

A NEW WAY TO EXPERIENCE



VFS VANCOUVER
FILM SCHOOL

3D ANIMATION & VISUAL EFFECTS PRODUCTION

REMOTE/IN-PERSON OPTIONS | HUMAN-CENTERED LEARNING | TRUE STUDIO ENVIRONMENT

Vancouver Film School is committed to meeting the fast-changing needs of the animation & VFX industry. Therefore, we've created a new method for concept artists of various backgrounds and skill levels to access our award-winning 3D Animation & Visual Effects training.



**SPEAK TO AN ADVISOR
ABOUT START DATES**



VFS.EDU/CONTACT

THE VFS ADVANTAGE

WHAT YOU WON'T GET AT ANY OTHER SCHOOL

The future belongs to creative thinkers who practice hands-on and collaborate in production environments – while also learning & embracing the rapidly-developing technologies used by the industry and changing how productions work.

This is VFS's signature, hands-on 3D Animation & Visual Effects training – delivered differently. Curriculum is organized into stages for various skill levels, allowing you to take the full program or select stages only. With defined outcomes and completion certificates at the end of each stage, you decide how to train based on what works best for you.

PRODUCTION FACILITIES MATCHING INDUSTRY:

Go beyond computer labs and classrooms. VFS's Production Centre gets you creating & collaborating in a real studio environment from day one, working with industry-level tools in pro-grade spaces: motion capture volume, render farm, 180° green screen studio, & more.

UNMATCHED INDUSTRY INTEGRATION:

We define ourselves as being the school that industry comes to first. VFS works directly with the industry to ensure students are training to current, real-world standards from day one. Our curriculum and Production Centre are shaped by active industry practices, workflows, and expectations. Through partnerships with the world's leading companies, students gain meaningful exposure to professional pipelines and environments.

MUCH GREATER OPPORTUNITIES FOR CROSS-PROGRAM COLLABORATION:

Many schools offer only one program/discipline. At VFS, you'll create alongside students from our 3D Animation & Visual Effects and Game Design programs – giving you the full scope of a concept art pipeline.

INDUSTRY PARTNERS / EMPLOYERS



FLEXIBILITY

START AT THE STAGE BEST-SUITED FOR YOUR SKILL SET

With entry and completion points at each stage, this model is truly designed to meet your training needs. Enrol in select stages only (*prerequisites required) and/or take breaks in between. Each stage offers its own certificate of completion, but students who complete all three stages receive their VFS diploma in 3D Animation & Visual Effects for the best preparation possible for the fast-changing industry of today and tomorrow.

STAGE 1 | ONLINE OR ON-CAMPUS

PRODUCTION FUNDAMENTALS:

See if animation is the right career path for you. Learn animation fundamentals and all you need to know to get started as a creative entrepreneur.

DURATION:

On-Campus: 2 months, **OR**
Online: 3 months

REQUIREMENTS:

- Portfolio of 12 pieces (Must include examples of digital work. Can include traditional art, sketches, painting, fan art, life drawing, photography, and/or motion graphics); **OR**
- Completion of VFS's Foundation – Animation program

YOU'LL GRADUATE WITH:

A foundational skill set in 3D animation & VFX, the start of your career portfolio, and the prerequisites to continue into stage 2

AFTER GRADUATION:

- Continue on to Stage 2 for further training/production experience, **OR**
- Start out as a creative entrepreneur (YouTube, other platforms, develop your business), **OR**
- Apply for roles in certain industries (i.e. marketing, enterprise), **OR**
- Apply for entry level roles in less mature entertainment markets

TUITION:

Online:
\$3,500 CAD (DOMESTIC);
\$4,500 CAD (INT'L)

On-Campus:

\$5,992 CAD (DOMESTIC);
\$9,000 CAD (INT'L)

STAGE 2 | ON-CAMPUS

PRODUCTION STUDIO:

Choose your specialization (3D Animation, Modeling, or VFX) and build a professional production portfolio that proves to studios you're ready to be hired and start working.

DURATION:

On-Campus: 6 months

REQUIREMENTS:

Completion of Stage 1 **OR**
Software knowledge (Maya, Nuke, etc.)

YOU'LL GRADUATE WITH:

Professional quality work, from various team productions and projects, that will make up your career portfolio

AFTER GRADUATION:

- Continue on to Stage 3 for further training/production experience, **OR**
- Use your specialized production portfolio to apply for entry level jobs at studios in North America

TUITION:

\$17,975 CAD (DOMESTIC);
\$27,000 CAD (INT'L)

STAGE 3 | ONLINE OR ON-CAMPUS

STUDIO COLLABORATION:

Collaborate with your cohort to make your film and experience how real studios operate – with guidance every step of the way from our veteran industry faculty.

DURATION:

On-Campus: 4 months, **OR**
Online: 4 months

REQUIREMENTS:

Completion of Stage 2 **OR**
A certificate/diploma in animation from an accredited school/program

YOU'LL GRADUATE WITH:

A polished, professional short animated film for your portfolio, festival submissions, and job applications

AFTER GRADUATION:

With your contributions to films serving as the signature piece of your portfolio, apply for junior positions (i.e. animator, rigger, layout artist) at major studios in North America and beyond. Be well prepared for independent production and emerging markets.

TUITION:

Online:
\$9,500 CAD (DOMESTIC);
\$12,500 CAD (INT'L)

On-Campus:

\$11,983 CAD (DOMESTIC);
\$18,000 CAD (INT'L)

DISCOVER VFS'S NEW HYBRID MODEL

VFS.EDU/3DHYBRID