

FACTS

ANIMATION & GAME DESIGN

... DIGITAL ART, MOTION GRAPHICS, ANIMATION PRODUCTION, & GAME DESIGN

This is a "Professional Studio Education" program geared for the new media artist / animator who will benefit from a broad array of skills. Living Arts College offers a variety of intense, dedicated learning experiences that include CG animation, character design and development, CG modeling for games and features, professional demo reel, and portfolio development.

Options permit the program to be completed earning a degree or certificate.

Program overview

- Enrollment requires recommendation by both Admissions and Faculty review
- Wide range of skills taught: techniques for video game, feature film and commercial applications are taught, giving the students an edge up on competition
- Students are taught the inner workings of professional studios along with the skills needed to get and keep jobs

Kinds of jobs

- Character Artist
- Texturing Artist
- Roto / Paint Artist
- CG Animator
- Storyboard Artist
- Lighter / Composer
- Level Designer
- Flash Animator

Skills

- 2D design skills developed in Adobe Photoshop, Adobe Illustrator and other Adobe applications
- 3D modeling of organic and inorganic characters/objects for video games or feature films
- Character Animation through modern animation techniques to create realistic movement
- Thorough understanding of editing and compositing software to finalize renders
- Internet site development to design and build their own professional portfolio website
- Professional Portfolio development through real world studio classes
- Create content from unique personal concepts for video games or animated feature

SPECIAL Facilities and Faculty

- Both MAC and PC computer studios
- Video editing and post production labs
- Industry standard software, including Adobe & Autodesk products
- Portfolio gallery competition
- Professional experienced working faculty
- Trend setting Studio Campus

Students and Alumni

- Living Arts College students have an annual trip to SIGGRAPH (Special Interest Group on Graphics and Interactive Techniques) and GDC (Game Developers Conference)
- Living Arts College graduates have gone on to work for major companies. An example of some companies are: ILM, Blue Sky, Redstorm Entertainment, Sony Imageworks, Electronic Arts, Nickelodeon, Provisions, SAS, and more

Added important facts ...

Contact an Admissions Officer for expert advice relative to your present skills and your education to date.



**LIVING
ARTS
COLLEGE**

AMERICA'S
CREATIVITY
COLLEGE

Raleigh, North Carolina USA

living-arts-college.edu

americascreativity.us

USA phone: 919.488.8504

Toll Free: 800.288.7442

3000 Wakefield Crossing Drive

Raleigh, North Carolina USA



*At
Higher
Digital
Education™*