



- Animation Fundamentals
- Computer Animation & Visual Effects
- Digital Animation
- Commercial Animation



[gradshow.com](http://gradshow.com)

# 2012 Application Procedures



## Summer 2012 Programs:

- Animation Fundamentals
- Computer Animation & Visual Effects

## Fall 2012 Programs:

- Digital Animation
- Commercial Animation

## Application Deadline

for all programs:

- **April 2, 2012**



## Welcome Message

Thank you for your interest in the animation programs at Capilano University. Enclosed in this admission kit is everything you will need to begin the admission process. Please follow the directions carefully in order to avoid delays and disappointment. *Note that the portfolio submission process has changed for 2012 - we are now accepting portfolios through an online submission.*

All successful applicants to the animation programs must have strong artistic skills and a desire to continually improve. This is an essential requirement of the industry and is therefore a prerequisite skill for the animation programs.

## New 2012 Application Process!

1

Apply online at [www.capilanou.ca/admission](http://www.capilanou.ca/admission) for admission to the university. You will need to send your academic transcripts directly to the Capilano University registrar. You may apply for more than one program with the same application. Many people choose to apply for summer programs and fall programs at the same time.

2

Prepare and submit an online portfolio by **April 2, 2012**. Go to [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit an online portfolio directly to the animation department for review. Please **follow the instructions carefully** as we are only accepting online portfolios via our website this year.

## Online Portfolio Submissions

We have made the application process easier this year by accepting online portfolios! Here's what you need to get started on yours:

An online portfolio should be easy for us to access and view. A blog with good quality imagery, all on one page (not hidden in numerous pages/folders) is preferred so that we can simply scroll down and see all your work at once. The easier you make it for us to see your work the better it will be for both of us.

Good, reliable and free hosting for your portfolio is readily available, take a look at [blogger.com](http://blogger.com) or [tumblr.com](http://tumblr.com). Traditional and hand drawn work should be scanned and posted to your online site.

Portfolio review and selection will take place during the month of April. Make sure that your completed portfolio is online by April 2, 2012 and remains accessible for the entire month. Candidates may be assigned a simple drawing exercise or requested to attend an interview to complete the selection process.

By the end of April, all applicants will be contacted by email and/or phone with the results of their application.

You can complete this process anytime from now until Monday April 2, 2012. Late applications will only be accepted if there are not enough qualified candidates selected from the portfolio reviews. In the meantime, you can begin to work on your portfolio.

If possible, applicants should attend one of our free open house sessions before they apply, in order to see the facilities, talk to students, observe their work and ask questions. Visit our website at [www.gradshow.com](http://www.gradshow.com) for dates and times.

# ANIMATION FUNDAMENTALS



“8 weeks that will improve your drawing skills! Learn the basics of life drawing, perspective and location design. Create and animate original characters with personality.”

## 8-week Summer Intensive

Next Session Starts **July 2012!**

Animation Fundamentals is an 8-week full-time program that will provide you with a broad foundation of drawing skills related to the animation industry. This program is designed for individuals who are seeking a career in animation and would like to further develop their drawing abilities and portfolio prior to entering a full-time Commercial Animation or Digital Animation program.

## Program Objectives

This program will introduce the process for creating traditional and computer animation. Participants will have an opportunity to learn and practice animation techniques through hands-on projects.

## What will I Learn?

### Drawing for Animation

- Gesture and Life Drawing
- Anatomy Basics
- Perspective, Proportion

### Animation Principles and Timing

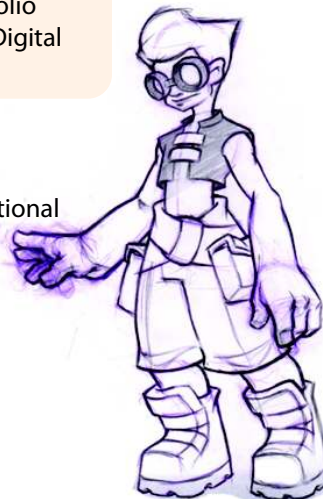
- Principles of Character Animation
- Drawing and Timing for Animation
- Animating to Dialogue

### Design Basics for Animation

- Character Design and Posing
- Layout Design and Perspective
- Storyboarding and Cleanup

### Digital Animation

- Computer Animation using Flash



## 2012 Details

Class Size:	22
Session Dates:	July 2 to Aug 24
Length:	8 Weeks, Full-time
Tuition Fees:	Approx. \$2,100
• International:	Approx. \$4,500

*Note: All fees listed are approximate and subject to change. Please visit [capilano.ca/fees](http://capilano.ca/fees) for updated fees and expenses.*

## How do I Apply?

- 1 Apply online at [www.capilano.ca/admission](http://www.capilano.ca/admission) for admission to Capilano University
- 2 Prepare and submit an online portfolio by **April 2, 2012**. Go to [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit an online portfolio directly to the animation department for review.

Acceptance into Animation Fundamentals is based on a ranked portfolio review of all the applicants. The first review of portfolios will begin after April 2, 2012. Application review will continue until the program is full. Late applications are accepted on a first-come, first-served basis if spaces are available.

Capilano University

Animation Department | 604.983.7516 | [anim@gradshow.com](mailto:anim@gradshow.com) | 2055 Purcell Way | North Vancouver, BC | V7J 3H5

[gradshow.com](http://gradshow.com)

# COMPUTER ANIMATION & VISUAL EFFECTS



“Learn to create and animate 3D characters and environments for video games and film.”

## 8-week Summer Intensive

Next Session Starts **July 2012!**

Computer Animation and Visual Effects is an 8-week full-time certificate program that will provide you with a broad foundation of skills related to creating 3D models and animation. The program is designed for individuals who have a strong interest in computer animation and are seeking a future career in animation. This is a great opportunity to develop a portfolio for those who are considering further training in a full-time Digital Animation program.



## Program Objectives

This program will introduce the process of creating 3D computer animation and effects using advanced software packages. Participants will have an opportunity to learn and practice Animation, Modeling, Texturing and Design techniques through hands-on projects.

## What will I LEARN?

### Modeling and Texturing

- Modeling and Texturing Techniques
- 3D Character and Environment Creation
- Lighting and Rendering for 3D

### Computer Animation Basics

- Principles of Animation and Timing
- Character Set-up, Rigging and Posing
- Animating Characters
- Special Effects and Particle Systems

### Design and Sculpture

- Character, Prop and Location Design
- Character Sculpting
- Dynamic Posing



## 2012 Details

Class Size:	18
Session Dates:	July 2 to Aug 24
Length:	8 Weeks
Tuition Fees:	Approx. \$2,300
• International:	Approx. \$5,000

*Note: All fees listed are approximate and subject to change. Please visit [capilano.ca/fees](http://capilano.ca/fees) for updated fees and expenses.*

## How do I Apply?

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- 2** Prepare and submit an online portfolio by **April 2, 2012**. Go to [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit an online portfolio directly to the animation department for review.

Acceptance into Computer Animation and Visual Effects is based on a ranked portfolio review of all the applicants. The first review of portfolios will begin after April 2, 2012. Application review will continue until the program is full. Late applications are accepted on a first-come, first-served basis if spaces are available.

Capilano University

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# Portfolio Advice for Summer Programs

## Hi! Here's what you need to get started on your online portfolio:

Visit [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit a link to your online portfolio directly to the animation department.

### Animation Fundamentals Portfolio:

Applicants to the Animation Fundamentals program should submit a link to an online portfolio consisting of 5 or more images demonstrating your artistic and creative skills. Post your best and most recent work. The portfolio should consist of a variety of drawings and/or designs and may include:

- Quick sketches, gesture drawings and sustained drawings of the human figure, clothed or nude or animals in various action poses.
- Compositional drawings of objects or locations including: household objects, architectural drawings, layouts, still life, etc.
- Original drawings or designs showcasing your drawing abilities and personal interests.

### Computer Animation & Visual Effects Portfolio:

Applicants to the Computer Animation & Visual Effects program should submit a link to an online portfolio consisting of 5 or more images demonstrating your artistic and creative skills. Submit your best and most recent work. The portfolio should consist of a variety of drawings and/or designs and may include:

- Quick sketches, gesture drawings and sustained drawings of the human figure, clothed or nude or animals in various action poses.
- Compositional drawings of objects or locations including: household objects, architectural drawings, layouts, still life, etc.
- Original drawings or designs showcasing your artistic abilities and personal interests.
- Examples of computer based artwork - 2D graphics, 3D modeling or animation.

All applicants to the Computer Animation & Visual Effects program should have a strong background in computer skills, preferably with knowledge of computer graphics applications.

### What not to include in your portfolio:

Originality is vital. **DO NOT SUBMIT WORK THAT IS NOT YOUR OWN.** If you have to include drawings you made from an anatomy book or any kind of group project, make sure you label what is not yours and whose work it is. If we see work that is not yours but looks like you're trying to pass it off as yours, it will reflect poorly on the whole portfolio.

Drawing from photographs is less impressive than drawings from life because with a photo, much of the work is done for you already (and it usually looks flat and lifeless anyway). If you have to send us drawings you copied from photos, make sure you still have examples of life drawing and original sketchbook work.

Good luck!

2012

# DIGITAL ANIMATION



## Digital Animation

### 8-month Certificate

Consumer demand for high quality animation and visuals has fueled the growth of the computer animation industry. Visual artists with excellent character animation skills and a firm understanding of computer animation technology are in demand worldwide. With the assistance of new computer animation technologies, skilled animators are producing stunning visuals for computer games, multimedia, web, television and feature film.

The goal of the Digital Animation program is to prepare talented artists for a successful career in the computer animation field. This intensive 8-month training program is designed for accomplished artists wishing to develop the artistic and technical skills necessary to work in the computer animation industry. This production-oriented approach to training prepares students for a successful animation careers in the entertainment industry.

The program is focused on developing students' creative and artistic skills in the areas of drawing, design, character animation, and storytelling. Using professional animation software, students will develop the necessary 3D modeling, texturing and animation expertise to produce their own short animated demo reels from concept to screen. Successful graduates will complete a professional quality demo reel showcasing their 3D design and computer animation abilities.

## Program Details

Length:	<b>8 months - September to April</b>	
Class Size:	<b>22</b>	
Tuition Costs:	Canadian Students	\$8,500
	International Students	\$22,000
Books & Supplies:	\$1,000	

*Note: All fees listed are approximate and subject to change. Please visit [capilanou.ca/fees](http://capilanou.ca/fees) for updated fees and expenses.*



## Equipment and Software

Students will work on a high-end 3D workstation using dual monitors including a 21" Wacom Cintiq and state of the art 3D animation software. Each student will be assigned a workstation to use for the duration of the program. Graduates will receive the workstation, a monitor (sorry Cintiq not included) and the Adobe Production Premium suite of software when they complete the program.

## Animation Systems

22 Animation workstations running Autodesk Entertainment Creation Suite (XSI, Maya, Mudbox), Adobe Production Premium Suite (Photoshop, Premiere, After Effects) and Pixologic Zbrush.

## Program Content

First Term	Credits
3D Character Animation I	6.0
3D Design I	4.5
Animation Drawing & Design I	2.25
Animation Principles I	2.25
Animation Production I	3.0
Second Term	Credits
3D Character Animation II	6.0
3D Design II	4.5
Animation Drawing & Design II	2.25
Animation Principles II	2.25
Animation Production	3.0
<b>Total Credits</b>	<b>36.0</b>

*Note: Changes to this curriculum outline may be made in accordance with industry and University requirements.*



## How do I Apply?

- 1** Apply online at [www.capilano.ca/admission](http://www.capilano.ca/admission) for admission to Capilano University.
- 2** Prepare and submit an online portfolio by **April 2, 2012**. Go to [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit an online portfolio directly to the animation department for review. Please **read the instructions carefully** as we are only accepting online portfolios via our website this year.

## Animation Open House

Every fall and spring our students and faculty host a Saturday Open House event for interested people to learn what the Capilano University animation programs have to offer. Bring your portfolio for review, talk to students and faculty about our courses and tour our amazing facilities.

Please contact the Animation Department at (604) 983-7516 or visit [www.gradshow.com](http://www.gradshow.com) for dates and times.

## Admission Requirements

Candidates must be at least 18 years of age and have completed high school. Applicants are encouraged to have two years professional art experience or have completed a post-secondary diploma in a related discipline such as Traditional Animation, Graphic Design, Illustration, Computer Graphics and Fine or Visual Arts before entering the program. As well, applicants should have a working knowledge of computer graphics software.

## Financial Aid

Many kinds of financial aid including bursaries, loans, awards and scholarships may be available to eligible individuals. Contact the University's Financial Aid office at 604.984.4966 for specific information.

## \$1500 CAPP AWARD

Capilano University offers a \$1500 tuition waiver to a student entering the program from high school or transferring from another post-secondary program. The award is chosen based on the most outstanding entry portfolio to the program. All eligible students who are accepted into the program will be considered.

Acceptance into Digital Animation is based on a ranked portfolio review of all the applicants. Portfolio reviews will begin after April 2, 2012. Application review will continue until the program is full. Late applications will be reviewed on a first-come, first-served basis as spaces become available.

## Portfolios and Interviews

Successful applicants will display excellent drawing, design and creative problem solving abilities. Candidates who show excellent promise from the portfolio reviews will be sent a design exercise to complete prior to attending a personal interview to evaluate their potential to succeed in the Digital Animation Program. During the interview candidates will be asked to bring a sketchbook and present a digital portfolio representing their best work.

Successful candidates will be notified by phone and/or email with the terms of acceptance. Acceptance into the Digital Animation program may be conditional upon upgrading your skills by attending one of our summer animation programs.

Applicants who show promise but do not yet have the level of artistic skill required to successfully complete the program are encouraged to seek additional training and re-apply for the program in the future.



# Portfolio Advice for DIGITAL ANIMATION

## Hi! Here's what you need to get started on your online portfolio:

Visit [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit a link to your online portfolio directly to the animation department.

## Digital Animation Portfolio:

All applicants must submit a link to an online portfolio consisting of 15 to 30 images demonstrating their artistic and creative skills. Post only your best and most recent work. The portfolio should consist of a variety of the following types of artwork:

**Life Drawing:** Quick sketches, gesture drawings and sustained drawings of the human figure, clothed or nude or animals in various action poses. The drawings should show accurate proportions and your ability to draw structure (the simple shapes that make up the form). Make sure these drawings show a diversity of poses and angles (i.e. More than front on or profile views). Studies of anatomy, faces, hands, etc... are good additions.

**Prop and Location Designs:** This would include drawings of objects, location designs, scenery, vehicles, architectural drawings, still life, etc... These drawings should convey an understanding of line, light and shadow, colour, design and perspective.

**Original Character Designs:** This will showcase your interest in animated characters. This may include action poses, character expressions, model sheets, turnarounds and illustrations.

## Original drawings, designs, sculpture, paintings or computer graphics work:

These will showcase other related artistic abilities, and interests. This may be a selection of artwork that best describes your personal artistic interests and influences as well as the depth of your artistic achievements and may include website design, computer graphics, 3D images, motion graphics, fine art, photography or sculpture work.

## Animation Experience / Letter of Intent

All applicants should include a short letter of intent in the comments section of the online submission form explaining their interest in the program, their past achievements and their future career goals in relation to the program and the computer animation field.

If you have work experience in animation or have taken courses elsewhere, or if you have specific interests that would help your application, please include them in the comments section of the online submission form.

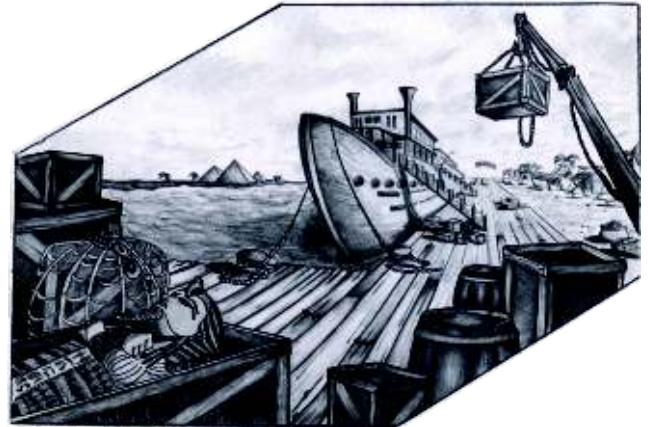
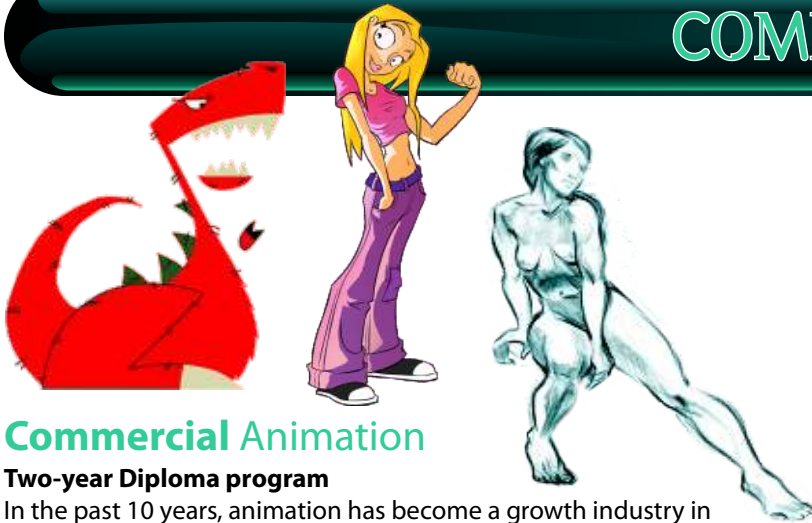
## What not to include in your portfolio:

Originality is vital. **DO NOT SUBMIT WORK THAT IS NOT YOUR OWN.** If you have to include drawings you made from an anatomy book or any kind of group project, make sure you label what is not yours and whose work it is. If we see work that is not yours but looks like you're trying to pass it off as yours, it will reflect poorly on the whole portfolio.

Drawing from photographs is less impressive than drawings from life because with a photo, much of the work is done for you already (and it usually looks flat and lifeless anyway). If you have to send us drawings you copied from photos, make sure you still have lots of examples of life drawing and sketchbook work. Good luck!

2012

# COMMERCIAL ANIMATION



## Commercial Animation

### Two-year Diploma program

In the past 10 years, animation has become a growth industry in Vancouver. The success of animated television series and major film productions has created an increasing demand for skilled animation artists.

In British Columbia, the commercial animation industry has been limited by a shortage of trained commercial animators. The Commercial Animation program prepares students for employment in the animation industry, specifically in the area of classical (character) animation.

The program focus is on drawing skills and studio procedures in the production of animated commercials, television series, Internet animation, and production of feature films. The program works closely with producers of traditional and computer animation to meet the industry's need for skilled animators and animation designers.

Graduates of the Commercial Animation program will be qualified to produce animation, drawings and designs according to industry standards. They may find work in studios as:

- in-betweeners
- assistant animators
- animators
- posers
- layout designers
- character and prop designers

## Program Details

Length: 2 Years - September to April each year

Class Size: 24

Tuition Costs: Canadian Students \$3800 /yr  
International Students \$14,500 /yr

Books & Supplies: \$1,000 /yr

*Note: All fees listed are approximate and subject to change. Please visit [capilano.ca/fees](http://capilano.ca/fees) for updated fees and expenses.*

## Program Content

### First Term

		Credits
ANIM 111	Animation Drawing I	6.0
ANIM 112	Animation Design I	2.25
ANIM 113	Life Drawing for Animation I	3.0
ANIM 114	History of Character Animation	2.25
CMNS 115	Communications for Animation	3.0

### Second Term

ANIM 120	Directing for Animation	1.5
ANIM 121	Animation Drawing II	6.0
ANIM 122	Animation Design II	1.5
ANIM 123	Life Drawing for Animation II	3.0
ANIM 124	Anatomy for Animation	1.5
ANIM 126	Layout Design I	1.5

### Third Term

ANIM 231	Animation Drawing III	4.5
ANIM 232	Storyboard Design	3.0
ANIM 233	Life Drawing for Animation III	3.0
ANIM 235	Digital 2D Animation	2.25
ANIM 236	Layout Design II	3.0

### Fourth Term

ANIM 241	Animation Drawing IV	3.0
ANIM 243	Life Drawing for Animation IV	3.0
ANIM 245	Colour and Media	3.0
ANIM 246	Advanced Animation Projects	2.25
ANIM 247	Digital Painting and Design	1.5

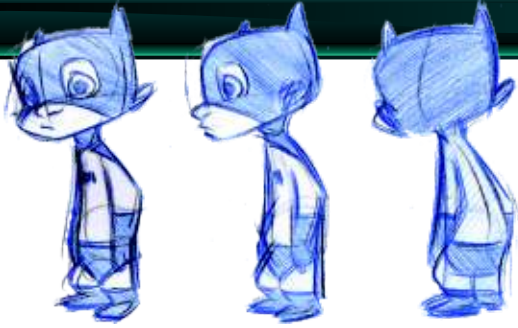
Total Program Credits 60.0



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## OPEN HOUSE

Twice a year our students and faculty host a Saturday Open House event for interested people to learn what the Capilano University animation programs have to offer. Please contact the Animation Department at (604) 983-7516 or visit [www.gradshow.com](http://www.gradshow.com) for dates and times.

This is your opportunity to see our Animation programs first hand. During this event you will find hands-on workshops, demonstrations, information sessions and portfolio reviews. Meet students and instructors of our programs who will answer your questions and give you a guided tour of our facilities.

## Financial Aid

Many kinds of financial aid including bursaries, loans, awards and scholarships may be available to eligible individuals. Contact the University's Financial Aid office at 604.984.4966 for specific information.

Animation studio scholarships are also available to Commercial Animation students. For more information, contact the Animation department.

## Admission Requirements

Candidates must be at least 18 years of age and have completed secondary school. Candidates will submit an online portfolio of drawings for review. Successful applicants will have displayed excellent drawing ability and a diversity of styles. Each September, 24 new students will be admitted to the program.

## How do I Apply?

- 1 Apply online at [www.capilano.ca/admission](http://www.capilano.ca/admission) for admission to Capilano University.
- 2 Prepare and submit an online portfolio by **April 2, 2012**. Go to [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit an online portfolio directly to the animation department for review. Please **follow the instructions carefully** as we are only accepting online portfolios via our website this year.

Acceptance into Commercial Animation is based on a ranked portfolio review of all the applicants. Portfolio submissions will be ranked by a selection committee and applicants will receive notification of their admission status by the end of April.

Late applications will only be accepted if there are not enough qualified candidates selected from the portfolio reviews.

Applicants who show promise but do not yet have the level of artistic skill required to successfully complete the program are encouraged to seek additional training and re-apply for the program in the future.



# 2012

# Portfolio Advice for COMMERCIAL ANIMATION

## Hi! Here's what you need to get started on your online portfolio:

Visit [www.gradshow.com/apply](http://www.gradshow.com/apply) and follow the instructions to submit a link to your online portfolio directly to the animation department. Your online portfolio should consist of 15 to 30 images. There are specific areas that you should cover in terms of what you are drawing. **These areas, in order of importance are:**

### 1. Life drawing

We'll look for your ability to draw the human form accurately. This means, proper proportions. Also, the more you draw, the more confident your line will look. Show structure as well as outline.

### 2. Sketches of people (about as important as life drawing)

This will consist of drawings of a wide variety of people at rest, at work, at play. Again, go for drawing accuracy. Sketches may be long studies of people at rest or quick "memory" drawings (where you quickly grasp the essential lines of a figure in motion and "fill it out" after the person has moved on). The best places for sketchbook drawing are: cafes, airports, markets, skateboard parks, buses...anywhere you can find a lot of people doing different things.

### 3. Sketches of locations (there can be people in the drawings too)

This shows us again, your ability to draw from life but also shows us your perspective drawing. Places that are interesting or challenging for you to draw: architecture, staircases, exteriors, interiors, technical drawings (a motorcycle parked at the curb or a bicycle against a gate...etc.)

### 4. Life drawing of animals

Rather than draw an entire zoo, just pick two or three different animals and really get to know them well. Learn their anatomy and proportions, then sketch them in different poses or from different angles.

### 5. Your "cartoony" stuff

Original character designs, doodles, comics and cartoons. Best to show a variety of styles. Creating two or three characters that fit the same style is good. Once you have a character, draw them in different situations...falling down, climbing a ladder, getting attacked by a little dog...etc.

### 6. Anything else you think would support your application

Animation or motion graphics, 3D work, fine art, experimental work. While not as important as the first five categories, feel free to post miscellaneous work to your online portfolio.

### 7. Animation Experience

If you have work experience in animation or have taken courses elsewhere, or if you have specific interests that would help your application, feel free to write it in the comments section of the online portfolio submission form.

### What not to include in your portfolio:

Originality is vital. **DO NOT SUBMIT WORK THAT IS NOT YOUR OWN.** If you have to include drawings you made from an anatomy book or any kind of group project, make sure you label what is not yours and whose work it is. If we see work that is not yours but looks like you're trying to pass it off as yours, it will reflect poorly on the whole portfolio.

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Good luck!