3D Animation and Computer-Generated Imagery 574.C0

Application deadline › March 1

www.dawsoncollege.qc.ca/3d

If you would like to:

- Create characters, virtual 3D worlds, and narratives for film, video games, and other media
- Develop advanced digital art and animation skills
- Design and stage action scenes
- Work with industry-standard 3D software
- Animate characters and environments
- Manage creative projects and collaborate with others

Then the 3D Animation and Computer-Generated Imagery program could be for you.

Dawson's unique 3-year technical program offers a comprehensive education in digital animation and computer-generated imagery. Students gain hands-on experience in everything from creative storytelling and character design to visual effects and project management, equipping them with the skills to thrive in the film, television, gaming, and multimedia industries. With teachers who work in the industry and a curriculum that blends skills with the latest technology, Dawson graduates are ready for dynamic careers. Some have even joined Oscar-winning VFX teams. Step into Montreal's world-renowned digital effects industry and explore career opportunities in film, VFX, animation, and gaming!

> " This 3D program offers incredible preparation for working in the field. You will be equipped to handle anything the industry throws at you.
> – Nicolas L.

What will you learn?

- To animate characters with advanced 3D software
- To model characters, environments, and props using industry-standard tools
- To stage action scenes and create visually dynamic narratives
- To perform, create, and apply motion capture data to virtual characters
- To create narrative lighting and visual effects
- To develop a strong foundation in both traditional and digital art
- To integrate all your learning into a final thesis project

Where will this program lead you?

Most of our students are prepared for a variety of careers in the digital media industry upon graduation.

Careers may include:

- 3D Animator
- 3D Modeler
- Lighting Artist
- Compositing Artist
- Technical Artist
- Visual Development Artist
- Character Artist
- Visual Effects Artist
- Environment Artist
- Motion Capture Specialist
- Motion Design Artist

What do you need to apply?

- A Diploma of Secondary Studies (DES) or an academic background judged equivalent to the DES
- Portfolio
- Drawing exercise might be required

What else should you know?

- You don't need any experience with animation or 3D software to start the program.
- The Motion Capture studio is integrated into the core curriculum, allowing students to learn and use this industry-standard toolset
- The program offers a balanced workload, integrating projects across courses and semesters
- All teachers are well-connected to the industry, with some continuing to work while teaching. This keeps the curriculum up to date with industry practices.
- In their final year, students complete a thesis project, showcasing the skills they have acquired through a cinematic narrative of their own design.