## **CAREER OPPORTUNITIES**

- There is increasing demand for skills in animation, visual effects, gaming and web design, as well as 3D artists in the architectural and industrial fields. Students gain a competitive edge in the job market with instruction in the entire range of the production process
- Graduates will be ready to find employment in 2D and 3D computer animation, game design, game content creation, visual effects or specialized web design and development
- Positions include computer animators, CGI artists in the entertainment or game industry, media content providers, and web designers and developers
- Entry-level salaries in these industries vary from \$28,000 to \$45,000. Senior animators and supervisors can earn \$100,000 and higher
- Entrepreneurship and communications training also prepare students for freelance work

## **PROGRAM DESCRIPTION**

- Students with backgrounds that range from artistic to technical can find success in this program
- Specialize in areas such as character animation, 2D/3D animation, gaming, visual effects, web design, and mobile applications
- Tailor your studies in the third year with independent production courses and a choice of streams in web, animation or gaming
- Develop your skills in cutting-edge facilities with access to
- Autodesk animation software (Softimage and Maya), game editing software, and the Adobe Master Suite
- Three and four-week placements provide valuable employment experience. Students leave the program with professional practices and job search skills, as well as an impressive portfolio of work

## **APPROXIMATE COSTS (2013-2014)**

Domestic Tuition/Ancillary Fees: \$3,659 (two semesters) Consumables Fee: \$495 (Year One) Books and Supplies: \$500 Students need to budget for placements in Semesters Four and Six. Additional costs, such as travel, accommodation, and parking, may be incurred during placements

## ADMISSION REQUIREMENTS

## **Required Academic Preparation**

- OSSD/OSSGD or equivalent with courses at the general, advanced, (C), (U) or (M) level, and
- Grade 12 English (C) level or equivalent
- OR
- Mature applicant (see loyalistcollege.com)

## **Recommended Academic Preparation**

Communications technology, IT and computer literacy, media arts, fine arts, presentation techniques

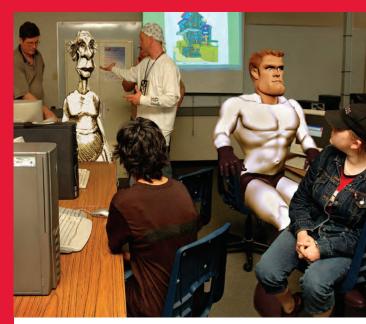
## **DIPLOMA TO DEGREE OPTIONS**

Earn credit recognition at these institutions, or contact your university of choice to make individual arrangements. New agreements are added annually; visit loyalistcollege.com for the latest details.

Algoma University College Athabasca University Davenport University – Bachelor of Computer Gaming and Simulation Griffith University – Bachelor of Digital Media Laurentian University University of Ontario Institute of Technology



## ANIMATION



# LOYALIST

### loyalistcollege.com

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LOYALIST COLLEGE

P.O. Box 4200

K8N 5B9

Belleville. Ontario

376 Wallbridge-Loyalist Road

## ANIMATION

### Contact: anim@loyalistc.on.ca

## **PROGRAM LENGTH**

Three-Year Ontario College Advanced Diploma

## HIGHLIGHTS

- Learn in cutting-edge facilities with the latest workstations, editing systems, a motion capture system and studio, and leading industry software
- Choose specialized studies in your third year to fit your personal interests and career goals
- Get valuable on-the-job experience during two field placements
- Professional practice skills are emphasized, so that graduates are job-ready from day one
- Loyalist's Animation program meets the standards of Focus on Information Technology (FIT) – a federal initiative to support the growth of a qualified, motivated and agile IT workforce. Loyalist is the first community college in Ontario to earn FIT status

## OUR GRADS GET GREAT JOBS

Nelvana - Technical Director

**Jellyfish Pictures – 3D Artist** 

**Prime Focus – Compositor** 

Funcom – Game Development

**Arc Productions – 3D Artist** 

**Research in Motion – Mobile App Developer** 

