

MINOR IN VISUAL ARTS: FILM, ANIMATION, AND VIDEO

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

CAREER OUTLOOK

Film, Animation, and Video

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 in the art world and related fields. They will mentor you towards gaining professional skills like networking, resume writing, and obtaining grants and residencies.

Roger Willia

Early Action, November 15
Regular Decision, February 1