Specialty "Graphics"

54.05.03

Qualification:

animation and computer graphics artist

Mode of study:

part-time (evening)

6.5 years

Where to work?

After graduation, an animation and computer graphics artist will become a highly qualified specialist in the production of animated films, multimedia, advertising and video clips, computer games, educational systems and simulators.
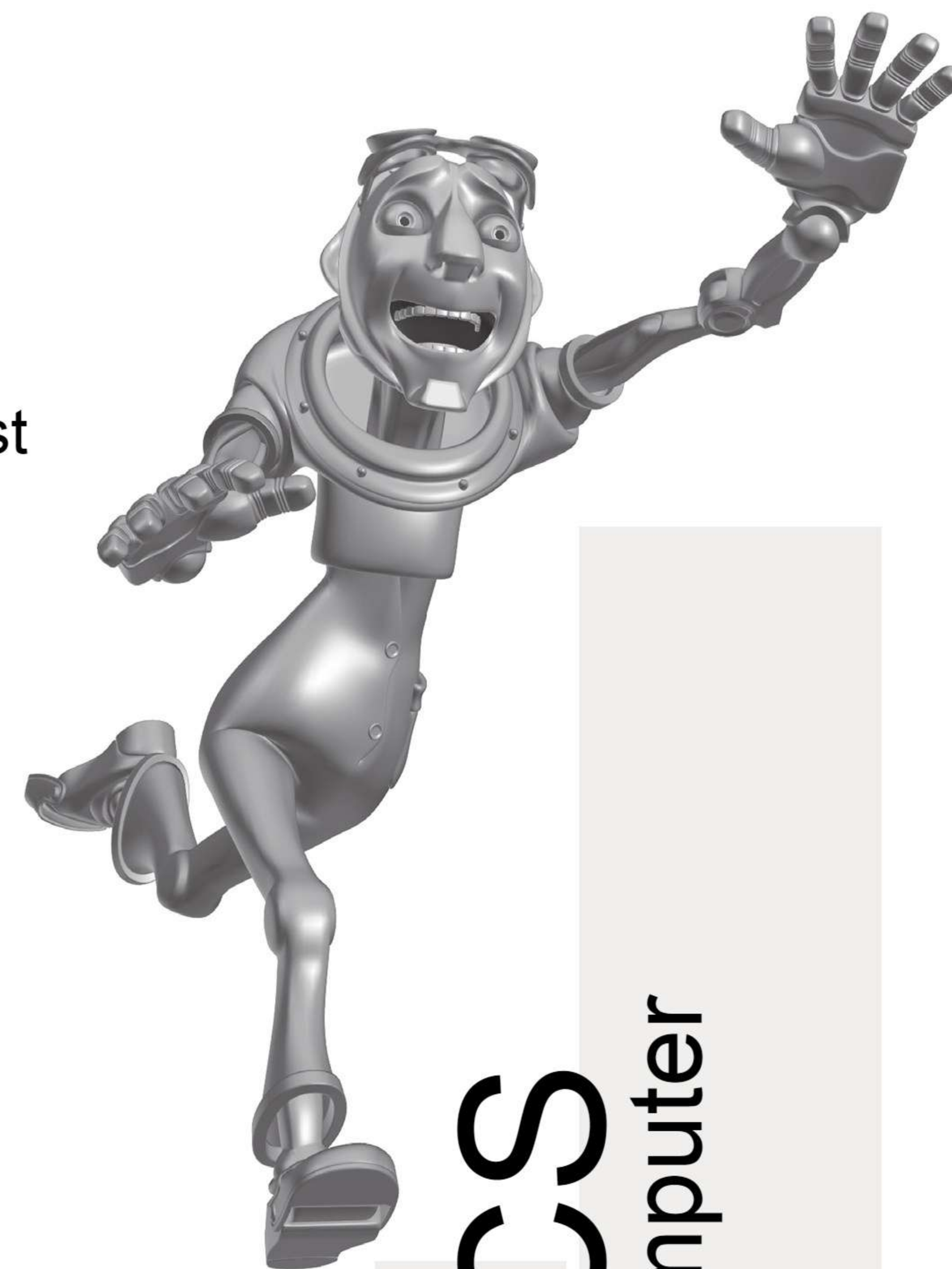
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GRAPHICS

animation and computer

graphics artist

54.05.03

Department of

"Information Technologies in Graphics and Design"

Specialty "Graphics"

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How to become an animation and computer graphics artist?

For this profession, artistic and visual abilities, the ability to use information technology and knowledge of animation technologies are equally important. The way of learning is also important - the gradual and parallel development of these abilities, skills and knowledge.

What do we teach? At first, students receive basic knowledge in artistic and visual disciplines (drawing, painting, basic composition, perspective, colour science, plastic anatomy and modeling). At the same time, students expand their cultural horizons in the history of fine arts, the history of literature, material culture and cinema lessons. Starting in the 3rd semester (from the 3rd to the 8th semesters), students begin to study 3D modeling, further deepening their knowledge in character design and 3D animation. Students also master the skills of an animation and computer graphics artist (image processing, digital painting, the basics of visual animation, sound design). Much attention is paid to a holistic approach to creating animation film, from script to final editing.

What is animation and computer graphics?

This is one of the youngest areas of creative activity, which is actively developing in various fields of art. Animation and computer graphics are a combination of artistic, musical and directorial creativity based on information technology. The objects of professional activity are original works of art (their creation and subsequent existence in the social environment through exhibition activities). The objects of professional activity are authorship and performing creative activity.

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