" *I get to handle all parts of the pipeline. Having all those types of classes at PCA&D gave me a taste. It's really a generalist mindset and the ability to jump in and understand any of it [...] Ninety-nine percent of what I do is basically creative problem-solving: weird ideas that can make an experience better.*

CHRIS MORRIS '19
3D Artist for MajorMega Studios

Animators & Game Artists like Chris are:

Cartoonists	Production Designers
Character Designers	Technical Directors
Concept Artists	Storyboard Artists
Digital Special Effects	Video Game Designers
Environment Artists	2D Animators
Film/TV Animators	3D Modelers
Material Artists	

Rendering by Ian Williams, Steven Jennings, Brittany Blair '18

Why animation & game art @ **PCA&D**?

Combine your interest in traditional art with your love of computers and technology to master the principles of 3D modeling, digital animation, digital audio production, and time-based media through lectures, demos, and studio work. As Department Chair Natasha Warshawsky lovingly describes PCA&D's AGA department – "we're the nerds on campus". Recognizing how fast-paced and competitive animation industries can be, PCA&D AGA takes pride in building a strong community of students, faculty, and alumni within the department to lift each other up and help everyone achieve their potential.

Artists and designers who can make, direct, create, produce, and continuously adapt to constantly changing technologies are essential. In today's increasingly digital world, media production and digital art skills are in high demand. PCA&D AGA will provide you with the training, experience, and education necessary for success and guide you in the fundamental principles of art, 2D and 3D design, storytelling, and basic interactivity. From film/TV to video games and streaming content in both entertainment and non-entertainment (medical, industrial, etc.) fields, your time here will prepare you for a fast-paced, ever-evolving industry where job opportunities continue to grow rapidly. By the time you leave, you'll feel empowered to take ownership of your ideas and your creations as you put them out into the world.

REAL-WORLD EXPERIENCE WITH PROFESSIONAL FACULTY

All our Animation & Game Art faculty are **working professionals** who freelance or have full-time careers in the industry. They'll give you real-world assignments working with real clients to help you develop a professional industry portfolio before you graduate. With a student-to-teacher ratio of 8:1, you'll get a level of personalized guidance that's rare at other colleges and universities. Your faculty will support you in finding and completing a mentorship or paid internship before you leave. Join the **PCA&D ACM SIGGRAPH Student Chapter (our professional computer graphics club)**, with perks like group crit nights and the chance to attend ACM SIGGRAPH's annual conference with students and professionals from 100+ international chapters.

UNIQUE TRACKS

AGA courses are offered in two concentrated tracks of study: Animation or Game Art. In the **Animation Track** you'll produce animated content for a broad range of media including: film, television, streaming content, virtual reality devices, and smartphone applications. You'll develop skills in Character Animation, Character Modeling, Set Design and Visual Development. The **Game Art Track** focuses on *game cinematics*, which are computer-generated, short films often set within a video game to build and/or advance a storyline. You'll become comfortable working on Character Animation, Character Modeling, Environment Modeling, Level Design, and Visual Development. Your classes will have a mixture of students in both tracks working on separate, track-related projects.

JUMP-START YOUR CAREER

AGA seniors get their **own personal workspace** to either create an imaginative space for self-driven freelance work or practice working alongside others in preparation for a studio setting. This space becomes their home base to create their senior capstone project, an animated short film or game concept trailer. These capstone films premiere at our annual Senior Show in the spring and gain exposure online as part of the Senior Reels compilation.

Chris Morris '19

Huy Vo '19

BEYOND THE STUDIO

Did you know PCA&D has a competitive **Esports Team**? Pick up skills in communication, decision making, teamwork, and critical thinking – all while having fun. If you're serious about gaming, explore our **Esports Management program** to break into an exciting (and growing) new industry. **PCA&D Art Markets** are open to all students and alumni offering the opportunity to gain experience displaying, pricing, and selling your work while in school. **Guest Speakers and Visiting Artists** engage with PCA&D students on campus and online by sharing their insights, building connections, and providing personal feedback on your work – last year's guests included **Eric Favela** of Sony Pictures Animation and Blue Sky Studio and **Jess Marfisi** of Warner Brothers Studio.

Where are they now?

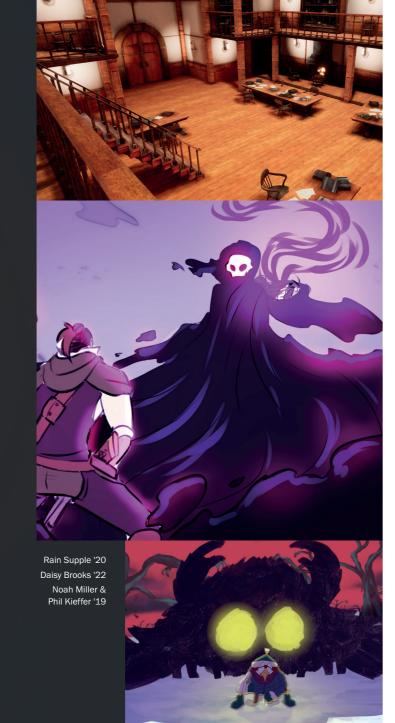|	
Zach Heffelfinger '14 – Storyboarder at Nickelodeon Animation	MajorMega Studios, Lititz, PA (former internship)
Abigail Lowe '17 – Story and Vis Dev for Titmouse	**Rain Supple '20** – Assistant World Builder at Obsidian Entertainment, CA
Noah Miller '19 – Freelance for Bento Box, M2 for Warhammer 40k, and others	**Daniel Cardona '21** – Founded Darkcrest Studios; Instructor at PCA&D
Chris Morris '19 – 3D Artist at	

Founded by 7 local artists in 1982, Pennsylvania College of Art & Design was created to meet the need and feed the dreams of future artists and designers.

That founding mission still drives our student-first mindset today. Located in the heart of downtown Lancaster City's creative district, our College is a hub within the bustling and vibrant local community of more than 125 visual arts, entertainment, and entrepreneurial organizations surrounding our campus. (Did we mention there's also an incredible food scene?)

We offer the best of all worlds: a friendly vibe and cozy campus to make you feel at home with easy access to some of the world's most prominent destinations for art and design – Philadelphia, New York City, Baltimore.

Our invested faculty and staff will encourage you to think independently, use materials and technology creatively, and provide support to find success wherever your creative path takes you. Here, you'll gain the tools, skills, and exposure to see your artistic vision take flight.

Rain Supple '20
Daisy Brooks '22
Noah Miller &
Phil Kieffer '19

Create your own path

Today's student seeks flexibility and PCA&D is ready to meet that challenge. We're offering an increasing number of customizable pathways for you to collect the knowledge you want at a pace (and cost) that meets your needs.

PRE-COLLEGE OR ADULT ENRICHMENT PROGRAMS

Begin exploring the depth of your artistic interests by taking a class or workshop in our Center for Creative Exploration's **Pre-College** or **Adult Enrichment** programs or **exploring Dual Enrollment at PCA&D**.

MINOR PROGRAMS

Ready to jump into a **Bachelor's Degree** program? We've launched 13 new minors so you can customize your degree to fit all of your interests and get the most out of your 4 years here.

Animation & Game Art	Esports Management	General Humanities	Literature
Art History & Visual Culture	Fashion Merchandising	Graphic Design	Live Experience Design
Business in the Creative Industry	Fine Art	Illustration	Photography & Video
Creative Writing			

CERTIFICATE PROGRAMS

Prefer to start with fewer classes in an **Undergraduate Certificate** program? Our growing list of certificates will give you the basic skills to jump-start your creative career, or lay the foundation for you to transition into one of our bachelor degree programs.

pcad.edu/aga   pcad.edu/screening-room   @pcad_animationgames

There's so much more we could tell you about our Animation & Game Art program. Scan the QR code to see a semester-by-semester breakdown of your potential classes, get to know your faculty as artists and designers, explore possible career options, and more.

Pennsylvania College of Art & Design

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animation game art

Pennsylvania College of Art & Design

Jadin Poliski '21