

I n t e r n a t i o n a l

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# Education & Career Guide

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# ANIMATE THE FUTURE

In 2015, SCAD animation graduates worked on award-winning entertainment for such industry leaders as Disney, Pixar and Cartoon Network.

Hire your next animation superstar or become one.

# Don't Wait to Create

Developing original properties may not be mandatory for animation students, but it is key to a successful career. By Rita Street.

Dear animation student:

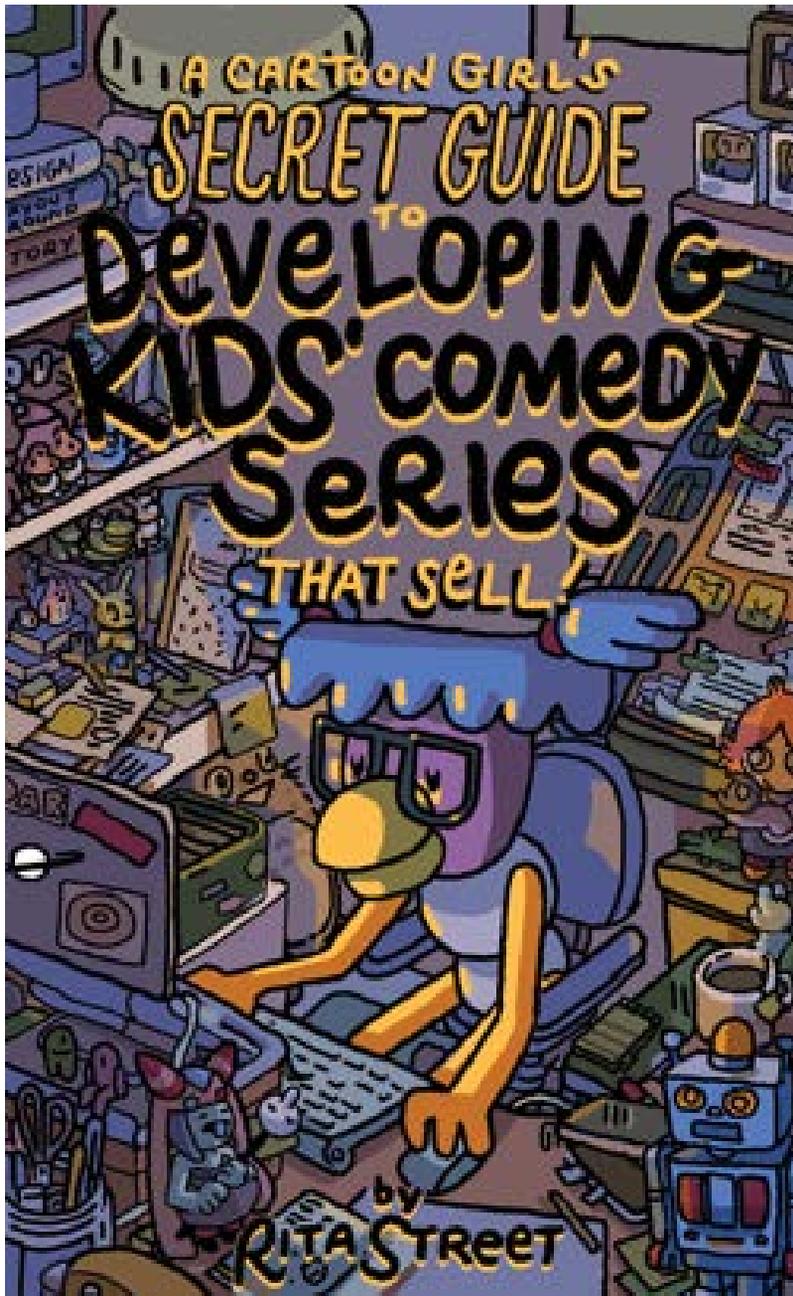
Here's a secret: I am so totally jealous of you! What could be better than spending four years eating, sleeping and breathing animation? You get to learn animation history, you get to study movement in cartoons from all over the world and you get to unravel cool anecdotes like why a teapot is an in-joke in CG modeling and rendering. Not to mention the fact that it's now okay to doodle in class.

Sure you're stressed out about grades and landing a gig after graduation, but seriously – right now – your *job* is to immerse yourself in all things cartoons.

What could be better than that?

Here's another secret: My job, as an executive producer – and that, by the way, is just a fancy title for a crazy person who attempts to package ideas and sell them to people with enough money to produce said ideas as TV series or films – is to *connive*.

I spend my days conniving pitch meetings with development execs; conniving out-of-the-box deal points so that the parties involved in a potential development deal will actually sign the contract and not walk away from the negotiating table; conniving new ways to keep artists and line producers from melting down during production; conniving a good punch line to fill those awkward moments during Skype calls with inter-



national co-producers that inevitably occur after someone just loses it and screams incoherently for eight minutes straight.

And my nights, you might ask? Oh, I spend

those worrying about whether or not the dainty cow in my client's latest concept is truly going to be "aspirational" for a television audience consisting mainly of seven-year-old boys.

Sigh ... you get the drift?

Once you're out of the wonderful womb that is animation school, you're toast. I mean, you're probably really delicious toast with peanut butter and jam, but damn ... it all changes when you get a full-time gig and the tough realities of the working world hit you like an anvil.

Your treasured collegiate moments of "dreaming up cartoons" are going to be hugely curtailed by the mere fact you are now making a living doing what you love. Because – and I know this sounds silly – it's no longer a dream. It's that thing you do every day for eight to 10 hours and it can include things like grumpy bosses, disgruntled fellow employees, unreasonable deadlines, weekend overtime and, sometimes, flat out boredom. Sure, it's awesome to work at a studio and draw, but sometimes ... not so much. Sometimes, or maybe most of the time, you'd rather be drawing your own characters and working on your own TV show instead of someone else's.

Just sayin'...

That's why I'm warning you now! You've got to spend some of your rare, free, animation school hours – when you are in total cartoon immersion – coming up with

your own concepts for TV series, webisodes and feature films. Believe me, five years down the road, you are so gonna call me up and thank me. Heck, you might even buy me a drink!

Because if you can sell a show, or prove that you're the kind of creative that can come up with shows, you're gonna rock this animation thing. Sure, there's also the fact that on your first series, as a grad with no experience, you won't actually be running the show. (They're going to hire professionals to teach you the ropes.) But studios want to work with artists who can pull new shows out of their messenger bags as easily as Felix the Cat. I'm not kidding here – they need you!

If you're young (or young at heart) and you get how kid audiences think and you can come up with unique characters who act like kids – kids who everyone wishes were their best friends – then you have a real shot at being a show creator with a lasting career, or a filmmaker with a lasting career, or a YouTuber with a growing viral audience.

So if you're into this sort of thing – creating your own original IP – then I've got another big secret for you: It's all about your hero. It's not about the hero's world and how awesome her spaceship is; it's about what makes your hero character so unique that we can't wait to see what she, he or it does in all 500 episodes of your series.

Although movie heroes evolve and grad and TV heroes do not (let's face it, we don't want Homer to self-help himself into a high-paying job or stop drinking beer), most comedic heroes share a common trait – at their very core, they are likeable. Sure they may act like a jerk, but somewhere down there deep inside, we imagine that your hero is kind of like us – and we all like to think that we are loveable, that people want to be our friend.

I have found that a touch of sweetness is the key to all great comedy brands. Now, I'm

not talking fructose-y fake sweet, I'm talking "real." If a character genuinely loves, has passion, believes and has some kind of hope, he, she or it can't help but be likeable on some level. And audiences are wildly attracted to that quality – especially when their hero has to struggle to maintain sweetness in the face of his own comedic ineptness.

Heroes are "good" guys or gals ... or

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hamsters, or shellfish. They are not pranksters. They are not lazy. They are not mean (unless you're doing some sort of parody on heroes). Sure, sure, the wiseacre Bugs Bunny is arrogant, even downright nasty, but Bugs' saving grace is charm.

Unfortunately, in today's entertainment market, charm isn't enough. Great hero characters need to ooze a kind of awesomeness I like to describe as "best friends making a fort." Your hero should have the kind of personality that feels like it did when you and your best friend made a fort in your living room. You know, when time just sort of dissolved and you made up secret codes, talked in burps and laughed until your sides split? That magical feeling of friendship created by the uniqueness of a character's personality is comedy hero gold.

Sidekicks, on the other hand, can be a total mess. Sidekicks can be pranksters. Sidekicks can be lazy. Sidekicks can do awkward things and come up with awkward solutions to problems that don't need solving. Now, don't get me wrong, your hero needs to instigate the main through-line of mayhem in your episodes by being overly zealous or by ignoring small details, but the sidekick can always up the ante, making your hero's situation all the more impossible to solve.

Ah, comedy! It's so wonderfully treacherous for heroes!

Anyway, all this to say, don't waste time! You've got this treasured experience and mind space called animation school. Use it wisely, my friend. Learn everything you can. Draw everything you can. Come up with some killer ideas to pitch. And while you're brainstorming, remember the secret formula: focus on a

unique, loveable hero; a character that is at least as unique, as say, *you!*

Good luck! And call me when you land that deal. (Oh, and vodka tonic. That's my drink.) Yours, Rita.

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Rita Street is an executive producer. Her series credits include **Hero:108** for Cartoon Network, **Teenage**

**Fairytale Dropouts** for The Hub and **Ruby Gloom** for YTV. Her new ebook on development, **A Cartoon Girl's Secret Guide to Developing Kids' Comedies That Sell!** is available free on her website, [www.radarcartoons.com](http://www.radarcartoons.com). Rita is also the founder of the international nonprofit, Women in Animation.



# Design your future.



2016 Annie Award-nominated film *The Case of Nips & Porkington*, by Sheridan alumnus Melody Wang, was also chosen as one of Canada's Top Ten Student Shorts at TIFF's 2015 Canada's Top Ten Film Festival.

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- 12 Annie Award nominations (2016), including 3 for Best Student Film.

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[animation.sheridancollege.ca](http://animation.sheridancollege.ca)

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# Be Open to a Larger World

Finding that dream job in today's industry requires knowing where the action is and being flexible enough and willing to do any job, anywhere. By Rachelle Lewis.

When you're a recent grad or an independent animator looking to break into the industry, it can be a daunting endeavor. That doesn't mean, however, that it is impossible. You need to educate yourself about the current state of the industry, what's happening where, and how to best approach the beginning of your career in this ever-evolving world of animation.

First off, let's address the sore subject of what has happened recently here in the United States, in both animation and visual effects. Well, in short, many U.S. facilities have opened up shop in – or just flat out moved their facilities to – other countries where the tax incentives are just too good to pass up from a business standpoint.

We've seen a huge boom in Canada. Vancouver has become a major hub for both animation facilities as well as visual effects houses that bid on the VFX work needed for feature films, and then create those segments. Vancouver also boasts a thriving television marketplace, and is home to many outstanding studios.

Additionally, the United Kingdom has been garnering much of the work in visual effects in the last 10 years. Many of the best visual effects houses that call London home also have sister facilities in Vancouver and now Montreal. Toronto is also part of the boom, but Vancouver and Montreal remain in the lead as far as the types of houses and scope of work produced in those locales.

We've also seen this trend with China and India. The difference is that Chinese and Indian animation and visual effects studios often only provide the back end of the production pipeline, but this is changing as more overseas facilities are creating their own content and distributing internationally.

There are other countries where animation and visual effects are booming: Australia, Singapore and France, to name a few. This is a global industry now, period. You will need a passport, regardless of what country you currently reside in or where you think you will stay. Imagine losing out on a big break or job only because you don't have a passport ready to go? Also, open yourself to the reality that you may be living in numerous countries over

the course of your career. Embrace this fact and enjoy the scenery and cultures you will experience, and you'll be much more successful than your peers who may limit themselves hugely by only looking at one part of the world for opportunities.

Clearly there are many areas of industry that require animation or visual effects talent, not just film and TV. The world of video gaming and television commercial work could be a 20-page write-up in itself. The main thing, as an animator or any artist in the pipeline (modelers, riggers, lighters, fur and cloth, compositors, etc.), is to understand where your strengths lie and focus on no more than two or three disciplines. There are a million "jack of all trades, master of none" journeymen artists, and you don't want to be in that category.

Also, it is key to remember this point as you approach facilities: the bigger the house, the more compartmentalized the pipeline. If you are working at a small to medium size game, TV or film house, you may touch many parts of the pipeline. If you are working at a large facility, you will only be doing one or possibly two types of work. So make two reels when you are starting out, one for smaller houses and one for the mother ships.

Also, if when hearing the word "animation" your brain only triggers a certain genre – be it your favorite video game, a TV show you love, or well known characters from a huge animated feature film – it's time to broaden your scope. Animation takes form in so many different ways, and in so many different arenas. If at first you approach your dream companies and get nowhere, consult your magical friend the Internet and start sending your reel and resume to other companies that may give you your first foot-in-the-door opportunity.

Another key point: Know who you are as an artist. Do you prefer cartoony animation or is your passion more in photoreal character animation? For instance, there is a tremendous amount of animation done in both live-action films and TV shows at heart. Creature animation is its own animal (no pun intended), and many artists find that working on fictional beasts is more fulfilling and

exciting to them than working only on CG animated characters. Being able to work in various styles is great, but when starting out, go towards what you love.

All in all, it's a great time right now to be an artist simply because there is a tremendous amount of production happening in both animation and visual effects globally. It's always been a challenge to break in and get that first job, but many facilities are opening more positions up for talented people that can be groomed and move up the ranks. When you get this opportunity, show up early, listen, work hard, play well with others, absorb the amazing wealth of knowledge that surrounds you in the form of more senior colleagues, and you will be on your way to a happy career.

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Rachelle Lewis is the owner and president of Rachelle Lewis Talent, an industry leader in animation and visual-effects talent acquisition and artist placement. For more information, visit: [www.rachellelewis.com](http://www.rachellelewis.com).



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MDM Student, Designer

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**Jasmine Jia, MDM Alumni**  
Audio Designer, Microsoft (Black Tusk Studios)

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# STUDIO RECRUITMENT GUIDE

It's never too early to check out companies you might work for. Here's a global guide to potential employers.

Studio Key: (A) = Animation, (V) = Visual Effects, (G) = Games

## 21st Century Fox (A)

Location: Multiple  
Website: [www.foxcareers.com/Search](http://www.foxcareers.com/Search)

## Aardman Animations (A)

Location: Bristol, UK  
Website: [www.aardman.com/jobs](http://www.aardman.com/jobs)

## Adult Swim (A) (G)

Location: Atlanta, GA  
Website: [jobsatturner.com/careers/animation-jobs](http://jobsatturner.com/careers/animation-jobs)

## Animation Libation Studios (A)

Location: Marina del Rey, CA  
Website: [animationlibationstudios.com](http://animationlibationstudios.com)  
Contact: Carol Ashley  
Email: [contact@animationlibationstudios.com](mailto:contact@animationlibationstudios.com)  
Phone: (310) 741-0219  
Preference: Submit Artist Registration Form online through contact page.

## Amazon Game Studios (G)

Locations: Seattle, WA; Irvine, CA; Palo Alto, CA  
Website: [games.amazon.com/jobs](http://games.amazon.com/jobs)

## Arc Productions (A)

Location: Toronto, ON, Canada  
Website: [arcproductions.com](http://arcproductions.com)  
Contact: Cindy Diogo  
Email: [cindy.diogo@arcproductions.com](mailto:cindy.diogo@arcproductions.com)  
Phone: (647) 272-4994  
Preference: Email [jobs@arcproductions.com](mailto:jobs@arcproductions.com).

## Atomic Cartoons (A)

Location: Vancouver, Canada  
Website: [atomiccartoons.com/careers](http://atomiccartoons.com/careers)

## Bardel Entertainment (A)

Location: Vancouver and Kelowna, BC, Canada  
Website: [bardel.ca/how-hiring](http://bardel.ca/how-hiring)

## Bento Box (A)

Location: North Hollywood, CA and Atlanta, GA  
Website: [www.bentoboxent.com/#!careers/c15x9](http://www.bentoboxent.com/#!careers/c15x9)

## Blizzard Entertainment (G)

Location: Irvine and San Francisco, CA; Austin, TX  
Website: [us.blizzard.com/en-us/company/careers](http://us.blizzard.com/en-us/company/careers)

## Blue Sky Studios (A)

Location: Greenwich, CT  
Website: [blueskystudios.com/working-here/jobs](http://blueskystudios.com/working-here/jobs)

## Blur Studios (G)

Location: Culver City, CA  
Website: [www.blur.com/jobs](http://www.blur.com/jobs)

## Cartoon Network US (A) (G)

Location: Burbank, CA and Atlanta, GA  
Website: [jobsatturner.com/careers/animation-jobs](http://jobsatturner.com/careers/animation-jobs)

## DHX Media (A)

Location: Vancouver, BC and Halifax, NS, Canada  
Website: [animationstudiocareers.dhxmedia.com](http://animationstudiocareers.dhxmedia.com)

## Digital Domain (V)

Location: Los Angeles, CA; Vancouver, BC, Canada  
Website: [careers.digitaldomain.com](http://careers.digitaldomain.com)

## Disney Television Animation (A)

Location: Los Angeles, CA  
Website: [dtvatalent.disney.com/recruit/apply](http://dtvatalent.disney.com/recruit/apply)

## Disney Feature Animation (A)

[Walt Disney Animation Studios]  
Location: Burbank, CA  
Website: [www.disneyanimation.com/careers](http://www.disneyanimation.com/careers)

## DisneyToon Studios (A)

Location: Los Angeles, CA  
Website: [disneytoonstudios.disneycareers.com](http://disneytoonstudios.disneycareers.com)

## DreamWorks Animation (A)

Location: Glendale, CA  
Website: [www.dreamworksanimation.com/jobs](http://www.dreamworksanimation.com/jobs)

## DQ Entertainment (A) (G)

Location: Hyderabad, India; international  
Website: [www.dqentertainment.com/website/careers.shtml](http://www.dqentertainment.com/website/careers.shtml)

## Electronic Arts (G)

Location: Multiple international  
Website: [careers.ea.com/ea-career-search](http://careers.ea.com/ea-career-search)

## Encore (V)

Location: Hollywood, CA  
Website: [www.encorepost.com](http://www.encorepost.com)

## Film Roman (A)

Location: Burbank, CA  
Website: [www.filmroman.com/careers](http://www.filmroman.com/careers)

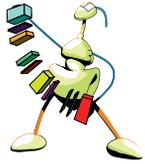
## Frederator Studios (A)

Location: Burbank, CA; New York, NY  
Website: [frederator.com/jobs](http://frederator.com/jobs)

## Guru Studio (A)

Location: Toronto, Canada  
Website: [www.gurustudio.com/contact/employment-opportunities](http://www.gurustudio.com/contact/employment-opportunities)

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- Animation / Effects Directing
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- Effects Artist
- Animation / Effects Producing
- Technical Directing

### Specializations within Interactive Media:

- Transmedia / Games Artist
- Transmedia / Games Directing
- Transmedia / Games Producing

## Application Deadline: February 15 for Basic Studies | May 15 for Project-Based Studies

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Germany

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 [animationsinstitut@filmakademie.de](mailto:animationsinstitut@filmakademie.de)

 [www.facebook.com/Animationsinstitut](https://www.facebook.com/Animationsinstitut)

## Hibernum (G)

Location: Montreal, Canada  
Website: [hibernum.com/career/job-opportunities](http://hibernum.com/career/job-opportunities)

## Hornet Films (A)

Location: New York  
Website: [www.hornetinc.com/contact.html](http://www.hornetinc.com/contact.html)

## Illumination Mac Guff (A) (V)

Location: Paris, France  
Website: [www.illuminationmacguff.com/careers-animators.php](http://www.illuminationmacguff.com/careers-animators.php)

## Ilion Animation Studios

Location: Madrid, Spain  
Website: [www.ilion.com/jobs](http://www.ilion.com/jobs)

## Iloura (A) (V)

Location: Melbourne and Sydney, Australia  
Website: [iloura.com.au/careers](http://iloura.com.au/careers)

## Industrial Light & Magic (A) (V)

Locations: San Francisco, CA; Singapore; Vancouver, Canada; London, U.K.  
Website: [www.ilm.com/ilm-careers](http://www.ilm.com/ilm-careers)

## Jam Filled Entertainment (A)

Location: Ottawa, ON, Canada  
Website: [jamfilled.com](http://jamfilled.com)  
Contact: Lydia Pepin  
Email: [careers@jamfilled.com](mailto:careers@jamfilled.com)  
Phone: (613) 366-2550  
Preference: Email submissions.

## The Jim Henson Company (A)

Location: Hollywood, CA and Long Island City, NY  
Website: [henson.com/employment.php](http://henson.com/employment.php)

## Laika (A)

Location: Portland, OR  
Website: [laikacareers.silkroad.com](http://laikacareers.silkroad.com)

## Luma Pictures

Location: Santa Monica, CA  
Website: [lumapictures.com](http://lumapictures.com)  
Contact: Makeila Reyes  
Email: [makeilar@lumapictures.com](mailto:makeilar@lumapictures.com)  
Phone: (310) 888-8738  
Preference: Online applications via website.

## Marvel Entertainment (A)

Location: Glendale, CA  
Website: [marvel.disneycareers.com](http://marvel.disneycareers.com)

## Method Studios (V)

Location: Multiple  
Website: [www.methodstudios.com/careers](http://www.methodstudios.com/careers)

## Mikros Image (A) (V)

Location: Paris, France; Brussels and Liege, Belgium; Montreal, Canada  
Website: [www.mikrosimage.eu/category/recrutement](http://www.mikrosimage.eu/category/recrutement)

## The Mill (V)

Location: London; Los Angeles, New York, Chicago  
Website: [www.themill.com/talent/careers](http://www.themill.com/talent/careers)

## MPC (V)

Location: London, UK; Vancouver, Canada; Los Angeles, CA; New York; Mexico City; Bangalore, India  
Website: [www.moving-picture.com/join-us/jobs-in-film](http://www.moving-picture.com/join-us/jobs-in-film)  
Status: Now hiring

## Mr. X (V)

Location: Toronto, Canada; New York  
Website: [www.mrxf.com/careers](http://www.mrxf.com/careers)

## Nelvana (A)

[Corus Entertainment]  
Location: Los Angeles, CA and Toronto, Canada  
Website: [www.corusent.com/corus-careers](http://www.corusent.com/corus-careers)

## Nickelodeon Animation Studio

Location: Burbank, CA  
Website: [nickanimationstudio.com/jobs](http://nickanimationstudio.com/jobs)

## Oasis Animation

Location: Montreal, Canada  
Website: [www.oasisanimation.com/en-us/jobs.aspx](http://www.oasisanimation.com/en-us/jobs.aspx)

## Pascal Blais (A)

Location: Montreal, Canada  
Website: [pascalblais.com/contact](http://pascalblais.com/contact)

## Pipeline Studios (A)

Location: Hamilton, ON, Canada  
Website: [pipelinestudios.com](http://pipelinestudios.com)  
Contact: Angelica Lopez  
Email: [create@pipelinestudios.com](mailto:create@pipelinestudios.com)  
Phone: (905) 963-1532  
Preference: Email digital portfolio links.

## Pixar Animation Studios (A)

Location: Emeryville, CA  
Website: [www.pixar.com/careers](http://www.pixar.com/careers)

## Prana (A)

Location: Los Angeles, CA; Mumbai, India  
Website: [www.pranastudios.com/careers](http://www.pranastudios.com/careers)

## Present Creative (G)

Location: San Francisco, CA  
Website: [presentcreative.com](http://presentcreative.com)  
Contact: David Gramarossa  
Email: [dave@presentcreative.com](mailto:dave@presentcreative.com)  
Phone: (415) 378-6705  
Preference: Email links to portfolio and reel.

## Rainmaker Entertainment (A) (G)

Location: Vancouver, Canada  
Website: [www.rainmaker.com/?/site/careers](http://www.rainmaker.com/?/site/careers)

## Reel FX (A)

Location: Dallas, TX and Santa Monica, CA  
Website: [jobs.reelfx.com](http://jobs.reelfx.com)

## Riot Games (G)

Location: Los Angeles, CA  
Website: [www.riotgames.com/careers](http://www.riotgames.com/careers)

## Rovio Entertainment Ltd. (A) (G)

Location: Espoo, Finland  
Website: [www.rovio.com/careers](http://www.rovio.com/careers)

## Rough Draft Studios (A)

Location: Glendale, CA  
Website: [www.roughdraftstudios.com/jobs.html](http://www.roughdraftstudios.com/jobs.html)

## Sega | Sega Europe (G)

Location: Los Angeles, CA; Brentford, UK; international  
Website: [www.sega.com/corporate|careers](http://www.sega.com/corporate|careers)  
[sega.co.uk/careers](http://sega.co.uk/careers)

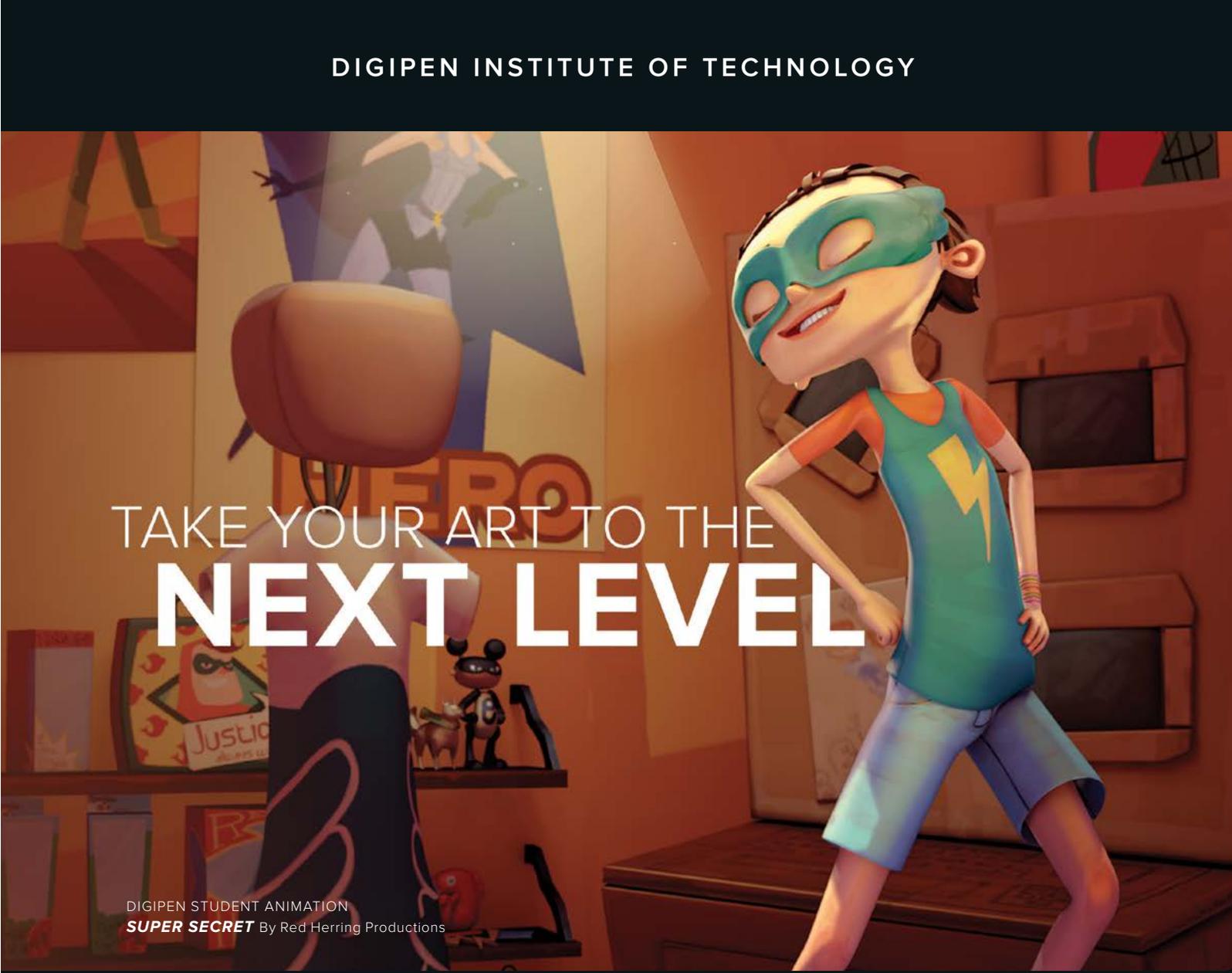
## Slap Happy Cartoons (A)

Location: Vancouver, Canada  
Website: [slaphappycartoons.com](http://slaphappycartoons.com)

## Sony Pictures Animation (A)

Location: Culver City, CA  
Website: [www.sonypicturesanimation.com/jobs.php](http://www.sonypicturesanimation.com/jobs.php)

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## Sony Pictures Imageworks (A) (V)

Location: Vancouver, Canada; Culver City, CA  
Website: [www.imageworks.com/jobs.php](http://www.imageworks.com/jobs.php)

## Starburns Industries (A)

Location: Burbank, CA  
Website: [starburns.recruiterbox.com](http://starburns.recruiterbox.com)

## Stoopid Buddy Stoodios (A)

Location: Burbank, CA  
Website: [www.leagueofbuddies.com/contact](http://www.leagueofbuddies.com/contact)

## Studio 100 Animation (A)

Location: Paris, France  
Website: [www.studio100animation.net/jobs](http://www.studio100animation.net/jobs)

## Technicolor (A) (V)

Location: Los Angeles, CA; multiple  
Website: [careers.technicolor.com/creative-jobs](http://careers.technicolor.com/creative-jobs)

## Threshold Entertainment (A)

Location: Santa Monica, CA  
Website: [www.thresholdentertainment.com](http://www.thresholdentertainment.com)

## The Third Floor(V)

Location: Los Angeles, CA; London, UK; Vancouver, Canada  
Website: [www.thethirdfloorinc.com/careers/jobs.php](http://www.thethirdfloorinc.com/careers/jobs.php)

## Titmouse, Inc. (A)

Location: Los Angeles, CA and New York, NY; Vancouver, Canada  
Website: [titmouse.net/contact](http://titmouse.net/contact)

## Topix (A) (V)

Location: Toronto, ON, Canada  
Website: [topixfx.com](http://topixfx.com)  
Email: [recruiting@topixfx.com](mailto:recruiting@topixfx.com)  
Phone: (416) 971-7711  
Preference: Email links to recent work and reel.

## Ubisoft Entertainment (G)

Locations: Los Angeles, CA; multiple international  
Website: [www.ubisoft.com/en-US/careers/experience.aspx](http://www.ubisoft.com/en-US/careers/experience.aspx)

## Warner Brothers Animation (A)

Location: Burbank, CA  
Website: [www.warnerbroscareers.com/animation](http://www.warnerbroscareers.com/animation)

## WETA Workshop (A) (V)

Location: Wellington, New Zealand  
Website: [www.weta-people.co.nz](http://www.weta-people.co.nz)

## Wizart Animation

Location: Voronezh, Russia  
Website: [wizartanimation.com](http://wizartanimation.com)

## Zag Toon

Zag Animation Studios  
Locations: Glendale, CA; Paris, France; Forest, Belgium; Seoul, S. Korea; Tokyo, Japan  
Website: [www.zag-inc.com](http://www.zag-inc.com) under Contact tab

## Zodiak Kids Studios

Marathon Media, TeleImages, The Foundation  
Location: London, U.K.; Neuilly sur Seine, France  
Website: [www.zodiakkids.com/contact](http://www.zodiakkids.com/contact)



## Interested in working at a multi-award winning VFX facility?

Looking for your first step or your next big career move?

Want to be part of the crew working on the next *Interstellar* or *Ex Machina*?

We are hiring in  
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across all disciplines  
including RnD  
and Production  
for our Film, TV and  
Feature Animation Divisions

Shows currently in production include  
*Star Trek: Beyond*  
*Fantastic Beasts and Where to Find Them*  
*Assassin's Creed*  
*Jason Bourne 5*  
*Captain America: Civil War*  
*Cure for Wellness*  
*Miss Peregrine's Home for Peculiar*

### Current roles include

Animation Supervisor (Vancouver)  
VFX Supervisor (Vancouver)  
3D Generalists TD  
Lighting TD  
FX TD  
Compositors  
Animators  
Software Developers  
PR & Communications Manager (Vancouver)  
R&D Software Engineers  
Technology Project Manager  
Production Manager  
Line Producer  
Production Coordinator  
Runners

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[www.dneg.com/jobs](http://www.dneg.com/jobs)  
for more information





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# Seven Ways to Get Lucky

Where to turn in the World Wide Web to build your audience, get paid and get noticed.

There's no doubt about it: On-demand video streaming is the wave of the now, let alone the future, and that's the wave your content needs to catch. But before you can sell your creation to Netflix, Hulu or Amazon (or hope to recoup your costs a dollar at a time through iTunes sales), you need to get "out there." Here, we offer a rundown of the top sites to share your work, gain traction and maybe pick up a little revenue while you do it.

## YouTube

[[www.youtube.com](http://www.youtube.com)]

Basically the by-word for video hosting, the Google subsidiary offers ease of use for content producers and a huge potential audience. The Creators resources help you get started and keep growing. Videos can be uploaded in a range of definitions, up to 8K as of last summer, and viewed by people all over the world (excluding China, Iran and Turkmenistan), with localized site interfaces in 76 different languages.

\$\$\$: Advertising, Paid Content



## Vimeo

[[www.vimeo.com](http://www.vimeo.com)]

The preferred site for animation and VFX artists to show off their latest work, reels and shorts is rolling out 4K capability this year and has a Creator Services department in place to help you monetize content. TipJar has been retired, but Vimeo offers pay-to-view to Pro members, and the Brand Creative Fund encourages advertisers to pay community members for original branded content.

\$\$\$: Paid Content



## Dailymotion

[[www.dailymotion.com](http://www.dailymotion.com)]

Started in France, Dailymotion has success-

fully expanded internationally with 18 different languages available and 35 localized sites. It remains among the top video platforms worldwide and is the most popular site of any kind in Europe. Vivendi's recent acquisition means this global takeover can only continue.

\$\$\$: Advertising, Paid Content, Website Monetization



## Maker TV

[[www.maker.tv](http://www.maker.tv)]

The online video destination from Maker Studios Inc. is all about propping up the next generation of media creatives. Creators who work with the Maker Gen program get hands-on guidance, community expertise and tools to help grow their audience – and retain control of their content.

\$\$\$: Advertising



## Youku Tudou

[[www.youku.com](http://www.youku.com)]

[[www.tudou.com](http://www.tudou.com)]

The 2012 merger of Youku and Tudou combined two of the largest video hosting sites in China under one corporate roof, but they still have different personalities. Tudou was a world pioneer in implementing wide scale ads on such a site and remains largely focused on user-created content, while Youku boasts over

1,500 professional content partners and offers full TV episodes and features. But both are subject to Chinese censorship and a *laissez-faire* approach to copyright law.

\$\$\$: Advertising



## Reelhouse

[[www.reelhouse.org](http://www.reelhouse.org)]

This smaller player has been making waves in the indie film industry since it first cropped up a couple years ago. The goal is to directly connect viewers and creators, focusing on the future needs of digital film consumers while providing a customizable service for filmmakers.

\$\$\$: Paid Content, Merchandise Store, Crowdfunding Compatible



## Renderyard

[[www.renderyard.com](http://www.renderyard.com)]

Another filmmaker-centered newcomer, Renderyard is a tight-knit community of 6,000-some members looking to share and sell their content. The social networking elements are designed to help users receive helpful, professional critique and connect with other creators. Renderyard also boasts a 70/30 revenue split with instant payment and a dedicated animation section.

\$\$\$: Paid Content





AnimSchool student Urtzi Matxin



AnimSchool student Aristides Gomez



AnimSchool student Hossam Essam



# ANIMSCHOOL



AnimSchool student Giorgio Bitsis



AnimSchool student Jonah Sidhom

# 10 Essential Ways to Promote Yourself

Making great animation and VFX is only half the job – the other half is to sell it and yourself. By Karen Idelson.

It's a simple truth – you could be the next John Lasseter or the second coming of John Knoll, but if no one sees your work, it's not going to matter.

While nothing takes the place of hard work and talent, there's nothing wrong with using your jazz hands to make a sale. Here are some of the most effective ways to get noticed and get working.

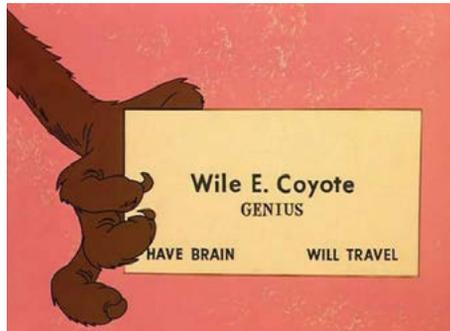
1. Make your work readily available at YouTube, Vimeo – or both. It's a sad truth that it can be painfully difficult to see some of the finest emerging animation and VFX work. Not everyone lives near a theater, and who knows whether someone is subscribed to the channel that's mercifully showing what you created? Make it easy and free to find you.



2. Have a home base like a website where all the info about your work is available. Post links to Vimeo, YouTube, Facebook and anything else you've set up for your project. Have a press kit set up that includes background on the project, bios of the creative team that made it, some ready-to-use quotes from everyone involved and contact information, in case someone from *Animation Magazine* wants to interview you. Add high-res images and headshots for good measure.
3. Embrace social networking. Everyone you know should be following you and your project on Twitter, Facebook, In-



4. Once your website is up and running, capture email addresses. Make sure you can reach out to fans directly to let them know about site updates and new developments. Once you know a little something about your fan base, it will be easier to market your awesome wares to them in the future.



5. Attend festivals, conventions and events where your kind of audience gets together. Comic-Con is an obvious place to go. If your project happens to incorporate historical elements, you could drop by a historical society and drop off information or attend one of their events to talk about your work. That's right. You might have to talk to people about yourself and your work, so bring business cards, press packets or fliers with your web site address.
6. Start and promote a podcast or blog to discuss animation, VFX and your latest project. Reach out to other podcasters. There may be opportunities for you



7. Ask a pro. A professional public-relations type, that is. Budding relations consultants may be interested in giving you a discounted rate as they build their rosters. Call a local PR society and find out if any discounted consulting services are available.
8. Submit your work to festivals. It's an exhausting process but if you can get into one, your work will reach entirely new audiences.



9. And don't forget online film sites, too. It's another chance to build your audience and drive traffic to your web site.
10. Release a clever teaser and trailer a week to a month before you post your work. You'll have the chance to build expectation before the finished project comes online.
11. This list goes to 11, because that's one more than ten. You should do the same when promoting your work. Find the safe and legal way to get your work noticed that's unique to you.

Good luck. We can't wait to see your brilliant work! ☺



**Laguna College of Art and Design's BFA Animation** program trains exceptional filmmakers and storytellers. LCAD Animation students develop their abilities in traditional animation with classic artistic skills and apply them using the latest digital tools. LCAD's Animation faculty members are experienced industry professionals who empower students to use their own unique styles to bring memorable characters to life.



LAGUNA  
COLLEGE  
OF ART +  
DESIGN

# ANIMATION

BACHELOR OF FINE ARTS

International  
**Education &  
Career Guide**

# 2016 Listings

## NORTH AMERICA

### Academy of Art University

San Francisco, CA  
academyart.edu  
Phone: (800) 544-2787  
Fax: (415) 628-6287  
Email: admissions@academyart.edu

### Academy of Interactive Entertainment

Lafayette, LA | Seattle, WA  
theaie.us  
Phone: LA: (337) 456-1848; WA: (206) 428-6350  
Fax: LA: (337) 232-0790; WA: (206) 428-6354  
Email: lafayette@aie.edu.au, seattle@aie.edu.au

### The Animation Academy

Burbank, CA, USA  
theanimationacademy.com  
Phone: (818) 848-6590  
Email: theanimationacademy@gmail.com  
Certificates offered: Character Design, Visual Development, StorySketch. Fast-track programs available for Certificate students (completion in less than one year). Number of animation students: 75  
Cost of program: \$495 for first class, \$395 to continue  
Head of animation & admissions: Charles Zembillas  
Time of year offered: Year-round, bi-monthly semesters  
Application deadline: New students accepted monthly  
Notes: The Animation Academy has been a leader in art education

for animation since 1998. We're located in the heart of capital of the industry in Burbank, California.

We focus on developing strong artistic fundamentals as they apply to animation especially in the areas of Character Design, Production Design and Intellectual Property Development. Many of our students have gone on to great creative success and are at the top of the field.

We are certified by the CSATTF for vocational training with four unions in the Entertainment Industry.

Short term classes with intensive training means you can progress rapidly with your art. Feel free to contact us and we'll be happy to discuss getting you to the next level of your creative excellence

### The Animation Collaborative

Emeryville, CA  
animationcollaborative.com  
Email: info@animationcollaborative.com

### The Art Institutes

artinstitutes.edu  
Campuses nationwide  
Phone: (888) 624-0300

### The Bakshi School

Silver City, NM  
thebakshischool.com  
Phone: (575) 534-9291  
Email: info@thebakshischool.com

### Bloomfield College

Bloomfield, NJ  
bloomfield.edu  
Phone: (973) 748-9000

### Boston University

Center for Digital Arts  
Waltham, MA  
thecenterfordigitalarts.com  
Phone: (781) 209-1700  
Email: info@thecenterfordigitalarts.com

### Brigham Young University

Provo, UT, USA  
animation.byu.edu  
Phone: (801) 422-1825  
Email: kelly\_loosli@byu.edu  
Degrees offered: BFA in Animation  
Number of animation students: 90  
Cost of program: \$2,600-\$5,200 per semester  
Head of animation & admissions: Kelli Loosli  
Time of year offered: Semesters starting in Fall  
Application deadline: April 1  
Equipment available: Three computer labs with workstation machines and Cintiqs running a full complement of 2D and 3D software. Traditional Animation lab with lighttables and pencil test stations

### California College of the Arts

San Francisco & Oakland, CA  
cca.edu  
Phone: SF (415) 703-9500, Oakland (510) 594-3600; (800) 447-1ART  
Email: ndahl@cca.edu

### California Institute of the Arts (CalArts)

Valencia, CA, USA  
calarts.edu

Phone: (661) 255-1050  
Fax: (661) 253-7710  
Email: admissions@calarts.edu  
Degrees/Certificates offered: BFA and Certificate in Character Animation; BFA, MFA, Certificate and Advanced Certificate in Experimental Animation  
Number of animation students: Character - 165; Experimental - 86  
Cost of program: 2015 tuition - \$43,400  
Head of animation: Maija Burnett (Character), Maureen Furniss (Experimental)  
Head of admissions: Molly Ryan  
Time of year offered: September through May  
Application deadline: Preferred - December; Regular - January (see website)  
Equipment available: Equipment Cage offers a range of film and digital equipment, from underwater camera systems to portable digital stop-motion kits, allowing students to shoot on the school's production stages, in front of a green-screen, at home or on location. The Equipment Cage features digital and film cameras, lighting kits, microphones, digital sound recorders, stereoscopic systems and installation equipment. School facilities also include 2D and 3D animation computer labs, stop-motion shooting stages, sound recording and mix theaters, a multimedia lab, installation gallery space, production sound stages and post-production edit suites.

### California State University Fullerton

Fullerton, CA, USA  
fullerton.edu/arts/art

Phone: (657) 278-3471  
Email: cgrieb@fullerton.edu  
Degrees offered: BFA Entertainment Art - Animation; BFA Illustration; MA Illustration; MFA Illustration  
Number of animation students: About 560  
Cost of program: \$2,736 per semester  
Head of animation: Chuck Grieb  
Head of admissions: Jessica Wagoner (Dir. of Admissions)  
Time of year offered: Fall and Spring  
Application deadline: November 30  
Equipment available: Traditional and digital studios. Entertainment Art/Animation and Illustration makes use of three high end Mac Pro labs with 22" HD Cintiqs; a fourth Mac Pro lab (sans Cintiqs) is shared with Photography. Available in the labs is Adobe CC software (also available to students for free to download for home use), Corel Painter, Toon Boom Storyboard Pro, Autodesk Maya, Autodesk Mudbox, ZBrush, Nuke, Arnold, Shotgun, etc. Eight pencil test stations, large format scanners, a sound recording space, and numerous animation drawing desks available in the animation labs. Traditional illustration and drawing labs provide drawing stations, easels, etc. In addition to free access to Adobe CC, CSUF students are all also provided with a free subscription to Lynda.com. A set of lights, grip equipment, camera, and computer is available for check out to support Stop Motion Animation projects.  
Notes: The Mission of the Entertainment Art/Animation

program is to provide students with conceptual understanding, technical skills, practical experience, and opportunities to explore the art of animation; to be successful entertainers, communicators and storytellers with a focus on character animation."

Our alumni are working in various entertainment industries. We have alum animating at Electronic Arts, working for Pandemic Studios, Blizzard, Activision, Obsidian Entertainment, Sony Games, and various other game studios. We have or have had alum working for DreamWorks Feature Animation, Disney Feature Animation, Blue Sky, PIXAR, Paramount Animation, Sony Pictures Imageworks, Nickelodeon, Film Roman, Cartoon Network, Disney TV Animation, Lucas Films, etc.

We have a great relationship with Nickelodeon, as evidenced by the recent CSUF pitch contest they sponsored, the Nickelodeon Master Class, *Sanjay and Craig* art show, and ongoing projects we are developing with the studio. We have been chosen to participate in DreamWorks DreamCrit experience, have been selected by Sony Picture Imageworks to be a part of their IPAX program, and have worked directly with Autodesk (creators of Maya software) in designing and implementing 3D Digital curriculum.

## California State University Northridge

Northridge, CA, USA

csun.edu

Phone: (818) 677-2242

Email: rochelle.fischer@csun.edu

Degrees offered: BA, BFA, MA, MFA

Number of animation students: 120

Cost of program: \$6,564 per year undergraduate tuition

Head of animation: Mark Farquhar

Time of year offered: Fall, Spring

Application deadline: January 29, 2016

Equipment available: Mac platform computer stations with drawing tablets/Cintiqs in two dedicated

Animation computer labs

Notes: We offer a comprehensive

foundation in 2D, 3D, VFX and Game animation. Our campus is located in a close proximity to the major LA studios. Our Faculty are all industry experienced.

CSUN Animation concentration also boasts two student clubs: Animation Students League of Northridge and our new Game Animation Club. Clubs are faculty advised, and student run. Throughout the year, our students participate in industry events and are encouraged to participate in internships before graduating.

## Capilano University

North Vancouver, BC, Canada  
gradshow.com

Phone: (604) 983-7516

Email: animation@capilano.ca

Degrees/Certificates offered:

Two-year Diploma programs in 2D Animation & Visual Development; 3D Animation for Film and Games; Digital Visual Effects

Number of animation students: 25 per class, 160 total

Cost of program: Approx.

\$25,000 - \$28,000 CAD per year for international students;

\$14,000 - \$18,000 CAD for domestic students

Head of animation: Don Perro (2D), Craig Simmons (3D), Adam Sale (VFX)

Head of admissions: Karen McCredie (Registrar)

Time of year offered: September to April

Application deadline: January 31 (early admission) to April 5

Equipment available: Each student is provided with their own studio space and workstation with 24/7 secure access. All workstations are equipped with a fast computer, the latest software specific to their program and a 22" HD Wacom Cintiq monitor. Courses are delivered in the award-winning, 97,000 sq. ft. Bosa Centre for Film and Animation, the largest film training center in Western Canada, which also houses a 200-seat high definition/3D theatre.

## Cañada College

Redwood City, CA

canadacollege.edu/multimedia

Phone: (650) 306-3330

Email: naasp@smccd.edu

## Centre for Digital Media

Vancouver, BC, Canada

thecdm.ca

Phone: (778) 370-1001

Fax: (778) 370-1020

Email: admissions@thecdm.ca

Degrees offered: Master of Digital Media

Number of animation students: 55

Cost of program: \$35,951.24

Head of animation: Richard Smith

Head of admissions: Yasmeen Awadh

Time of year offered: September

Application deadline: February 15

Notes: Guided by top-level faculty and industry mentors, students work closely with clients and peers on team-based, industry supported digital media projects. This experience allows graduates the know-how and confidence to work at the highest level across all sectors as creators, producers, innovators or entrepreneurs.

## Centre nAD

Universite de Quebec a

Chicoutimi

Montreal, QC, Canada

centrenad.com

Phone: (514) 288-3447 x 415

Fax: (514) 288-5799

Email: info@nad.com

## Chapman University Dodge College of Film and Media Arts

Orange, CA, USA

chapman.edu/dodge

Phone: (714) 997-6885

Fax: (714) 997-6885

Email: dodgecollege@chapman.edu

Degrees offered: BFA in Digital Arts

Number of animation students: 110

Cost of program: \$46,500 per year plus course fees

Head of animation: Bill Kroyer

(Prof., Director, Digital Arts Program)

Head of admissions: Lauren

Kacura (Asst. Director of Admissions)

Time of year offered: Spring and Fall

Application deadline: Spring regular admission: Oct. 15; Fall admission: Freshman Early Action

(non-binding): Nov. 1, Freshman

Regular Admission: Jan. 15,

Transfer Regular Admission:

March 15

Equipment available: Animation Lab features a 4K workflow. Each of the 24 stations has a traditional backlit animation disc with ACME

pegs and adjustable board, as well as a 22HD Cintiq tablet on adjustable arm, usable as a drawing board or monitor. The instructor has a Cintiq, software for doing interactive "dailies" on student tests, a 2K projector for reviews. Students have 24/7 access (with online reservation capability) for 10 individual private study suites, each equipped with larger Cintiqs, dual monitors, stereo speakers for premixing, flatbed scanners, and "down shooter" camera stands for 2D animation tests. The Digital Media Arts Center (DMAC), opened in 2014, has a 4K projection 110-seat theater, a VFX lab with dual monitors and 4K stereoscopic workflow, an insert stage for motion capture and green-screen work, and a North-lit art studio with benches, sink, and model stand.

Industry standard animation software packages, including Maya, 3DS Max, Toon Boom, AfterEffects, MARI, and Nuke among others.

Notes: Dodge College considers its industry connections to be the most "cutting edge" advantage our students enjoy. Students have toured most major facilities, including Pixar, Disney, DreamWorks, ILM, Blizzard, Activision, etc. Dodge College hosts the industry's top talent almost weekly, featuring lectures and presentations of unreleased material and personal interaction with the students. That list includes Brad Bird, Andrew Stanton, John Musker, Ron Clements, Glen Keane, Andreas Dejas, Rob Minkoff, Dean DeBlois, Chris Sanders, Mark Andrews, Don Hahn, Randy Cook and Eric Goldberg.

We host an open house for prospective students in the fall as well as host tours of our facilities throughout the year Monday-Friday. In our review process, we weigh the portfolio materials very heavily, but also evaluate whether applicants are a good

fit for the overall University. We have a comprehensive resource of admission information on our website: [www.chapman.edu/dodge/apply/undergraduate/digital-arts.aspx](http://www.chapman.edu/dodge/apply/undergraduate/digital-arts.aspx)

## Clemson University Digital Production Arts

Clemson, SC, USA

clemson.edu/dpa

Email: dpa@clemson.edu

Degrees offered: Master of Fine Arts in Digital Production Arts

Number of animation students: 30

Cost of program: \$17,600

Head of animation & admissions: Victor Zordan

Time of year offered: Fall

Application deadline: January 15

Equipment available: DPA screening room houses a cinema grade Christie projector and computers. The multi-purpose DPA studio holds 21 high powered dual-screen workstations, a 14 camera Vicon motion-capture system, and a green-screen area. The DPA classroom and workroom holds additional workstations and a collection of Cintiq tablets.

Also available to DPA students are Wacom tablets, Oculus Development Kit and Leap sensors, professional DSLR cameras, camcorders, and a large movie library. See [www.cs.clemson.edu/vcadmin/dpa/facilities.html](http://www.cs.clemson.edu/vcadmin/dpa/facilities.html) for more information.

Notes: DPA is excited to announce the expansion of its MFA program, to be housed in the Zucker Family Graduate Education Center in Charleston, South Carolina. The facility, currently under construction near Clemson University's Restoration Institute (CURI) campus in the south end of the former Naval Base, is scheduled to be completed in the spring of 2016, and to begin offering DPA MFA program in fall of 2016. For more information, please visit [www.cs.clemson.edu/vcadmin/dpa/dpaincharleston.html](http://www.cs.clemson.edu/vcadmin/dpa/dpaincharleston.html).

## Cleveland Institute of Art

Cleveland, OH

cia.edu

Phone: (216) 421-7000

Email: admissions@cia.edu

## Cogswell Polytechnical College

San Jose, CA, USA

cogswell.edu

Phone: (800) 264-7955

Email: admissions@cogswell.edu

Degrees/Certificates offered: BA concentrations in 3D Animation, 3D Modeling and Entertainment Design. BS in Digital Arts

Engineering. WASC accredited.

Number of animation students:

Approx. 150

Cost of program: \$685 per unit

Head of animation: Karen Keister

Head of admissions: Aaron Kark

Time of year offered: Fall, Winter, Summer

Application deadline: Open enrollment

Equipment available: Photoshop,

Maya, ZBrush, Toon Boom, AV

Tools and coordinated projects

across art and engineering teams.

## College Boréal

Sudbury, ON

collegeboreal.ca

Phone: (705) 560-6673, (800)

361-6673

Fax: (705) 560-1511

Email: info@collegeboreal.ca

## College of DuPage

Glen Ellyn, IL, USA

cod.edu

Phone: (630) 942-2000

Email: venezia@cod.edu

Degrees/Certificates offered: AAS Degree in Animation, Certificate in Animation

Number of animation students: 100

Cost of program: About \$3,000 per semester average

Head of animation: Tony Venezia

Head of admissions: Earl Dowling

Time of year offered: Year-round

Application deadline: Spring or Fall term enrollments

Equipment available: Permanently installed 27' x 12' green screen in a dedicated studio. About 70 Mac computers with Adobe CC 2015, Cinema4D, Maya, and 3D Studio Max. Six edit bays, 50 DSLR cameras, tripods, etc.; three Lunchboxes, three traditional animation work stations with computers and cameras, studio and location audio equipment, lighting equipment.

Notes: Our focus is giving our

students a strong foundation in the concepts and skills required to either transfer to a four year institution or an entry level

position in the field of animation.

Our graduates have been accepted to schools like DePaul University, CalArts, Columbia College, Chicago, USC, SCAD, and others.

## Columbia College Interactive Arts & Media

Chicago, IL

iam.colum.edu

Phone: (312) 369-7130

Email: admissions@colum.edu

## Columbus College of Art & Design

Columbus, OH

ccad.edu

Phone: (614) 224-9101

Email: admissions@ccad.edu

## DePaul University College of Computing and Digital Media

Chicago, IL

www.cdm.depaul.edu

Phone: (312) 362-8714

Fax: (312) 362-5185

Email: admission@cdm.depaul.edu

## DigiPen Institute of Technology

Redmond, WA, USA

digipen.edu

Phone: (866) 478-5236

Fax: (425) 558-0378

Email: outreach@digipen.edu

Degrees/Certificates offered:

Bachelor of Science in Computer

Science in Real-Time Interactive

Simulation, BS in Computer

Science and Game Design, BS in

Computer Engineering, BS in

Engineering and Sound Design,

Bachelor of Fine Arts in Digital Art

and Animation, Bachelor of Arts in

Game Design, Master of Science

in Computer Science, Master of

Fine Arts in Digital Arts

Number of animation students:

236

Cost of program: \$31,600 per year (international undergraduate student, 16-22 credits per semester); \$28,800 per year (domestic undergraduate student,

16-22 credits per semester)

Head of animation: Jazno

Francoeur

Head of admissions: Danial

Powers

Time of year offered: Fall semester

entry

Application deadline: Rolling admissions (graduate applications accepted until July 1 of intended start year)

Equipment available: Traditional and digital art labs. Software includes Maya, Flash, Photoshop, Storyboard Pro, Harmony (Toon Boom), DigiCel, Shave and a Haircut, Unity, Unreal, Zero Engine, Muster, After Effects, Premiere, Nuke, ZBrush, Substance Designer, and Substance Painter.

## The Digital Animation & Visual Effects School (DAVE School)

Orlando, FL

daveschool.com

Phone: (407) 224-3283

Fax: (407) 224-5648

Email: admissions@daveschool.com

## Digital Media Arts College

Boca Raton, FL

dmac.edu

Phone: (561) 391-1148

Fax: (561) 998-3430

Email: careerservices@dmac.edu

## Donna Grillo Voiceover Services

Los Angeles, CA, USA

donnagrillo.com

Phone: (323) 684-5005

Email: vinidon@aol.com

Courses offered: Animation/

Games Voiceover Acting for

adults and youth, Commercial

Voiceover Acting for adults and

youth

Number of students: Up to 12

per class

Cost of program: \$400 per four-week cycle

Head of admissions: Donna Grillo

Time of year offered: Year-round,

monthly classes

Application deadline: Wait list

Equipment available: Professional recording studio

## East Los Angeles College

Monterey Park, CA, USA

elac.edu

Phone: (323) 265-8650

Email: liboname@elac.edu

Degrees/Certificates offered:

Associate of Art and Certificate programs in Animation; classes can be taken individually

Cost of program: About \$46

per unit

Head of animation: Michael

Libonati

Time of year offered: Fall and

Spring semester

Application deadline: Rolling

Equipment available: Maya,

Mudbox, ZBrush, Adobe Creative

Suite, Toon Boom Harmony and

Storyboard Pro, Wacom tablets,

large and small format printers.

Notes: East Los Angeles College

is developing a new cost effective

way to train for animation and

build portfolios and short films

during the time students take

classes.

## Edinboro University

Edinboro, PA, USA

edinboro.edu

Phone: (814) 732-2000

Email: mgenz@edinboro.edu

Degrees offered: BFA in Art,

concentration in Traditional

Animation, concentration in

Computer Animation

Number of animation students:

180

Cost of program: \$4,757 per

semester (tuition and fees, in

state); \$5,087 per semester

(tuition and fees, out of state)

Head of animation: Michael Genz

Head of admissions: Melissa

Manning

Time of year offered: Fall and

Spring

Application deadline: Rolling

Equipment available: 25-seat

computer animation lab (PC:

Maya, Max, XSI, Adobe Suite),

20-seat editing lab (Mac: Final

Cut Pro, Adobe Suite), 24-seat

Cintiq lab (Mac: Toon Boom,

Adobe Suite), 20-seat traditional

animation lab (drawing light

desks, Mac based down shooters

with Flipbook, Adobe Suite),

15-seat traditional animation lab

(drawing light desks, Mac based

down shooters with Flipbook,

Adobe Suite), four stop-motion

animation shooting stages (Mac:

Dragonframe, Adobe Suite)

## Emily Carr University of Art + Design

Vancouver, BC

ecuad.ca

Phone: (604) 844-3800, (800)

832-7788

Email: admissions@ecuad.ca

## Ex'pression College

Emeryville, CA

expression.edu

Phone: (877) 833-8800

Email: info@expression.edu

## Fashion Institute of Technology SUNY

New York, NY

fitnyc.edu

Phone: (212) 217-7999

E-mail: terry\_blum@fitnyc.edu

Degrees/Certificates offered: BFA

Computer Animation & Interac-

tive Media (2 years), Associates

Degree required

Number of students in animation

program: 48

Cost of program: Instate Tuition

\$6,470 per year. Out of State

Tuition \$19,592.

Head of animation: Terry Blum

Head of admissions: Magda

Francois

Time of year offered: Fall

Application deadline: January 1

Equipment available: HP Z640

Dual Processor Workstations,

Render Farm, Maya, Adobe

Creative Cloud, Autodesk En-

tertainment Suite, Avid MC,

Toon Boom, Pixologic ZBrush,

3D Printing, Unity, Processing,

Arduino, Kinect, dedicated labs &

production studios

## Ferris State University

Grand Rapids, MI

ferris.edu/dagd

Phone: (616) 451-4777

Fax: (616) 451-4720

Email: davidbaker@ferris.edu

## Forsyth Technical Community College

Winston-Salem, NC, USA

forsythtech.edu

Phone: (336) 734-7342

Fax: (336) 734-7352

Email: hburns@forsythtech.edu

Degrees/Certificates offered:

Associate of Applied Science

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# EMPOWERING THE WORLD'S BEST CREATIVE TALENT



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[ZERPLY.COM/ANIMAG](https://zerply.com/animag)

IMAGE BY ZERPLY MEMBER JOSHUA VIERS

in Digital Effects and Animation; Certificate in Game Design  
Number of animation students: 71  
Cost of program: In-state: \$76 per credit hour; out-of-state: \$268 per credit hour  
Head of animation: Herb Burns  
Head of admissions: Heather Azzue  
Time of year offered: Fall semester entry  
Application deadline: Summer  
Equipment available: Two animation studio labs, storyboard pin up room, green-screen TV studio, six sound recording studios.  
Notes: Digital Effects & Animation (DEA) Program first U.S. community college named Toon Boom Centre of Excellence.

### Full Sail University

Winter Park, FL  
fullsail.edu  
Phone: (800) 226-7625, (407) 679-6333  
Email: admissions@fullsail.com

### Gnomon

Los Angeles, CA, USA  
gnomon.edu  
Phone: (323) 466-6663  
Email: admissions@gnomon.edu  
Certificates offered: Certificate of

completion for two-year and three-year full-time programs  
Number of animation students: 15-20  
Cost of program: \$4,051 to \$9,261 per term. Financial Aid available.  
Head of animation: Mauricio Hoffman  
Head of admissions: Hannah Webb  
Time of year offered: Quarterly  
Application deadline: Quarterly  
Equipment available: Over 150 high-end PC stations with 27" monitors, four drawing classrooms, a sculpture studio, a 70-ft. green-screen, equipment available for check-out, and various campus amenities on site.

### Grossmont College

Digital Art Program  
El Cajon, CA  
grossmont.edu  
Phone: (619) 644-7000

### The Guildhall at Southern Methodist University

Plano, TX  
smu.edu/guildhall  
Phone: (214) 768-4278  
Email: reneja@smu.edu

### Hampshire College

Amherst, MA  
hampshire.edu  
Phone: (413) 559-5471, (877) 937-4267  
Email: admissions@hampshire.edu

### Laguna College of Art + Design

Laguna Beach, CA, USA  
lcad.edu  
Phone: (949) 376-6000  
Fax: (949) 715-8084  
Email: admissions@lcad.edu  
Degrees/Certificates offered: Certificate / Bachelor of Fine Arts in Animation, Design + Digital Media, Drawing + Painting, Game Art, Illustration. Master of Fine Art in Drawing, Painting, The Art of Game.

Number of animation students: 145  
Cost of program: \$28,950 per year  
Head of animation: David Kuhn  
Head of admissions: Christopher Brown  
Time of year offered: Fall and Spring  
Application deadline: August 1  
Notes: Our character animation program is dedicated to training exceptional filmmakers and storytellers. Students develop

their abilities in traditional animation with classic artistic skills then apply that knowledge to the latest digital tools. The faculty at LCAD is made of experienced industry professionals who help our students bring their characters to life in their own unique styles.

### Lansing Community College

Lansing, MI  
lcc.edu  
Phone: (517) 483-1957; (800) 644-4522  
Email: LCC-Recruitment@lcc.edu

### Lesley University

Cambridge, MA  
lesley.edu/animation  
Phone: (617) 349-8800  
Email: admissions@lesley.edu

### Los Angeles Academy of Figurative Art

Van Nuys, CA  
laafa.org  
Phone: (818) 708-9232  
Email: contactus@laafa.org

### The Los Angeles Film School

Los Angeles, CA, USA  
lafilm.edu  
Phone: (323) 860-0789  
Email: info@lafilm.edu  
Degrees offered: Bachelor of Science in: Animation & Visual Effects; Digital Filmmaking; Film Production; Entertainment Business. Associate of Science in: Computer Animation; Music Production; Recording Arts; Film.  
Number of animation students: 121  
Cost of program: AS Computer Animation: \$44,170; BS Animation & VFX: \$76,520  
Head of admissions: Brian Belliveau  
Time of year offered: Monthly  
Application deadline: Year-round open enrollment

Equipment available: Each student provided with a laptop and software package including Adobe Creative Suite, ZBrush and Microsoft Office.  
Notes: Located in the heart of Hollywood, our animation students gain access to industry-standard tools including Wacom Cintiq tablet displays over the course of their curriculum. We host special screenings and Q&A's in our 347-seat THX Certified theatre. Some of our special guests include *Inside Out* writer Megan LeFauve, *Up*



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[www.gradshow.com](http://www.gradshow.com)  
[www.capilanou.ca](http://www.capilanou.ca)

604.990.7868  
[film@capilanou.ca](mailto:film@capilanou.ca)

Photo by Ema Peter  
Drawings by Erika Schnellert



director Pete Docter, and *Frozen*  
co-directors Chris Buck and  
Jennifer Lee.

### Loyola Marymount University

Los Angeles, CA  
sftv.lmu.edu  
Phone: (310) 258-7200  
Email: sftv-info@lmu.edu

### The Maurice Kanbar Institute of Film and Television Tisch School of the Arts

New York University  
New York, NY  
animation.tisch.nyu.edu  
Phone: (212) 998-1779  
Fax: (212) 995-4062  
Email: john.canemaker@nyu.edu

### Max the Mutt College of Animation, Art & Design

Toronto, ON, Canada  
maxthemutt.com  
Phone: (416) 703-6877  
Email: (416) 703-3930  
Degrees/Certificates offered:  
Diploma in: Classical and  
Computer Animation &  
Production; Illustration for  
Sequential Arts; Comic Books  
& Graphic Novels; Concept Art  
for Video Games and Animation.  
Certificate in: Traditional Fine Art  
Skills & Portfolio Development.  
Head of animation: Tina Seemann  
Time of year offered: Maxine  
Schacker  
Application deadline: September-May  
Equipment available: Computers

### Minneapolis College of Art and Design

Minneapolis, MN  
mcad.edu  
Phone: (612) 874-3700; toll free  
(800) 874-6223  
Email: info@mcad.edu

### New York Film Academy

New York, NY  
nyfa.edu  
Phone: (212) 674-4300  
Fax: (212) 477-1414  
Email: film@nyfa.edu

### Otis College of Art and Design

Los Angeles, CA  
www.otis.edu  
Phone: (310) 665-6800, (800)  
527-6847  
Email: digitalmedia@otis.edu

### Pennsylvania College of Art & Design

Lancaster, PA  
pcad.edu  
Phone: (800) 689-0379  
Fax: (717) 396-1339  
Email: admissions@pcad.edu

### Philadelphia University

Philadelphia, PA  
philau.edu/animation  
Phone: (215) 951-2800, (800)  
951-7287  
Email: admissions@philau.edu

### Platt College

San Diego, CA  
platt.edu  
Phone: (866) 752-8826  
Email: info@platt.edu

### Pratt Institute

New York, NY  
pratt.edu  
Phone: (718) 636-3600  
Email: info@pratt.edu

### Rhode Island School of Design

Providence, RI  
risd.edu  
Phone: (401) 454-6100, (800)  
364-RISD  
Email: admissions@risd.edu

### Ringling College of Art and Design

Sarasota, FL  
whyringling.com  
Phone: (941) 351-5100  
Email: admissions@ringling.edu

### Rochester Institute of Technology College of Imaging Arts & Sciences

Rochester, NY  
cias.rit.edu  
Phone: (585) 475-6175  
Email: sofa@rit.edu

### Rocky Mountain College of Art + Design

Denver, CO  
rmcad.edu  
Phone: (303) 753-6046, (800)  
888-ARTS  
Email: admissions@rmcad.edu

### San Francisco State University

San Francisco, CA  
cel.sfsu.edu/dme  
Phone: (415) 817-4230  
Email: rwc@sfsu.edu

### San Jose State University

San Jose, CA, USA  
sjsuai.com  
Phone: (408) 924-4340  
Email: design@sjsu.edu  
Degrees offered: BFA Animation,  
Illustration  
Number of animation students:  
466  
Head of animation: David Chai  
Time of year offered: Fall  
admissions only  
Equipment available: PC & Mac  
computer labs, Cintiqs, pencil  
test labs.

### Santa Monica College Design Technology Department

Santa Monica, CA  
smcdesigntech.org  
Phone: (310) 434-3700  
Email: academy\_info@smc.edu

### SCAD

Atlanta & Savannah, GA, USA;  
Hong Kong  
scad.edu/animation  
Phone: (800) 869-7223  
Email: admissions@scad.edu  
Degrees offered: BFA, MFA, MA  
Number of animation students:  
1,000

Cost of program: \$34,470  
undergraduate; \$35,325 graduate  
Head of animation: Tina O'Halley,  
Scott Bogoniewski  
Head of admissions: Philip Alletto,  
David Pugh  
Time of year offered: Year-round  
Application deadline: Rolling  
admissions  
Equipment offered: Software:  
Adobe CS5, Autodesk Maya,  
Autodesk MotionBuilder. Scripting  
taught in both majors using

Python and MEL. Facilities: Vicon  
Blade motion-capture studio,  
dedicated Cintiq homework  
labs, Maker lab for fabrication  
with 3D printing and soldering  
stations, recording stage with  
12-bay Foley stage, recording  
booth and isolation booth in view  
of a 20-seat classroom and Pro  
Tools sound board; Avid editing  
classroom; TV and film studio  
with green-screen synch wall,  
professor's projector and freight  
elevator for large sets.

Animation specific software:  
Dragonflame, Shotgun, Toon  
Boom Harmony, Toon Boom  
Storyboard Pro. Facilities: 45  
traditional drawing desks, stop-  
motion fabrication room and  
shooting stages (10 at Savannah,  
six at Atlanta), Stratasys fused  
deposition printer and PolyJet 3D  
printer.

Notes: The Art of Animation:  
2D. 3D. Stop-motion. Digital  
modeling. Rigging. Lighting. Look  
development. As an animation  
student at SCAD, you will master  
it all. We give you the opportunity  
to collaborate with and take  
electives in other majors, such  
as visual effects, motion media,  
interactive design and game  
development, sound design, film  
and television, and sequential art.  
The result? You graduate as a  
dynamic, multifaceted animator,  
extremely marketable and ready to  
take the industry by storm.

SCAD offers accredited  
B.F.A., M.A. and M.F.A. degrees  
in animation, available in Atlanta,  
Hong Kong, Savannah and online  
via eLearning.

### School of Visual Arts

New York, NY, USA  
sva.edu  
Phone: (212) 592-2100  
Email: admissions@sva.edu

### School of Visual Arts Division of Continuing Education

New York, NY, USA  
sva.edu/ce  
Phone: (212) 592-2050  
Email: ce@sva.edu  
Program: Individual courses only.  
Time of year offered: Fall, Spring  
& Summer semesters

### Seneca College

Toronto, ON  
senecacollege.ca  
Phone: (416) 491-5050  
Email: admissions@  
senecacollege.ca

### Sheridan College Institute of Technology and Advanced Learning

Oakville, ON, Canada  
sheridancollege.ca  
Phone: (905) 845-9430  
Email: info@sheridan@  
sheridancollege.ca  
Degrees/Certificates offered:  
Bachelor of Animation, Computer  
Animation postgraduate  
certificate, Computer Animation  
- Digital Creature postgraduate  
certificate, Visual Effects  
postgraduate certificate  
Number of animation students:  
Degree - 559; Post-Grad - 78  
Cost of program: Degree -  
\$25,455; Post-Grad - \$21,897  
to \$22,295  
Head of animation: Angela  
Stukator  
Head of admissions: June Cupido  
Time of year offered: Degree -  
Fall; Computer Animation - Fall  
& Winter  
Application deadline: February  
1, 2016

Equipment available: Maya, Toon  
Boom, Adobe Suite, ZBrush,  
Houdini, Cintiqs, PCs, stop-  
motion studio, sound studios.

### Silver Drawing Academy

Sun Valley, CA  
silverdrawingacademy.com  
Phone: (818) 773-2440  
Email: info@  
silverdrawingacademy.com

### Smorgasbord Productions Animation Collaboration

Los Angeles, CA  
smorgasbord.tenzeroseven.com/  
class  
Phone: (213) 925-9918  
Email: projects@  
smorgasbordproductions.com

**Studio Arts**  
Los Angeles, CA  
studioarts.com  
Phone: (323) 227-8776  
Email: office@studioarts.com

**Think Tank Training Centre**  
North Vancouver, BC  
tttc.ca  
Phone: (604) 990-8265, (888) 990-8265  
Email: info@tttc.ca

**The University of the Arts**  
Philadelphia, PA  
uarts.edu  
Phone: (215) 717-6049, (800) 616-ARTS  
Email: admissions@uarts.edu

**University of California Los Angeles**  
School of Theater, Film and Television  
Animation Workshop  
Los Angeles, CA  
animation.filmtv.ucla.edu  
Phone: (310) 206-8441  
Email: info@tft.ucla.edu

**University of Central Florida**  
School of Visual Arts & Design  
Orlando, FL  
svad.cah.ucf.edu  
Phone: (407) 823-2676  
Fax: (407) 823-6470  
Email: svadadvising@ucf.edu

**University of Southern California**  
School of Cinematic Arts  
John C. Hench Division of Animation & Digital Arts  
Los Angeles, CA  
anim.usc.edu | cinema.usc.edu  
Phone: (213) 821-4396  
Fax: (213) 740-5869  
Email: dsigismondi@cinema.usc.edu  
Degrees offered: BA Animation & Digital Arts, MFA Animation & Digital Arts, Minor Animation & Digital Arts, Minor Science Visualization, Minor in Games & Animation (IMGD SCA), iMAP Interdivisional Media Arts & Practice PhD (interdivisional)  
Number of animation students: 150  
Cost of program: Undergraduate: \$43,722 per year; Graduate \$26,117\* per year (\*three year

grad program)  
Head of animation: Tom Sito (Chair)  
Head of admissions: Shahla Rahimzadeh (Dir. of Admissions)  
Time of year offered: Fall admission  
Application deadline: Freshman (first year) applicants - December 1; Graduate applicants - November 15, Transfer Applicants - February 1  
Equipment available: Hench-DADA majors get 24/7, year-round access to facilities and permanent cubicle space with HP workstations, Cintiq and Wacom tablets for BA Seniors and MFA Majors (cubicle for full three years). Facilities for traditional animation and well as stop-motion stages.  
Software: Autodesk Suite - Maya, Mudbox, Motion Builder, XSI, entire Adobe CS6 Design and Production suite, TVPaint, Toon Boom Animation Pro, Nuke, GenArts Plug-ins, Blender, Houdini, Mari, Massive, ZBrush, Vicon Blade, Frame Forge Pre-Viz Studio, RenderMan, V-Ray, Unity, Inno Setup 5, CVSNT, TortoiseCVS, Unreal Development Kit, Microsoft Office, Microsoft Silverlight, Microsoft Visual Studio 2010, S3D, Screen Capture. Oculus VR.

Facilities: Theaters & screening rooms (9); professional grade sound mixing & music scoring stages (7); Foley stage; ADR - Automatic Dialogue Replacement stage; professional grade sound editing suites (9); intro/intermediate/advanced editing labs (8); color correction stations (4); film & television stages (8); motion-capture stage; production equipment center; sound equipment room; production equipment center; use of one of the only privately owned IMAX theaters.

Animation studios (4), state of the art motion-capture facility with Vicon Blade software and inner sense camera system; 3 x Stereoscopic theaters and research lab; virtual real time studio for compositing real or CG characters into a real or digitally created set; new VR courses using Oculus.  
Notes: USC School of Cinematic Arts is Hollywood's Original Home Room, the oldest film school in the world. USC has given courses in animation since 1933. But we pride ourselves on offering the latest state of the art new technologies. Animation students not only have access to our top teachers and facilities, but collaborations with the live

action film courses, the Interactive school, the Thornton School of Music and the Kaufman School of Dance.

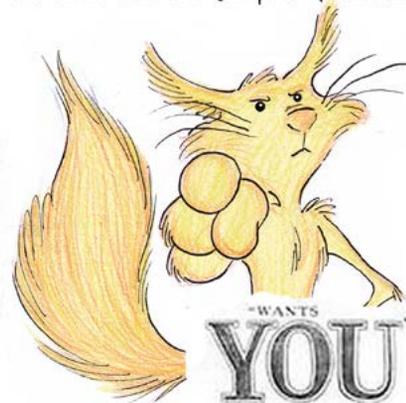
**Vancouver Film School**  
Vancouver, BC  
vfs.edu  
Phone: (604) 685-5830, (800) 661-4104  
Email: admissions@vfs.com

**Vancouver Institute of Media Arts (VanArts)**  
Vancouver, BC, Canada  
vanarts.com  
Phone: (604) 682-2787  
Fax: (604) 684-2789  
Email: info@vanarts.com  
Degrees/Certificates offered: One-year diplomas and one-week summer intensives: 2D/3D Character Animation, Game Art & Design, Visual Effects for Film & Television (see website for complete list)  
Number of animation students: 40  
Cost of program: Canadians: \$25,750 CAD - \$31,750 CAD; International: From \$29,750 CAD - \$35,750 CAD  
Head of animation: Wayne Gilbert  
Head of admissions: Nancy Hu  
Time of year offered: March and



**TheAnimationAcademy.com**  
Artistic Fundamentals For Animation  
Character Design - Background Design  
Visual Development - StorySketch  
Intellectual Property Development  
Classes in Burbank and Distance Learning  
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# ANIMATION APPRENTICE



## TO BECOME A GREAT ANIMATOR

The world's first Online MA in 3D Animation  
[www.animationapprentice.org](http://www.animationapprentice.org)

Online Courses in 3D character and creature animation  
Email us to find out about our excellent rates: [info@animationapprentice.org](mailto:info@animationapprentice.org)

September

Application deadline: Rolling admissions (4-6 months before start date preferred)

Equipment available: Students in all programs have their own personal workstation for the year.

Animation Program: Maya, Toon Boom Harmony, Yiyonona tablets, animation desks, pencil test & scanning station, sound booth.

Game Art & Design: Maya, ZBrush, Unity, Unreal, MotionBuilder, Facial Motion Capture

Visual Effects: Maya, Nuke, Houdini, Katana, Renderman, V-Ray, green-screen, DSLR cameras/camera rigs, lighting, studio space.

## Webster University School of Communications

St. Louis, MO

webster.edu/communications

Phone: (314) 968-7154

Fax: (314) 963-6924

Email: admissions@webster.edu

## Woodbury University

Burbank, CA, USA

mcd.woodbury.edu

Phone: (818) 252-5149

Fax: (818) 394-3305

Email: dori.littell-herrick@woodbury.edu

Degrees offered: Bachelor of Fine Arts, Animation

Number of animation students: 73

Cost of program: \$35,808

Head of animation: Dori Littell-Herrick

Head of admissions: Ashraf Zawaideh

Time of year offered: Fall and Spring semesters

Application deadline: Rolling admission with priority deadlines: Fall, March 1 and Spring, November 1

Equipment available: Students are supplied with the tools to develop hand-drawn, computer-generated and stop-motion projects. Dedicated studio space is provided for third and fourth year students. Interdisciplinary projects with the departments of Filmmaking, Game and Media Technology are encouraged.

## EUROPE

### The Animation Workshop

Viborg, Denmark

animwork.dk

Phone: +45 8755-4900

Fax: +45 8755-4901

Email: taw@viauc.dk

Degrees offered: Bachelor of Arts in: Character Animation; CG Arts; Graphic Storytelling.

Number of animation students: 200

Cost of program: Approx. \$14,350 (for materials)

Head of animation: Morten

Thorning (General Director)

Head of admissions: Michelle

Nardone (Dir. of Bachelor

Education)

Time of year offered: Summer

Application deadline: March 15

Equipment available: Animation drawing board, various pencils, pens, brushes and paper, various

textbooks and readers, sketch

books, peg bars, and the use of

Maya, various Adobe programs,

Manga Studio, printers, Wacom

tablets, etc.

### Arts University Bournemouth

Poole, Dorset, U.K.

aub.ac.uk

Phone: +44 1202-533-011

Fax: +44 1202 537 729

Email: hello@aub.ac.uk

### Ballyfermot College of Further Education

Dublin, Ireland

bcfe.ie

Phone: 00353 1 626 9421

Fax: 00353 1 626 6754

Email: info@bcfe.cdnet.ie

### Bucks New University

Buckinghamshire, U.K.

bucks.ac.uk

Phone: +44 (0) 1494-522-141

Email: advice@bucks.ac.uk

### Centro Universidad de Tecnología y Arte Digital (U-TAD)

Partnered with Ilion

Animation Studio

Madrid, Spain

u-tad.com

Phone: 900-373-379

Email: info@u-tad.com

### Filmakademie Baden- Württemberg Institute of Animation

Ludwigsburg, Germany

animationsinstitut.de

Phone: +49 7141 96982800

Email: animationsinstitut@

filmakademie.de

Degrees/Certificates offered: Within the subject area Animation,

students can choose one of

the following specializations:

Animation/Effects Directing,

Character Animation, Concept

Artist, Effects Artist, Animation/

Effects Producing, Technical

Directing.

Students of Interactive Media

can choose between three

specializations: Transmedia/

Games Artist, Transmedia/Games

Directing, Transmedia/Games

Producing.

Number of animation students:

130 in Animation and Interactive

Media

Cost of program: Service fee of

about 140 Euro per semester

Head of animation: Prof.

Andreas Hykade (Dir., Institute

of Animation), Prof. Inga von

Staden (supervising professor for

Interactive Media)

Time of year offered: Fall semester

start, September

Application deadline: Basic

studies: February 15; Advanced

or project-based studies: May 15

Equipment available: The Institute

of Animation offers facilities

equipped with state of the art

technology. All students have

their own work stations which

are provided with all current

tools as well as special project-

based solutions. Students at

the Institute are able to make

use, among others, of a digital

screening room equipped with 3D

Stereo and an Optitrec Motion

Capture- and N-Cam-System.

Furthermore, they have access

to the Filmakademie's entire infrastructure which includes a digital 4-K cinema fitted with a Dolby Atmos sound system.

### Link Campus University Vigamus Academy

Rome, Italy

vigamusacademy.com

Phone: +39 366-4139390

Email: academy@vigamus.com

Degrees offered: One-year

Master Degree in 2D Animation

Paperless Artist

Number of animation students:

15 to 40

Cost of program: 6,000 Euros

Head of animation: Maurizio

Forestieri

Head of admissions: Maurizio

Forestieri, Sabrina Perucca

Time of year offered: March-

December

Application deadline: February

Equipment available: Wacom, 2D

animation programs, Toon Boom

Harmony.

### Luca School of Arts

Genk, Belgium

luca-arts.be

Phone: +32 89 30 08 50

Email: info.cmine@luca-arts.be

### Met Film School

London, U.K.

metfilmschool.co.uk

Phone: +44 20 8280 9119

Email: info@metfilmschool.co.uk

### National Film School Dun Laoghaire Institute of Art, Design and Technology

Dublin, Ireland

iadt.ie

Phone: 00353 1 2394000

Fax: 00353 1 2394700

Email: info@iadt.ie

Degrees offered: BA (Honours) in

Animation, Level 8 Award

Number of animation students:

120

Cost of program: 3,000 Euro per

academic year

Head of animation: Mr. Keith

Foran (Animation Program Chair)

Head of admissions: Mr. Eoin

Kelly (admissions@iadt.ie)

Time of year offered: September through May

Application deadline: January 31

for year 1. March 31 for direct

entry year 2,3,4.

Equipment available: The

NFS Animation Programme

is equipped with the latest

equipment and Software

platforms. Full traditional

animation drawing studios as well

as 3D computer labs. A full 30

seat year 4 Cintiq studio. Green-

screen studio, full HD TV studio.

Stop-motion shooting stages. Life

drawing studio

Notes: IADT is the only Irish

full member of the Centre

International de Liaison des

Ecoles de Cinéma et de

Télévision (CILECT), the

International Association of Film

and Television Schools. IADT is a

member of ETNA. The European

Training Network for Animation

Schools.

## ASIA/PACIFIC

### Academy of Interactive Entertainment

Sydney, Melbourne, Canberra,

Adelaide & Perth, Australia

aie.edu.au

Email: international@aie.edu.au

### CG Protege Animation School

Singapore

cgprotege.com

Phone: +65 6473-7502

Fax: +65 6795-4961

Email: admit@cgprotege.com

### De La Salle College of Saint Benilde

Manila, Philippines

benilde.edu.ph

Phone: (632) 230-5100

Email: info@benilde.edu.ph

### Griffith University

Brisbane, Queensland, Australia

www.griffith.edu.au

Phone: +67 7 3735 7111

Email: international@griffith.edu.au

## Inurture Education Solutions

Multiple Campuses, India  
inurture.co.in/animation  
Phone: (800) 103-9703  
Email: admissions@inurture.com

## Lasalle College of the Arts

Singapore  
lasalle.edu.sg  
Phone: +65 6496-5111  
Email: admissions@lasalle.edu.sg

## Media Design School

Auckland, New Zealand  
mediadesignschool.com  
Phone: +64 9-303-0402  
Fax: +64 9 303 0646  
Email: info@mediadesignschool.com

## Ngee Ann Polytechnic School of Film & Media Studios

Singapore  
np.edu.sg  
Phone: +65 64608430  
Email: sch-fms@np.edu.sg

## Savannah College of Art and Design

Hong Kong  
scad.edu  
Phone: (852) 2253-8000  
Email: admission\_hk@scad.edu

## CENTRAL & SOUTH AMERICA

### Animation Campus

Montevideo, Uruguay  
campus.uy  
Phone: +598 2712-6799  
Email: info@campus.uy

### Art&Cia Animation School

Meireles, Brazil  
arteciadcursos.com  
Phone: +55 85-3023-7201  
Email: contato@arteciadcursos.com

### BIOS

School of Design & Communication  
Montevideo, Uruguay  
biosportal.com  
Phone: +598 27103373  
Email: edco@bios.edu.uy

### Duoc University Chile

Santiago, Chile  
duoc.cl  
Phone: 800-215-001  
Email: duoc@duoc.cl

### ORT University Uruguay

School of Communication & Design  
Montevideo, Uruguay  
fcd.ort.edu.uy  
Phone: +598 2902-1505

### Westbridge University

Mexico City, Mexico  
westbridge.edu.mx  
Phone: 1328-1818  
Email: rp@westbridge.edu.mx

## AFRICA

### Learn 3D

Johannesburg, South Africa  
learn3d.co.za  
Phone: (411) 326-1520  
Email: info@learn3d.co.za

## ONLINE

### 3D Training Institute

New York, NY  
3dtraining.com  
Phone: (877) 746-4338  
Email: info@3dtraining.com

### Animation Apprentice

Online | London, UK  
animationapprentice.org  
Phone: +44 7906-573-539  
Email: info@animationapprentice.org  
Degrees offered: Master of Arts in 3D Animation  
Number of animation students: 55

Cost of program: £3,000 (approx \$4,500 USD) for 30 week course, £7,000 for Master of Arts  
Head of animation & admissions: Alexander Williams  
Time of year offered: Start dates approx. every two months. September start for MA.  
Application deadline: Flexible  
Notes: We offer the world's first (and only) online Master of Arts in 3D Animation. Students supply their own equipment.

### Animation Mentor

Emeryville, CA  
animationmentor.com  
Phone: (877) 326-4628  
Email: admissions@animationmentor.com

### AnimSchool

Orem, UT, USA  
animschool.com  
Phone: (801) 765-7677  
Fax: (801) 221-4882  
Email: admissions@animschool.com  
Certificates offered: Certificate in 3D Animation; Certificate in 3D Character (modeling & rigging)  
Number of animation students: 250  
Cost of program: \$530 per month  
Head of animation: Dave Gallagher  
Head of admissions: Joshua Little  
Time of year offered: January, April, July, October

### CG Master Academy (CGMA)

Online Worldwide  
2d.cgmasteracademy.com  
Email: registration@cgmwonline.com  
Certificates offered: Certificate of Completion in Foundation & Design Program, Environment Design Program, Character Design Program  
Number of animation students: 500  
Cost of program: \$699 per course  
Head of animation: Manny Fragelus  
Head of admissions: Sophie Hamels  
Time of year offered: Quarterly /

### Year-round

Equipment required: Minimum requirements to run Photoshop and view online lectures.

### CGTarian Animation & VFX Online School

Online | Vilnius, Lithuania  
cgtarian.com  
Phone: +370 65 905 905  
Email: school@cgtarian.com  
Certificates offered: Advanced Character Animation Certificates  
Number of animation students: Up to 16 per class  
Cost of program: \$1,347 USD  
Head of animation & admissions: Jali Sadool  
Time of year offered: Every three months: March 1, June 1, September 1, December 1  
Application deadline: Every three months: March 15, June 15, September 15, December 15  
Notes: We are online school owned by a Lithuanian registered company UAB MOCAP.LT.

### Digital-Tutors

Oklahoma City, OK  
www.digitaltutors.com  
Phone: (405) 601-4806  
Email: info@digitaltutors.com

### TDU

Online  
www.td-u.com  
Phone: (614) 657-6715  
Email: headmasters@td-u.com

### Vancouver Animation School

Vancouver, BC, Canada  
vanas.ca  
Phone: (604) 612-1171  
Email: info@vanas.ca  
Degrees/Certificates offered: Animation, Concept Art, Matte Painting, Anime and Manga, Writing for Animation, Business for Artists  
Number of animation students: 100  
Cost of program: \$14,900 CAD  
Head of animation: Mario Pochat  
Head of admissions: Sonia Bolduc  
Time of year offered: Fall, Winter, Spring, Summer  
Application deadline: 10 days before session starts  
Equipment required: Students are responsible for their own hardware and software. Educational discounts are provided. ☞

*The listings in this guide were compiled using information submitted directly to Animation Magazine by participating schools. If your school or training center was not listed and you would like to be included in next year's guide, email schools@animationmagazine.net. There is no fee to submit a listing. This information is also available online at www.animationmagazine.net/school-guide.*

**"A great place to network! The Summit offers a great opportunity to meet all the A-players and fresh talent in the business. It is the ultimate network event. Love it! The summit is a fantastic place to learn what animation teams are creating worldwide, and to meet and chat with those professionals. The Animation Summit is a must-attend event, featuring excellent speakers and quality networking opportunities. The panel selection was great, covering all aspects of our industry. Connecting with old friends, meeting new ones, seeing what everybody's doing, what's there not to like about it? Could not have made a better decision to stay on for the Master Classes. They were inspirational, enlightening and informative. I was ready to learn 1,000 new things.. ended up learning and leaving with 3,000!!! So much information... straight to the point... and also very fun and classy... knowledge + fun = golden. Small and intimate. You get a chance to actually talk to the other attendees. The best, most quaint private gathering of animation professionals in Los Angeles. It's incredible to have this quality of panelists and it's truly amazing to be with them in such an intimate and personal environment. The Animation Summit connects people! The Summit is the event of reference for me in LA... It is perfect to connect with professionals from around the world in a relaxed environment. It was a great three days. A friendly and sharing atmosphere. We met old friends and made new friends in the animation industry. It's fun and productive. Enjoyable spirit, friendly atmosphere of professionals. Very interesting to meet real industry people. I'm sure we need these kinds of events to frame our future business. Everything was great... guests were happy... staff was great... location was lovely & interesting! 5 STAR EVENT. A must-attend event on the animation calendar!"**

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**DAVE**  
**SCHOOL**

## The Digital Animation & Visual Effects School



**KAYLA ROSKOPF**  
DAVE STUDENT

The DAVE School has facilitated a unique educational studio atmosphere that has allowed me to gain an understanding of what it's like to be a game artist. The roster of industry professionals on hand continually influences students to transcend their own expectations. Students graduate with not only the knowledge and skills needed to excel in the visual effects and gaming industries, but also with a wonderful portfolio to market themselves within the industry. I would definitely recommend The DAVE School to any aspiring 3D artist that wants to turn their hobby into their career passion."

[www.DAVESCHOOL.com](http://www.DAVESCHOOL.com)

TO SPEAK WITH ADMISSIONS OR TO SCHEDULE A TOUR PLEASE CALL **(855)328-3839**

THE DAVE SCHOOL IS LOCATED ON THE BACK LOT OF **UNIVERSAL STUDIOS FLORIDA®** IN ORLANDO

THE DAVE SCHOOL IS NOT OPERATED BY NOR AFFILIATED WITH UNIVERSAL ORLANDO®

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