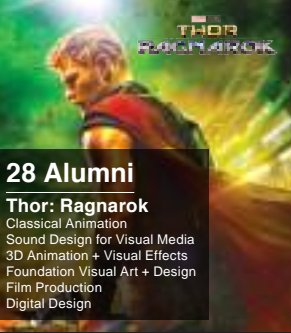


**21 Alumni**  
**Mass Effect: Andromeda**  
 Game Design  
 3D Animation + Visual Effects  
 Sound Design for Visual Media  
 Foundation Visual Art + Design  
 Classical Animation



**28 Alumni**  
**Thor: Ragnarok**  
 Classical Animation  
 Sound Design for Visual Media  
 3D Animation + Visual Effects  
 Foundation Visual Art + Design  
 Film Production  
 Digital Design



**22 Alumni**  
**Guardians of the Galaxy 2**  
 3D Animation + Visual Effects  
 Classical Animation  
 Foundation Visual Art + Design  
 Film Production  
 Digital Design




**35 Alumni**  
**Gears Of War 4**  
 Game Design  
 Sound Design for Visual Media  
 3D Animation + Visual Effects  
 Classical Animation  
 Foundation Visual Art + Design



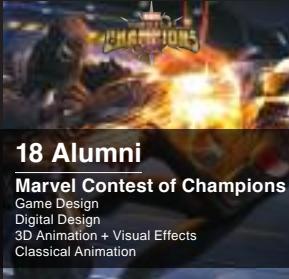
**15 Alumni**  
**Blade Runner 2049**  
 Classical Animation  
 3D Animation + Visual Effects



**62 Alumni**  
**Game of Thrones**  
 Foundation Visual Art + Design  
 Classical Animation  
 3D Animation + Visual Effects  
 Film Production  
 Sound Design for Visual Media



**44 Alumni**  
**Justice League**  
 Foundation Visual Art + Design  
 Classical Animation  
 3D Animation + Visual Effects  
 Film Production



**18 Alumni**  
**Marvel Contest of Champions**  
 Game Design  
 Digital Design  
 3D Animation + Visual Effects  
 Classical Animation


**VFS VANCOUVER FILM SCHOOL**

**CLASSICAL ANIMATION**

Learn more about the program:  
[vfs.edu/classical-animation](https://vfs.edu/classical-animation)

Connect with a VFS Advisor:  
[vfs.edu/startnow](https://vfs.edu/startnow)

For admission requirements go to:  
[vfs.edu/portfolios](https://vfs.edu/portfolios)

 **Check us out on YouTube!**  
 Visit the VFS YouTube channel and take a look at student projects, alumni interviews, and more!  
[youtube.com/vancouverfilmschool](https://youtube.com/vancouverfilmschool)

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# Classical Animation



## Imagination Lives Here

We can make you a career-ready animator in just one year.

Develop the critical and in-demand suite of skills that are essential to breathe life into believable characters, tell great stories, and launch a rewarding career.



**VFS VANCOUVER FILM SCHOOL**



## One-Year Program

Time is one of today's most precious commodities. So, you don't want to spend 2 – 4 years studying for your career, when VFS can better train and prepare you in just 12 months. Our production-focused curriculum delivers a truly hands-on education that gives you the crucial experience needed to break into the industry.

## Industry Integration

VFS doesn't just teach you about the industry, it IS the industry. With veteran instructors and mentors recruited straight from the top studios in the professional world, we are able to constantly update our curriculum to keep up with an ever-evolving industry. So, students gain real-world experience even before their first day on the job.

## Alumni Network + Success

Every year, VFS alumni help generate billions in global box office and sales of film, television & gaming franchises. In fact, our grads are some of the most sought-after professionals in the entertainment and creative media arts industries. And, after 30 years of training the globe's top creatives, VFS connects you to this 25,000-strong alumni network of film, TV, video game and design talents.

## World-Class Facilities

Located in the heart of beautiful downtown Vancouver, B.C., our eight state-of-the-art campuses offer lots of workshop and production spaces, green screen room, film sets, studios, screening rooms, theatres, and 24/7 access to computer labs with industry-standard software.



**"If you want the best chances of making it deep in the animation industry immediately after graduation, then going to Vancouver Film School could be the best decision of your life."**

- ANIMATION CAREER REVIEW

## Program Highlights

**Term 01**

Delve into the fundamentals of drawing, animation, and basic art direction.

**Term 02**

Enhance your drawing skills with storyboard and background design exercises.

**Term 03**

Explore more complex animation concepts like animating a character's thoughts and emotions through acting principles.

**Term 04**

Create storyboards for an animated film, character model sheets, layouts, and final artwork for rendering.

**Term 05**

Progress to the art direction, digital ink and paint phase of production on your final project.

**Term 06**

Assemble a traditional animation portfolio in preparation for graduation.

## VFS Classical Animation Advisory Board



**Benda Gilbert**  
President, *Bron Animation Inc.*



**Shawn Walsh**  
Visual effects executive producer,  
*Image Engine*



**Jennifer McCarron**  
President, *Atomic Cartoons*