

B.S. Animation & Digital Media

Kanbar College | School of Design & Engineering

Presentation Overview

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PROGRAM DESCRIPTION

The Animation & Digital Media program at Thomas Jefferson University connects students to the animation and digital media industries with the objective of becoming successful filmmakers as well as designers capable of applying skillsets to a wide range of industries which are increasingly in demand. The program offers a thorough understanding of animation fundamentals along with practical experience utilizing cutting-edge tools and techniques. As a graduate of the program, you will be equipped for leading creative roles in film, television, visual effects, marketing and video games.

What is Animation?

Animation is the process of combining design, storytelling and production to add life to many types of media. This can include animation for film, television, visual effects, websites, multimedia presentations, mobile applications and video games.

You will learn the entire process of creating beautiful and engaging animations, from concept development and design to working with 2D and 3D animation production software to bring their creations to life. This program equips you with the knowledge for many careers, such as:

- Filmmaking
- Motion Graphics
- Compositing
- 3D Modeling
- Video Editing
- Character Design
- 3D Animation
- Storyboarding
- Multimedia Design
- 2D Animation
- Visual Effects

PLAN OF STUDY

Total: 120-123 credits

First Year (31-33 credits)

Major Core

- Design Essentials
- Drawing Essentials
- Introduction to Animation
- Figure Drawing
- Design Essentials for Digital Media

DEC Core

- Integrative Design Process

Hallmarks Core

- Pathways Seminar
- Writing Seminar I
- Debating U.S. Issues
- Mathematics I
- Mathematics II

Second Year (31-32 credits)

Major Core

- Typography & Iconography for Digital Media
- Storytelling & Storyboarding
- 3D Modeling
- 3D Animation
- Media Production

DEC Core

- Systems: Scientific Understanding
- Framework: Business Models

Hallmarks Core

- Ethics
- Global Diversity
- Writing Seminar II

Third Year (30 credits)

Major Core

- Motion Graphics I
- Motion Graphics II
- 3D Animation II
- History of Animated Cinema
- Digital Audio Production
- Animation Elective (3 credits)

DEC Core

- Integrative Seminar:
Ethnographic Research Methods

Hallmarks Core

- American Diversity
- Global Citizenship
- Debating Global Issues

Fourth Year (27 credits)

Major Core

- Advanced Topics in 3D Animation
- Portfolio Development Seminar
- Animation Capstone I
- Animation Capstone II
- Animation Elective (3 credits)

Free Electives

- [2] Free Electives (6 credits)

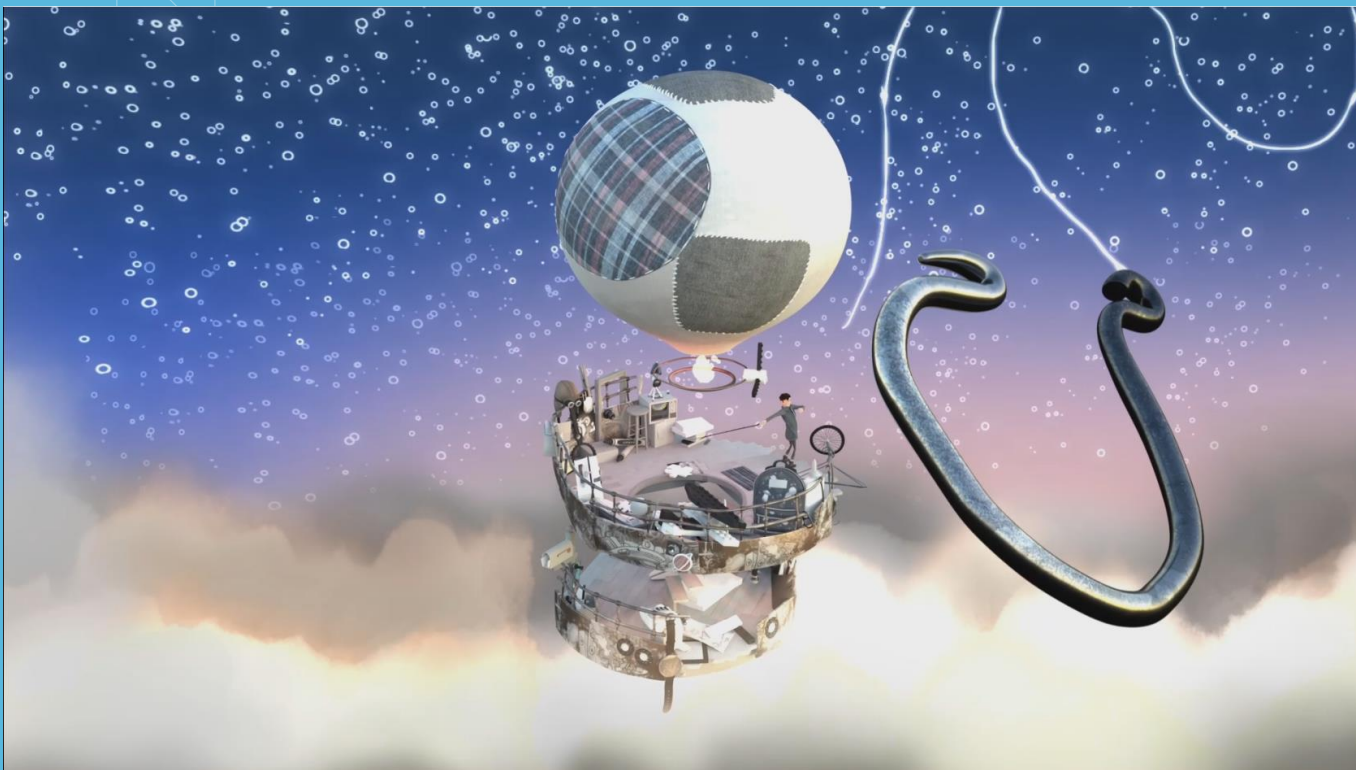
Business Core

- Business Law I

Hallmarks Core

- Capstone Folio Workshop







SAMPLE STUDENT WORK



SAMPLE STUDENT WORK



JOB TITLE

Animator/Multimedia Artists

OUTLOOK

Employment for this group is expected to grow 8% from 2016-2026. This is about as fast as average for all occupations. Projected employment growth for animators and multimedia artists will be the result of increased demand for animation and more realistic visual effects in video games, movies, and television.

SALARIES

MAX	\$120,000
MEDIAN	\$73,000
START	\$45,000

- **ACM | SIGGRAPH (Special Interest Group on Computer GRAPHics and Interactive Techniques)**

- A special interest group of the Association for Computing Machinery (ACM), the world's first and largest computing society, ACM SIGGRAPH offers a diverse menu of programs and services for its members and the computer graphics community.

- **Society for Animation Studies (SAS)**

- The Society for Animation Studies (SAS) is an international organization dedicated to the study of animation history, theory and practice. It was founded by Dr. Harvey Deneroff in 1987. Each year, the SAS holds an annual conference at locations throughout the world, where members present their recent research.

- **OAIF (Ottawa International Animation Festival)**

- Each year Animation seniors from Jefferson visit the Ottawa International Animation Festival, an annual festival featuring film screenings, talks, industry sponsored events, and networking opportunities with animation studios from around the world.



Jason Kirk

Assistant Professor | Director, Animation + Digital Media

BS in Digital Media from Drexel University

MS in Digital Media from Drexel University

Professor Kirk's background is in 3D Modeling, Animation, and 3D Printing. Before becoming a full time educator, he worked closely with medical professionals, archaeologists & historians to create educational visualizations.

COURSES

- ANIM-307 | 3D Modeling
- ANIM-308 | 3D Animation
- ANIM-318 | 3D Animation II
- ANIM-407 | Advanced Topics in 3D Animation
- ANIM-499 | Animation Capstone




Jason Kirk

Assistant Professor, Animation + Digital Media

Jason Kirk is a digital artist, animator, and educator with over 11 year experience with 3D animation tools, and extensive experience building, repairing, and researching 3D Printers.

“Storytelling through moving images is one of the most powerful ways to get an audience to think, feel, or understand your message.”

Professor Kirk has been teaching animation at Jefferson’s East Falls campus since 2015. He believes that small class sizes, individual attention, and a tightly knit cohort are what makes teaching at Jefferson special. His primary goal is for each of his students to create something they can be proud of. Once they do that, they will keep coming back for more, and continue generating their skills as an artist and animator.





Jefferson

Thomas Jefferson University