3D Animation and Visual Effects

Overview
Star Trek or any Pixar film couldn’t have been made without the blockbuster skills you can acquire in this program. Reach epIK Dimensions as you experience our state-of-the-art training studio incorporating motion capture and 3D printing.

To make it in this industry, passion, discipline, and dedication are essential. Do you want to get a job? You will need an epIK portfolio that demonstrates exceptional technical skills, advanced techniques that validate creativity and innovation, and guru-level problem-solving abilities. Want to keep a job? Add a little ingenuity, effort, teamwork, and the ability to meet deadlines while keeping your cool.

Autodesk’s Oscar-winning software, Maya, is the primary application our program utilizes. You will gain valuable experience that will help you stand out from the crowd while utilizing additional CGI tools including Photoshop, Illustrator, After Effects, Apple Final Cut Pro, ZBrush, MotionBuilder, and compositing applications. Our industry changes quickly; therefore, we focus on competencies and resolving problems that cannot always be answered in a textbook.

If you are interested in 3D Modeling, Animation, or Visual Effects, the Special Effects Technician major lets you experience the different aspects of these areas and enter college with clearly defined goals for your future. You’ll acquire unique skills, gain confidence, and develop a portfolio that can help you compete for scholarships.

Don’t be average—go for blockbuster skills with 3D Animation and Visual FX!

Employment Opportunities
Training in this program supports many industries including Film and Television; Video Games; Internet Based Businesses; Training Simulations for Government, Oil and Gas, Real Estate, Military, Police, Online Learning, or Healthcare Professionals; Entrepreneur; Entertainment Industry; Marketing Firms or Advertising Departments that wish to utilize digital tools to stand out among the competition; and any organization with in-house support for the following: 3D Modeling, Special Effects, Animation, or Motion Graphics.

About this Occupation
In general, the field of 3D Animation and Visual Effects requires creativity, innovation, flexibility, discipline, strong analytical thinking and problem-solving skills, and a high interest/aptitude for math (including trigonometry) and science (including physics). An ability to work in teams, meet deadlines, and develop work according to design specifications is critical. Finally, because tools and techniques continuously evolve, professionals in this field must have a strong commitment to lifelong learning.

Majors:
- Special Effects Technician – 600 hours
- 3D Animator – 960 hours
- 3D Modeler – 960 hours
- Motion Graphic Artist – 1,200 hours

Program Instructors:
- Kyle Green
- Justin Marshall

FOR MORE INFORMATION, CONTACT US

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<tr>
<th>ROCKWELL CAMPUS</th>
<th>PORTLAND CAMPUS</th>
<th>RENO CAMPUS</th>
<th>FINANCIAL AID</th>
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<tbody>
<tr>
<td>12777 N. ROCKWELL AVE. 405.717.4900</td>
<td>3500 N.W. 150th ST. 405.717.4308</td>
<td>7301 W. RENO AVE. 405.717.4611</td>
<td>ALL CAMPUSES 405.717.4315</td>
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Nondiscrimination Policy
It is the policy of Francis Tuttle not to discriminate with regard to race, color, religion, gender, national origin, age, marital or veteran status, or disabilities. This policy shall be followed in the operation of its educational programs and activities, recruitment, admissions, employment practices, and other educational services. Inquiries concerning application of this policy may be directed to the Human Resources Director, who serves as the Coordinator of Title IX; Section 504; and Americans with Disabilities Act for all campuses, at 12777 N. Rockwell, Oklahoma City, OK 73142-2789, (405) 717-7799
Special Effects Technician

Who Can Attend: High school juniors, High school seniors, Adults

Total Hours Required: 600

Financial Aid Eligibility: This career major is eligible for financial aid.

Salary Range: $10.00 - $20.00 per hour – Animation, Motion Graphics, and Special Effects Occupations

Program Length: Full-time: 5 months of instruction
Part-time: 10 months of instruction

Program length may vary based on progress rate and/or summer school attendance.

Locations: Rockwell Campus, Information Technology Building

Times: Daytime classes:
2 sessions: 8:00 am - 10:55 am and 12:30 pm - 3:25 pm
High school students and part-time adults enroll in either the AM or PM session. Full-time adult students enroll in both sessions.

Licensure/ Certifications:
Adobe Certified Associate: Visual Communication using Adobe Photoshop
Adobe Certified Associate: Graphic Design & Illustration using Adobe Illustrator
Adobe Certified Associate: Multiplatform Animations using Adobe Animate CC
Adobe Certified Associate: Visual Effects and Motion Graphics using Adobe After Effects

Costs
Tuition and Fees:
In-State Tuition - $1,320.00
Out-of-State Tuition - $2,640.00
Application Fee (non-refundable) - $15.00
(Adult students pay tuition/fees)

Textbooks, Supplies & Certifications (Estimate):
One certification paid by Francis Tuttle
Additional, optional certifications are available at student expense

Total Estimated Cost:
In-State Adult Students - $1,335.00
Out-of-State Adult Students - $2,655.00
High School Students – No Cost

Courses:
Applied Principles of Animation 120 hours
Digital Animation 120 hours
Motion Graphics and Visual Effects 120 hours
Professional Enhancement/Capstone Project 120 hours
Visual Illustration Tools/Apps 120 hours

Gainful Employment information: This program leads to gainful employment in a recognized occupation. For more information on occupational outcomes, job placement rates, on-time completion rates, loan debt, and other useful information, see http://www.francistuttle.edu/Media/Website%20Resources/GE/SpecialEffectsTechnician.pdf
# 3D Animator

**Who Can Attend:** High school juniors, High school seniors, Adults  
**Total Hours Required:** 960  

**Financial Aid Eligibility:** This career major is eligible for financial aid.  

**Salary Range:** $10.00 - $30.00 per hour  

**Program Length:**  
- Full-time: 8 months of instruction  
- Part-time: 16 months of instruction  
  
  *Program length may vary based on progress rate and/or summer school attendance.*

**Locations:** Rockwell Campus, Information Technology Building  

**Times:**  
Daytime classes:  
- 2 sessions: 8:00 am - 10:55 am and 12:30 pm - 3:25 pm  
- High school students and part-time adults enroll in either the AM or PM session. Full-time adult students enroll in both sessions.

**Licensure/Certifications:**  
- Adobe Certified Associate: Visual Communication using Adobe Photoshop  
- Adobe Certified Associate: Graphic Design & Illustration using Adobe Illustrator  
- Adobe Certified Associate: Multiplatform Animations using Adobe Animate CC  
- Adobe Certified Associate: Visual Effects and Motion Graphics using Adobe After Effects  
- ODCTE 3D Animator Exam  

**Costs**  
**Tuition and Fees:**  
- In-State Tuition - $2,112.00  
- Out-of-State Tuition - $4,224.00  
- Application Fee (non-refundable) - $15.00  
  
  (Adult students pay tuition/fees)

**Textbooks, Supplies & Certifications (Estimate):**  
- One certification paid by Francis Tuttle  
- Additional, optional certifications are available at student expense

**Total Estimated Cost:**  
- In-State Adult Students - $2,127.00  
- Out-of-State Adult Students - $4,239.00  
- High School Students – No Cost  

**Courses:**  
- Applied Principles of Animation 120 hours  
- Digital Animation 120 hours  
- Motion Graphics and Visual Effects 120 hours  
- Professional Enhancement/Capstone Project 120 hours  
- Visual Illustration Tools/Apps 120 hours  
- Creative Design and Digital Marketing Techniques 120 hours  
- Dynamics and Special Effects for Motion Graphics 120 hours  
- 3D Animation 120 hours  

**Gainful Employment information:** This program leads to gainful employment in a recognized occupation. For more information on occupational outcomes, job placement rates, on-time completion rates, loan debt, and other useful information, see [http://www.francistuttle.edu/Media/Website%20Resources/GE/3DAnimator.pdf](http://www.francistuttle.edu/Media/Website%20Resources/GE/3DAnimator.pdf)

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## 3D Modeler

**Who Can Attend:** High school juniors, High school seniors, Adults  
**Total Hours Required:** 960

**Financial Aid Eligibility:** This career major is eligible for financial aid.

**Salary Range:** $10.00 - $20.00 per hour

**Program Length:**  
- Full-time: 8 months of instruction  
- Part-time: 16 months of instruction  

*Program length may vary based on progress rate and/or summer school attendance.*

**Locations:** Rockwell Campus, Information Technology Building

**Times:**  
Daytime classes:  
- 2 sessions: 8:00 am - 10:55 am and 12:30 pm - 3:25 pm  
- High school students and part-time adults enroll in either the AM or PM session. Full-time adult students enroll in both sessions.

**Licensure/Certifications:**  
- Adobe Certified Associate: Visual Communication using Adobe Photoshop  
- Adobe Certified Associate: Graphic Design & Illustration using Adobe Illustrator  
- Adobe Certified Associate: Multiplatform Animations using Adobe Animate CC  
- Adobe Certified Associate: Visual Effects and Motion Graphics using Adobe After Effects  
- ODCTE 3D Modeler Exam

**Costs**

**Tuition and Fees:**  
- In-State Tuition - $2,112.00  
- Out-of-State Tuition - $4,224.00  
- Application Fee (non-refundable) - $15.00  

(Adult students pay tuition/fees)

**Textbooks, Supplies & Certifications (Estimate):**  
- One certification paid by Francis Tuttle  
- Additional, optional certifications are available at student expense

**Total Estimated Cost:**  
- In-State Adult Students - $2,127.00  
- Out-of-State Adult Students - $4,239.00  
- High School Students – No Cost

**Courses:**  
- Applied Principles of Animation - 120 hours  
- Digital Animation - 120 hours  
- Motion Graphics and Visual Effects - 120 hours  
- Professional Enhancement/Capstone Project - 120 hours  
- Visual Illustration Tools/Apps - 120 hours  
- 3D Modeling Techniques - 120 hours  
- Creative Design and Digital Marketing Techniques - 120 hours  
- Enhanced Modeling Techniques - 120 hours

**Gainful Employment information:** This program leads to gainful employment in a recognized occupation. For more information on occupational outcomes, job placement rates, on-time completion rates, loan debt, and other useful information, see [http://www.francistuttle.edu/Media/Website%20Resources/GE/3DModeler.pdf](http://www.francistuttle.edu/Media/Website%20Resources/GE/3DModeler.pdf)
Motion Graphics Artist

Who Can Attend: High school juniors, High school seniors, Adults

Total Hours Required: 1200

Financial Aid Eligibility: This career major is eligible for financial aid.

Salary Range: $10.00 - $30.00 per hour
Motion Graphics Artist, VFX Artist, Compositor, and Animator Occupations

Program Length:
Full-time: 10 months of instruction
Part-time: 20 months of instruction

Program length may vary based on progress rate and/or summer school attendance.

Locations: Rockwell Campus, Information Technology Building

Times:
Daytime classes:
2 sessions: 8:00 am - 10:55 am and 12:30 pm - 3:25 pm
High school students and part-time adults enroll in either the AM or PM session. Full-time adult students enroll in both sessions.

Licensure/Certifications:
Adobe Certified Associate: Visual Communication using Adobe Photoshop
Adobe Certified Associate: Graphic Design & Illustration using Adobe Illustrator
Adobe Certified Associate: Multiplatform Animations using Adobe Animate CC
Adobe Certified Associate: Visual Effects and Motion Graphics using Adobe After Effects
ODCTE Motion Graphics Artist Exam

Costs
Tuition and Fees:
In-State Tuition - $2,640.00
Out-of-State Tuition - $5,280.00
Application Fee (non-refundable) - $15.00
(Adult students pay tuition/fees)

Textbooks, Supplies & Certifications (Estimate):
One certification paid by Francis Tuttle
Additional, optional certifications are available at student expense

Total Estimated Cost:
In-State Adult Students - $2,655.00
Out-of-State Adult Students - $5,295.00
High School Students – No Cost

Courses:
Applied Principles of Animation 120 hours
Digital Animation 120 hours
Motion Graphics and Visual Effects 120 hours
Professional Enhancement/Capstone Project 120 hours
Visual Illustration Tools/Apps 120 hours
Creative Design and Digital Marketing Techniques 120 hours
Dynamics and Special Effects for Motion Graphics 120 hours
Advanced Motion Graphics and Digital Compositing 120 hours
Non-Linear Editing for Motion Graphics 120 hours
3D Animation 120 hours

Gainful Employment information: This program leads to gainful employment in a recognized occupation. For more information on occupational outcomes, job placement rates, on-time completion rates, loan debt, and other useful information, see http://www.francistuttle.edu/Media/Website%20Resources/GE/MotionGraphicsArtist.pdf