

# Animation BFA Application 2021

**Please provide the following information:**

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Student ID Number \_\_\_\_\_

CMICH email \_\_\_\_\_

Non-CMICH email \_\_\_\_\_

Phone Number \_\_\_\_\_

Current website or link to on-line portfolio (if any) \_\_\_\_\_

## Animation Concentration BFA Requirements

Acceptance into the B.F.A. degree program in the Animation Concentration is contingent on a portfolio review. A student may apply for acceptance when they have completed or are currently enrolled in ART 207 and one of the following courses: ART 106, 125, 220 or 224. Students who fail to be accepted are welcome to reapply the following year.

Before enrolling in 400-level animation courses, students must enroll in and receive credit for ART 377 Animation Mid-tier Review.

In addition to the general curricula, the candidate for the B.F.A. degree must complete the following requirements:

- Declare B.F.A. degree with advisor in the Animation concentration.
- Receive credit for ART 377.
- Complete and exhibit a thesis project at the culmination of their final year.
- Submit a final thesis and other supporting materials to the Department of Art and Design.

Upon acceptance to the Animation BFA program you will receive a letter with your assigned academic advisor. It will be your responsibility to meet with that advisor to sign your Animation BFA major. You will be expected to meet all of the requirements listed in the CMU Undergraduate Bulletin for the Animation BFA program in order to graduate.

## Animation BFA Questionnaire

A one or two sentence response is required for each of the following questions.

1. How did you hear about the Animation Program at CMU?
2. Who are your animation heroes?
3. What specific aspects of visual storytelling and animation are you most interested in? Place a 1, 2, or 3 in boxes to show your level of interest. 1. *most interested*, 2. *moderately interested*, and 3. *not interested*.

- 2D Drawn (tradigital) Animation
- 2D Character Animation
- 2D Special Effects Animation (water, wind, fire, etc.)
- 3D Animation Production (model, texture, lighting, rigging, etc.)
- 3D Character Animation
- 3D Special Effects Animation (particle systems, hard and soft body dynamics, etc.)
- Storyboard and Content Development
- Character Design and Visual Development
- Layout and Previsualization (animatics, blocking and cinematography)
- Stop-Motion
- Motion Graphics
- Traditional Media Animation (paper cut-out, clay-on-glass, sand animation, etc.)
- 3D Video Game and VR Production
- Illustration, Graphic Novels and Web-comics

Feel free to comment on these or on any areas of interest we may have missed:

4. Currently, what are your career goals as they pertain to the field of animation?

If you have a specific career goal in mind, talk about what intrigues you most about this particular role?

If your interests are more general at this point, or you have secondary goals, try to address your broader areas of interest.

5. The Animation BFA requires you to take at least two non-animation intro-level studio courses. Which studio courses are you most interested in?

- ART 202 - Introduction to Digital Fabrication
- ART 214 - Introduction to Ceramics
- ART 217 - Introduction to Figure Drawing
- ART 233 - Introduction to Painting
- ART 241 - Introduction to Photography
- ART 251 - Introduction to Printmaking
- ART 258 - Everyday Web Design
- ART 261 - Introduction to Sculpture

Feel free to comment on the specific nature of your interest or any background you may have in these areas:

6. What software packages do you have experience in? On a scale of 1 to 5 show your level of experience/confidence in each software packages listed below.

1 = *small amount of experience/ little confidence.* 5 = *in-depth experience/very confident.*

- |  |   |  |
|--|---|--|
| <input type="checkbox"/> Adobe Photoshop     | <input type="checkbox"/> Adobe Animate (or Flash) | <input type="checkbox"/> Toombloom Harmony |
| <input type="checkbox"/> Adobe Illustrator   | <input type="checkbox"/> Maya                     | <input type="checkbox"/> Dragonframe       |
| <input type="checkbox"/> Adobe In-Design     | <input type="checkbox"/> Blender                  | <input type="checkbox"/> Clip Studio       |
| <input type="checkbox"/> Adobe Premiere      | <input type="checkbox"/> Z-Brush                  | <input type="checkbox"/> Moho              |
| <input type="checkbox"/> Adobe After Effects | <input type="checkbox"/> Toombloom Storyboard Pro | <input type="checkbox"/> TV Paint          |

Software or skills not on the list:

**7. What hobbies or areas of interest do you have outside of animation? Please elaborate.**

**8. Is there anything else you would like us to know about you ?**

**9. What is your current credit standing \_\_\_\_\_ and what year do expect to graduate from CMU? \_\_\_\_\_.**