

ANIMATION (ANPG)

Step-up your animation skills: Specialize in 2D or 3D animation

Fully immerse yourself in the world of animation. During your first two years, you'll develop your drawing and storytelling skills through the 12 principles of animation. With regular access to industry-standard software and hardware, you'll apply traditional techniques to 2D and 3D animation and gain a basic understanding of the animation process.

In your third year, you'll take advanced courses in life drawing, character design, and story and choose an area of concentration: 2D or 3D. The 2D stream focuses on Toon Boom Harmony rigging, layout, and 2D animation. If you choose the 3D stream, you'll specialize in 3D rigging, modeling, and animating with Autodesk Maya. In your final semester, you'll complete a capstone project that you can add to your portfolio.

When you graduate, you'll jumpstart your career as an animation artist with a professional portfolio and demo reel, ready to work in television, games, film, advertising, and more.

Program highlights

- Upskill your general animation training by specializing in 2D or 3D with third-year stream options
- Graduates of Cambrian's two-year animation diploma program (ANIM) gain direct entry into the third year of this program
- Develop dynamic storytelling, drawing, design, and animation skills
- Graduate with a production-ready portfolio
- Train at Cambrian's 13,900-square-foot animation studio
- Toon Boom Centre of Excellence program
- Opportunity to showcase your work to industry representatives on a field trip to Toronto

Program of study for 2025-26 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 |
| IND 1105 | Decolonizing the Creative Arts | 1 |
| Credits | | 22 |
| Semester 2 | | |
| 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 | | 3 |
| Credits | | 21 |

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| Semester 3 | | |
| 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 |

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| Semester 4 | | |
| 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 | | 3 |
| Credits | | 21 |

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| Semester 5 | | |
| ANI 1045 | Life Drawing V | 3 |
| ANI 2110 | Story | 3 |
| ANI 2460 | Character Design II | 3 |
| 2D OR 3D Stream Electives ² | | 12 |
| Credits | | 21 |

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| Semester 6 | | |
| ANI 1047 | Life Drawing VI | 3 |
| ANI 2470 | Character Design III | 3 |
| ANI 3650 | Portfolio II | 3 |
| 2D or 3D Stream Electives ³ | | 12 |
| Credits | | 21 |
| Total Credits | | 127 |

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

² Electives for Semester 5

2D Stream

ANI 2550 - 2D Character Rigging I

ANI 3260 - Layout III

ANI 3320 - Character Animation

3D Stream

ANI 2555 - Modelling I

ANI 3110 - Intro to 3D Rigging

ANI 3310 - 3D Animation III

³ Electives for Semester 6

2D Stream

ANI 2650 - 2D Character Rigging II

ANI 3360 - Layout IV

ANI 3710 - Animation Capstone

3D Stream

ANI 2655 - Modelling II

ANI 3210 - 3D Rigging II

ANI 3720 - 3D Animation Capstone

Admission 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

2025-2026

Fall term start

SEMESTER 1: Fall 2025
SEMESTER 2: Winter 2026
SEMESTER 3: Fall 2026
SEMESTER 4: Winter 2027
SEMESTER 5: Fall 2027
SEMESTER 6: Winter 2028

Winter term start

SEMESTER 1: Winter 2026
SEMESTER 2: Spring 2026
SEMESTER 3: Fall 2026
SEMESTER 4: Winter 2027
SEMESTER 5: Fall 2027
SEMESTER 6: Winter 2028

Specific program pathways

College or university degree opportunities

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://cambriancollege.ca/supports-services/articulation-agreements/universities-in-canada/>) details for further information.

Employment opportunities

Graduates may find employment in entertainment, information, and education, and training industries that include the following:

- Feature
- Television
- Advertising
- Internet
- Video games
- Visual aids

Contacts

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INTERNATIONAL ADMISSIONS

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