

## Exchange to The Animation Workshop's Bachelor programs

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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 2<sup>nd</sup> 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 4<sup>th</sup> 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 6<sup>th</sup> 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 3<sup>rd</sup> 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 2<sup>nd</sup> 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 4<sup>th</sup> 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 6<sup>th</sup> 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 2<sup>nd</sup> 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 4<sup>th</sup> 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 6<sup>th</sup> 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 3<sup>rd</sup> 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 2<sup>nd</sup> 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 4<sup>th</sup> 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 6<sup>th</sup> 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.



### **3. Bachelor in Graphic Storytelling (GS)**

**FALL 2019: APPLICATIONS CLOSED**

**SPRING 2020: APPLICATION DEADLINE: NOVEMBER 1, 2019**

**GS 2<sup>nd</sup> 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 6<sup>th</sup> 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 3<sup>rd</sup> 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 4<sup>th</sup> 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.

