The MFA in Digital Production Arts (DPA) at Clemson University offers a unique program of study at the confluence of art, technology, and science. Our students are required to think by drawing, speak fluently through computer language, and tell stories with the latest digital techniques.

The program integrates visual arts, computer science, theater, and film studies to prepare students for careers in the entertainment industry as technical directors, animators, 3D modelers, and visual effects artists, or in the education field as university faculty.

Our graduates are actively recruited by top film and gaming studios for their visual problem-solving capabilities, which enable them to thrive across all aspects of digital production.

The DPA Minor’s core is a new course in studio methods for 3D graphics and animation that will be centered on the open-source Blender system. The Minor also features new two-semester course sequences that teach computer scientists and engineers relevant foundation concepts in art, and that teach artists and architects relevant foundation concepts in computer science and mathematics. Students in other majors complete a subset of these courses. The DPA Minor has been officially offered since the Fall of 2011.

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.