

Vanarts 2D and 3D Character Animation Programs

Our Animation Programs are for people setting out to become 2D or 3D character animators. The intense 12-months of study prepares graduates with strong demo reels for immediate work. A strong demo reel and work ethic are essential for success. The curriculum and delivery pace prepare you for often-demanding quotas and quality benchmarks set by studios. We want you to have fun while learning. Animators love to animate.

Lectures, workflow demonstrations, and in-class, hands-on supervised assignment production is how you learn. Being familiar with Harmony for 2D or Maya for 3D is not necessary but makes learning animation workflow easier. Most of your time is animating.

Drawing is important, even in the digital world. Animation planning, storyboarding, character design, and figure drawing are directly linked to your animation assignments.

We recommend that you purchase Simplified Drawing for Planning Animation.

<http://www.anamie.com/books/simplified-drawing/>

If you are a registered student and purchase a copy, the school will reimburse you.

In your submission we want to see sketches of characters in subtle and dynamic poses. Send copies from your sketchbooks, samples of cartoons, location sketches, and figure drawings. Character animation is about energy, movement, and emotions. Scribble, sketch, tell stories with your drawings and have fun.

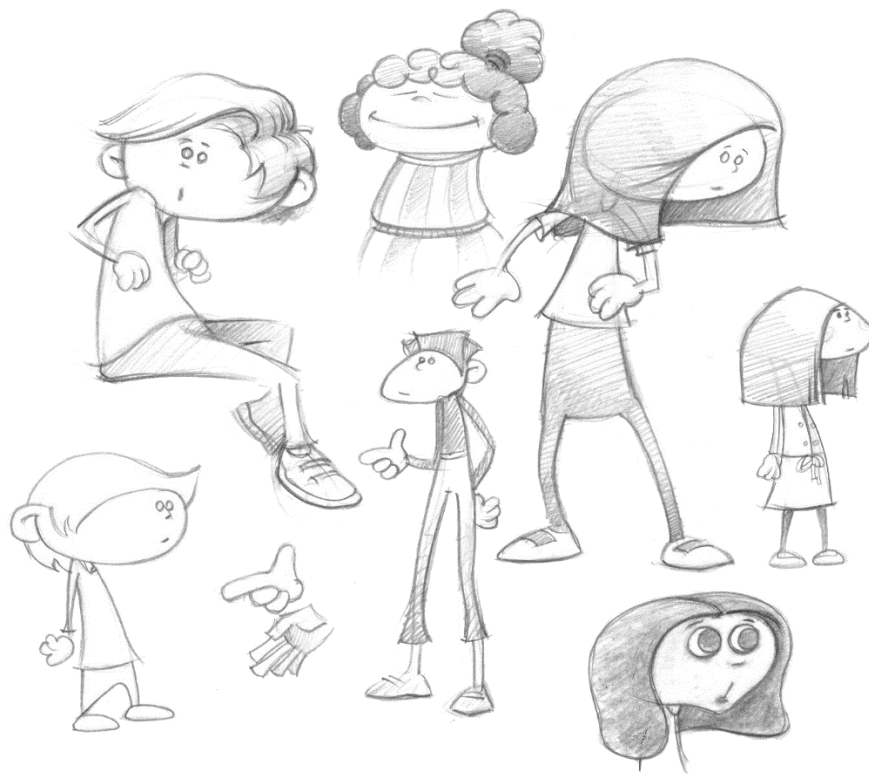
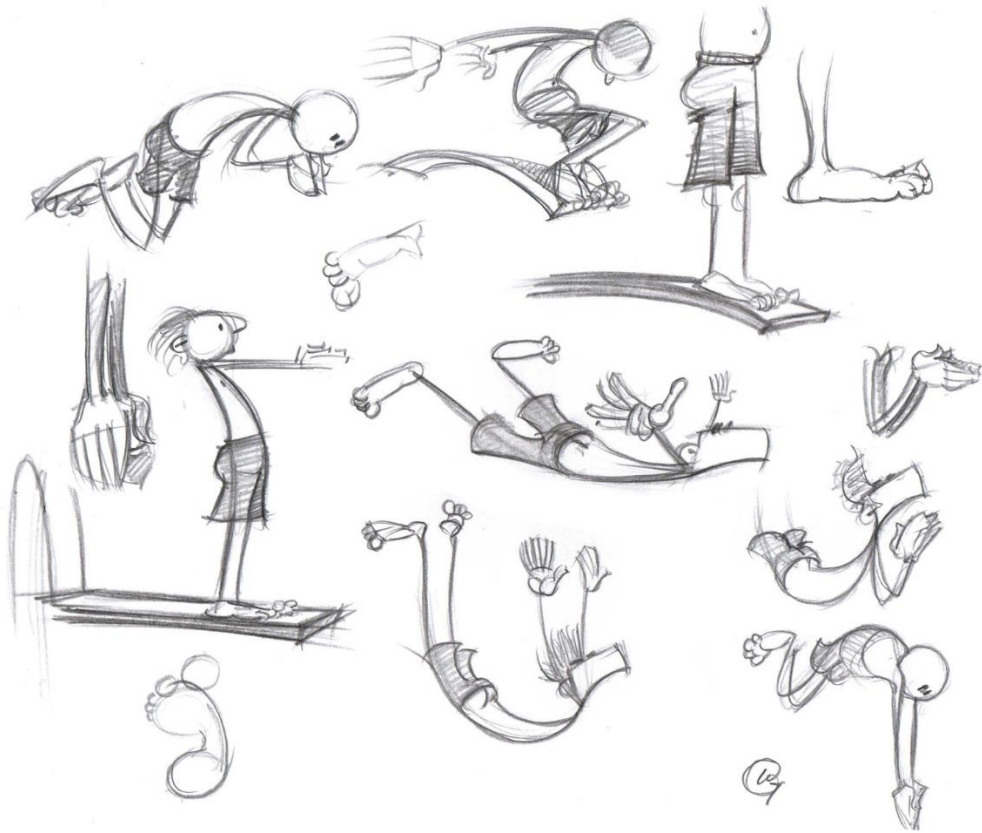
We do NOT want to see Illustrations, paintings, or portraits in your application submission.

You must submit a minimum of 12 pages of artwork. Send links to your work, jpegs, pdfs or a compressed Zip folder attached to an email to admissions@vanarts.com

- 6 pages (**minimum**) of character poses. Each page must have at least 6 character pose drawings.
- 6 examples (**minimum**) comprised of figure drawing, location, and object sketches that show your understanding of form and perspective.
- Send more than 12 pieces if they showcase your drawing skills.
- If you have animation, send a link.

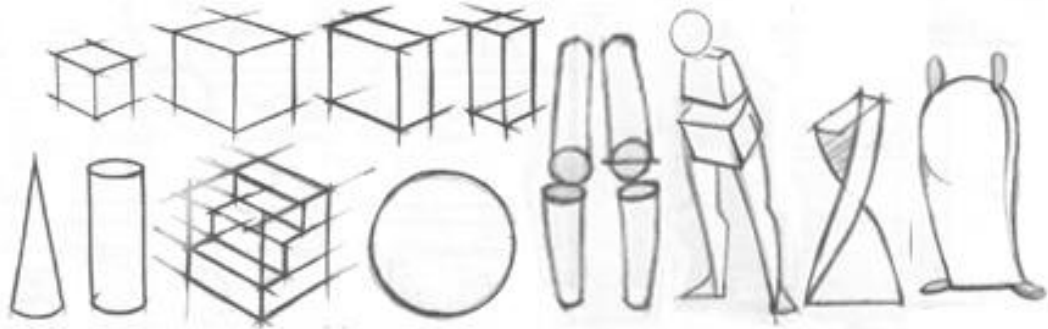


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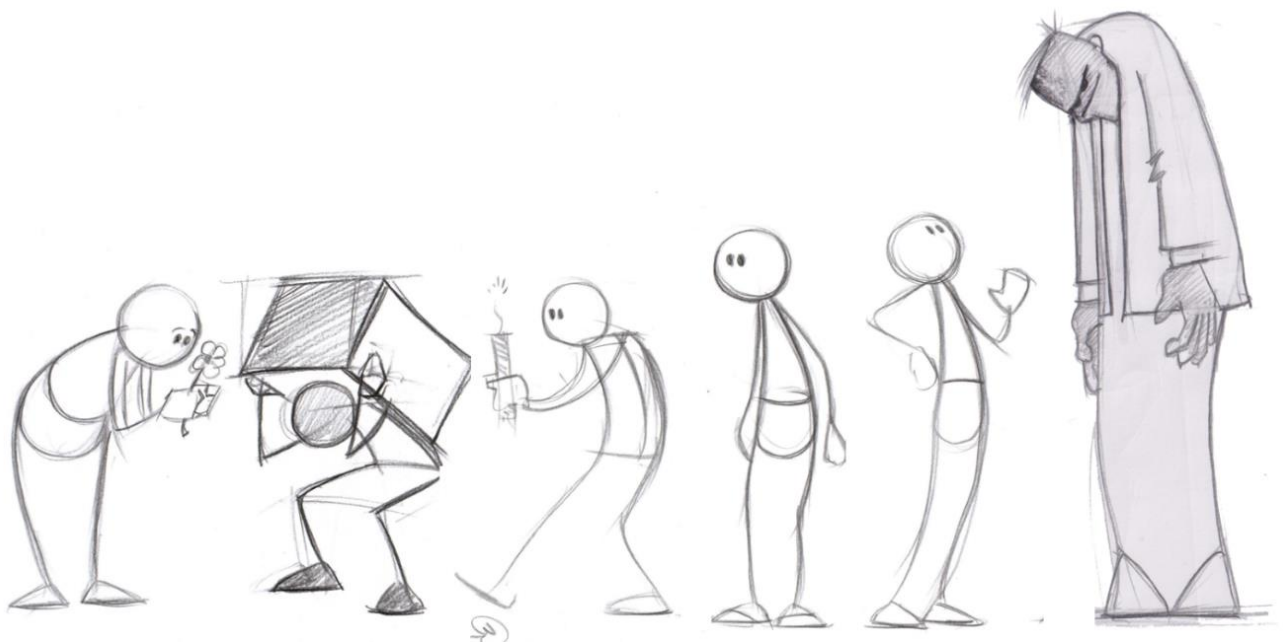


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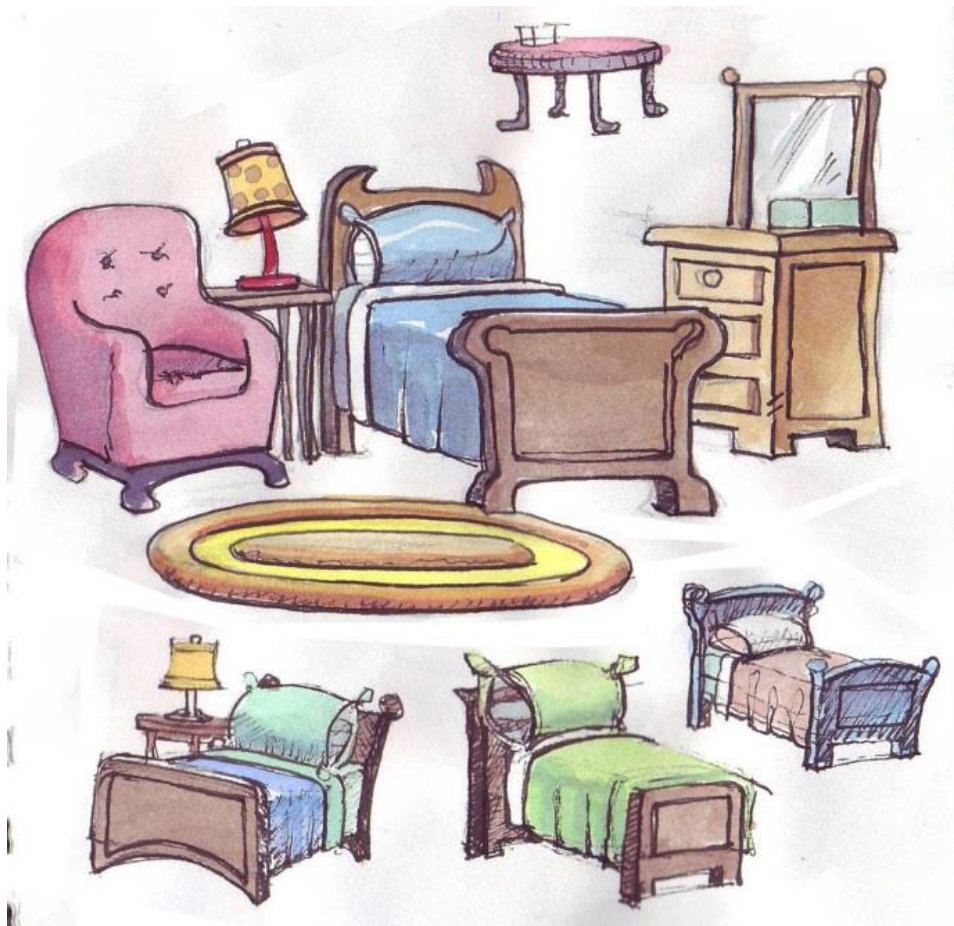
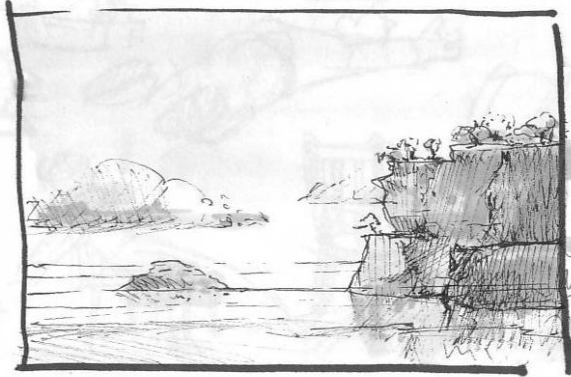
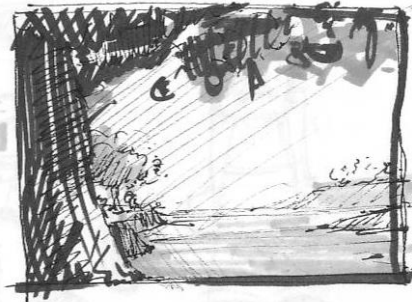
We want to see that you can draw simple geometric shapes and objects in perspective. You will learn more about simplified drawing in your Animation, Life Drawing, and Story, and Visual Language courses at VanArts.



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