

ANIMATION CO-OP



Okanagan College – Innovation Centre, Kelowna

The Program

The two-year Animation diploma program focuses on drawing, design and the principles and techniques of 3D and 2D digital

Features include a state of the art classroom in the new Innovation Centre in downtown Kelowna, the latest technology in the field of digital animation, and comprehensive classes taught by industry professionals to develop artistic skills, technical dexterity and creative thinking. Industry standard production scenarios and professional practices mimic the production pipeline. Core courses include Animation Theory, digital 2D and 3D animation, life drawing, character design, storyboard and layout design. Animation history, communications and an introduction to business functions are also studied.

Successful graduates complete a professional quality, industry-focused demo reel showcasing their design and digital animation skills, preparing them for a career in British Columbia's booming entertainment industry.

Program Goals:

- Focus on applied learning: from pencil to digital, graduating animators and not just operators
- Deliver a curriculum which balances artistic skills, industry techniques and applied technology
- Maintain close relationships with the industry
- Train artists for a successful career in the 2D or 3D animation industry

Skill sets taught in the Animation program are also applicable to careers in the fields of computer games, multimedia, web design, television, visual effects and feature film.

Benefits to Employers

- An opportunity to evaluate employees without an obligation to permanent employment
- A proven cost effective method of meeting human resources needs
- Co-op students are available: **May - August** (with opportunities for part-time work during the year)
- Graduates are available in **May**
- Access to a pool of motivated, temporary employees for special projects, peak periods, vacation relief, and coverage without costly advertising

Hire an Okanagan College Co-op Student

For more information email
careershubs@okanagan.bc.ca



www.okanagan.bc.ca/careers-hub/co-op

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Recommended Co-op Schedule for Animation

Year	September - December	January – April	May - August
1	Academic Term 1	Academic Term 2	Work Term
2	Academic Term 3	Academic Term 4	Graduation

The Animation Two-year Program Outline

Program Structure

The structure of the program reflects the stages of the animation production pipeline with each stage defined by a course in the program. First semester courses offer an introduction to the elementary principles of each stage of production and subsequent semesters build on the principles, skills and techniques to achieve industry standard skill sets in each stage of production by program end.

The program utilizes applied learning principles by putting theory into practice through practical exercises. The curriculum is career focused, emphasizing industry scenarios and techniques.

YEAR 1 - Fall Term

LifeDrawing I
Animation Principles I
Layout and Design I
Character Design I
Animation History
Communication Fundamentals

Year 1 - Winter Term

LifeDrawing II
Animation Principles II
Layout and Design II
Character Design II
Storyboarding I

YEAR 2 - Fall Term

Life Drawing III
Animation Principles III
Layout and Design III
Character Design III
Storyboarding II

Year 2 - Winter Term

LifeDrawingIV
Animation Principles IV
Demo Reel Production
Career Communications & Strategy