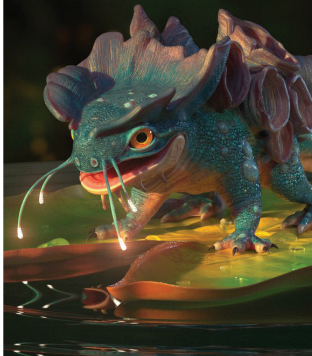


3D ANIMATION FOR FILM & GAMES DIPLOMA



3D model by Animation graduate Cooper Kim



BECOME A 3D ARTIST

3D animation is an exceptional art form that turns fantasy into reality. In the two-year 3D Animation for Film & Games diploma program, you'll develop and apply the concepts and skills to create professional quality animation work from the initial concepting phase through final production.

FOCUSED TRAINING IN VITAL AREAS

Expand your array of abilities, with courses in visual storytelling, lighting, rendering, character design and 3D sculpting, in addition to brushing up on the fundamentals of animation, life drawing, concept art and technical direction.

LEARN FROM THE BEST

Throughout the program, instructors at CapU will guide you through the process of becoming a professional CG artist. You'll receive one-on-one coaching and with their help, develop an eye-catching portfolio that is sure to attract industry attention when you graduate.

CAREER PATHS

- Character animator
- Character designer
- Concept artist
- Creature animator
- Environment artist
- Hard surface modeler
- Lighting artist
- Rigger
- Surface artist

PROGRAM

3D Animation for Film & Games Diploma
2 years | Full-time | Starts in September

CAPILANOU.CA/3D

2055 PURCELL WAY, NORTH VANCOUVER, B.C.

