VISION STATEMENT

The programmes of The Faculty of Engineering & Computing provide an educational and training framework that responds to local and regional needs by:

· Promoting excellence in staff, students and graduates
· Emphasizing quality teaching
· Developing relevant curricula based on student centered learning
· Fostering innovative use of technology in teaching methods and a practice based approach through laboratory exercises, internships and Industry based projects.
· Maintaining a strong commitment to research, service and teamwork
· Developing applied research projects for industrial renewal
· Building collaborative links with Engineering and Computing training institutions locally and internationally.

MISSION STATEMENT

The School of Computing aims to be the premier tertiary education and training provider in the field of Computing & Information Technology, that offers accredited programmes of study, and professional certification opportunities to Jamaica and the people of the Caribbean region, in a mode that instill the spirit of innovation, creativity and entrepreneurship.

BACHELOR OF SCIENCE IN ANIMATION PRODUCTION & DEVELOPMENT

The School of Computing & Information Technology (SCIT) offers a four year Programme leading to a Bachelor of Science Degree. The aim of this course of study is to provide students with a solid foundation in computing that meets both international standards for tertiary level computing curricula and the needs of the computing industry locally and regionally. The curriculum guarantees technical currency, encourages personal development in ethical conduct, professionalism, communication, presentation skills and engenders a mindset for life long learning.

COURSE DELIVERY

The course of study is delivered over eight full time semesters through lectures, tutorials and laboratory sessions incorporating both face to face and online learning. Programing and technology courses contain lab components designed to reinforce concepts and principles introduced in lectures. The programme is structured so as to also include General Education Modules, Core Modules and Electives.

ENTRY REQUIREMENTS

Candidates are required to have a minimum of five (5) subjects in the CXC General Examinations or the equivalent, at grades I, II, III (grade III effective June 1998) or GCE 'O' Levels (A, B or C) in English Language, Mathematics and three other subjects.
Note: Passes in Art and Information Technology are preferred.
Candidates SHOULD submit a portfolio in digital format for assessment - via Images or Blog
Ownership of a personal computer/laptop is strongly encouraged.

WHAT ARE WE LOOKING FOR IN YOUR PORTFOLIO?

· Life Drawing - Looking for your ability to draw the human form accurately
· Sketches of People - Consists of a wide variety of poses, which may be quick studies
· Sketches of Locations - Shows your ability to draw from real life. Places that are interesting or challenging
· Life Drawing of Animals - Drawings of animals that show the appreciation of the anatomy
· Your "cartoony" stuff - Two to Three original characters drawn in the same style with expressions and poses, would be good.
· Anything else that would support your application

WHY DO YOU NEED A PORTFOLIO?

A portfolio is a collection of your strongest artistic work and should be presented as professionally as possible. It shows how skillfully adept you are at your craft.

We need to know the level you are at, to determine whether supplementary classes are necessary for you to effectively complete given tasks.

WHAT THIS DEGREE WILL DO FOR YOU

Our BSc. Degree in Animation Production & Development will equip you with:
· Strong Foundational art skills and innovative artistic techniques
· The skills to master traditional and digital tools to produce high quality stills and moving images
· Creative and innovative storytelling and scriptwriting strategies and techniques
· Highly sought-after skills in 2D Animation and 3D Animation production and development
· Confidence and skills to pursue Entrepreneurial ventures and identify opportunities in the field of Animation Production and Development.

CAREERS IN ANIMATION

After completing the BSc in Animation Production and Development graduates will be able to pursue a career in diverse fields such as those in:

Graphics Design
Law enforcement
Media
Marketing and Product design
Theatre
Architecture
Special Effects and Animation for Film
Television
Web
Video Production
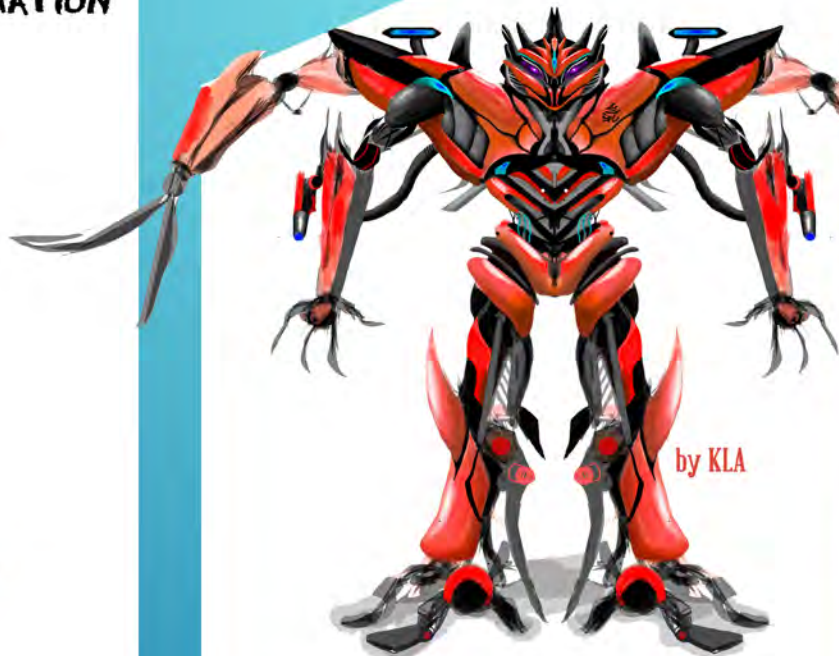Games or Computers

OPPORTUNITIES IN ANIMATION

Animator
Film and Video Editor
Video Game Designer
Effects Animator
Cartoonist
Digital Painter
Illustrator
Layout Artist
Storyboard Artist
Animation Entrepreneur

FOR ANY QUERIES PLEASE CONTACT

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ADMINISTRATIVE SUPPORT:
EXT. 2159

by KLA

University of Technology, Jamaica
Faculty of Engineering and Computing
School of Computing and Information Technology

BACHELOR OF SCIENCE IN Animation PRODUCTION AND DEVELOPMENT