

MINOR IN VISUAL ARTS: FILM, ANIMATION AND VIDEO

As a Film, Animation and Video student, you will develop your individual voice and use a wide variety of the tools of animation and video production, from 3D modeling to experimental video. You will build narratives in order to connect with your audience. You can showcase your work in dynamic media exhibitions and help manage the RWU Student Film Festival.



CAREER OUTLOOK

Studying **Film, Animation and Video** at RWU is beneficial for a career as a/an:

- Film animator
- Computer programmer
- Video game designer
- Multimedia artist

YOUR STUDENT EXPERIENCE

Learn and Do More at RWU

With experiential learning the focus of an RWU education, Film, Animation and Video minors can:

- Explore interests through hands-on, individualized courses.
- Help organize the RWU Student Film Festival.
- Install exhibitions in public spaces and buildings across campus in the university-wide Arts on Campus program.
- Collaborate with other visual arts students in off-campus art shows, like the Starfield Flashlight exhibition at the Waterfire Arts Center.

Facilities and Resources

The Visual Arts Digital Lab is equipped with MAC computers with the Adobe Creative Suite, video editing tools, and animation tools. You will also have access to an inventory of cameras and projectors.

Faculty

Your professors are working artists who understand your interests and enthusiastically share their expertise as they help you to forge a career path for yourself in the art world and related fields. They will mentor you towards gaining professional skills like networking, resume writing, and obtaining grants and residencies.

CURRICULUM

6 courses, 18 credits

Required Courses

FILM 101 Introduction to Film Studies

VARTS 262 Digital Tools and Methods

VARTS 364 Film, Animation, and Video

and (3) of the following:

VARTS 330 Special Topics in Visual Art

VARTS 363 Digital Media in 3D: Object and Spaces

VARTS 392 Intermedia

VARTS 430 Special Topics in Visual Art

VARTS 451 Topics in Photography/Digital Media

VARTS 464 Advanced Film, Animation and Video

VARTS 491 Senior Studio

COMM 380 Visual Media in Cultural Context

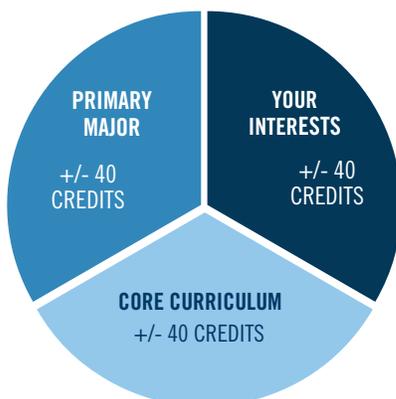
FILM 400 Curation and Festival Production

Over 80% of all RWU students graduate with coursework outside of their primary major, either as a second major, minor, or core concentration.

A study in **visual arts** may be easily paired with:

- Art & architectural history
- Arts & cultural administration
- Creative writing
- Communication and media studies
- Dance
- English
- Film studies
- Graphic design communication
- Performing arts
- Theater
- Web development

THE CORE AT RWU



Designed with flexibility in mind, it's easy to think about your RWU degree in thirds. Of the 120 credits required for graduation, approximately one third will be in your primary major, one third will be in the Core Curriculum, and one third will be comprised of courses you and your advisor choose to meet your academic needs and interests.

So, what does this flexibility mean for you? You'll have:

- Plenty of room to explore your interests and discover new ones.
- The ability to easily add a second major or minor(s) – in fact, over 80% of RWU students graduate with more than just a single major.
- Space in your coursework to hone specific skills and interests, intern in your field, or study abroad.