



LaSalle College
Vancouver

2D/3D ANIMATION

DESIGN SCHOOL

CREATE STORIES, CHARACTERS, FUTURISTIC LANDSCAPES AND SPECIAL EFFECTS STRAIGHT FROM YOUR OWN IMAGINATION!

PROGRAM OBJECTIVES

- Plan, Produce, Analyze and Critique an Animated Live Production
- Create Storyboards and Screenplays for Animation.
- Design Game Environments and Characters
- Animate Characters, Objects and Environments in 3D
- Develop Skills and Techniques to Create Special Effects
- Create a Professional Digital Portfolio.

PROSPECTIVE STUDENT PROFILE

- Artistically driven and talented;
- Great communication skills;
- Passionate about emerging technology and new media;
- Attention to detail and ability to work quickly and efficiently.

ELIGIBILITY CRITERIA

To be considered for admission to a program leading to a diploma, you must meet the following criteria:

- Be 19 years of age or High School graduate;
- Working knowledge of the English language;
- Have an Interview with an Admissions Representative.

CAREER POSSIBILITIES

As a graduate, you could find work as an animator, modeller or concept artist with organizations that specialize in high-tech multimedia production.

BE A STUDENT FOR A DAY

Come spend the day with our students and teachers. This is a unique opportunity to help you make a better choice about your education. It's free of charge and there are no future obligations!

PROGRAM LENGTH

One year (three 15-week semesters). 20 hours per week.
Total of 900 hours.

SOFTWARE

Autodesk Maya, 3ds Max, Zbrush and Adobe Creative Suite



3D Modelling graduate: Carmen Ocegüera

CREDENTIAL

Diploma

REQUIRED MATERIALS

On the first day of class, the teacher will provide you with a detailed list of the required materials for the semester and then help find the best deals.



3D Modelling graduate: Regis Aledji

ACCREDITATION



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