The recent advent of dramatic visual effects in film, television, and games has created an unprecedented demand for educational programs leading to careers in the field. To fill this need, the DPA program offers a unique blend of instruction from art, computer science, computer engineering, graphic communications, performing arts, philosophy, and psychology, together with newly designed courses targeted at production techniques specific to the animation, visual effects, and electronic games industries.

Undergraduate Minor in DPA

The DPA minor is designed so that students receive significant training across the artistic and technical disciplines that underlie computer animation, visual effects, and computer games. The Minor in Digital Production Arts assists the student to develop the entry-level artistic and technical expertise necessary for effective production of 3D computer graphics and animation. The Minor is especially well suited for students wishing to pursue graduate study in Digital Production Arts. The Minor augments a core course in 3D modeling and animation, by technical and artistic tracks complementary to the student’s major course of study.

Facilities

The DPA facility is designed to closely parallel facilities at major animation and effects studios. Located in the main School of Computing building, McAdams Hall, we have a large multi-purpose studio, a classroom, a screening room, and an auxiliary student workroom. In nearby Barre Hall, we have an additional studio. The multi-purpose studio holds high powered workstations, a 14 camera Vicon motion capture system, and a greenscreening area for live action shots. The classroom has additional computers, allowing interactive classroom work and demos. The screening room houses a cinema grade projector, allowing review of work at the resolution, brightness, and contrast experienced in a commercial theater.

Digital Production Arts (DPA)

Master of Fine Arts (MFA) in DPA

Master of Fine Arts (MFA) in DPA is a professional degree program aimed at producing technically savvy, artistically talented graduates who are sought after by the electronic arts industry, particularly by those companies engaged in visual effects within the entertainment and commercial video, film, and gaming industries.

MFA Admissions

The MFA in DPA program requires students to become proficient in both computer science and art. While few students initially possess equal skills in both areas, they should be able to provide evidence of potential in each field. Additionally, the program requires every student to complete a master’s thesis; therefore, they must submit a writing sample so that their writing skills can be assessed. In addition to the standard application required by Clemson Graduate School, the MFA in DPA program requires a portfolio containing three parts: computer programming samples, art samples, and writing sample.

MFA Courses

The MFA degree requires 60 credit hours, 12 of which are devoted to Digital Production Studio, wherein the student participates in group production work; 6 of which are devoted to Graduate Research Studio, where students may choose to continue work on a team project, or pursue an individual project or production; and six of which are devoted to the Master’s Thesis. The remaining 36 hours come from Core, Elective, and Foundation Courses.

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