



Duration

18 months (3 semesters,
1035 hours)



Schedule

Full-time
Daytime,



Languages

of Instruction
English, French



Method

of Instruction
On-campus

Launch your career as a 3D animator in the exciting digital technology and cinema industry! Explore your career opportunities during your 3D Animation for Television and Cinema ACS program. Learn about and master the art of creating special effects for cinema, TV, video games, and many other audiovisual and multimedia domains.

Career Prospects and Career Fields

According to I Choose Montréal, Greater Montréal is one of the global capitals for visual effects, playing a significant role in the success of numerous films and television series.

Additionally, the globally acclaimed MELS studios, featuring soundstages and a team of seasoned experts, excel as a leading provider of film and television services in Canada.

- Generalist 3D Artist for TV and Film,
- 3D Animator,
- Modeller,
- Character or Environment Designer,
- Composer,
- Visual Effects Artist.

Diploma and Accreditation

This Attestation of College Studies (ACS) is approved by the ministère de l'Enseignement supérieur of Québec and is internationally recognized.

ACS programs are part of continuing education and destined primarily for adults seeking to add value to their skill set or reorient their career.

A student without a Certificate of eligibility (CEO) who begins an ACS program in English will be required to demonstrate sufficient knowledge of French, as defined by the regulations of the Ministère de la Langue française, in order to graduate.

Montréal

2000, Sainte-Catherine Street West - 514 939-2006

Laval

1595 Daniel-Johnson Blvd. Suite 200 - 514 939-2006

**For this program, you'll
need to use your own
computer equipment.**

SEE REQUIREMENTS



Admissions Criteria

Exceptions to these admission criteria may be applied. Every application is reviewed by the College. To be eligible for acceptance into an ACS program, applicants are generally required to meet one of the following criteria:

- Have interrupted their full-time studies for at least two (2) consecutive semesters or one (1) full school year; or
- Have followed post-secondary studies for a period of at least one (1) year; or
- Have a Secondary School Diploma (SSD) or a Diploma of Vocational Studies (DVS), and the program allows them to receive a technical training that is not available in a DCS program; or
- Have an equivalent education or an instruction deemed sufficient and meet the admission criteria set for college studies.

List of Courses

ACS programs are based on DCS program curricula, but do not have general education courses like French, English, or Philosophy.

Concentration Courses

- | | |
|----------------------------|--------|
| • Cinematographic Language | (45h) |
| • Modeling | (135h) |
| • Texture | (75h) |
| • Animation | (60h) |
| • Drawing | (60h) |
| • Art Direction | (45h) |
| • Professional Practice | (105h) |
| • Special Effects | (45 h) |
| • Composition | (45h) |
| • Synthesis Project | (150h) |
| • Digital Drawing | (60h) |
| • Environment Design | (60h) |
| • Character Design | (90h) |
| • Animation II | (60h) |

* The College reserves the right to substitute certain courses.