The Animation program aims to strike a balance between commercial animation and fine art animation. It is the first comprehensive program for future animators in the country. Students will focus on 2D, 3D and experimental animation. The curriculum will cover the theoretical and practical studies of animation with an internship program during the last year. The course includes basic design foundation subjects and the business aspect of animation film production. By the final year, students will have a project that will either be 2D, 3D or experimental in nature. An exhibit and a film festival will be the culminating activity of the course.

**Program Length**
9 Trimesters

**CAREERS**
- Animation Artist
- Animation Filmmaker
- Animation Producer
- Animator
- Mobile Animator
- Medical Visualization Specialist
- Web Animator

**Design Foundation Subjects**
- Color Theory and Rendering
- Computer Graphics
- Principles of Design
- Basic and Digital Photography
- Freehand Drawing
- History of Art and Design 1 and 2
- Philippine Design History
- Design Professions and Code of Ethics
- Basic Video

**Major Subjects**
- Basics of 2D Animation
- Basics of 3D Animation
- Writing for Animation
- Introduction to Animation
- Principles of Animation
- Background Design and Layout
- Basics of Experimental Animation
- Life Drawing
- Animation Preproduction 1 and 2
- Animation Production 1 and 2
- Animation Postproduction 1 and 2
- Animation On the Job Training
- Sound Design for Animation
- Flash Animation for TV and Video
- Advance 3D Animation
- Animation Portfolio
- Business Animation

Disclaimer: There are general education and institutional courses not listed. Courses may change without prior notice. For complete information, please purchase a copy of the program flowchart.

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