3D ANIMATION & COMPUTER GENERATED IMAGERY

574.B0

3 YEARS

www.dawsoncollege.qc.ca/3d

If you would like to:
- ☐ **Create characters, worlds, and narratives for film and video games**
- ☐ **Draw, paint, sculpt**
- ☐ **Create digital art**
- ☐ **Watch or create animated films**
- ☐ **Solve problems**

Then the 3D Animation & CGI Program could be for you.

> **" This 3D program offers incredible preparation for working in the field. You will be equipped to handle anything the industry throws at you.**
> — Nicolas L.

Write, direct, illustrate, produce and act in your own animated films! Perhaps you will even be part of an Oscar-winning VFX team, like some graduates of Dawson's unique program. Students develop fundamental art skills while also learning cutting-edge computer skills. Many teachers continue to work in the industry, which keeps the program relevant. Montreal's world-famous digital effects industry is waiting for you upon graduation.

What will you learn?
- To animate characters with 3D software
- To model characters, props and the environment using 3D modelling software
- To produce digital visual effects and composite them
- To record, manage and edit motion capture data and to apply that to characters
- To use cameras and lenses for film and photography
- To coordinate projects, manage time and respect deadlines
- To draw in proper perspective
- To use industry standard software
- To complete a 3D animated film
- To network, job search and promote yourself

Where will this program lead you?

Most of our students land industry jobs upon graduation.

Careers may include:
- Animator
- Modeller
- Tech-Artist/Rigger
- Lighting Artist
- Motion Capture Editor
- Visual Development Artist
- Character Designer
- Storyboard Artist
- Texture Artist
- 3D Tracking Artist

What do you need to apply?
- A Diploma of Secondary Studies (DES) or academic background judged equivalent to the DES
- Portfolio*
- Letter of intent*
- Drawing exercise*

*For the most up-to-date and complete details, visit www.dawsoncollege.qc.ca/3d

DID YOU KNOW?

Students entering this program are eligible for *Bourses Perspective* scholarships. These $1,500 scholarships will be awarded to students after each successful full-time term, for a total of $9,000 for a three-year program.

Information about how to apply can be found online by searching for "Québec Perspective Scholarship Program" in your browser.

What else should you know?
- You are not expected to know how to animate before beginning the program
- The Motion Capture studio gives students the ability to learn and use this industry-level tool set as part of their core curriculum, thus providing them with a major competitive advantage
- The Computer Animation Labs allow students to use specialized computers and software for both their classwork and homework. Students have access to the labs on weekends and evenings as well as during the day, which allows students without a computer at home to succeed.
- The sound recording booth allows students to record voice performances and Foley sound effects for use in the sound design of their film projects
- Students benefit from belonging to a caring and small community of teachers and students
- All teachers are well-connected to the industry and some continue to work while teaching

Application Deadline
March 1

LIST OF SPECIFIC COURSES

All students must also take General Education courses such as English, French, Humanities and Physical Education, in addition to complementary courses.

YEAR 1	YEAR 2	YEAR 3
Term 1	**Term 3**	**Term 5**
- Perspective Drawing Techniques - Drawing Anatomy & Expression - History of Visual & Graphic Arts - Introduction to Preproduction - Principles of Animation I - Introduction to 3D Animation	- Controlling 3D Movement - Character Design - Matte Painting - Virtual Worlds - Modelling Props - Lights, Camera & Rendering I	- Acting for Animation - Visual Effects - Non-linear Sound & Video Editing - Preproduction - Production Pipeline - Character Animation I
Term 2	**Term 4**	**Term 6**
- Sculpting Human Anatomy - History of Film Production Techniques - Principles of Animation II 3D Animation Techniques - Digital Video & Photography - Sketching Techniques for Animation - Digital Colours & Textures	- Storytelling Techniques in Animated Films - Expression & 3D Movement - Storyboard - Character Modelling - Character Rigging - Lights, Camera & Rendering II	- Postproduction of Visual Effects - Production Project - Character Animation II - Career Development