

DIPLOMA
GAME ART & DESIGN

lasallecollegevancouver.com

DIPLOMA IN GAME ART & DESIGN

GAME ART & DESIGN

YOU'RE ABOUT TO TAKE IT TO THE NEXT LEVEL.

Are you a gaming fanatic and fascinated by the surreal worlds that can be created within a game? The Game Art & Design program is designed to provide students with the skills required to enter and maintain a successful career as game designers and level designers in the video game industry.

STUDY GAME ART & DESIGN AT LASALLE COLLEGE VANCOUVER!

- Study in the #1 Top-Rated Game Design School in Canada!
- Rigorous 21 Month Diploma Program the longest of its kind in Canada giving students the best chance
 possible to learn, grow and succeed.
- Create polished games on multidisciplinary teams of Game Designers, Programmers, 3D Artists, Animators and Audio Artists over the course of one year.
- Access to faculty with extensive industry experience and network.
- Acquire technical knowledge and skills required to work with emerging technologies available in the video game industry.

"90% OF WHAT IS CONSIDERED 'IMPOSSIBLE'
IS, IN FACT, POSSIBLE. THE OTHER 10% WILL
BECOME POSSIBLE WITH THE PASSAGE OF
TIME & TECHNOLOGY." HIDEO KOJIMA



LEARN THE SKILLS TO MAKE IT HAPPEN

SOFTWARE INCLUDES:

- Unity
- Unreal
- Photoshop
- Steam
- Twine
- · Microsoft Office
- Git Software
- Digital Tutors
- Perforce

HARDWARE INCLUDES:

- Virtual Reality Suite (Emerging Technologies Lab)
- State-of-the-art workstations
- Game systems and controllers
- Mobile Tablets
- Equipment sign out room
- · Motion capture system
- Sound stage
- · Green screen

YOUR FUTURE BEGINS HERE

- You will get to learn from the best.
- You will get to learn from instructors that are active in the media arts industry, allowing them to communicate current theoretical and practical knowledge with enhanced personalized attention.
- · You will get to learn in modern facilities.
- You will get to learn with equipment, software and technology currently being used in the industry.



ROLAND LILAKARSA

GAME ART & DESIGN | DIPLOMA 2020

Company: Kano Apps Job Title: Game Artist

"LaSalle College Vancouver helped me take my passion for being a player of video games and helped me turn it into being a creator of video games. I learned the skills and knowledge essential to being a video game developer. Currently, as part of a production team in the industry, I can see how studying at LCV was the key to me being industry ready. If you are passionate about your work, enjoy connecting with and receiving feedback from industry professionals, LCV is the place for you."

PROFESSIONAL PROFILE

INDUSTRIES WHERE NEW GAME DESIGNERS CAN START THEIR CAREERS:

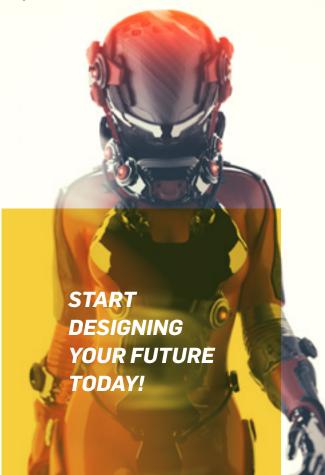
- AAA Games
- Casual Games
- Console & PC Games
- Mobile Games
- Free-To-Play Games
- Virtual Reality & Augmented Reality Games • East Side Games
- Indie Games

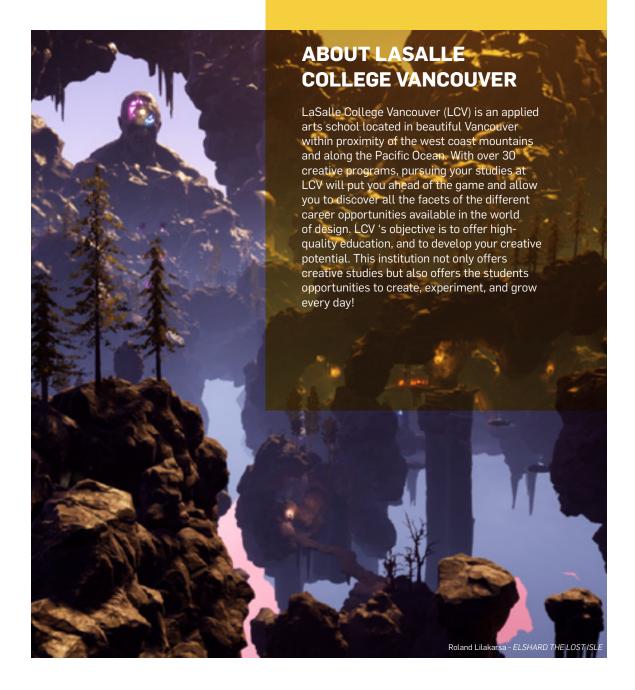
EXAMPLES OF COMPANIES OUR GRADUATES ARE WORKING AT:

- Electronic Arts
- Next Level Games
- Relic Entertainment
- Black Bird Interactive
- IUGO
- Rockstar Entertainment
- Roadhouse Interactive
- Klei Entertainment
- Kaham!
- SkyBox Labs
- · Emerald City Games
- The Coalition Microsoft
- HotHead Games
- Piranha Games
- · Smoking Gun Interactive
- Archiact
- IGG Canada
- · CD Projekt Red
- Koolhaus Games

GAME ART & DESIGN STUDENTS CAN GO ON TO **BECOME:**

- → A UI DESIGNER
- → A UX DESIGNER
- **→ A GAMEPLAY DESIGNER**
- → A FREE TO PLAY GAME DESIGNER
- **→ A LEVEL DESIGNER**
- → A MISSION DESIGNER
- → A SYSTEMS DESIGNER
- → A COMBAT DESIGNER
- → A TECHNICAL DESIGNER
- → A NARRATIVE DESIGNER
- → A COMMUNITY MANAGER
- → A DATA ANALYST
- → A QUALITY ASSURANCE TESTER





2665 Renfrew St. Vancouver, BC, V5M 0A7

Phone | 1 604 683.2006

E-mail | admissions@lasallecollegevancouver.com **Website** | www.lasallecollegevancouver.com

