

ANIMATION (ANIM)

Ignite your imagination: Learn to animate in 2D and 3D

Do you dream of working in the animated film, television, or gaming industry? Your drawing and storytelling skills will come alive as we help you develop your drawing and storytelling skills through the 12 principles of animation. With regular access to industry-standard software and hardware in our 13,900-square-foot studio, you'll apply traditional techniques to 2D and 3D animation and gain a basic understanding of the animation process.

When you graduate, you can use your portfolio to jump into the field as an animation generalist, or continue your education and join the final year of Cambrian College's three-year advanced diploma Animation program where you can specialize in either 2D or 3D animation.

Program highlights

- Develop dynamic storytelling, drawing, design, and animation skills
- Graduate with a production-ready portfolio
- Toon Boom Centre of Excellence program
- Opportunity to showcase your work to industry representatives on a field trip to Toronto
- Grads can enter directly into the third year of Cambrian's Animation advanced diploma program

Program of study for 2024-25 Academic Year

Semester 1		Credits
ANI 1130	Life Drawing	4
ANI 1131	Drawing for Animation	4
ANI 1132	Intro to Animation Principles	4
ANI 1133	Intro to Drawing and Painting	2
ANI 1134	Digital Tools	2
ANI 1135	Visual Language	2
COM 1001	Art and Design Communication	3
Credits		21
Semester 2		Credits
ANI 2130	Life Drawing II	3
ANI 2131	Introduction to Design	2
ANI 2132	Body Mechanics	3
ANI 2133	Drawing and Painting	2
ANI 2134	Intro to 3D	3
ANI 2135	Intro to 2D Rigging	3
ANI 2136	Story Concepts	2
One General Education Course. ¹		3
Credits		21
Semester 3		Credits
ANI 3130	Life Drawing III	3
ANI 3131	Development and Design	2
ANI 3132	Action Analysis	4
ANI 3133	3D Animation I	3
ANI 3134	Layout I	2
ANI 3135	Story and Visual Narrative	2

ANI 3136	Intro to Modelling	2
One General Education Course. ¹		3
Credits		21
Semester 4		Credits
ANI 4130	Life Drawing IV	3
ANI 4131	Character Design	2
ANI 4132	Acting for Animation	4
ANI 4133	3D Animation II	3
ANI 4134	Layout II	2
ANI 4135	Story and Visual Narrative II	2
ANI 4136	Portfolio Development	2
One General Education Course. ¹		3
Credits		21
Total Credits		84

¹ For more information regarding General Education courses, click here (<https://cambriancollege.ca/general-education-electives/>).

Admissions requirements

For graduates of the new curriculum (OSS): Ontario Secondary School Diploma (30 credits) or equivalent or mature student status including:

- Any grade 12 English (C) or (U)
- Submission of a portfolio (see additional admission requirements)

Additional admission requirements

Portfolio requirements

In order to be accepted for admission in Cambrian College's Animation Program, students are required to submit a portfolio. All entries should be submitted on 8 1/2" x 11" paper (no original artwork) and should include the following elements:

Life Studies

Two (2) drawings are from life, either a human model or an animal. The drawings should reflect an attempt to understand:

- structure and anatomy
- proportion
- perspective
- mass and volume
- visual appeal and rhythm
- balance

One (1) drawing of the artist's hand and forearm that shows and understanding of the above elements. The drawing can be loose.

Character Study

Design a character and draw this character in a variety of poses (minimum of 5 poses). Each pose should show a different emotion. It is important to think about the character as an actor. Students should pay close attention to the following:

- structure and solid 3D construction
- perspective
- mass and volume

- appeal
- continuity of model (is it the same character in each pose?)

Perspective Study

One (1) drawing of a room in your home. This drawing should showcase knowledge of the following:

- perspective
- depth and 3D space
- proportion
- visual appeal

This drawing should be a clean line drawing.

Personal Work

Six (6) to ten (10) pieces that reflect your style and skill. These can be drawings and paintings. If you would like you can show a mix of classical and digital art.

Submission Process

Please mail your portfolio to the following address:

James Munro
c/o Cambrian College
1400 Barrydowne Road
Sudbury, ON, Canada
P3A 3V8

Portfolios can also be submitted digitally to the following email address:
james.munro@cambriancollege.ca

Remember, presentation says a lot about who you are and your work ethic. Good luck!

Recommended:

- Grade 11 or 12 credits in visual arts and/or media arts (M) or (O)

Program delivery

2024-2025

Fall Term Start

SEMESTER 1: Fall 2024
SEMESTER 2: Winter 2025
SEMESTER 3: Fall 2025
SEMESTER 4: Winter 2026

Winter Term Start

SEMESTER 1: Winter 2025
SEMESTER 2: Spring 2025
SEMESTER 3: Fall 2025
SEMESTER 4: Winter 2026

Specific program pathway

If you are a graduate of this program, you may continue your studies at a college or university and you may receive credit(s) for your prior college education. Refer to Cambrian's college and university agreement (<https://cambrian.s123.ca/supports-services/articulation-agreements/>) details for further information.

Graduate options

- Animator
- Character designer
- Concept artist
- Background artist/painter
- Storyboard artist