

Diploma in Advanced 2D Digital Animation Production

> COMING SOON

This full-time, two-year program focuses on the fundamental skills, theory, software, tools, processes and production of 2D animation.

Term 1	ENTA 1140 2D Animation Principles	ENTA 1141 Drawing for Animation	ENTA 1142 Introduction to Figure Drawing in 2D Animation	ENTA 1143 History of Animation
Term 2	ENTA 1240 Introduction to Character Animation	ENTA 1241 Introduction to Layout and Background Design	ENTA 1242 Introduction to Character and Props Builds	ENTA 1243 Introduction to Character Design
Term 3	ENTA 1340 Intermediate Character Animation	ENTA 1341 Advanced Layout and Background Design	ENTA 1323 Industry Preparation in Entertainment Arts	ENTA 1343 Advanced Character Design
Term 4	ENTA 2140 Advanced Character Animation	ENTA 2141 Introduction to Visual Storytelling in 2D Animation	ENTA 2142 Introduction to 2D FX Animation	ENTA 2143 Introduction to Compositing in 2D Animation
Term 5	ENTA 2240 Project Planning in 2D Animation	ENTA 2241 Advanced Visual Storytelling in 2D Animation	ENTA 2242 Advanced 2D FX Animation	ENTA 2243 Advanced Compositing in 2D Animation
Term 6	ENTA 2341 2D Animation Project: Preproduction	ENTA 2342 2D Animation Project: Production	ENTA 2343 2D Animation Project: Production Finals	ENTA 2344 2D Animation Portfolio

Diploma in Advanced VFX (Virtual Production)

This full-time, two-year program focuses on the core principles of visual effects, specializations (modelling, sculpting, texturing/surfacing, lighting, etc.) and the integration of virtual production workflows and pipelines.

Term 1	ENTA 1110 Animation Principles for VFX	ENTA 1121 Introduction to 3D in Entertainment Arts	ENTA 1112 Cinematography for VFX	ENTA 1113 Photography for VFX
Term 2	ENTA 1221 Introduction to Modelling in Entertainment Arts	ENTA 1211 Introduction to Compositing for VFX	ENTA 1212 Data Acquisition for VFX	ENTA 1213 Introduction to Preproduction and Production Principles for VFX
Term 3	ENTA 1321 Intermediate Modelling in Entertainment Arts	ENTA 1311 Intermediate Compositing for VFX	ENTA 1312 Introduction to Lighting for VFX	ENTA 1323 Industry Preparation in Entertainment Arts
Term 4	ENTA 2110 Scripting for VFX	ENTA 2111 Matte Painting for VFX	ENTA 2112 Introduction to FX	ENTA 2113 Intermediate Lighting for VFX
Term 5	ENTA 2210 3D Matchmove	ENTA 2211 Advanced Compositing for VFX	ENTA 2212 Advanced FX	ENTA 2213 Advanced Lighting for VFX
Term 6	ENTA 2311 VFX Project: Preproduction	ENTA 2312 VFX Project: Production	ENTA 2313 VFX Project: Production Finals	ENTA 2314 VFX Portfolio

Contact Us

Domestic Students

(Canadian Citizens or Permanent Residents)

604-599-3030

study@kpu.ca

International Students

604-599-2866

international@kpu.ca



> kpu.ca/arts/entertainment-arts

📱 KPU Entertainment Arts

KPU Programs in collaboration with the Centre for Entertainment Arts

KWANTLEN POLYTECHNIC UNIVERSITY



Priyanka Natarajan, Advanced 3D Animation

Entertainment Arts

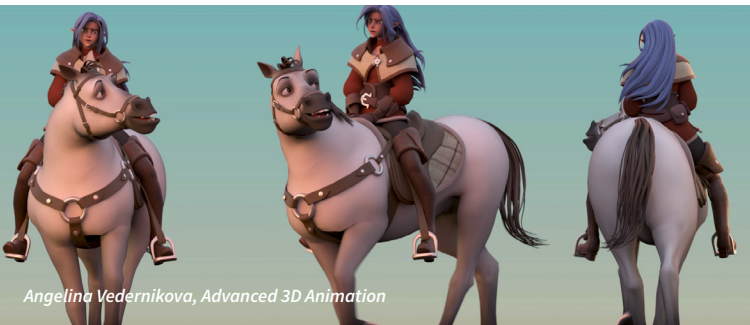
Faculty of Arts

Leveraging the expertise and reputation of the Centre for Entertainment Arts, KPU is proud to offer you creative digital arts programs, each with an advanced and comprehensive curriculum. Led by instructors who work in the industry, these programs deliver the hands-on education you need to build your portfolio, enhance your job prospects or help accelerate your career in the entertainment arts. KPU offers foundational and advanced credentials in entertainment arts to prepare you for an exciting future in the creative digital economy.

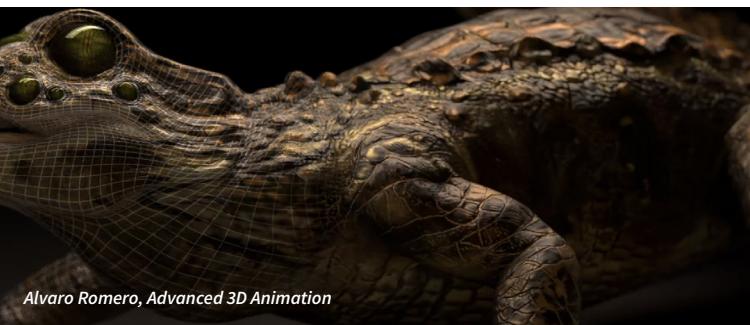
> kpu.ca/arts/entertainment-arts



Yuxi Ye, Advanced Visual Effects



Angelina Vedernikova, Advanced 3D Animation



Alvaro Romero, Advanced 3D Animation



Yuxi Ye, Advanced Visual Effects

Who Should Study Entertainment Arts?

Our foundation program is ideal for anyone interested in the entertainment arts but lacking the body of work or experience to create a professional portfolio for either advanced education or employment. As part of this program, you'll learn how to develop materials to market yourself and build a professional portfolio, as you seek to turn your passion into your profession.

Entertainment Arts programs offer graduates well-paid careers and excellent employment prospects upon graduation, with many finding work before they graduate. Entertainment arts programs are offered with a compressed delivery. This ensures you complete the curriculum in the fastest time possible so you're ready for the job market.

Why KPU?

At KPU, you'll learn by doing, hone in-demand industry skills and gain practical knowledge through engaging hands-on learning opportunities. Our small classes are led by experienced, industry-connected instructors who will teach you what you need to know to build your professional portfolio, develop your network and be successful. Your coursework will simulate a studio environment in dedicated computer labs equipped with the cutting-edge technology and the software used by industry.

Admission Requirements

Entertainment Arts programs are Limited Intake. Limited Intake is an application cycle in which a limit has been set on the number of students admitted each intake. For this reason we encourage you to apply as soon as possible if you are interested.

kpu.ca/apply

Meet one of our applicant categories.



Satisfy KPU's Undergraduate English Proficiency Requirement, such as the completion of IELTS (6.5 with no sub-score less than 6.0), TOEFL (88 with no sub-score less than 20), Duolingo (110+), or BC English 12 (minimum grade of C+). A complete list of English Proficiency Requirements options can be found online.



Submit a Portfolio. Once you have completed your application, you will receive instructions on how to submit your Portfolio.



Portfolio Requirements

Your portfolio should reflect creative interest showcasing proficiency, creativity, artistic range and current capabilities in art/design as well as computer graphics. Ideal portfolios will reflect a broad range of influences, styles, and subject matter.

The following are suggestions for inclusion in the portfolio but are intended as a guide:

- » photographs or scans of sketches
- » design variations
- » renderings
- » journals

The certificate program only requires a portfolio demonstrating a beginner level in art, design, or computer graphics with no prior credentials. Portfolios for the certificate program should include 5 – 10 pieces of work.

The diploma program requires an intermediate level in art, design, or computer graphics. Portfolios for the diploma programs should include at least 10 pieces of work.

Tuition Awards

KPU is currently offering limited tuition awards for enrollment in the Entertainment Arts Program. Successful candidates will demonstrate excellent skills and creativity with a strong portfolio submission.

We also offer a wide range of scholarships, bursaries and awards to recognize students with high academic standing and provide financial assistance to help meet educational costs. Deadlines and eligibility criteria differ from scholarship to scholarship. kpu.ca/awards

Work Placement Opportunity

KPU Entertainment Arts students have the opportunity to participate in the Centre for Entertainment Arts' Student Work Initiative. This optional program offered by CEA connects students with top industry studios for paid work placements while completing their studies.

Coordinated employment opportunities allow students to work part-time up to 20 hours a week and earn industry-standard compensation.

Certificate in Foundation in Entertainment Arts

This full-time, one-year program prepares graduates for entry level production work in the entertainment arts industry and future study in advanced, diploma-level programs in 2D digital animation, 3D animation and 3D modelling, VFX and game development.

Term 1	ENTA 1100 Sketching for Communication in Entertainment Arts	ENTA 1101 Digital Photography in Entertainment Arts	ENTA 1102 Figure Drawing in Entertainment Arts	ENTA 1103 Figure Sculpting in Entertainment Arts
Term 2	ENTA 1200 Introduction to Advanced Programs in Entertainment Arts	ENTA 1201 Colour and Design in Entertainment Arts	ENTA 1202 Head Drawing in Entertainment Arts	ENTA 1203 Head Sculpting in Entertainment Arts
Term 3	ENTA 1300 Introduction to Maya in Entertainment Arts	ENTA 1301 Traditional Painting in Entertainment Arts	ENTA 1302 Digital Painting for Visual Development	ENTA 1303 Creature Sculpting in Entertainment Arts

Diploma in Advanced Game Development

This full-time, two-year program covers game development's core disciplines: art, design, programming, and production.

Term 1	ENTA 1130 Game Design	ENTA 1131 Technical Design in Game Development	ENTA 1132 Environment Art in Game Development	ENTA 1133 Introduction to Game Programming
Term 2	ENTA 1230 Level Design	ENTA 1231 Visual Scripting in Game Development	ENTA 1232 Character Art in Game Development	ENTA 1233 Intermediate Game Programming
Term 3	ENTA 1330 UI and UX Design in Game Development	ENTA 1331 Rapid Prototyping in Game Development	ENTA 1332 Character Animation in Game Development	ENTA 1333 Advanced Game Programming
Term 4	ENTA 2130 Systems Design in Game Development	ENTA 2131 Introduction to Rapid Game Development	ENTA 2132 Technical Art in Game Development	ENTA 2133 Shaders and Rendering in Game Development
Term 5	ENTA 2230 Storytelling and Narrative Design in Game Development	ENTA 2231 Advanced Rapid Game Development	ENTA 2232 Procedural Art in Game Development	ENTA 2233 Developing for XR
Term 6	ENTA 2331 Game Industry Project: Preproduction	ENTA 2332 Game Industry Project: First Production	ENTA 2333 Game Industry Project: Production	ENTA 2334 Game Industry Portfolio

Diploma in Advanced 3D Animation and 3D Modelling

This full-time, two-year program focuses on the fundamental skills, theory, software, tools, processes and production of 3D animation and 3D modelling.

Term 1	ENTA 1120 3D Animation Principles and Techniques	ENTA 1121 Introduction to 3D in Entertainment Arts	ENTA 1122 Perspective in Entertainment Arts	ENTA 1123 Cinematics for Animation and VFX
Term 2	ENTA 1220 Introduction to 3D Animation	ENTA 1221 Introduction to Modelling in Entertainment Arts	ENTA 1222 Introduction to Texturing and Surfacing	ENTA 1223 Introduction to Computer Animation Production in Entertainment Arts
Term 3	ENTA 1320 Intermediate 3D Animation	ENTA 1321 Intermediate Modelling in Entertainment Arts	ENTA 1322 Introduction to Sculpting in Entertainment Arts	ENTA 1323 Industry Preparation in Entertainment Arts
Term 4	ENTA 2120 Visual Storytelling in 3D Animation	ENTA 2121 Rigging in Entertainment Arts	ENTA 2122 Advanced Modelling in Entertainment Arts	ENTA 2123 Advanced Texturing and Surfacing
Term 5	ENTA 2220 Advanced Character Animation in Entertainment Arts	ENTA 2221 LookDev and Lighting in Entertainment Arts	ENTA 2222 Advanced Sculpting in Entertainment Arts	ENTA 2223 Advanced Computer Animation Production in Entertainment Arts
Term 6	ENTA 2321 3D Animation Project: Preproduction	ENTA 2322 3D Animation Project: Production	ENTA 2323 3D Animation Project: Production Finals	ENTA 2324 3D Animation Portfolio