

Animation Registration Tip Sheet for Fall 2026

Upcoming Fall Schedule – may be subject to change

Req	Code	Course Name	Instructor	Days	Time
R	AN200	Animation I: Principles	Austin Kimmell	M/W	8:20a-11:00a
E	AN230	Drawing for Animation	Austin Kimmell	M/W	3:40p-9:15p
R	AN245	Animation II: Concepts	TBD	T/Th	12:10p-2:50p
R	AN390	Animation Studio Projects	Hannah O'Neal	T/Th	3:40p-6:20p
E	AN395	Digital Puppets	Hannah O'Neal	T/Th	8:20a-11:00a
E	AN396	3D Character Modeling & Rigging	Dirk Tiede	T/Th	3:40p-6:20p
E	AN399	VCD: Art of the Character	Reid	T/Th	6:30p-9:15p
R	AN410	Senior Animation Thesis	Hazen/ Colan	M/W	8:20a-11:00a

R=Required E=Elective

Freshmen or any Animation-interested Student options

- **AN220 Animation I: Principles (Required for Anim)** a prerequisite for many Anim/AIM classes.
- **Life Drawing I (Required)**

Sophomore options

- Any of the courses listed above
- **AN245 Animation II: Concepts (Required for Anim)** - get familiar with physical animation
- **AN230 Drawing for Animation** - fulfills a studio elective requirement - runs every 3-4 semesters
- **IN200 Pre-Internship (Required)** - Schedule a meeting with *Alyssa Drisoll* and talk with your advisor

Junior options

- Any of the courses listed above
- **AN305 Animation Studio Projects (Required for Anim)** - **FALL ONLY**
- **AN395 Digital Puppets** - fulfills a studio elective requirement
- **AN396 3D Character Modeling & Rigging** - fulfills a studio elective requirement
- **IN300 Internship (Required)** - Schedule a meeting with *Career Services* and talk with your advisor

Senior options

- Any of the courses listed above
- **AN410 Senior Animation Thesis Project (Required)**

If there's a course you like but is filled up, **PLEASE JOIN THE WAITLIST** so we know there's a need for more spots.

This is **YOUR** artistic path and we want to help you navigate to the courses that best suit your needs. **This allows us to plan for courses in the future.** Contact hannah.oneal@montserrat.edu Animation Program Coordinator for help finding a path that makes sense.

Course Details

More details at the Animation Concentration meeting on Mar 25, 2026

AN410 Senior Animation Thesis Project (Required) - BOTH SEMESTERS

- Can last one OR two semesters - depending on project
- Must apply for Thesis during end-of-semester Evaluations
- **MUST have 90 credits** when starting class - extra forms for applications, if not. Ask Advisor

AN305 Animation Studio Projects (Required) - FALL ONLY

- Learn to work as animation studio teams to create animated projects using standard production roles.
- Designed as an advanced course for upperclassmen, focus on Juniors
- **Upcoming Juniors should take this class** to avoid overlap with Senior Thesis - both are A LOT of work.
- If you manage to take it early, you may take this class more than once, if desired

AN245 Animation II: Concepts (Required) - AS NEEDED

- Learn about physical animation and many types of abstract and experimental methods
- Designed as a high exposure course to lesser known mediums
- Anim I pre-requisite - is a prerequisite for other classes

AN220 Animation I: Principles (Required) - AS NEEDED

- The best course for all students curious about animation: learn foundations and principles
- Designed as a starter course for underclassmen(Freshman/Sophomore)
- Important to take it as soon as possible – it's a prerequisite to many other classes

AN395 Digital Puppets - EVERY 3-4 SEMESTERS

- Learn about the basics of 2D character Puppeting and how to integrate that into projects
- Designed for upperclassmen who have some experience with animation software

AN396 3D Character Modeling & Rigging - EVERY 3-4 SEMESTERS

- NEW COURSE! This will be a trial-run
- Learn how to create your own rigs and further your understanding of the rigging and modeling process
- Designed for upperclassmen who have some experience with 3D software

VCD399 The Art of the Character - EVERY 3-4 SEMESTERS

- Take a deep dive into Character Design for Illustration/Anim/Design
- Can have up to 24 students. Can be Co-Taught VCD crossover course, Corinne Reid and TBD

For more information please email **Hannah O'Neal** at hannah.oneal@montserrat.edu

[Animation Tally Sheet Spreadsheet](#)

[Course Listing by Department](#)

GTP Tip Sheet for Spring 2026

Required	Code	Course Name	Instructor	Days	Time
√	GTP210	Games Toys Play 1: Players and Products	Troelstrup	M/W	8:20am-11am
	GTP270	Interactive Storytelling	Troelstrup	M/W	12:10pm-2:50pm
	GTP399	3D Character Modeling and Rigging	Tiede	T/TH	3:40pm-6:20pm
*	GD200	Graphic Design 1	Colan	M/W	2:10pm-2:50pm
	GTP299	COS	Hazen	Fri	9:00am-3:10pm
**	GTP410	Senior Games Toys Play Thesis Projects (6 cr)	Hazen/Colan	M/W	8:20am-11am
√	SC219	Digital Design and Fabrication	Funaki	T/TH	8:20am-11am
	SC207	Sculpture: Multiples and Series	Boisvert	T/TH	8:20am-11am
	SC399	Mini Golf	Funaki	T/TH	12:10pm-2:50pm
	ENT 200	Creative Economy and Business Fundamentals	Ganju	T/TH	5:05pm-6:20
**	SA410	Senior Studio Arts: Thesis Project I/ II (3 cr)	Alexander/Brown	M/W	8:20a-11:00a
**	SA405	Senior Studio Arts: Professional Practice (3 cr)	Alexander	M/W	12:10-1:25

* A Graphic Design Elective is required of all GTP Concentrators (i.e. Type 1, GD 1 , Using Images, the Box, or...)

** GTP Seniors have the Option of taking the GTP Capstone or the SSA Capstone

SC219 Digital Design and Fabrication is offered this fall. But if you have significant experience in the Digi Fab Studio and there is another GTP or Sculpture class you want to take reach out to Blyth or Brandon to discuss the possibility of a waiver.

More details at the GTP Concentration Meetings

There may be more courses than are listed here that could be of interest to you and your artistic process. Please reach out to faculty and/or your Advisor if you need help finding other options.

GTP [Tally Sheet link](#)
GTP [Course Descriptions link](#)

GTP Tip Sheet for Spring 2026 - by year

Freshmen or any GTP-interested Student options

- GD 200 GD1 M/W 12:10pm-2:50pm
- GTP299 COS F 9am-3pm
- GTP270 Interactive Story Telling M/W 12:10pm-2:50pm

Sophomore options

- *Any of the courses listed above*
- [IN200 Pre-Internship \(Required\)](#)
- GTP300 Games Toys Play 2: Players and Products M/W 8:20am -11am REQUIRED (only runs in spring)
- ENT200 Creative Economy and Business Fundamentals - T/TH 5:05pm-6:20pm
- GTP399 3D Character Modeling and Rigging T/Th 3:40pm-6:20pm
- SC219 Digital Design and Fabrication T/TH 8:20am-11am
- SC207 Sculpture: Multiples and Series T/TH 8:20am-11am
- SC399 Mini Golf T/TH 12:10-2:50pm

Junior options

- *Any of the courses listed above*
- [IN300 Internship \(Required\)](#)

Senior options

- *Any of the courses listed above*
- GTP410 Senior Games Toys Play Thesis Projects (6 CR) Or
- SA410 Thesis Project 1 (3 CR) and SA405 Senior Studio Arts: Professional Practice (3 cr)

This is YOUR concentration and we want to help you navigate to the courses that best suit your needs. This allows us to plan for courses in the future.

Contact blyth.hazen@montserrat.edu or brandon.troelstrup@montserrat.edu
GTP Program Co-Coordinator for help finding a path that makes sense for you.

We are happy to meet in person or Gmeet with you to talk through options!

Sculpture Course Offerings

SPRING 2025

SCULPTURE COURSE OFFERINGS (detailed below)

Multiples and Series	Jen Boisvert	T/TH 8:20 - 11:00 am
Digital Fabrication Methods	Winslow Funaki	T/TH 8:20 - 11:00 am
The [Mini Golf] Course	Winslow Funaki	T/TH 12:10 - 2:50 pm
Papermaking	Liz Alexander	F 9:00 am - 3:10 pm

ADDITIONAL COURSES RECOMMENDED FOR SCULPTURE CONCENTRATORS

Obsession	S. Thomas-Vickory	M,W 03:40 -06:20 pm
Cos	Blyth Hazen	F 9:00 am - 3:10 pm
Relief Printmaking	L. Thomas-Vickory	TU,TH 03:40 -06:20 pm

FULFILLS ADVANCED DRAWING ELECTIVE

Obsession	S. Thomas-Vickory	M,W 03:40 - 06:20 pm
MULTIPLE REALITIES	I. Cooper	M,W 06:35 - 09:15pm
VISUAL NARRATIVES	C. Valenti	TU,TH 08:20 -11:00 am
AD CINEMATIC STORYTELLING	TBA	TU,TH 08:20 - 11:00 am

All Campus Showcase/Open House

We want to show your best work in sculpture!

We will be collecting work April 2-4. Be on the lookout for more information.

Installation April 6th-9th

Open House, Saturday, April 11th

Show Dates: April 10th-15th

De-Install: Thursday, April 16th - April 17th **YOU ARE RESPONSIBLE FOR
RETRIEVING YOUR WORK FROM THE GALLERY**

Multiples and Series

Jen Boisvert
T/TH 8:20 - 11:AM



Sara Rahbar



Janine Antoni

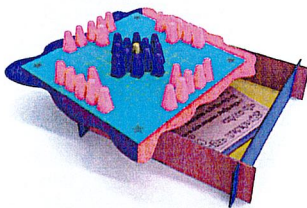
This course introduces students to a wide range of mold-making processes with which to create sculptural work. Students investigate the application of multiples in relief structures, free-standing forms and installation. Contemporary and more traditional techniques are explored using plaster, clay, wax, latex and paper pulp. Students work on a series of conceptually related projects providing the opportunity to explore personal aesthetic in depth. Slides, readings and documentation drawn from contemporary and historical sources supplement the course.

Prerequisites: Form and Space

Fulfills: Sculpture Elective (Sculpture students) or Studio Elective

Digital Fabrication Methods

Winslow Funaki
T/TH 8:20-11am



Zachary Fontaine, *Hnefatafl Set*



Jo Joseph, *Meatball Dice*

Digital fabrication is the fulcrum between the digital and physical worlds. Students in this course will use laser cutters, 3D printers, vinyl cutters/plotters, and various CAD/CAM softwares to explore the interplay between the digital and physical. Projects and class

discussions will cover topics such as the role that digital fabrication can play within more traditional processes such as casting and woodworking, multiples, open-source designs, rapid prototyping, and customization. Through a series of lectures, demos, and assignments, students will learn to design for (or against) the strengths of digital tools in order to leverage them in their own practice.

Prerequisites: Form and Space and Time-Based Practices or Permission of Instructor
Fulfills: Games Toys Play Requirement (GTP students) or Fabrication Methods Requirement Elective (Printmaking and Sculpture students) or Studio Elective

TOPICS COURSE: The [Mini Golf] Course

Winslow Funaki
T/TH 12:10 - 2:50



Mini Golf Course at the Walker Art Center (various years and artists)

Course Description:

In this course, students will collaborate to create a full-scale, playable mini golf course. The class will work together to choose a theme for their course and then each student will design and build a single hole. The first half of the semester will be spent prototyping, play testing, and building fabrication skills in wood and metal. The second half of the semester will be dedicated to fabricating final pieces. At the semester's end, the mini golf course will be installed and the Montserrat community will be invited to play it.

Pre-requisites: Soph Studio ID200 or Permission of Instructor

Fulfills: 300-Level Sculpture Elective (Sculpture Students), Fabrication Methods Elective (Sculpture and Printmaking Students), or Studio Elective

Papermaking (and paper sculpture)

Liz Alexander

Fridays F 9:00 am - 3:10 pm



Liz Alexander



Hong Hong

Papermaking will offer an introduction to Western and Eastern style papermaking techniques, including pulp making, sheet formation, surface finishes, and molding & sculptural techniques. The course will also explore the ways in which paper is an integral material of many fine art practices, offering opportunities to create singular and multiple products for a diverse range of applications. Readings, lectures, demonstrations, and field trips will enhance the studio experience.

Prerequisites: None Fulfills: Interdisciplinary Elective (Interdisciplinary Students) or

Printmaking Elective (Printmaking students) or Sculpture Elective (Sculpture students) or Studio Elective