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3 SEMESTERS
1035 hours

AEC
NTL.0V

Launch your career as a 3D animator in the dynamic digital technology and cinema industry!

With this 3D animation and VFX training available at our recognized VFX & Game Design School, learn how to create special effects for film, television, video games and many other audiovisual and multimedia fields.

Practice your skills with cutting-edge software such as Maya, V-Ray, Premiere, ZBrush, Photoshop and Nuke, so that you will be ready to enter the industry and make full use of the skills and knowledge you acquire during your 3D animation and VFX training courses.

Our teachers have worked in production studios and are industry professionals. They will help you create a portfolio to give you a step up onto the job market.

Our graduates will be able to choose from careers as 3D animators, 3D artists, character or environment designers, special effects designers or modelers, to name just a few.

Many LaSalle College graduates have worked on major productions such as Game of Thrones, Lord of the Rings, Final Fantasy: The Spirit Within, 300, and video games such as Halo III.

With our courses in 3D animation and VFX, you'll learn all there is to know about programming languages!

Training Objective

The 3D Animation for Television and Cinema AEC opens the doors of the seventh art to creative students who want to use new technologies to create high-quality works.

Diploma

This program leads to an Attestation of College Studies (AEC).

Career Prospects

- General 3D artists for TV and film
- 3D animators
- Modelers
- Character designers
- Environment designers
- Composers, special effects artists

Admission Criteria

- Have deemed sufficient computer skills
- Have a training deemed sufficient and meet the admission criteria set for college studies

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LCI EDUCATION NETWORK
MEMBER

3D Animation for Television and Cinema

3 SEMESTERS
1035 hours

AEC
NTL.0V

Concentration Courses

- Cinematographic Language (45 h)
- Modeling (135 h)
- Texture (75 h)
- Animation (60 h)
- Drawing (60 h)
- Art Direction (45 h)
- Professionnal Practice (105 h)
- Special Effects (45 h)
- Composition (45 h)
- Synthesis Project (150 h)
- Digital Drawing (60 h)
- Environment Design (60 h)
- Character Design (90 h)
- Animation II (60 h)

* The College reserves the right to substitute certain courses.

Program-Specific Competencies

- Create functional storyboards and storylines for 3D animation
- Master computer animation and special effects
- Organize and manage your wild and creative ideas
- Understand and analyze the various aspects of the animation industry

Advantages

- Training in 3DS Max, Z-Brush, Photoshop, Unreal4 and Unity
- Team creation of an entire video game, like in the industry, in the 3rd session
- Teachers from production studios

Prospective Student Profile

- Film enthusiast
- Artistically driven
- Strong interest about emerging animation technology
- Great communication skills
- Passionate about digital art and drawing

Software Used

Maya, V-Ray, Premiere, Photoshop, Nuke, ZBrush.

Methods of Instruction

On-campus

- At the Montréal campus

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