



BFA ANIMATION

Where stories take shape.
Where imagination becomes motion.

WHAT YOU'LL LEARN

Welcome to a place where your characters come to life, your worlds expand, and your stories leap off the screen. In the BFA Animation program, you'll explore the full spectrum of both 2D and 3D animation, building mastery in character design, modeling, rendering, storyboarding, cinematography, sound, and visual development.

At Otis College, you'll learn how to shape dynamic narratives and bring emotion to life through movement. Along the way, you'll develop essential soft skills in collaboration, leadership, adaptability, and communication, preparing you for the creative environments where animation comes alive.

Motion Design Emphasis (Optional):

Motion Design at Otis College is where animation, graphic design, and storytelling converge. By graduation, students develop a professional motion design portfolio

that reflects both creative vision and industry-ready execution.

HOW YOU'LL WORK

Think studio-driven. Think production-ready. Think like an animator. Courses mirror the pace and structure of real animation pipelines, from early concept sketches to polished animated sequences. You'll collaborate with peers, receive critiques from faculty with deep industry experience, and build a professional portfolio that reflects your strengths as a storyteller and maker.

The result? A creative practice grounded in both experimentation and production discipline—ready for the demands of the industry.

You'll gain technical expertise in the software used by top studios, including:

- Maya, Cinema 4D
- Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere)
- Toon Boom
- Unreal Engine
- Houdini
- Nuke
- ZBrush



“The faculty all helped me fine-tune my skills and address places for improvement in my work that I wouldn’t have otherwise seen. They also helped me understand what to expect in the months and years following graduation.”

**—Lauren Cuenca,
'25 BFA Animation
with a minor in
Creative Writing**



**PROGRAM
OVERVIEW**



**CURRICULUM
OVERVIEW**

MORE INFORMATION

Ron Bernard,
Department Chair, Animation

Marisol Porras, Department Manager

Animation is a STEM-designated program.

Admissions and Aid

Phone: 310-665-6820 or
800-527-Otis (6847)

Email: admissions@otis.edu

Apply: otis.edu/apply

Admitted Students Guide:
otis.edu/admitted

CAREER PATHS

Otis Animation graduates step directly into the worlds of film, TV, streaming, gaming, advertising, and emerging technologies. Whether you're animating characters, building cinematic environments, or storyboarding major sequences, you'll find a pathway that aligns with your artistic identity.

JOB TITLES INCLUDE:

Character Animator • 3D / 2D Animator • Storyboard Artist • Matte Painter • Visual Designer • 3D Generalist • Cinematic Animator • CG Artist • Animation/Game Designer • Production Coordinator • Layout Artist

ALUMNI WORK AT:

Apple • Disney • DreamWorks • Electronic Arts • Industrial Light and Magic • Mattel • Netflix • Nickelodeon • Pixar • Sony Imageworks • Warner Bros Animation • and more.

THE X-FACTOR

Here's what makes Otis Animation stand out:

- A curriculum that blends art, storytelling, and technology for a versatile, industry-ready skill set.
- A Los Angeles location at the heart of global entertainment, animation, gaming, and VFX.
- Faculty who bring studio expertise directly into the classroom.
- An internship pipeline that connects students with top companies before graduation.
- A portfolio-driven approach that empowers students to define their creative identity and stand out in competitive markets.
- A Motion Design Emphasis that prepares students to design engaging visuals.

This is where imagination becomes craft and where animators grow into the next generation of visual storytellers shaping the future of animated media.

FEATURED MINORS

Creative Writing: The perfect complement for artists who build worlds, develop stories, and craft character-driven narratives.

Concept Art: Explore the intersections of animation, illustration, and game and entertainment design while developing technical skills in hand drawing and painting.

The College offers 15 minors to appeal to a wide range of interests.

Art credits, from top: Joyce Lin, '25 BFA Animation;
Ada Lee, '27 Animation