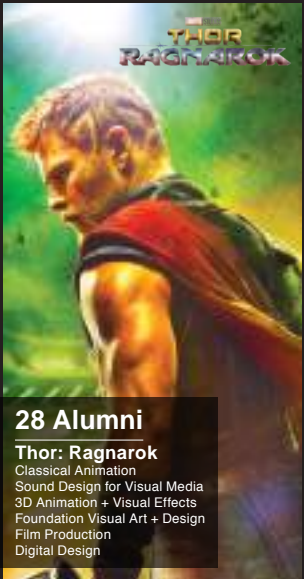




35 Alumni

Gears Of War 4

Game Design
Sound Design for Visual Media
3D Animation + Visual Effects
Classical Animation
Foundation Visual Art + Design



28 Alumni

Thor: Ragnarok

Classical Animation
Sound Design for Visual Media
3D Animation + Visual Effects
Foundation Visual Art + Design
Film Production
Digital Design



14 Alumni

Dead Rising 4

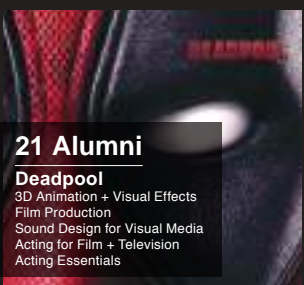
Acting for Film + Television
Game Design
Sound Design for Visual Media
3D Animation + Visual Effects
Classical Animation
Foundation Visual Art + Design
Writing for Film, Television + Games



62 Alumni

Game of Thrones

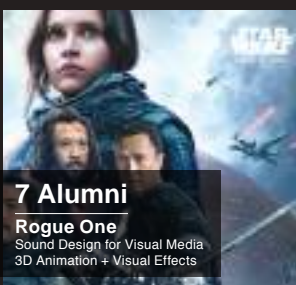
Foundation Visual Art + Design
Classical Animation
3D Animation + Visual Effects
Film Production
Sound Design for Visual Media



21 Alumni

Deadpool

3D Animation + Visual Effects
Film Production
Sound Design for Visual Media
Acting for Film + Television
Acting Essentials



7 Alumni

Rogue One

Sound Design for Visual Media
3D Animation + Visual Effects

VFS VANCOUVER FILM SCHOOL

SOUND DESIGN FOR VISUAL MEDIA

Learn more about the program:
vfs.edu/sound

Connect with a VFS Advisor:
vfs.edu/startnow

For admission requirements go to:
vfs.edu/portfolios

Check us out on YouTube!

Visit the VFS YouTube channel and take a look at student projects, alumni interviews, and more!

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Sound Design for Visual Media

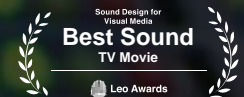


Make Some Noise

Create sound for film, TV, and video games.

Learn to bring movie, television and video game experiences to life as a sound designer. In one year, you'll develop the crucial and in-demand recording and editing abilities, and gain the professional audio and mixing skills to turn your love of sound into 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 four 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

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.



"I learned more in my one year at VFS than I did in my four years as an undergrad at university."

— Jodie Kupsko
Sound Design for Visual Media alumna
Dead Rising 2

Program Highlights

Term 01

Discover the current industry practices in audio, and familiarize yourself with the main audio tool of the industry, Pro Tools.

Term 02

Implement concepts, theory, and tools from the previous term in projects that involve editing background audio, Foley, dialogue, and sound effects.

Term 03

Explore more complex techniques and concepts, and gain practical knowledge in game audio while working on a Game Design-created game.

Term 04

Expand on your skill sets with practical knowledge while working on a film with students the Film program and a game from Game Design students.

Term 05

Become more self-directed as you delve deeper into sound for film and game audio.

Term 06

Present your final portfolio work to an industry panel for feedback and industry prep training to direct your path after graduation.

VFS Sound Design for Visual Media Advisory Board



Alex MacFarland
Producer, *Next Level Games*



Miguel Nunes
Supervising sound editor, *Bionic Audio*



Richard Adrian
Audio director, *Electronic Arts*



Rob Blake
Audio director, formerly of *EA BioWare*



Kelly Cole
Senior re-recording mixer,
Sharpe Sound Studios



Craig Berkey
Sound engineer, *No Country for Old Men*, *Hanna*, *The Tree of Life*