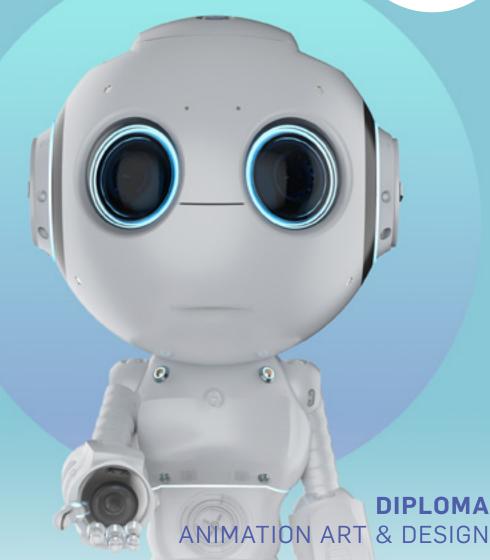
YOU'RE ABOUT

TO BRING YOUR CREATIVITY TO LIFE





lasallecollegevancouver.com

ANIMATION ART & DESIGN ART & DESIGN

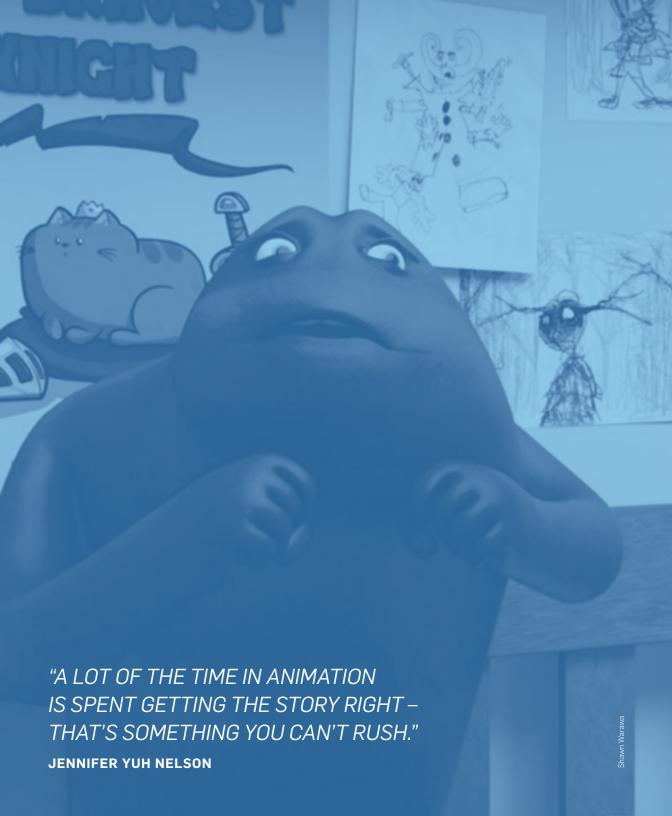
YOU'RE ABOUT TO BRING YOUR CREATIVITY TO LIFE.

Animators are talented craftspeople responsible for creating the illusion of life. They combine creative talent with computer technology to produce work used in almost every industry today. This dynamic field is all about innovative, eye-grabbing graphics and animation that entertains, motivates, and educates.

STUDY ANIMATION ART & DESIGN AT LASALLE COLLEGE VANCOUVER!

- Acquire the skills and technical knowledge required to enter and maintain a successful career in the Animation industry.
- Acquire the skills and techniques of 2D and 3D animation to bring characters to life.
- Develop a foundation of traditional artistic skills and acquire hands-on training in its modern application.
- Practical and result-oriented curriculum designed to provide you with the opportunity to experience a real world studio culture.
- Acquire technical knowledge and skills required to work with emerging technologies available in the industry.
- · Access to faculty with extensive industry experience and network.

"ANIMATION IS NOT THE ART OF DRAWINGS THAT MOVE BUT THE ART OF MOVEMENTS THAT ARE DRAWN." NORMAN MCLAREN



LEARN THE SKILLS TO MAKE IT HAPPEN

SOFTWARE INCLUDES:

- Autodesk Maya
- Autodesk Mudbox
- Pixer RenderMan
- Foundry Nuke
- Foundry Mari
- Adobe Premiere
- Adobe Substance
- Arnold
- Toon Boom Harmony
- Pixologic ZBrush
- SideFX Houdini

HARDWARE INCLUDES:

- State-of-the-art workstations
- Render Farm computer cluster
- Cintiq interactive pen displays
- Sound stage with green screen
- · Online editing suite
- · Virtual Reality suite
- Equipment sign-out room
- Comprehensive library
- 24/7 campus access
- Private tutoring spaces

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.



AUSTIN THOMAS

ANIMATION ART & DESIGN | DIPLOMA 2016

Company: Bardel Entertainment Job Title: 3D Animator

"First, you have to know you want it; you're not there to waste time because it won't be easy. The teachers matched my desire to learn and that always pushed me to go further The major part of learning is the experience, so practice and research out of the classroom. If you manage that, you shouldn't have a problem graduating and starting your new career as an Animator."

PROFESSIONAL PROFILE

INDUSTRIES WHERE NEW ANIMATORS CAN START THEIR CAREERS:

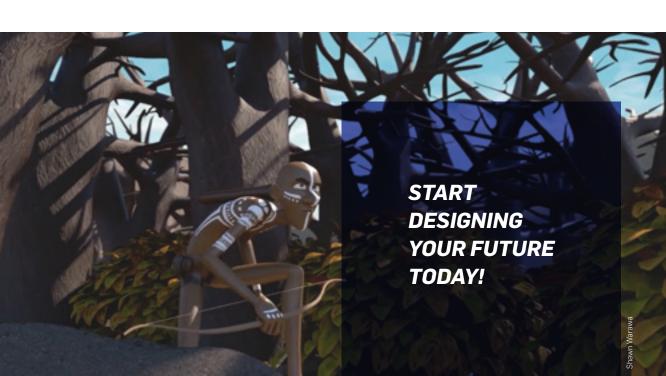
- Interactive, Game Design, and Film companies
- Network and Cable TV companies
- Advertising Agencies

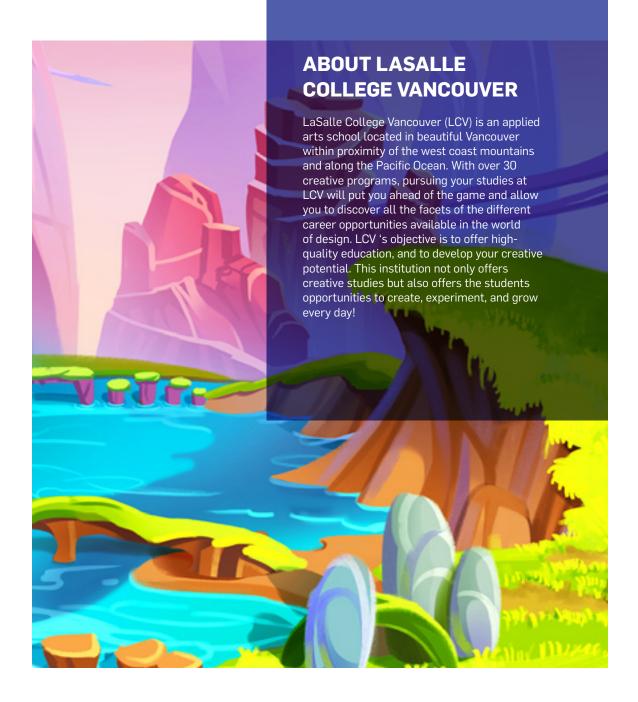
EXAMPLES OF COMPANIES OUR GRADUATES ARE WORKING FOR:

- Atomic Cartoons
- Bardel Studios
- Industrial Light & Magic
- Digital Domain
- · Wildbrain DHX Media
- Icon Creative Studios
- Mainframe Studios
- Relic Entertainment
- · Animal Logic

ANIMATION ART & DESIGN STUDENTS CAN GO ON TO BECOME:

- → A 3D ANIMATOR
- → A CONCEPT ARTIST
- → A RIGGER
- **→ A ROTOMATION ARTIST**
- → A STORYBOARD ARTIST
- → A LAYOUT ARTIST
- → A 2D ARTIST
- → A PRODUCTION COORDINATOR





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