DIGITAL VISUAL EFFECTS

2D ANIMATION

3D ANIMATION

Study in Vancouver,
a global hub for Animation,
VFX and Games.

CAPILANO UNIVERSITY

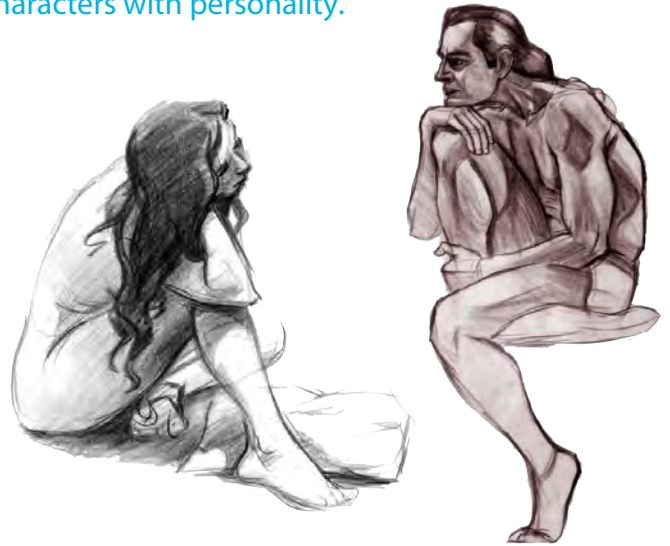2-year diploma programs
Accomplished industry instructors
Excellent recruitment rate

www.gradshow.com

ANIMATION FUNDAMENTALS
July - August Portfolio Development

"8 weeks that will improve your drawing and design skills! Learn the basics of life drawing, perspective and location design. Create and animate original characters with personality."

8-week Summer Intensive

Animation Fundamentals is an 8-week full-time program that will provide you with a broad foundation of drawing skills related to the animation industry. This program is designed for individuals who are seeking a career in animation and would like to further develop their drawing abilities and portfolio prior to entering the full-time 2D or 3D Animation programs.

Program Objectives

This program will introduce the process for creating traditional and computer animation. Participants will have an opportunity to learn and practice animation techniques through hands-on projects.

What will I Learn?

Drawing for Animation
- Gesture and life drawing
- Anatomy basics
- Perspective and proportion

Animation Principles and Timing
- Principles of character animation
- Drawing and timing for animation
- Animating to dialogue

Design Basics for Animation
- Character design and posing
- Layout design and perspective
- Storyboarding and cleanup

Digital Animation and Design
- Character colouring with Photoshop
- Character animation with Animate

How do I Apply?

1 Apply online at www.capilano.ca/admissions for admission to Capilano University.

2 Prepare and submit an portfolio. Go to www.gradshow.com/apply and follow the instructions to submit an on-line portfolio to the animation department for review.

Acceptance into Animation Fundamentals is based on a ranked portfolio review of all the applicants.

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3D ANIMATION for Film and Games
2-year Diploma Program

A 3D Animation Career Awaits

The 3D Animation program is an intensive two-year diploma that gives artistically- and technically-minded students with drive and ambition a chance to become successful digital artists and animators in film, animation, and video game industries.

Behind the animated 3D characters, digital environments of movies, and fantastical worlds of video games stands a talented and motivated force of digital artists whose passion and creativity drive the entertainment industry. Their artistic talent, fused with cutting edge computer graphics technologies, bring images and stories to life, create memorable characters and instil admiration in viewers.

Why is Capilano training unique?

It is no secret that the entertainment industry is highly competitive. Consequently, our training methods are designed to give graduates a significant advantage in becoming a professional: we train students in traditional skills of design, anatomy, drawing, and composition. In order for an idea to become a successful design or animation, its core artistic message must be identified and distilled into a clear concept that incorporates all necessary visual elements such as form, colour, mood, and setting. Digital artists, like traditional designers, are visual communicators and therefore must have an excellent command of the visual language.

Following a concept is the process of digital production. Uniqueness of our technical training lies in the creative application of digital tools. We give our graduates an advantage by teaching them how to make software do what they need, rather than simply training them how to push buttons in different applications. Our graduates are technical problem solvers, and are able to research, assess, and implement complex technologies, a skill that is highly valued in the industry.

As a result of our approach, Capilano graduates evolve from students into an independent creative force. Because of a strong traditional foundation, they continue to appreciate core artistic values and build upon them. As digital artists, they are able to research, learn, and implement complex computer graphics technologies successfully and efficiently.

Why study at Capilano?

Capilano has been successfully training 3D artists and animators for over eighteen years, and is well known among local and international studios for producing top talent. Over the years, our graduates have continued to build and enjoy successful careers in major studios in Vancouver and abroad, such as Atomic Cartoons, Pixar Animation, Relic Entertainment, Bardel Animation, DHX Media, Electronic Arts, Method Studios, MPC, Rainmaker Entertainment, and many others. Capilano graduates are highly sought after due to our unique training, professional calibre portfolios, and industry-ready skills.

Courses and Industry Specialization

Term 1: Animation and design bootcamp
3D Animation I, 3D Design I, Technical Direction and Rigging I, Life Drawing for Animators I, Academic Writing Strategies.
Term 2: Content creation
3D Animation II, 3D Design for Production II, Technical Direction and Rigging II, Life Drawing for Animators II, Concept Art and Design I, Animation Action Analysis
Term 3: Industry specialization
3D Animation III, 3D Design for Production III, Technical Direction and Rigging III, Concept Art and Design II, Visual Storytelling
Term 4: Employment and entrepreneurship
Portfolio Development, Look Development and Lighting, Entrepreneurship, English or Communications Elective.

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High Tech Facilities

The 3D Animation program resides in the state-of-the-art Nat and Flora Bosa Centre for Film and Animation. This amazing one-of-a-kind hi-tech facility gives the students access to all the equipment and resources needed to create the next generation of animated products. We share the facility with other fantastic programs including Motion Picture Arts, 2D Animation and Digital Visual Effects creating a synergy between students engaged in cross-discipline work.

Advanced Technology Training

Utilizing high-end graphics workstations with the most advanced 3D animation software available, each student will have the means to create an amazing portfolio while developing the skills necessary for a successful career in animation.

Armed with advanced training in Maya, Zbrush, Substance, Arnold, Photoshop, Premiere and After Effects, students will compete at the highest level for placements in studios across Canada and beyond.

Career Opportunities

Upon completion of the program, graduates may find careers in concept art and design, 3D modelling and texturing, digital sculpting and design, lighting and compositing, technical direction, character rigging and character animation.

Animation Open House

Twice a year our students and faculty host an Open House event for interested people to learn what the Capilano University animation programs have to offer.   Bring your portfolio for review, talk to students and faculty about our courses and tour our facilities.   Visit www.gradshow.com for dates and times.

Financial Aid

Many kinds of financial aid including bursaries, loans, awards and scholarships may be available to eligible individuals. Contact the University's Financial Aid office at 604.984.4900 for specific information.

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Acceptance into 3D Animation is based on a ranked portfolio review of all the applicants. Portfolio submissions will be reviewed by a selection committee and applicants will receive notification of their admission status by the end of April.

Late applications will be accepted if there are not enough qualified candidates selected from the portfolio reviews.

Program Interviews

Successful applicants will display excellent artistic and technical abilities. Candidates who meet the admission requirements may be asked to complete a test or interview to evaluate their potential to succeed in the 3D Animation program.

Applicants who show promise but do not yet have the level of artistic skill required to successfully complete the program are encouraged to seek additional training and re-apply for the program in the future. The Animation Fundamentals program is a great starting point for people looking to upgrade their skills before entering our full-time program.

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2D ANIMATION and Visual Development
2-year Diploma Program
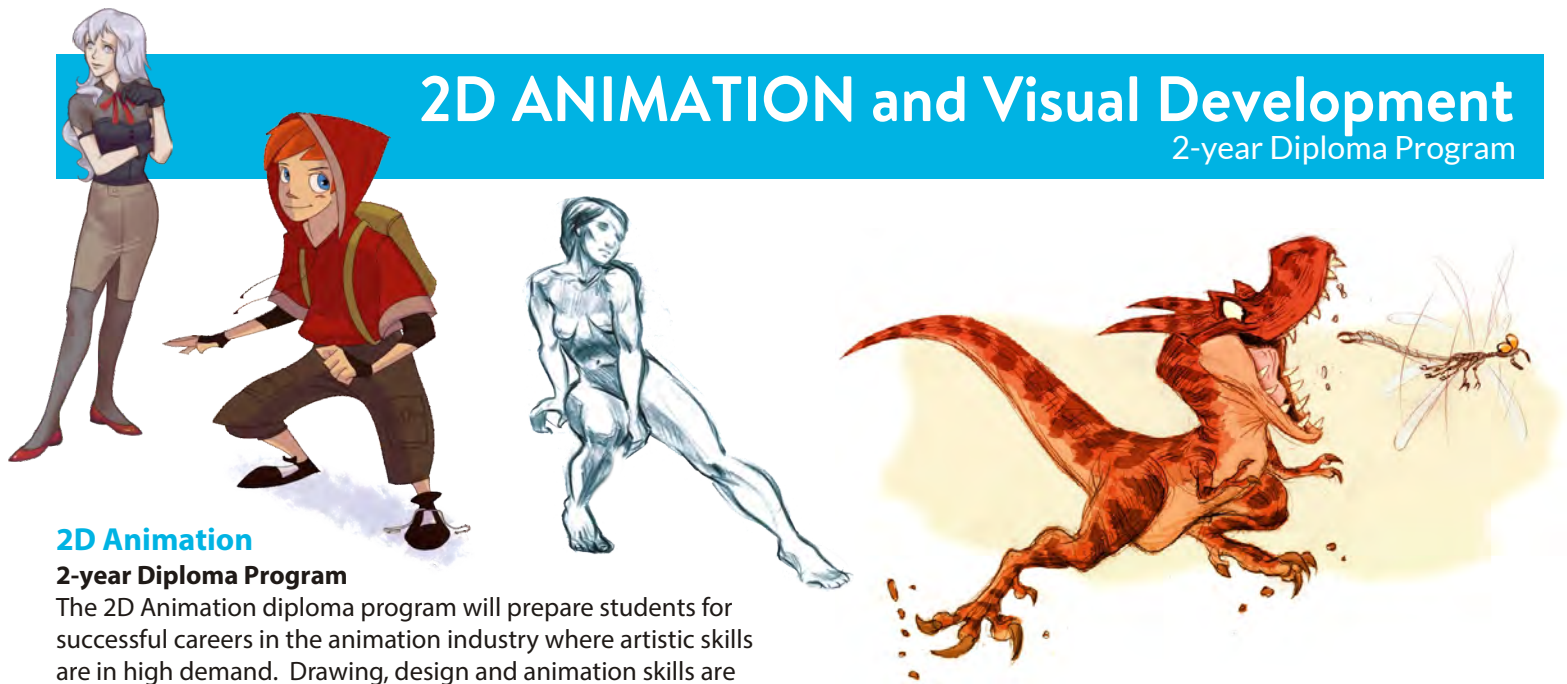
2D Animation
2-year Diploma Program

The 2D Animation diploma program will prepare students for successful careers in the animation industry where artistic skills are in high demand. Drawing, design and animation skills are emphasised in this program. Successful graduates may find employment as character designers, storyboard artists, concept artists, layout artists, background painters or animators. They may also transfer into degree programs or become self-employed, working on commercials, illustrations, interactive games or their own independent films. This program reflects the substantial changes in the technological environment of animation production and the diverse but competitive new opportunities for graduates.

The program has very close ties with the animation community and hires its instructors from the industry. Studio tours, industry guest speakers and networking opportunities with successful alumni give students a strong push towards their future careers. Paid studio internships exclusive to Capilano University's 2D Animation students allow for an early introduction to the industry. CapU's recent animation grads have found work at many studios including: DHX Media, Bardel Entertainment, Atomic Cartoons, Titmouse Animation, Rainmaker, Kickstart Entertainment, Slap Happy Cartoons and East Side Games.

Program Content

First Term

Course	Title	Credits
ENGL 100	Academic Writing Strategies	3.0
ANIM 101	Animation: Timing and Principles	3.0
ANIM 102	Animation: Intro to Character Drawing	3.0
ANIM 103	Design Elements in Animation I	3.0
ANIM 104	Studio: Gesture and Form	3.0
ANIM 105	Survey of Western Cinema: Animation	3.0

Second Term

Course	Title	Credits
ANIM 106	Animation: Quadrupeds and Effects	3.0
ANIM 107	Character Animation I	3.0
ANIM 108	Design Elements in Animation II	2.25
ANIM 109	Studio: Advanced Drawing Techniques I	3.0
ANIM 110	Production Design for Animation	1.5
	English or Communications Elective	3.0

Third Term

Course	Title	Credits
ANIM 200	Character Animation II	4.5
ANIM 201	Visual Storytelling	3.0
ANIM 202	Studio: Advanced Drawing Techniques II	3.0
ANIM 203	Digital Production Tools for Animation	2.25
ANIM 204	Adv. Production Design for Animation	3.0

Fourth Term

| Course	Title	Credits
ANIM 205	Character Animation III	3.0
ANIM 206	Studio: Drawing Masterclass	3.0
ANIM 207	Visual Development and Concept Design	3.0
ANIM 208	Professional Studies in Animation	3.0
ANIM 209	Animation: Emerging Technologies	1.5
ANIM 210	Entrepreneurship in Animation	1.5

Total Program Credits		64.5

Note: Changes to this curriculum outline may be made in accordance with industry and University requirements.

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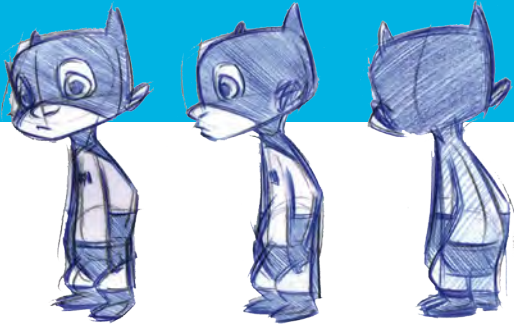
OPEN HOUSE

Twice a year our students and faculty host a Saturday Open House event for interested people to learn what the Capilano University animation programs have to offer. Visit www.gradshow.com for dates and times.

This is your opportunity to see our Animation programs first hand. During this event you will find hands-on workshops, demonstrations, information sessions and portfolio reviews. Meet students and instructors of our programs who will answer your questions and give you a guided tour of our facilities.

Financial Aid

Many kinds of financial aid including bursaries, loans, awards and scholarships may be available to eligible individuals. Contact the University's Financial Aid office at 604.984.4900 for specific information.

Animation studio scholarships are also available to 2D Animation students. For more information, contact the Animation department.

Admission Requirements

Candidates must have completed secondary school. Candidates will submit an online portfolio of drawings for review. Successful applicants will have displayed excellent drawing ability and a diversity of styles.

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Applicants who show promise but do not yet have the level of artistic skill required to successfully complete the program are encouraged to seek additional training and re-apply for the program in the future. The Animation Fundamentals program is a great starting point for people looking to upgrade their skills before entering our full-time program.

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Hi! Here's what you need to get started on your online portfolio:

Visit www.gradshow.com/apply and follow the instructions to upload a portfolio the on-line portal Slideroom. Your portfolio should consist of 15 to 24 images for 2D Animation and 5-10 images for Animation Fundamentals. There are specific areas that you should cover in terms of what you are drawing. These areas, in order of importance are:

1. **Life drawing**
   We'll look for your ability to draw the human form accurately. This means, proper proportions. Also, the more you draw, the more confident your line will look. Show structure as well as outline.

2. **Sketches of people (about as important as life drawing)**
   This will consist of drawings of a wide variety of people at rest, at work, at play. Again, go for drawing accuracy. Sketches may be long studies of people at rest or quick "memory" drawings (where you quickly grasp the essential lines of a figure in motion and "fill it out" after the person has moved on). The best places for sketchbook drawing are: cafes, airports, markets, skateboard parks, buses...anywhere you can find a lot of people doing different things.

3. **Sketches of locations (there can be people in the drawings too)**
   This shows us again, your ability to draw from life but also shows us your perspective drawing. Places that are interesting or challenging for you to draw: architecture, staircases, exteriors, interiors, technical drawings (a motorcycle parked at the curb or a bicycle against a gate...etc.)

4. **Life drawing of animals**
   Rather than draw an entire zoo, just pick two or three different animals and really get to know them well. Learn their anatomy and proportions, then sketch them in different poses or from different angles.

5. **Your "cartoony" stuff**
   Original character designs, doodles, comics and cartoons. Best to show a variety of styles. Creating two or three characters that fit the same style is good. Once you have a character, draw them in different situations...falling down, climbing a ladder, getting attacked by a little dog...etc.

6. **Anything else you think would support your application**
   Animation or motion graphics, 3D work, fine art, experimental work. While not as important as the first five categories, feel free to post miscellaneous work to your online portfolio.

7. **Animation Experience**
   If you have work experience in animation or have taken courses elsewhere, or if you have specific interests that would help your application, feel free to write it in the comments section of the submission form.

What not to include in your portfolio:

Originality is vital. **DO NOT SUBMIT WORK THAT IS NOT YOUR OWN.** If you have to include drawings you made from an anatomy book or any kind of group project, make sure you label what is not yours and whose work it is. If we see work that is not yours but looks like you're trying to pass it off as yours, it will reflect poorly on the whole portfolio.

Drawing from photographs is less impressive than drawings from life because with a photo, much of the work is done for you already (and it usually looks flat and lifeless anyway). If you have to send us drawings you copied from photos, make sure you still have lots of examples of life drawing and sketchbook work.

Good luck!

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Hi! Here's what you need to get started on your on-line portfolio:

Visit www.gradshow.com/apply and follow the instructions to upload a portfolio the on-line portal Slideroom. Your on-line portfolio should consist of 15 to 24 images demonstrating your artistic and creative skills. Post only your best and most recent work. Your portfolio should consist of a variety of the following types of artwork:

Life Drawings

Quick sketches, gesture drawings and sustained drawings of the human figure, clothed or nude or animals in various action poses. The drawings should show accurate proportions and your ability to draw structure (the simple shapes that make up the form). Make sure these drawings show a diversity of poses and angles (i.e. More than front on or profile views). Studies of anatomy, faces, hands, etc… are good additions.

Prop and Location Designs

This would include drawings of objects, location designs, scenery, vehicles, architectural drawings, still life, etc...These drawings should convey an understanding of line, light and shadow, colour, design and perspective.

Original Character Designs

This will showcase your interest in animated characters. This may include action poses, character expressions, model sheets, turnarounds and illustrations.

Original drawings, designs, sculpture, paintings or CG Images

These will showcase other related artistic abilities, and interests. This may be a selection of artwork that best describes your personal artistic interests and influences as well as the depth of your artistic achievements. This may include website design, computer graphics, 3D models or animation, motion graphics, fine art, photography or sculpture work. Portfolios with good examples of 3D artwork can show a keen interest in the 3D industry and an understanding of complex technology.

Animation Experience / Letter of Intent

All applicants should include a short letter of intent in the comments section of the on-line submission form explaining their interest in the program, their past achievements and their future career goals in relation to the program and the computer animation field. Include any technical, computer or programing training you have completed. Please mention if you have taken Animation Fundamentals.

If you have work experience in animation or have taken courses elsewhere, or if you have specific interests that would help your application, please include them in the comments section of the on-line submission form.

What not to include in your portfolio

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