



3. Art Foundation (Six-month certificate)
5. 2D Character Animation
7. 3D Character Animation
9. Acting for Film & Television
11. Game Art & Design
13. Professional Photography
15. Visual Effects for Film & TV
17. Web Development & Digital Design
19. Student Life
21. 5 Ways VanArts Launches Careers
25. Pathway Programs
26. How to Apply
28. Tear-away Application
30. Admission Requirements



Vancouver Institute of Media Arts

333 Terminal Avenue, Suite 700
Vancouver, BC, Canada V6A 4C1

Toll-Free (North America) 1.800.396.ARTS (2787)

Local & International (+1) 604.682.ARTS (2787)

web www.vanarts.com

email info@vanarts.com



Mission

Our mission is to unlock the creative and career potential within each student.

About Us

VanArts (Vancouver Institute of Media Arts) is one of the world's most highly respected post-secondary schools for visual, media and performing arts. For nearly 30 years VanArts has provided its students with the foundation and mentorship necessary to launch a successful career.

World Class Faculty

All of the Department Heads and Instructors at VanArts are top industry professionals with decades of experience. They are here because of their passion for teaching and desire to help you become a creative professional they can proudly work alongside.

Specialized Curriculum

Compared to the general curriculum offered at many other schools, VanArts' curriculum is focused and specialized. With strong industry connections, what we teach is based on the skills needed to ensure you are qualified to work in your chosen field.

Small Class Sizes

Through a small, focused classroom environment you will receive substantial one-on-one attention from your instructors. You will have your own workstation for the year and the close-knit collaboration with peers and faculty will lead to lifelong friendships and partnerships.



ART FOUNDATION

Six-Month Certificate

Discover and strengthen your artistic voice

Designed to awaken your inner creative spirit, this immersive six-month certificate program empowers you to explore a diverse range of artistic disciplines, from traditional to digital art. Under the mentorship of industry-experienced faculty, you'll master foundational skills, expand your creative horizons, and cultivate your unique artistic voice.

Our applicants are:

- Passionate about art
- Curious about art careers
- Wanting to find their artistic voice
- Willing to work hard and build foundational skills





A strong Art Foundation is the key to creating interesting and powerful visual media. Through drawing, design, storyboards, animation and video editing, this program will not only help build a portfolio but also provide students with the fundamental skills and knowledge necessary to pursue a career in the arts.

Courses are designed to teach the technical and conceptual aspects of media production and prepare you to pursue further study in a specific area of the arts like Animation, Visual FX, Photography, Web & Graphic Design, the world of Video Games, and Acting.

The skills you'll learn:

- Produce portfolio ready media
- Create drawings with believable depth and perspective
- Create & develop Concept Art
- Develop story Ideas
- Design media for Print and Screens

Pathway to Diploma Programs

Graduates of the Art Foundation program will meet the portfolio requirement for:

- 2D Character Animation
- 3D Character Animation
- Game Art & Design
- Professional Photography
- Visual Effects for Film & TV



2D CHARACTER ANIMATION

The magical world of animation is limitless

Let yourself be drawn into the world of Walt Disney, Hayao Miyazaki, Matt Groening, Tim Burton, and other 2D animation luminaries. The fundamentals remain unchanged from the days when it was all hand-drawn and referred to as classical animation. VanArts can help you to bring your characters and stories to life.

Our applicants have:

- A passion for storytelling
- Enthusiasm about drawing
- An eye for body mechanics & movement
- Creativity & attention to detail
- Basic art skills





Career bio:

The demand for 2D digital animation for television and streaming is high, with commercials, film, and even video games often calling upon animators. Students are often able to secure their first jobs even before graduating.

The skills you'll learn:

- Character animation, storyboarding
- Software Training: Harmony, Adobe Premiere & Photoshop
- Life drawing
- Character, prop & asset building
- Incorporating dialogue, sound effects & music
- Building a demo reel
- Preparing for career options

Your career opportunities:

- Character Animator
- Character Designer & Build Artist - Harmony
- Storyboard Artist
- Layout Artist

Recent grad credits:



& many others

3D CHARACTER ANIMATION

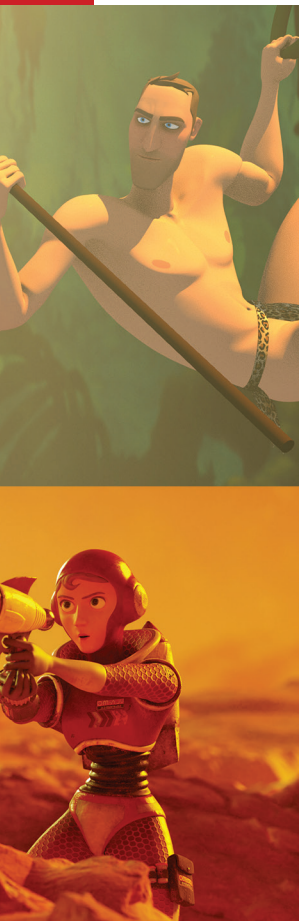
Take your characters into the third dimension

Buzz Lightyear, Space Ranger. Elsa the Snow Queen. Dru the Supervillain-turned-Dad. Miles Morales, parallel Spider-Man. The Addams Family. These colorful characters have all been rendered by computers but ultimately created by imaginative 3D animators.

Our applicants have:

- A passion for storytelling
- Enthusiasm about drawing
- An eye for body mechanics & movement
- Creativity & attention to detail
- Basic art skills





Career bio:

Demand for 3D animated shows is still growing. Disney, Sony, Universal, Netflix, Warner Bros. and other studios around the world are making 3D content at a breakneck speed. Working your way up the career ladder could result in producing or directing opportunities.

The skills you'll learn:

- Character animation, storyboarding
- Software Training: Maya, Adobe Premiere & Photoshop
- Life drawing
- Character, prop & asset building
- Incorporating dialogue, sound effects & music
- Building a demo reel
- Preparing for career options

Your career opportunities:

- Character Animator
- Storyboard Artist
- Layout Artist

Recent grad credits:



& many others

ACTING FOR FILM & TELEVISION

Live your dream on stage and screen

Being an actor means more than being a movie star, famous voice artist or stage performer. It means that you possess a unique ability to shed your identity and wear different masks. You are challenged every time you inhabit a character, but you will also be richer in mind and soul.

Our applicants have:

- Passion and commitment for acting and story telling
- A desire to learn and grow, physically, vocally & emotionally
- Creative Imaginations with curiosity
- Willingness and openness to explore stories and life





Career bio:

Actors advance their careers one role at a time. The reward of being a working actor creates a profound feeling of personal accomplishment with added benefits of compensation and opportunities. Voice acting, commercial-work and smaller parts are the stepping stones to more prominent roles and wider recognition.

The skills you'll learn:

- Acting techniques
- Voice & dialect training
- Physical training & body awareness
- Character development
- Auditioning & networking skills
- Making a demo reel that stands out

Your career opportunities:

- Commercial work
- Film & TV lead/supporting roles
- Voice-over work
- Stage & theatre
- Web & online shows

Recent grad credits:



& many others

GAME ART & DESIGN

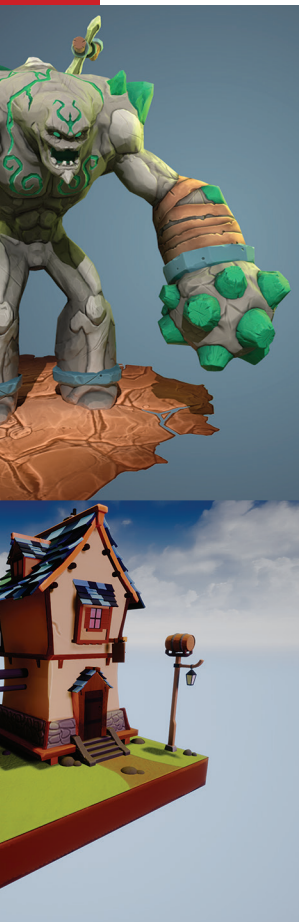
Create characters and the worlds they inhabit

Video game artists are treated like rock stars in the gaming world. You could design characters and worlds that gamers will remember for years. If you have the next Halo or Assassin's Creed in your mind and need the skills to release it to the world, you can get started at VanArts.

Our applicants have:

- A passion for video games
- Artistic skills
- Creative ideas
- Desire to make legendary characters and worlds





Career bio:

The video game industry earns \$100 billion annually. Console, virtual reality, mobile, and PC gaming studios all welcome new talent. A strong portfolio and desire to work on a team are key assets for your career in the game industry.

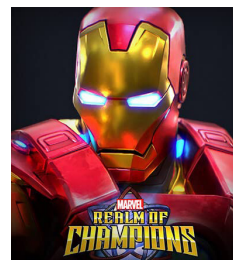
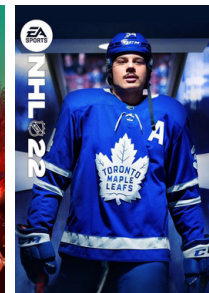
The skills you'll learn:

- Training in Maya, ZBrush, Python
- 3D modeling & figure drawing
- Surface, shading & texture design
- Mobile game development
- Motion capture & game engines
- Virtual reality game development

Your career opportunities:

- Game Designer
- Indie Game Developer
- Concept Artist
- Character Modeler
- Environment Artist
- Texture Artist
- Rigging Artist

Recent grad credits:



& many others

PROFESSIONAL PHOTOGRAPHY

Capture the way you see the world

Photographers freeze time, document historical moments, and share their visions of beauty. Great photography allows the viewer to see truths and feel emotions. This is the sort of photographer we help produce at VanArts.

Our applicants have:

- An interest in photography and documenting life
- Ability to be both technical and creative
- Networking & teamwork skills
- A patient attitude & willingness to guide others
- A mind for business or entrepreneurship





Career bio:

Careers in photography have been impacted by the ease and accessibility of digital tools, but the demand for good photographers remains consistent. Print and digital outlets will continue to need material for their publications. A focus on entrepreneurship is now more important than ever in this field.

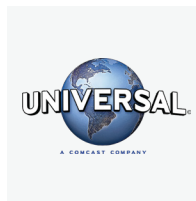
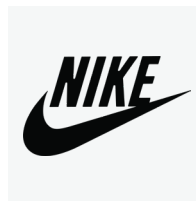
The skills you'll learn:

- Running your own business
- Visual communication
- Digital workflow & manipulation techniques
- Lighting techniques & style development
- Video for photography
- How to shoot for multiple industries

Your career opportunities:

- Commercial (advertising, food, architecture)
- Editorial (fashion, sports, photojournalist)
- Consumer (families, portraits, weddings)
- Art (decorative, fine, exhibition)
- Creative Director
- Editor / Post-production

Graduates have shot for:



& many others



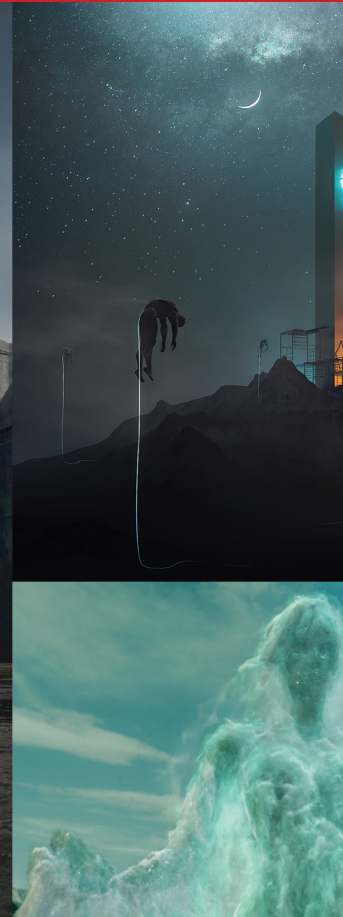
VISUAL EFFECTS FOR FILM & TV

Produce effects
to dazzle & delight
audiences

The visual effects used to create spaceships, superheroes and natural disasters make for incredible scenes in movies and TV shows. In fact, building these believable worlds is indispensable for modern day filmmaking. VanArts trains you to join this global industry.

Our applicants have:

- An interest in technology and/or computer artistry software
- A passion for movies and/or TV shows
- Capacity to receive and incorporate feedback
- A creative mind
- An ability to work on your own and as part of a group





Career bio:

The industry has seen rapid growth in the past decade. While sci-fi, fantasy and action movies require many digital effects, TV shows are also embracing VFX to enhance their productions. Skilled artists advance into management roles.

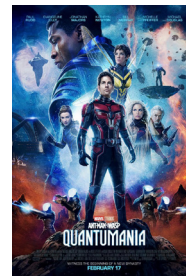
The skills you'll learn:

- Training on Houdini, Maya, Nuke, Python
- Compositing & green screen shooting
- Digital matte painting
- Surface, shading & texture design
- VFX production pipeline roles
- Creating a demo reel
- Networking & demo reel skills

Your career opportunities:

- CG Generalist
- Digital Matte Painter
- FX Artist
- Compositor
- Lighting & Surfacing Artist
- FX Technical Director

Recent grad credits:



& many others

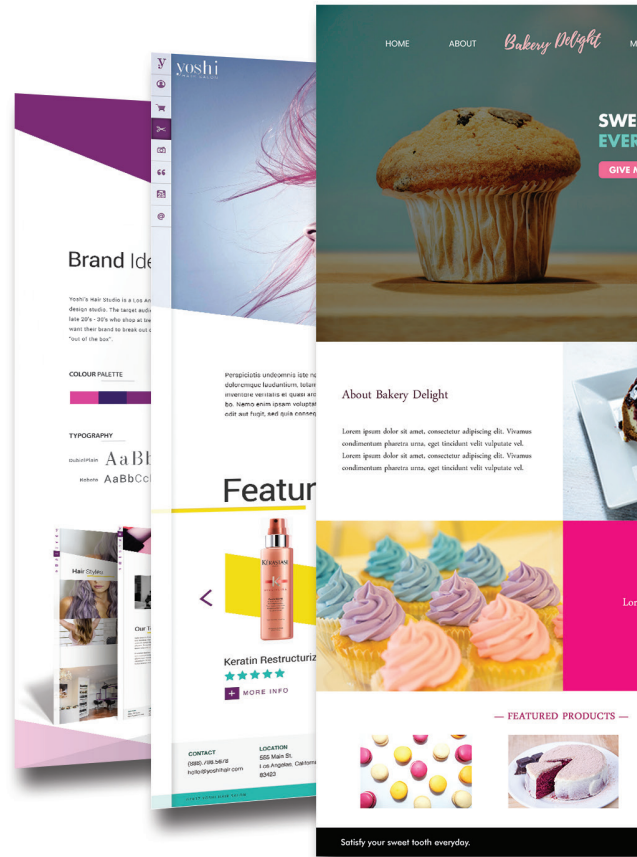
WEB DEVELOPMENT & DIGITAL DESIGN

Learn web design, coding and how to convert online visitors into customers

Developers and designers trained in cutting-edge design principles, coding languages and digital marketing are in demand. Our curriculum combines these three major areas, giving you the skills to pursue multiple opportunities.

Our applicants have:

- An interest in design, coding or online business
- Analytical and creative talents
- Effective time management
- Resourcefulness and problem-solving skills





Career bio:

The need for digital designers, developers, and marketers shows no sign of slowing down. Growth is forecast in all areas of web & interactive fields. Specialization offers individuals the chance to build skill sets and become indispensable assets. Jobs for agencies, companies and freelance work are continually posted.

The skills you'll learn:

- HTML, CSS, JavaScript, PHP, node.js, Angular, jQuery, MySQL, Agile, Scrum & many others
- Full stack development
- Adobe Suite (Photoshop, Illustrator, InDesign)
- Logo design, typography & branding
- Digital marketing & project management
- Online business development

Your career opportunities:

- Web Developer & Designer
- Front-end Developer / Engineer
- UX (User Experience) & UI (User Interface) Designer
- Freelance Web / WordPress / CMS Developer
- Conversion & SEO Strategist
- Mobile App Developer
- Project Manager

Grads have worked for:



& many others

Join our Creative Community





Your road begins here

Being a student at VanArts will change your life and open you up to a world of new friendships and opportunities. From your daily experiences in the classroom to school events and activities in the city of Vancouver, your classmates and instructors will quickly become a second family.

Through the year you can experience mixers, holiday celebrations, showcases of work from different departments, industry events, and enjoy recreation in surrounding parks and tourist attractions. At the end of the year, our graduation ceremony is an unforgettable night for celebrating everyone's achievements.

The relationships you build at VanArts will last a lifetime and provide a professional network that will help further your career opportunities.



From the President of VanArts

In the opening pages of this viewbook, you'll see our mission statement: to unlock the creative and career potential within each student. We take this mission to heart. It underscores everything we stand for as a school.

Since opening our doors in January 1996, thousands of students have received instruction at VanArts, enabling them to change their lives and pursue creative careers in the visual, performing and media arts. We hope you choose to follow that path as well.

Instruction at VanArts is provided by industry professionals whose guidance and mentorship are integral to your success. Their experience is invaluable. Their collective knowledge, with feedback from program advisory committees, forms the basis of our curriculum. They've been there and done that; they know what you need to learn to launch your career.

We urge students at VanArts to work hard, follow instruction, and learn everything they can; but don't forget, this is also an opportunity to form professional relationships. The connections formed with your fellow students and instructors are the building blocks of a professional network. If you impress people in your network, they will help you achieve your career goals.

The first step in this path is simple: choose VanArts. We'll help you make art your life.



Colin Phillips
VanArts President

VanArts Offers

- Located in False Creek Flats, the heart of Vancouver bordering downtown, an area which attracts artists, ecologists, scientists, entrepreneurs and students
- Over 18,000 square feet of newly renovated, custom floor space
- 1,000 sq. ft. photography studio
- 48-seat screening room
- Devoted studio spaces for Acting and Photography students
- Dedicated workstations
- Mo-cap suit, VR headsets and lighting equipment
- Lunch room and reference library
- Secure lockers for all students
- Immediate access to downtown bus routes and rapid transit
- Restaurants, coffee shops, pubs and theatres within easy walking distance
- Merit-based scholarships (please enquire)

#1

Location

VanArts is in the heart of Vancouver, Canada – the world's largest hub for animation and visual effects companies. It also has one of the globe's largest concentrations of video game studios, a rapidly growing startup and tech industry, and the third-largest region for movie and television production in North America.

TOP 2

Ranking

Industry career reviews and magazines have consistently ranked VanArts in their Top 10 International Schools. Currently, VanArts is listed at #2 in Animation Career Review's 2023 rankings of the top Canadian Animation Professional Training Programs and #3 in the world.

28⁺

Years

Since being founded in 1995, VanArts has graduated thousands of students working in their chosen fields. Over the past three decades, these grads have won awards, risen to top positions, and founded their own successful companies.

40%

Growth

Since 2021, Vancouver has experienced a 40% industry growth in jobs & opportunities. Demand is high for joining this booming workforce as studios like Netflix, Electronic Arts, Industrial Light & Magic, and Walt Disney Animation Studios are expanding their facilities to hire more artists.

74,500

Jobs

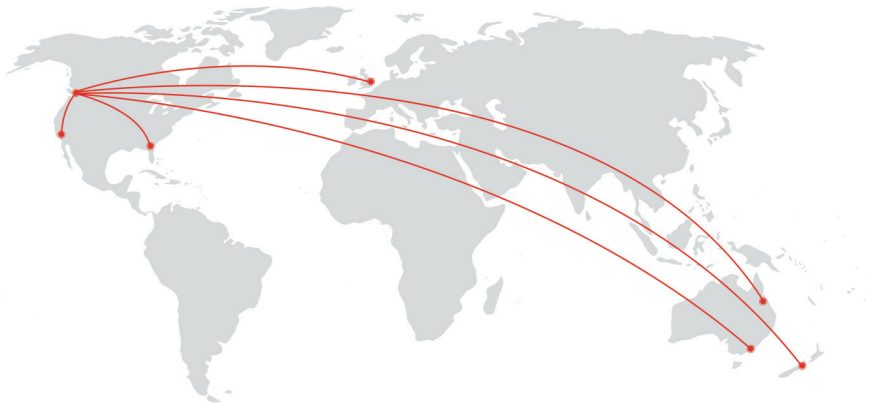
This is the number of full-time and equivalent jobs province-wide in British Columbia's creative sector, as reported by Creative BC, contributing \$5.4 B (billion) to BC's GDP. According to the Vancouver Economic Commission, the Digital Entertainment & Interactive industry generates more than 40,000 jobs in the city of Vancouver alone.

Continuing your education after VanArts

VanArts has articulation agreements in place with several well established universities and colleges in Canada, the USA, Australia, New Zealand, and the UK. These degree pathways allow you to complete an advanced diploma in eight months or a bachelor's degree in as little as one year after your studies at VanArts, giving you the advantage of two credentials: a professional diploma, and an advanced diploma or undergraduate degree. Our international network also gives you the opportunity to experience a different part of the world.

For students wishing to continue their studies in Vancouver, VanArts has four local university partners. International students may apply for a post-graduate work permit in Canada after completing their studies with these local partners. This can lead to permanent residency or Canadian citizenship.

Contact us to learn how each program transfers to our pathway partners.



Pathway Programs



Canada





Australia



New Zealand



United Kingdom



United States



“The VanArts degree pathway program allowed me to merge my backgrounds in both art and technology, complete my training in less time, and take things further for job opportunities.”

Maanik Puri
Graduate of VanArts and
Fairleigh Dickinson University

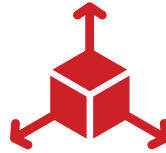
Student Success



2D Animation

"Since VanArts, I've worked on video games, character design and TV series. I now supervise a team of artists across two studios. I love what I do."

Chris Woods
Animation Director - **Bardel Entertainment**



3D Animation

"I searched online and found VanArts. I was instantly hooked when I found out it was a one-year program strictly focused on character animation."

Austin Wright
Lead Animator - **ICON Creative Studios**



Acting

"If you are looking for a place to start, I would unreservedly recommend the Acting program at VanArts."

Aaron Douglas
Actor - **Battlestar Galactica**,
The Flash & many more



Game Art

"The knowledge and contacts I made at VanArts were a great help in launching my career. I was really impressed with their focus on studio production."

Genseki Tanaka
Assistant Art Director -
Ubisoft



Photography

"Business is everything. The advice I got from VanArts' instructors and guest speakers was invaluable to my career."

Sunny Jhooty
Architectural & Interior
Photographer



Visual Effects

"VanArts is a place where you learn, grow and become a family of professionals."

Rohit Nayak
Matte Painter - **Aquaman**,
Jurassic World & many more



Web Development

"The environment at VanArts was great, with people I could count on. I was able to get a job before I even graduated."

Tammy Duarte
Designer - **York & Chapel**

How to Apply

1

Start your application

Apply for your program and start date online at vanarts.com/apply or using the short-form application in this viewbook.

2

Submit required materials

This includes a portfolio, letter of intent, proof of age and high school or college transcripts. English proficiency is also required for ESL students. Admission materials can be submitted by mail, email or in person.

3

Receive a reply in 7 days

Your completed application will be reviewed by our selection committee. You will receive a decision within seven working days.

4

Welcome to VanArts!

After you receive your Letter of Acceptance, our team will be there to support you in preparing for your first day.

APPLICATION FOR ADMISSION

STUDENT INFORMATION

First Name	<input type="text"/>	Last Name	<input type="text"/>
Gender	<input type="text"/>	Pronouns	<input type="text"/>
Address	<input type="text"/>		
E-Mail	<input type="text"/>		
Mobile Phone	<input type="text"/>	Date of Birth	<input type="text" value="Month / Day / Year"/>

PROGRAM INFORMATION

I am applying for the following 12 month diploma program and start date:

Program

- | | |
|--|--|
| <input type="radio"/> Art Foundation (6-month certificate) | <input type="radio"/> Game Art & Design |
| <input type="radio"/> 2D Character Animation | <input type="radio"/> Professional Photography (Sept only) |
| <input type="radio"/> 3D Character Animation | <input type="radio"/> Visual Effects for Film & TV |
| <input type="radio"/> Acting for Film & TV (Sept only) | <input type="radio"/> Web Development & Digital Design (Sept only) |

Start Date

- | | |
|---------------------------------|-----------------------------------|
| <input type="radio"/> March | <input type="text" value="Year"/> |
| <input type="radio"/> September | <input type="text" value="Year"/> |

HOW DID YOU FIRST HEAR ABOUT VANARTS?

- ☐ Internet ☐ Event ☐ Advertisement ☐ Referral ☐ Agent ☐ Other

Please specify (Internet - site/search engine, Event - name/date, Advertisement - publication/date, Referral/Agent - name/email)



APPLICATION FOR ADMISSION

Complete and submit form on reverse with all admission requirements to:

VanArts - Office of Admissions
333 Terminal Avenue, Suite 700
Vancouver, BC V6A 4C1
Canada

Phone: 1.800.396.2787 or 604.682.2787 ext. 101
Fax: 604.684.2789
E-Mail: admissions@vanarts.com
Web: vanarts.com

In order to process your application, it must be accompanied by a non-refundable \$100 CAD application fee. Unless waived, payment may be made in person (cash, credit card, cheque), on the phone (credit card), or by mail (cheque, money order).

INTERNAL USE ONLY

Event Name

Date

Month / Day / Year

Advisor Name

Notes



Admission Requirements

1

Portfolio

(Required for: 2D/3D Character Animation, Game Art & Design, Professional Photography, and Visual Effects for Film & TV)

Portfolios should consist of 12 examples of your best artwork, from whatever skill level you are at. Program specific guidelines and portfolio tips available at vanarts.com/admission-requirements.

○ 2D/3D Character Animation

12 pages of your best artwork. 5 pages should include sketches of characters in sequential action poses. The other pages may include life/figure drawings and location/object sketches (showing an understanding of form and perspective).

○ Game Art & Design

12 pieces of visual arts that can include traditional art, digital painting, 3D modeling and/or animation.

○ Professional Photography

12 samples of your best digital or traditional photography.

○ Visual Effects for Film & Television

1-3 film or video projects with additional artwork (12 pieces total), or a 12 piece visual arts portfolio that can include graphic design, 3D design, animation, and/or photography.

Audition

(Required for: Acting for Film & TV)

○ Acting for Film & TV

2 Audition pieces required – Contrasting monologues (must be from a play), 1 contemporary and 1 Shakespeare, or 2 Contemporary (1 dramatic and 1 comedic). Each piece should be no longer than 2 minutes; the applicant should know both monologues without the use of text (on paper or computer). Audition can be done in-person, over Zoom, or pre-recorded and submitted as a video file (through WeTransfer).

* Art Foundation and Web Development & Digital Design do not require a portfolio.

Admission Requirements

2 Letter of Intent
One page statement describing your goals and fields of interest.

3 Proof of Age
Photocopy of your passport or driver's license with Photo ID.

4 Transcripts
High school transcripts required for candidates under 19 years of age.

5 English Proficiency
For students not fluent in English, documentation of proficiency is required. Standard methods of meeting the requirement are listed below. (Full list, including ESL partner schools, available at vanarts.com/admission-requirements.)

- IELTS (International English Language Testing Service)
Minimum score required is overall 6.0 on the Academic test.
- TOEFL (Test of English as a Foreign Language)
Minimum score required is 68 for IBT (internet-based test), 190 for CBT (computer-based test), and 520 for PBT (paper-based test).
- TOEIC (Test of English for International Communication)
Minimum score required is 700.
- CAEL (Cambridge First Certificate in English)
Minimum level achieved of B2.
- CEF (Common European Framework)
Minimum level of B2 or equivalent.
- Duolingo English Test
Minimum score required of 90.
- Pearson Test of Academic English
Minimum score required is overall 54.
- CAEL (Canadian Academic English Language Assessment)
Minimum score of 60 required.
- Transcripts
Students who have completed their high school education and/or two years of post-secondary where English was the main language of instruction can meet the English Proficiency Requirement through submission of transcripts.

Notes

Notes



Contact Us

Toll-Free (North America) 1.800.396.ARTS (2787)

Local & International (+1) 604.682.ARTS (2787)

web vanarts.com/contact-us

email info@vanarts.com

Connect Online

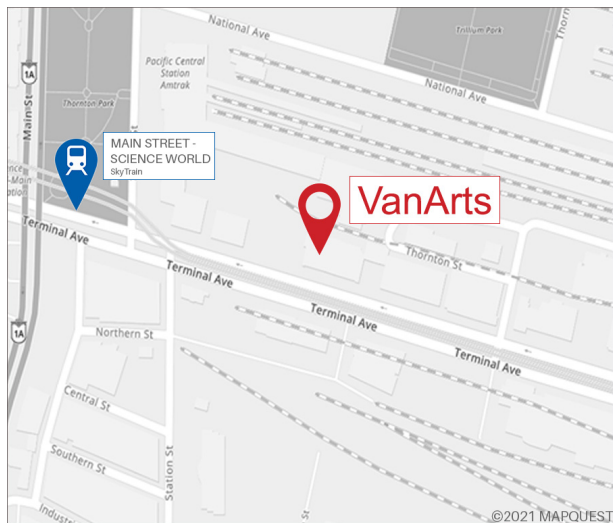
f facebook.com/vancouver.institute.of.media.arts

t twitter.com/vanarts

@ instagram.com/van.arts

y youtube.com/vanarts

d tiktok.com/@vanarts_official



vanarts[®]
VANCOUVER INSTITUTE
of MEDIA ARTS

Vancouver Institute of Media Arts

333 Terminal Avenue, Suite 700

Vancouver, BC, Canada V6A 4C1

Toll - Free (N.America) 1.800.396.ARTS (2787)

Local & International (+1) 604.682.ARTS (2787)

web www.vanarts.com

email info@vanarts.com



VanArts is designated by the Private Training Institutions Branch (PTIB), a branch of the BC Ministry of Advanced Education. The Education Quality Assurance (EQA) designation is British Columbia's brand for quality post-secondary education. EduCanada is a brand that supports the international education offer of Canadian provinces and territories. EduCanada and the leaf design is a trademark of the Government of Canada and is subject to a Master Licence Agreement between the Council of Ministers of Education, Canada (CMEC), and Department of Foreign Affairs, Trade and Development (DFATD).

All artwork by students or staff are used by permission, or owned by VanArts. Other works, such as company logos, property titles and posters, are used biographically to denote student accomplishments. Program content and courses are subject to change without notice.

© 2024 Vancouver Institute of Media Arts

