3D Animation and Computer Generated Imagery is a three-year career program that teaches students to apply academic, technical and general education skills to enter the workforce as a 3D animator as part of a production team in the animation industry. This innovative course of study is the only one of its kind offered in English in a CEGEP in Quebec.

Students in this program will learn:
• To analyze the characteristics and requirements of a project
• To produce a prototype or layout of the animation
• To model characters, props and the environment
• To apply textures and colors to the models

Career Opportunities
The 3D Animation and Computer Generated Imagery program is designed to facilitate a student's entry into a career as a 3D computer graphic artist in the 3D animation industry. Upon graduation, graduates may choose to work as part of a production team as one of the following specialists:
• Modeller: translating concept art into 3D models of creatures, humans, and other physical objects, like vehicles, furniture, trees, buildings, using 3D application software.
• Animator: applying movement to human and animal models and infusing them with personalities. Animators can also animate other objects such as vehicles and spacecraft.
• Texture Artist: putting the final touches on gray scale models. Texture artists design the visible surfaces that cover the architecture, environments, creatures and objects.
• Lighting and Visual Effects Specialist: creating the ambiance in an animated film. These specialists are called upon to create the effects of light and shade that make sets look real. Special effects animators produce special effects, such as tornadoes, or asteroids, simulating the actions of air, fire, water and wind.

• To add lighting to the scene; animate the characters and incorporate other graphic elements to render the final versions of scenes and characters
• To produce digital visual effects and compositing, and work with motion capture data career opportunities

Admission Requirements
Diploma of Secondary Studies (DES), including
• Secondary V Language of Instruction
• Secondary V Second Language
• Secondary IV Science
• Secondary IV Mathematics
• Secondary IV History
or academic background judged equivalent to the DES.

Students with a DES missing any of the above subjects may be admitted, space permitting, but may be required to complete remedial courses.

Additional admission requirements
• Portfolio
• Letter of Intent
• Entrance Drawing test

The application deadline is March 1. This program accepts applications only for the Fall semester.

For more information visit the program webpages dawsoncollege.qc.ca
Course List

**Year 1 Term 1**
- Perspective Drawing Techniques
- Drawing Anatomy and Expression
- History of Visual and Graphic Arts
- Introduction to Preproduction
- Principles of Animation I
- Introduction to 3D Animation

**Physical Education**
- English
- Complementary

**Year 1 Term 2**
- Sculpting Human Anatomy
- History of Film Production Techniques
- Principles of Animation II
- 3D Animation Techniques
- Digital Video and Photography
- Sketching Techniques for Animation
- Digital Colours and Textures

**Physical Education**
- French
- English

**Year 2 Term 3**
- Controlling 3D Movement
- Character Design
- Matte Painting
- Virtual Worlds
- Modelling Props
- Lights, Camera and Rendering I

**Physical Education**
- Humanities
- English

**Year 2 Term 4**
- Storytelling Techniques in Animated Films
- Expression and 3D Movement
- Storyboard
- Character Modelling
- Character Rigging
- Lights, Camera and Rendering II

**Humanities**
- French
- English

**Year 3 Term 5**
- Acting for Animation
- Visual Effects
- Non-linear Sound and Video Editing
- Preproduction
- Production Pipeline
- Character Animation I

**Humanities**
- French
- English

**Year 3 Term 6**
- Postproduction of Visual Effects
- Production Project
- Character Animation II
- Career Development

**Complementary**

*Every student must take four English courses, two French courses, three Humanities courses, three Physical Education courses and two Complementary courses to receive a CEGEP Diploma.*