Exchange to The Animation Workshop’s Bachelor programs

You can apply to an exchange semester in one of the following classes:

1. Bachelor in Animation: Character Animation Program (CA)

FALL 2019: APPLICATIONS CLOSED

SPRING 2020: APPLICATION DEADLINE NOVEMBER 1, 2019

CA 2nd semester (spring terms only)
Courses and assignments focused on 2D animation and a short film production in a team with a focus on character design and animation.

CA 4th semester (spring terms only)
The program deepens into more advanced 3D animation in Maya as well as animation shot production for the NGO film, and classes on story structure and pitch development.

CA 6th semester (spring terms only)
Focuses on working within an animation team on a short film or game in the medium of choice, depending upon the productions of the given year (2D, 3D, Stop Motion or Mixed Media Animation).

FALL 2020: APPLICATION DEADLINE MARCH 15, 2020

CA 3rd semester (fall terms only)
Courses and assignments on the basics of 3D animation in Maya as well as touching on cinematography. Idea development and preproduction for a 3D film for an NGO done in a group.

SPRING 2021: APPLICATION DEADLINE NOVEMBER 1, 2020

CA 2nd semester (spring terms only)
Courses and assignments focused on 2D animation and a short film production in a team with a focus on character design and animation.

CA 4th semester (spring terms only)
The program deepens into more advanced 3D animation in Maya as well as animation shot production for the NGO film, and classes on story structure and pitch development.

CA 6th semester (spring terms only)
Focuses on working within an animation team on a short film or game in the medium of choice, depending upon the productions of the given year, 2D, 3D, Stop Motion or Mixed Media Animation.
2. Bachelor in Animation: Computer Graphic Arts program (CGA)

FALL 2019: APPLICATIONS CLOSED

SPRING 2020: APPLICATION DEADLINE NOVEMBER 1, 2019

CGA 2nd semester (spring terms only)
The CG Arts program focuses on design and modeling characters, rigging and short filmmaking in teams with a focus on backgrounds and compositing for 2D films.

CGA 4th semester (spring terms only)
The program deepens into more advanced modeling, rigging, and look development as well as shot production for the NGO film and classes on story structure and pitch development.

CGA 6th semester (spring terms only)
Focuses on working within a CG team on a short film or game in the medium of choice, depending upon the productions of the year, 3D set dressing, texturing, background painting, FX and/or compositing.

FALL 2020: APPLICATION DEADLINE MARCH 15, 2020

CGA 3rd semester (fall terms only)
Involves compositing course in Nuke and the quadruped project; designing a quadruped and taking it through the pipeline – modeling, sculpting, texturing, shading, lighting, rendering, and integrating the character into a live action plate. There are also classes touching on cinematography and idea development & preproduction for a 3D film for an NGO done in a group.

SPRING 2021: APPLICATION DEADLINE NOVEMBER 1, 2020

CGA 2nd semester (spring term only)
The CG Arts program focuses on design and modeling characters, rigging and short filmmaking in teams with a focus on backgrounds and compositing for 2D films.

CGA 4th semester (spring terms only)
The program deepens into more advanced modeling, rigging, and look development as well as shot production for the NGO film and classes on story structure and pitch development.

CGA 6th semester (spring term only)
Focuses on working within a CG team on a short film or game in the medium of choice, depending upon the productions of the year, 3D set dressing, texturing, background painting, FX and/or compositing.
3. Bachelor in Graphic Storytelling (GS)

FALL 2019: APPLICATIONS CLOSED

SPRING 2020: APPLICATION DEADLINE: NOVEMBER 1, 2019
GS 2nd semester (spring term, even years)
This semester is all about telling satisfying and compelling short stories in clear comics form, and culminates with a collaborative anthology magazine project.

GS 6th semester (spring term, even years)
This semester deepens into more advanced sequential storytelling, including advanced writing techniques. The semester also features a five-week production where the students create Applied Cartoons together with outside clients.

FALL 2020: APPLICATION DEADLINE MARCH 15, 2020
GS 3rd semester (fall term, even years)
Focuses on illustrations for books, magazines and newspapers, world building and IP generation, plus color theory and comics coloring.

SPRING 2021: APPLICATION DEADLINE: NOVEMBER 1, 2019
GS 4th semester (spring term, odd years)
Explores a range of different storytelling genres and methods, culminating in a graphic novel pitch featuring 10 sample pages, and a comprehensive synopsis, marking the students’ first stab at a long form story.