*





# 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

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

industry. The motion picture science (MPS) 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-

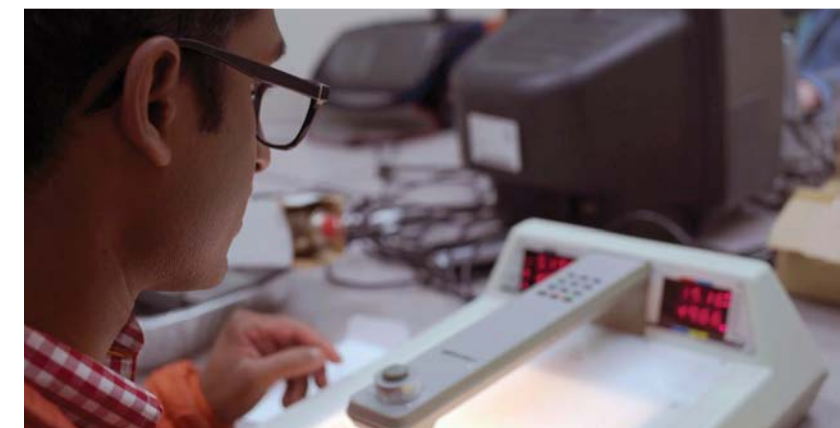
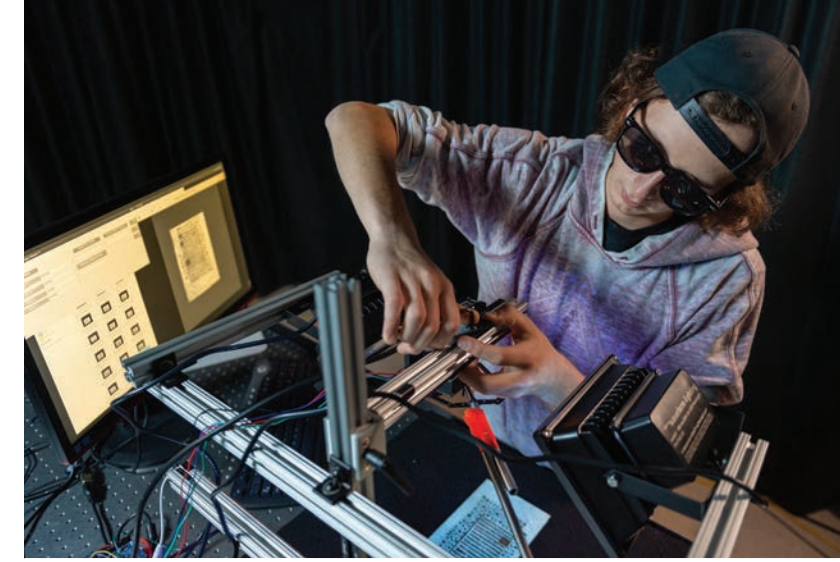
designated bachelor of science degree is the first of its kind in the nation, providing a science and engineering education within the framework of the film industry.

Balancing courses in science, imaging, film production, and beyond—MPS 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 Netflix, Sony, Technicolor, and Dolby, 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 MPS 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 Institute University Partner 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 and Elizabeth Lamark*





Drawing Studio



Mixdown Room



Editing Suites



Down Shooter Lab



Photographs provided by Elizabeth Lamark, Sophie Proe, and Quinn Freidenburg

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 two sound stages, post-production studios, a vast array of editing suites, a prop shop, and several screening rooms. The school is also right next door to MAGIC Spell Studios, which more than doubles the amount of sound stage, classroom, and equipment for students.

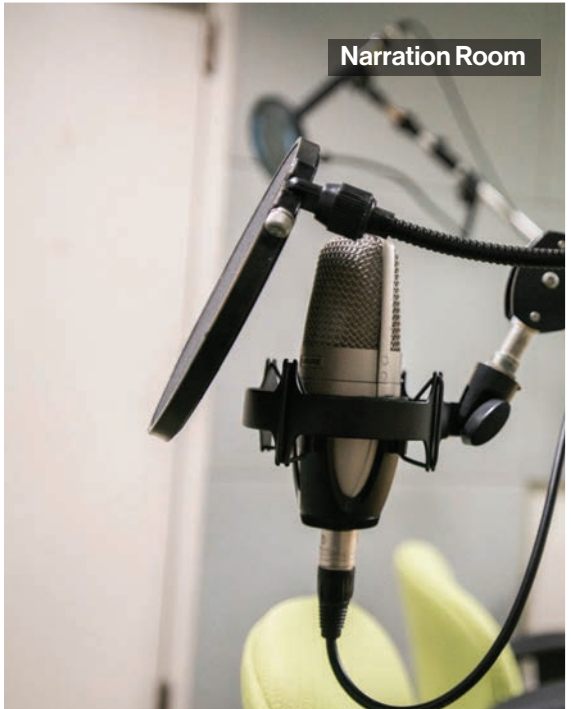
**More than 25,000 square feet of studios, labs, soundstage, and editing suites.**

RIT's recent \$4 million, 10,000-square-foot renovation proves just how committed we are to setting our students up for success. You'll be learning in updated 2D, 3D, and stop-motion classrooms with individual workstations and 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 use throughout the year. Mimicking professional environments and rental houses, the equipment is annually elevated and cycled out to stay up-to-date with industry standards. RIT maintains relationships with suppliers such as Canon, Arriflex, Sony, and Black Magic.



2D Lab



Narration Room



Prop Shop



Animation Classroom



Equipment Cage

# MAGIC Spell Studios

MAGIC Spell Studios (MAGIC), home to the MAGIC Center, 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 & Creativity

MAGIC promotes the academic mission of the university by providing the space and technical resources for students and faculty in 3D digital design, film, engineering, 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.

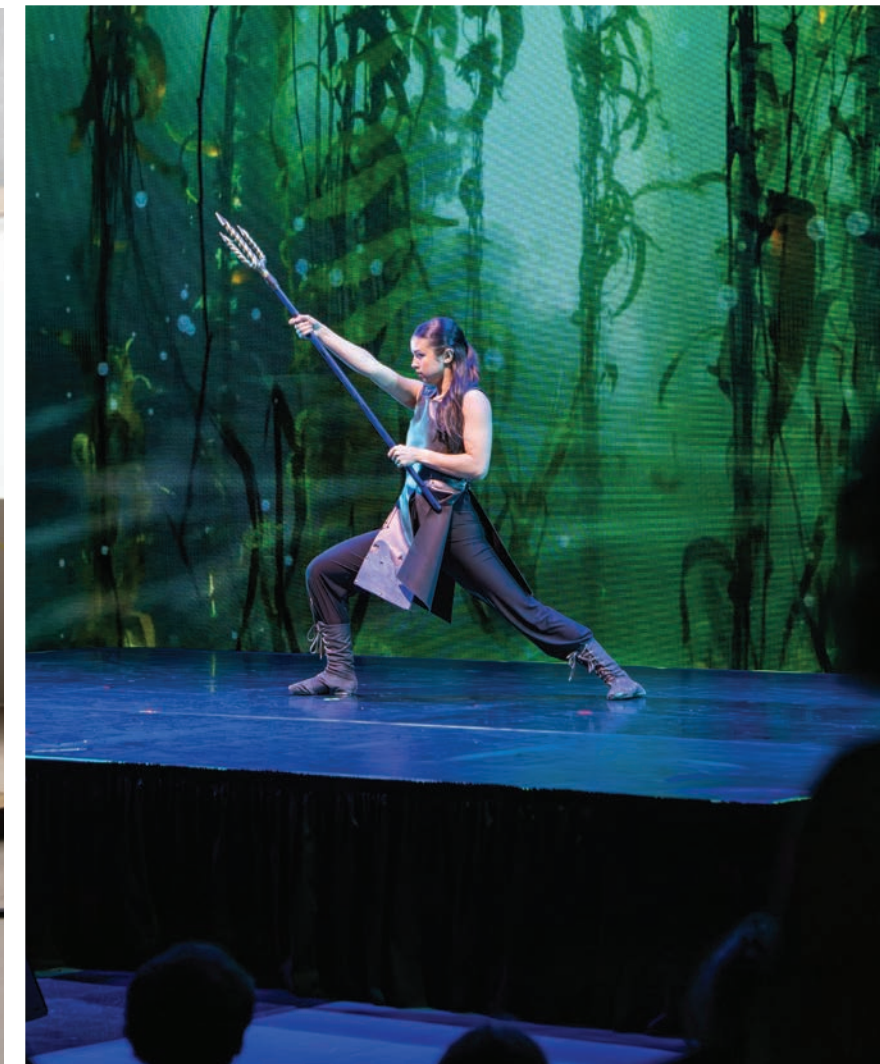
The facilities include five state-of-the-art classrooms with four stop motion labs built around delivering hands-on curriculum in game design, 2D and 3D animation, and digital design. Students learn on the same hardware and software used in industry. A fully outfitted sound stage and post-production 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 emerging virtual production curriculum. Replacing the green screen, virtual production is the current revolution in film and media. By employing complex computer-generated graphics, 3D art, motion capture, 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 by actors in real time.

With partners and alumni from Optic Sky Productions, Epic Games, THE THIRD FLOOR and most of the major Hollywood studios pioneering these technologies and support from PRG, RIT is building a full research and learning ecosystem around these emerging workflows.

Photographs provided by Elizabeth Lamark, A. Sue Weisler, Zelig Goodman-Hoffman, & RIT production services

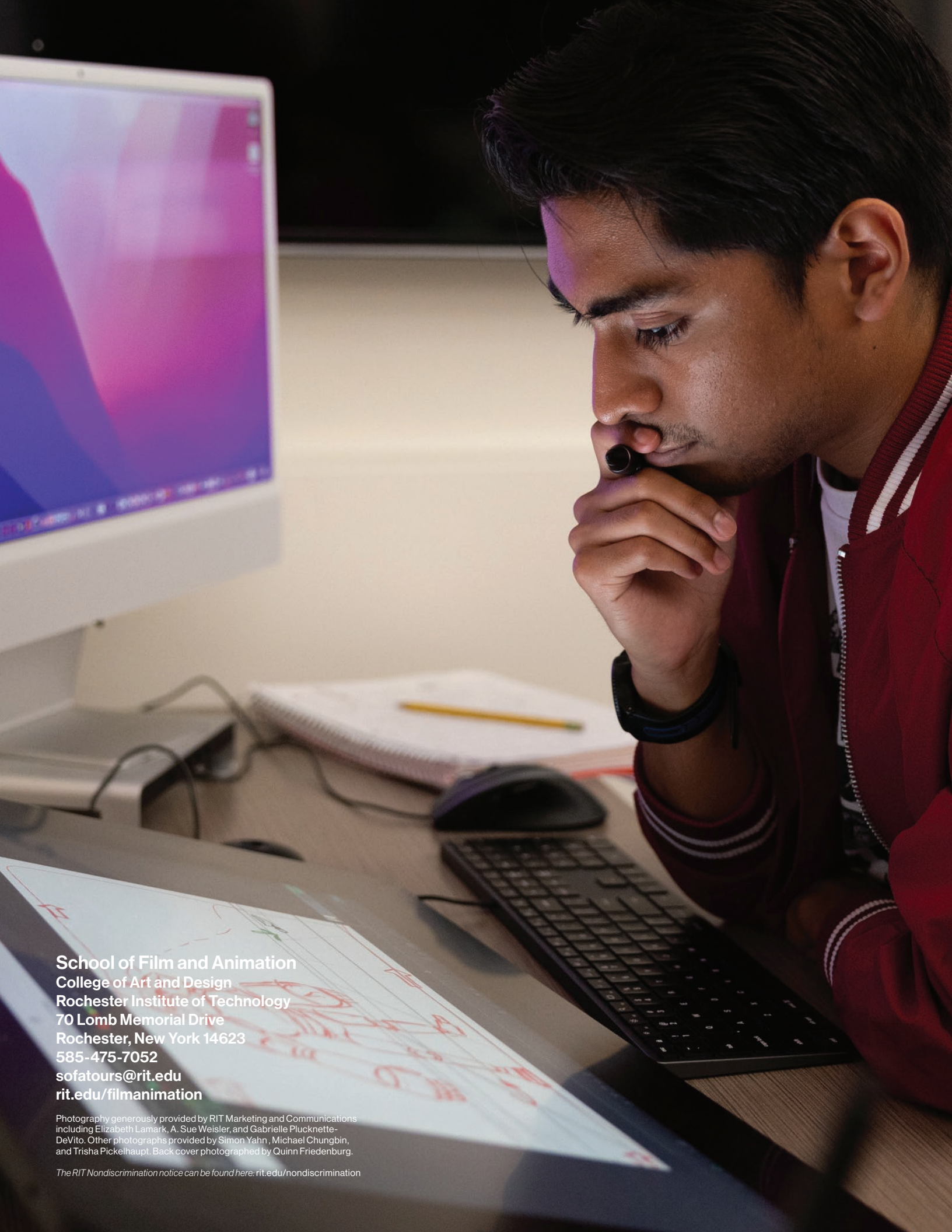




**So, get ready for  
the applause.**

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





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