

# 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 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.

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 at Vanarts 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.

SIMPLIFIED DRAWING FOR PLANNING ANIMATION and PLANNING CHARACTER ANIMATION are required texts that can be purchased at [amazon.com](https://www.amazon.com), [amazon.ca](https://www.amazon.ca) and [www.anamie.com/books](http://www.anamie.com/books)

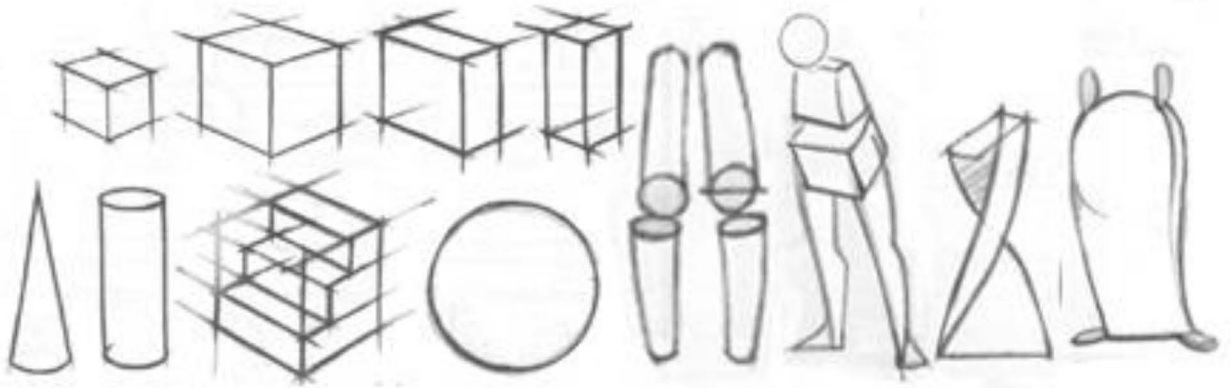
Submit sketches of characters in subtle and dynamic poses, cartoons, location sketches, and figure drawings. Character animation is about energy, movement, and emotions. Scribble, sketch, tell stories with your drawings and have fun.

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

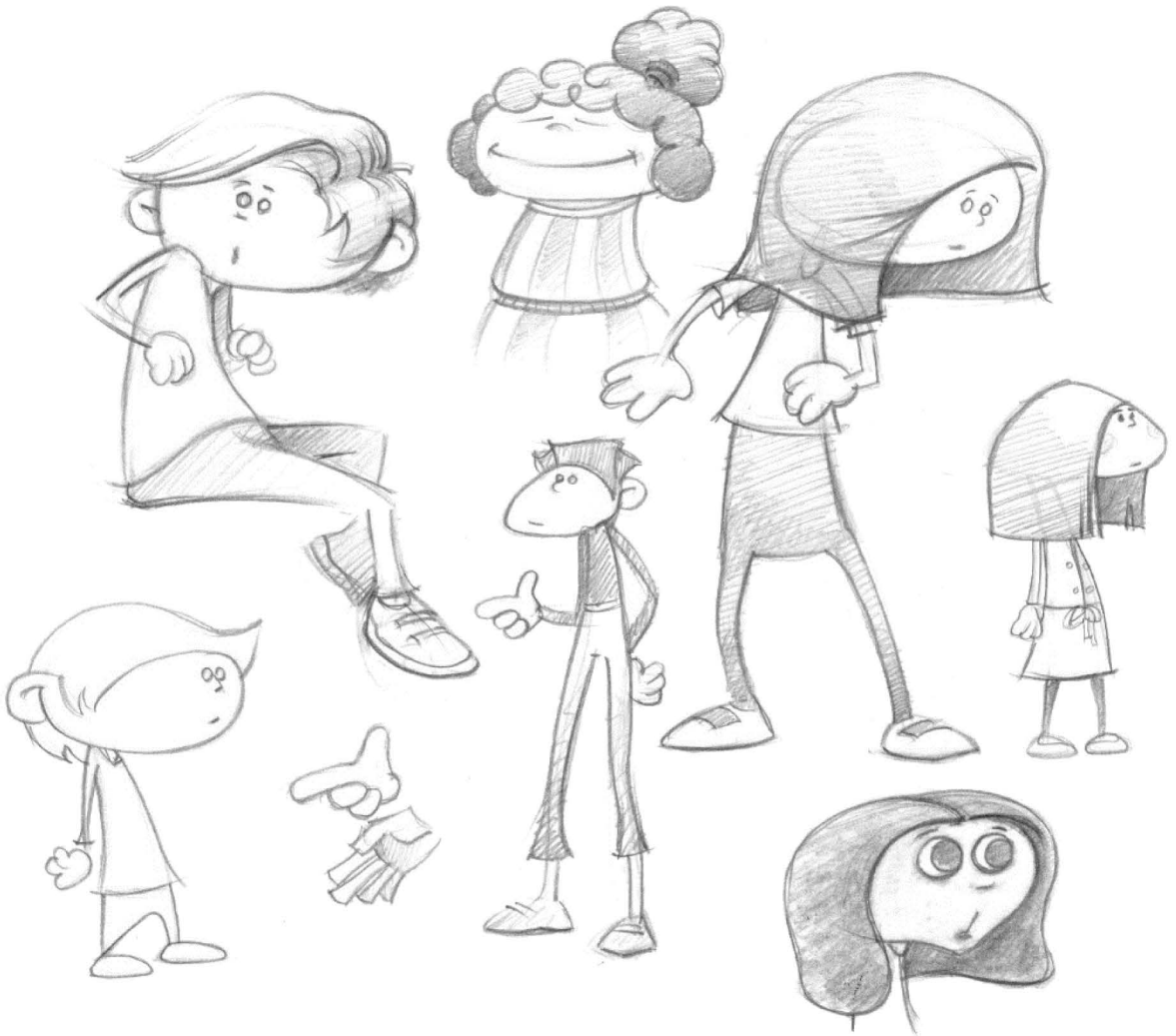
**You must submit a minimum of 12 pages of artwork** as jpegs, pdfs, compressed Zip file or links to [admissions@vanarts.com](mailto:admissions@vanarts.com)

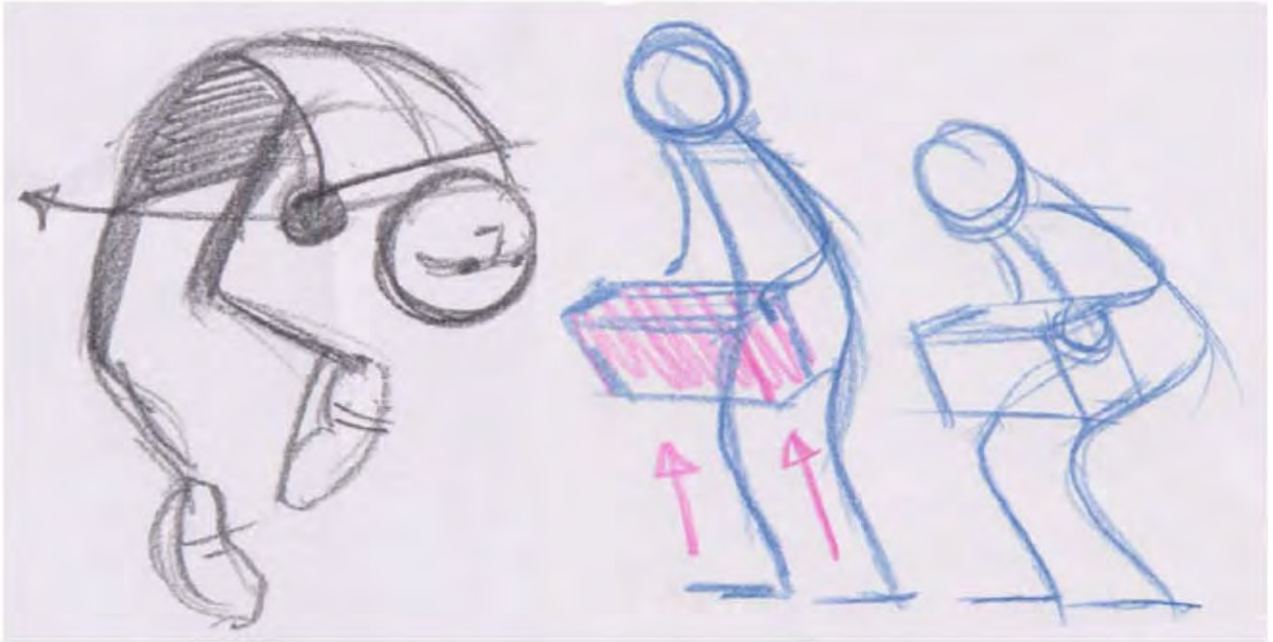
1. 6 pages (**minimum**) of character poses. Each page must have at least 6-character pose drawings. Sequential images show an understanding of movement and storytelling.
2. 6 pages (**minimum**) a compilation of figure drawings, locations, and object sketches that show your understanding of form and perspective.
3. Send more than 12 pieces if they showcase your drawing skills.
4. If you have animation to show, send a link.

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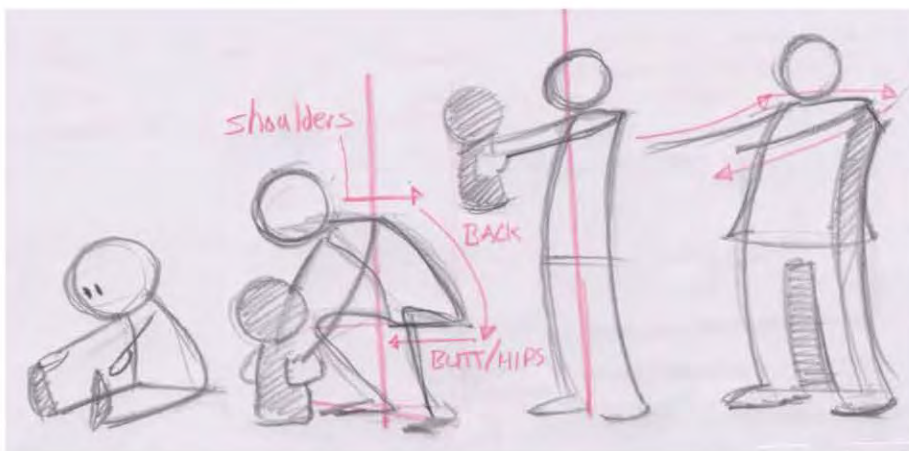
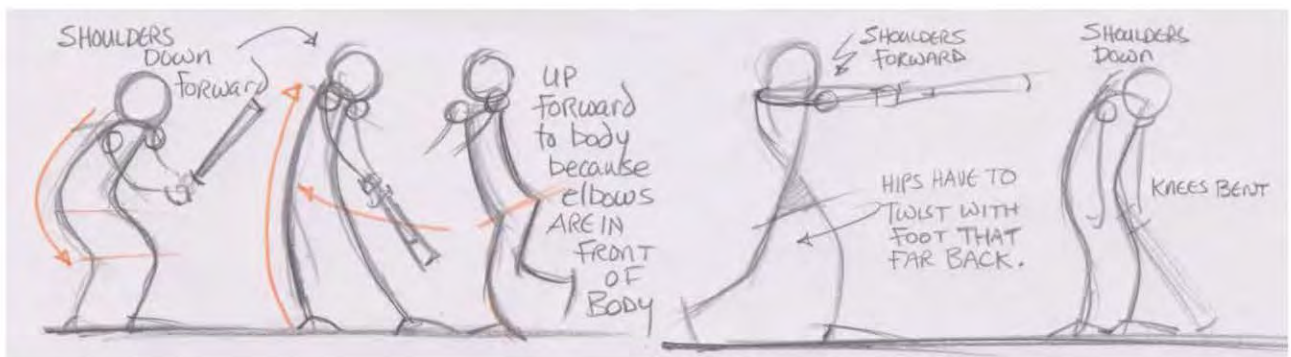


We want to see that you can draw simple geometric shapes and objects in perspective. You will learn more about simplified drawing in your Animation, Life Drawing, and Story, and Visual Language courses at Vanarts.





The body, even in Life Drawing, can be simplified into a ribbon representing front and back.







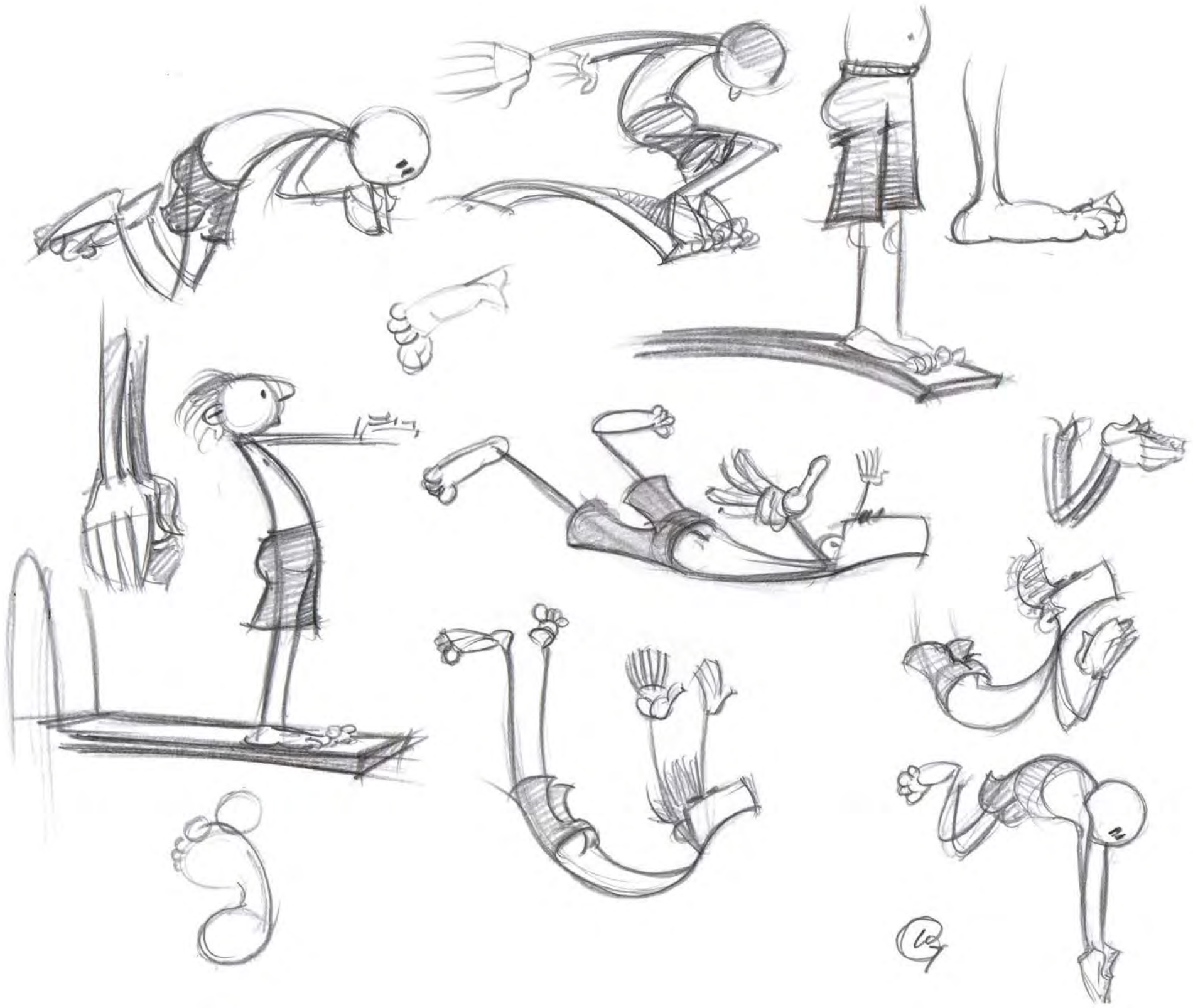




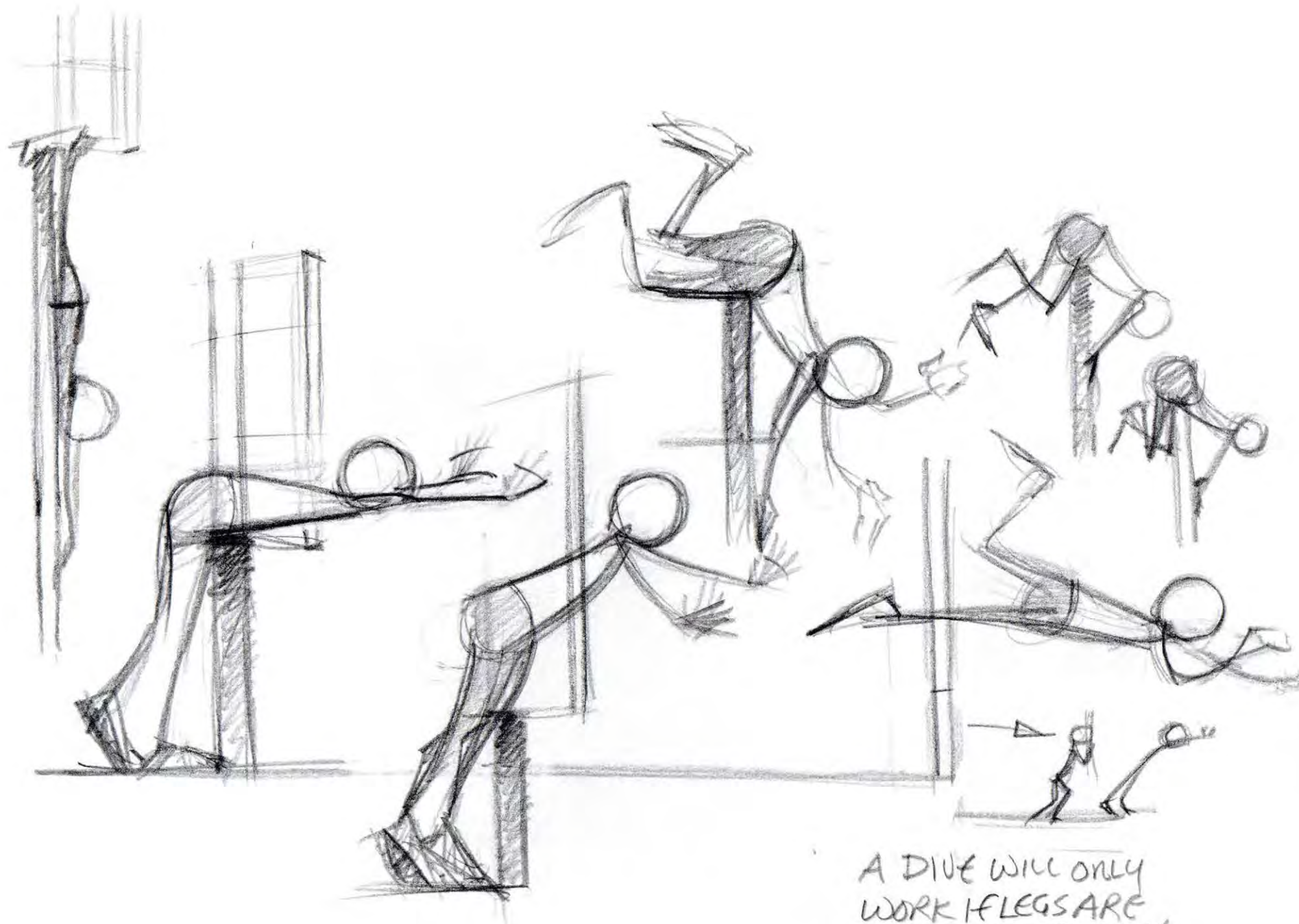


Sandra Ramirez



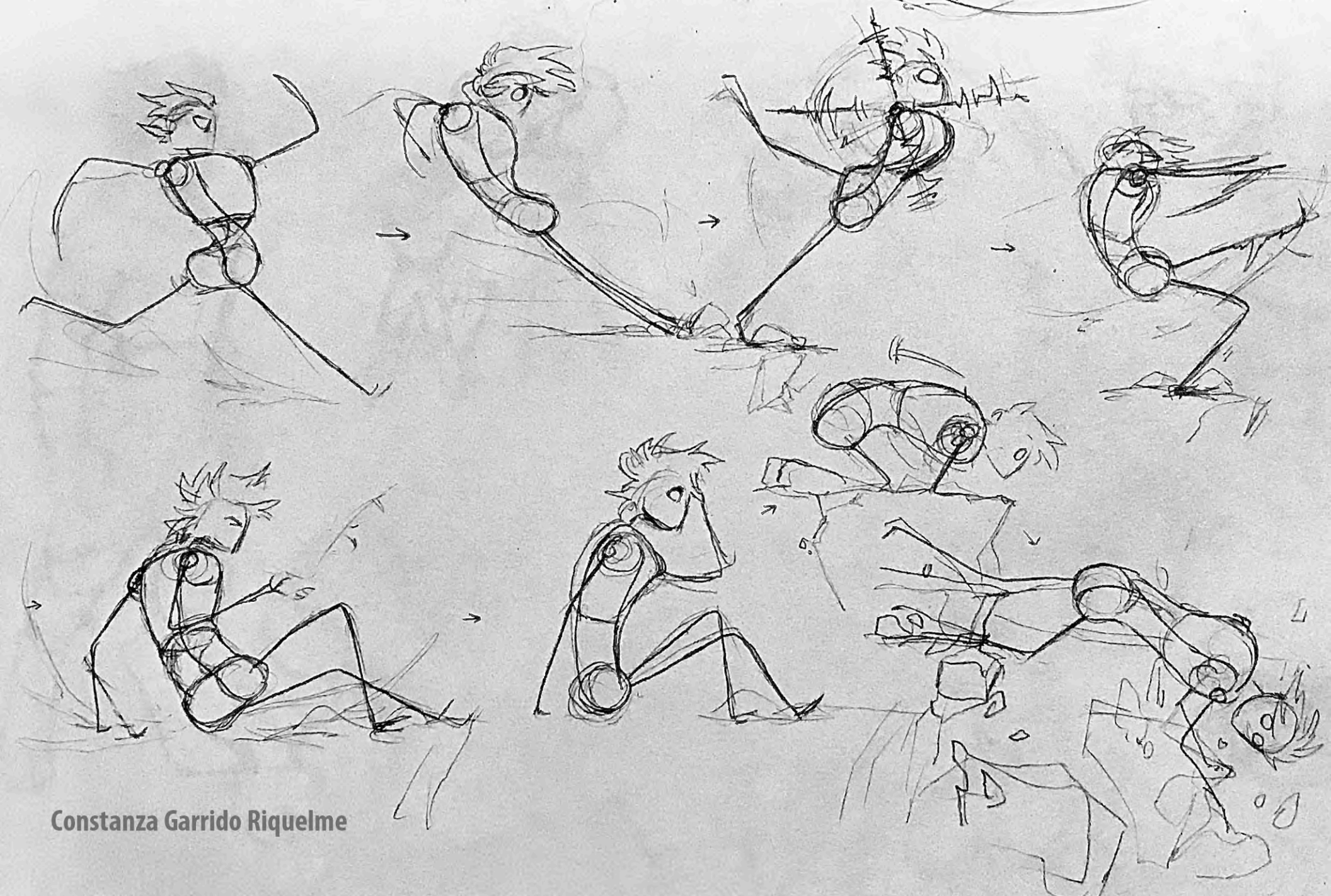




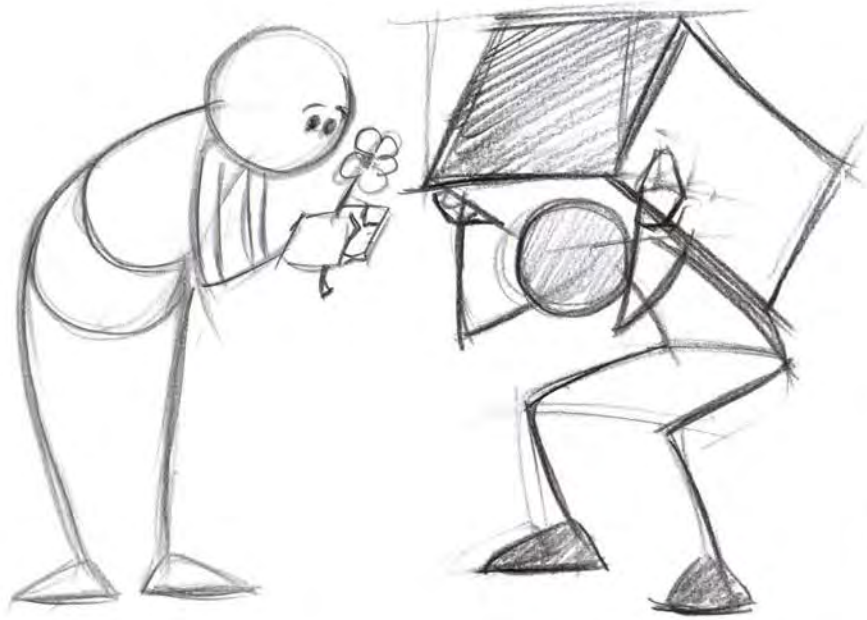


A DIVE WILL ONLY  
WORK IF LEGS ARE  
BENT WHEN PUSHING.





Constanza Garrido Riquelme

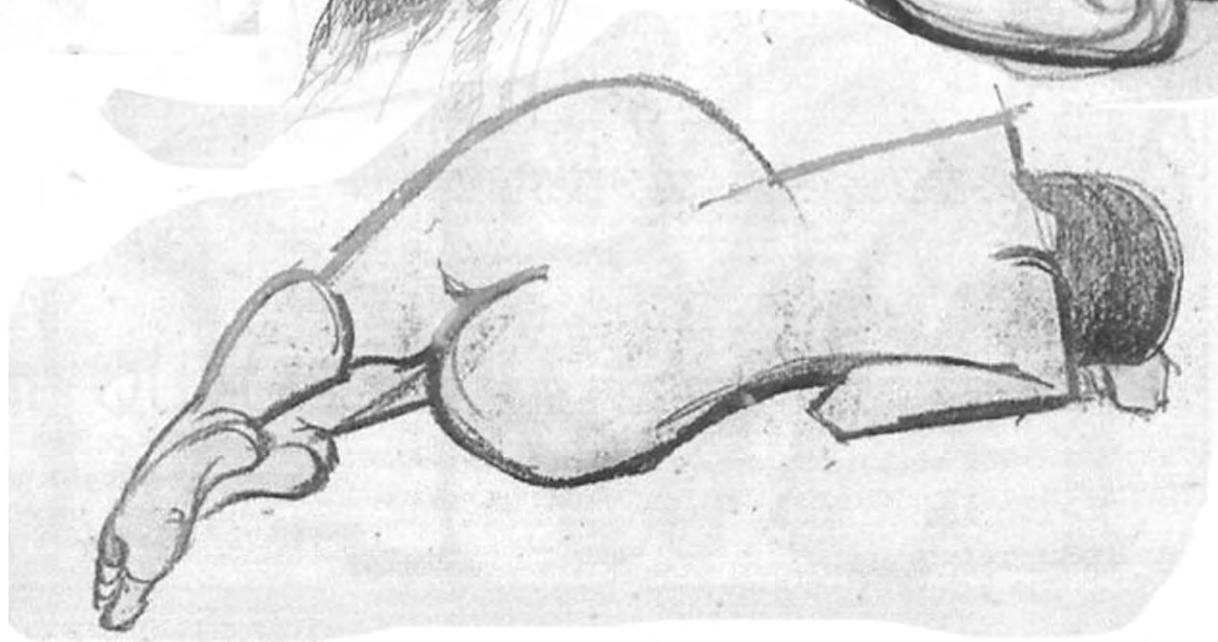


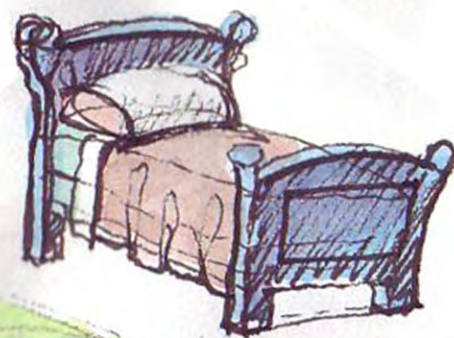
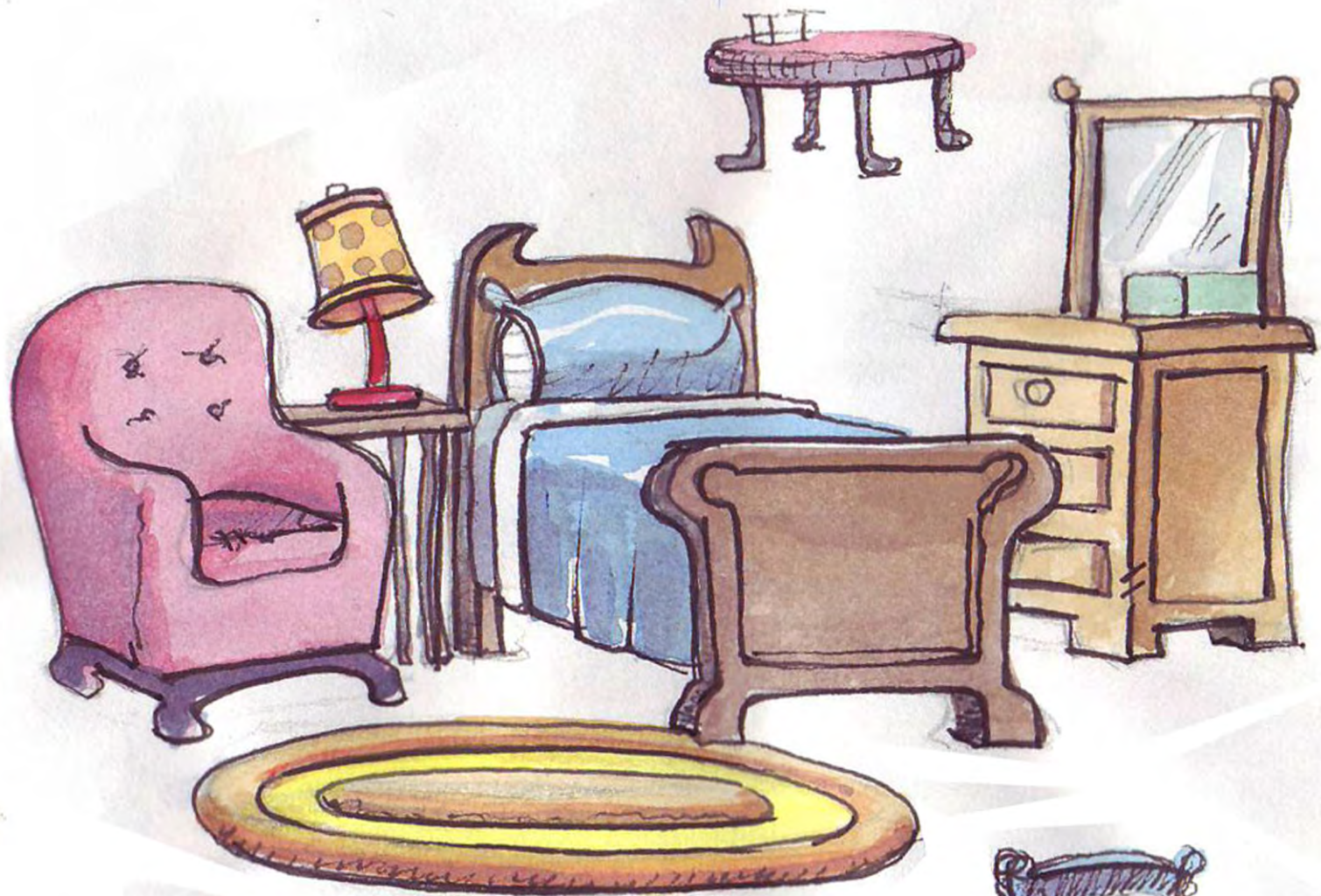
# STORY – VISUAL LANGUAGE – ACTION POSES

Yana Lopes

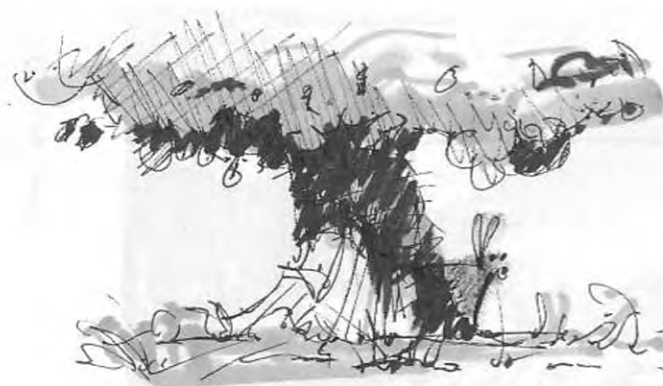




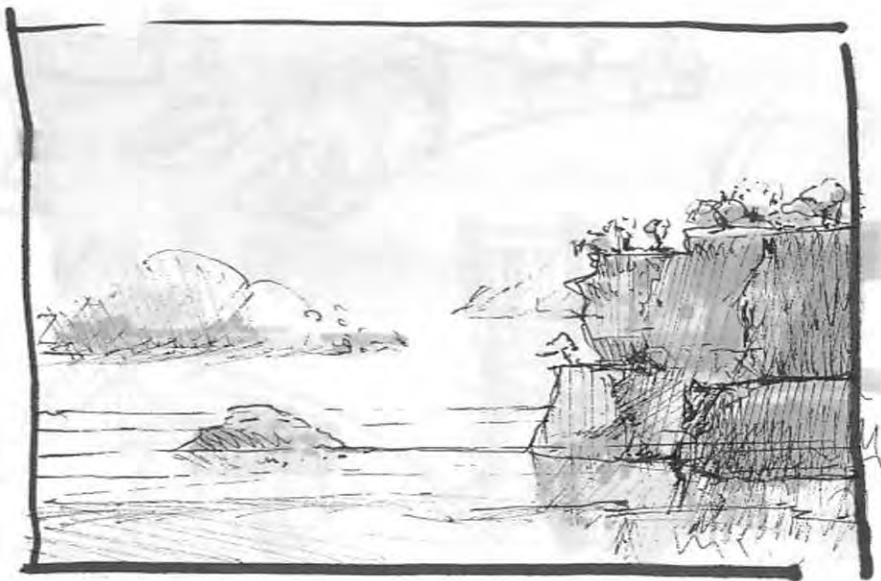
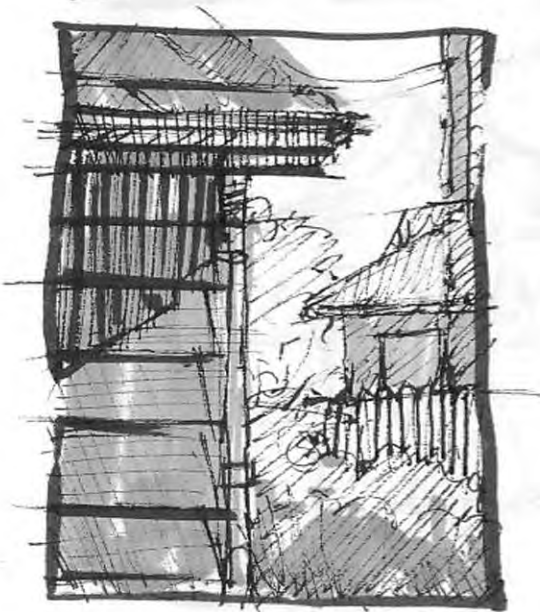


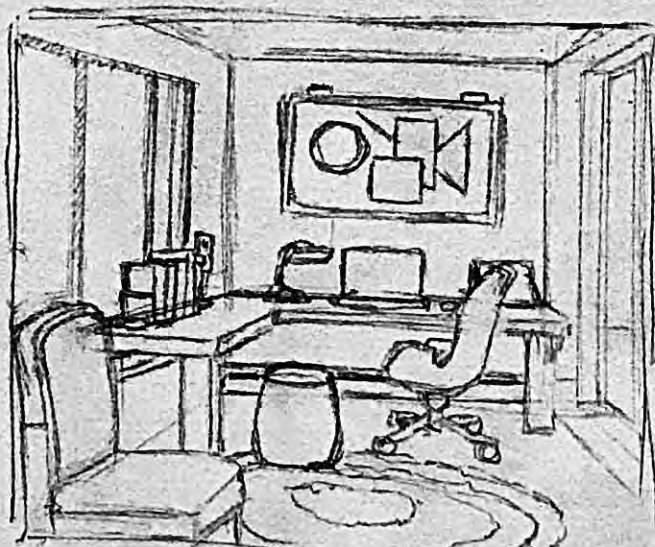
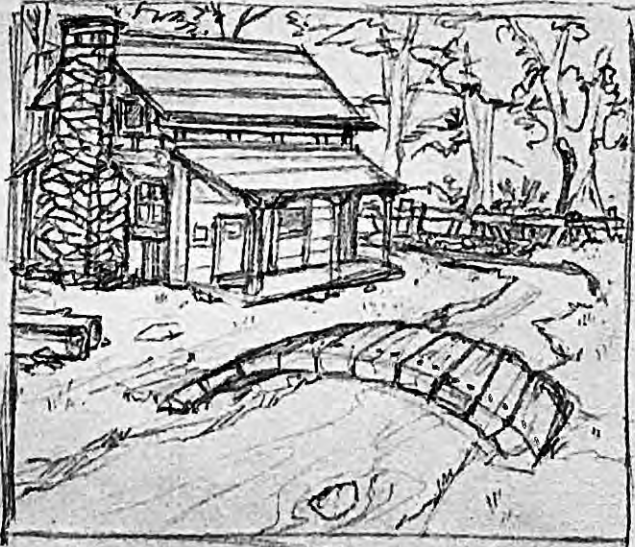
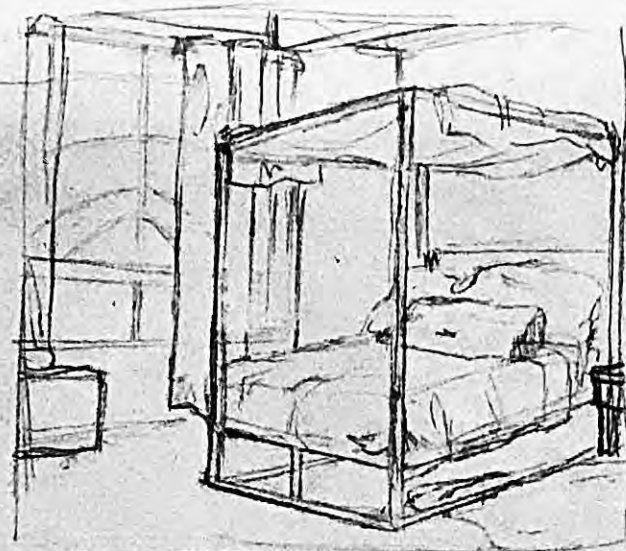
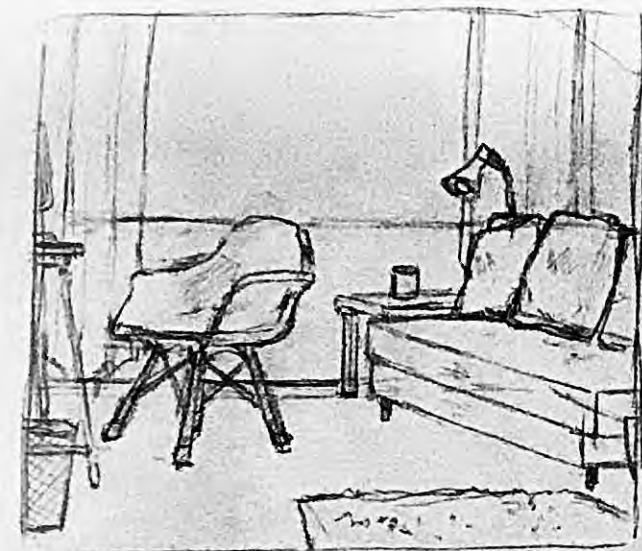












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