

Loyola Marymount University
School of
Film and Television

ACADEMIC
ADVISING

Animation Major Guide

Program Description and Learning Outcomes

Program Goals

The Department of Animation is committed to the teaching of **classical animation traditions that persist and extend into modern screen media**. An emphasis on storytelling and collaboration provides a framework for students to experience the practice of studio production workflows, including preparations for a lifetime of ever-changing technology.

In four years at LMU, Animation begins with foundational courses in drawing, storyboarding and filmmaking that lead to the production of group animated films in sophomore year, as well as introductions to 3D and interactive animation. The third year marks a shift to upper division elective courses. Then in the senior year, students complete an animated thesis.

The major is interdisciplinary in its reach across both creative and technical disciplines. Our university liberal arts curriculum and its Ignatian educational principles **engage animators with the opportunity to be humanistic storytellers and to integrate meaningful themes within their animated work**. Each thesis is a capstone of artistic craft that compels a visual story.

Learning Outcomes

- Students will be **ethical and humanistic animation storytellers** grounded in traditional skills and innovation.
- Students will produce, through the unification of technology and artistic expression, **creative projects embedded with social and aesthetical relevance**.
- Students will validate and integrate **collaborative filmmaking** as the foundation of animation workflow process, defined by discipline, self-analysis, and critical thinking.







Learning outcomes inform the order of your courses and help you **preview** the knowledge, skills, perspectives you can expect to gain by the time you successfully complete the program. The program goals are your department's **intention** for how you might apply your cumulative experience in this discipline.

Animation 4-Year Plan:

Based on 2023-2024 Bulletin Year

Major Requirements (58 semester hours total)

Recommended Timeline

<input type="checkbox"/> ANIM 100 History of Animation	 <p>Fall of first year</p> <p>Spring of first year</p>
<input type="checkbox"/> ANIM 101 Discovering Animation	
<input type="checkbox"/> ART 1153 Drawing from Life	
<input type="checkbox"/> ANIM 210 Visual Story Development	
<input type="checkbox"/> ART 2154 Drawing from the Human Figure ¹	
<input type="checkbox"/> FTVS 1010 Art of Cinema OR FTVS 1020 Art of Screen Media	
<input type="checkbox"/> SCWR 120 Storytelling for the Screen	
<input type="checkbox"/> ANIM 250 Introduction to Interactive Animation	 <p>Fall of second year Courses should be taken concurrently</p> <p>Spring of second year Courses should be taken concurrently</p>
<input type="checkbox"/> ANIM 260 Digital Toolbox ²	
Figure Drawing Workshop, 3 hours minimum:	
<input type="checkbox"/> ART 3100 Drawing Workshop (2 semester hour) ³ OR any figurative ART course, including those that might total 3-4 units in one class	
<input type="checkbox"/> ANIM 220 Intermediate Animation Workshop ²	
<input type="checkbox"/> ANIM 230 Introduction to 3D Computer Animation ²	
Select four 3-unit courses from upper-division Animation offerings:	 <p>Third year</p>
<input type="checkbox"/> UD ANIM Elective course	
<input type="checkbox"/> UD ANIM Elective course	
<input type="checkbox"/> UD ANIM Elective course	
<input type="checkbox"/> UD ANIM Elective course	
Senior Thesis Project:	 <p>Fourth year</p>
<input type="checkbox"/> ANIM 495 Thesis Project/Pre-Production	
<input type="checkbox"/> ANIM 490 Animation Practicum ⁴ <input type="checkbox"/> ANIM 496 Thesis Project/Production ⁵	

Most courses are only offered in the semester that they appear in the bulletin, plan accordingly.

¹ Prereqs: ART 1153

² Prereqs: ANIM 101

³ Prereqs: ART 2154 **OR**
consent from instructor

⁴ Junior or senior standing required

⁵ Prereqs: ANIM 495

Build your 4-year plan:

FIRST YEAR

SECOND YEAR

THIRD YEAR

FOURTH YEAR

