



# ANIMATION PROGRAM

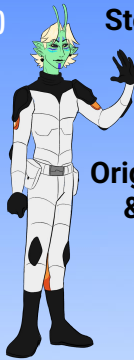
provides up to four years of learning and experiences to broaden our artistic vision and career knowledge in the Animation, Games & VFX

Come work in our industry standard lab and studio!

## COURSE ORDER:

- Animation 1 - Fundamentals
- Animation 2 - Advanced Animation  
(Glendale CC Art 201 Credit)
- Animation 3 - Entertainment Arts
- Animation 3 - Senior Focus

Success in the Animation Program comes from consistent, focused work, collaboration with fellow students, and openness to learning new techniques and tech. Drawing experience & design interest highly recommended.



## LEARN

- Design & Drawing
- Animation Pipeline
- Digital 2D - Toon Boom, Photoshop & After Effects
- 3D - Blender, Zbrush & Unreal
- Storyboarding . Filmmaking
- Stop Motion

## DESIGN

- Original Concepts, Characters & Artwork for Animation, Games, Media & Special Projects

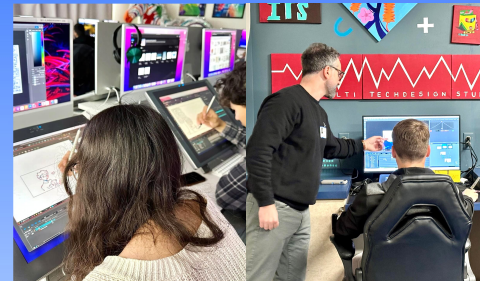
## CREATE

- Animated Shorts . Concept Art
- Model Sheets . Digital Paintings
- Environments . Sets
- Series Pitches . Game Designs
- Motion Graphics . Trailers
- Interest Driven Work
- Portfolio & Demo Reel

## EXPERIENCE

- Guest Speakers . Mentoring
- Educational Visits . Field Trips
- Film Festivals . Screenings
- Events . Community Art

[BHS ANIMATION YOUTUBE CHANNEL](#)



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