MONTCLAIR
STATE UNIVERSITY

BFA in Animation/VFX

#81 in top public schools

U.S. News & World Report 2025, Top Public Colleges and Universities

$99,800 average salary for animators and visual effects artists in 2024

U.S. Labor Board Statistics, 2024

20 km from New York City (one of the hottest job markets in the U.S.)

120+ student clubs and organizations

Experience the world of virtual reality while studying in Montclair's BFA in Animation/VFX program!

About the program

Animation and Visual Effects are essential to all modern forms of entertainment and commercial media. The Bachelor of Fine Arts in Animation and Visual Effects at Montclair State University provides an immersive experience using professional industry tools, processes, creative skills, and collaborative workflows. Students create and produce professional quality 3D characters, environments, props, animations, simulated effects, and composites for live-action and feature films, television, animation, video games, and interactive media.

Students follow an intensive curriculum and complete multiple learning goals, strengthening 3D animation and visual effects principles and practices in the real world and how they apply to a CG-generated world.
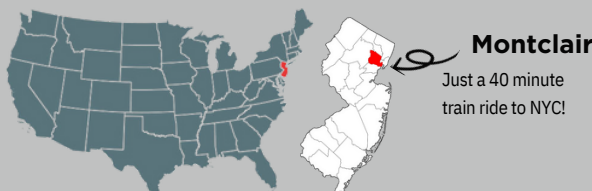
Admission Requirements

- Application
- Application fee
- English translation of transcripts from all secondary schools attended
- English proficiency test score
- Statement of purpose
- Letter of recommendation
- Resume
- Optional:
  - List of extracurriculars
  - SAT/ACT scores

Transfer Students

In addition to the general requirements, students must also provide an official course-by-course NACES transcript evaluation

Fast facts about Montclair

Montclair
Just a 40 minute train ride to NYC!

Number of students	23,500
Countries represented on campus	77
Students living on campus	5,300
Student/Faculty ratio	17:1
Average class size	25
Alumni Network	145,000+ in 50 states and 70 countries

Career Outcomes

Graduates with an animation and visual effects degree can go into a wide range of fields. Some of the most common career outcomes are:

- Animator
- AR/VR designer
- Audio and sound engineer
- Film editor
- Graphic designer
- UI/UX designer
- Video game designer
- Web developer
- VFX Artist
- Storyboard artist
- 3D Modeler
- Production Assistant