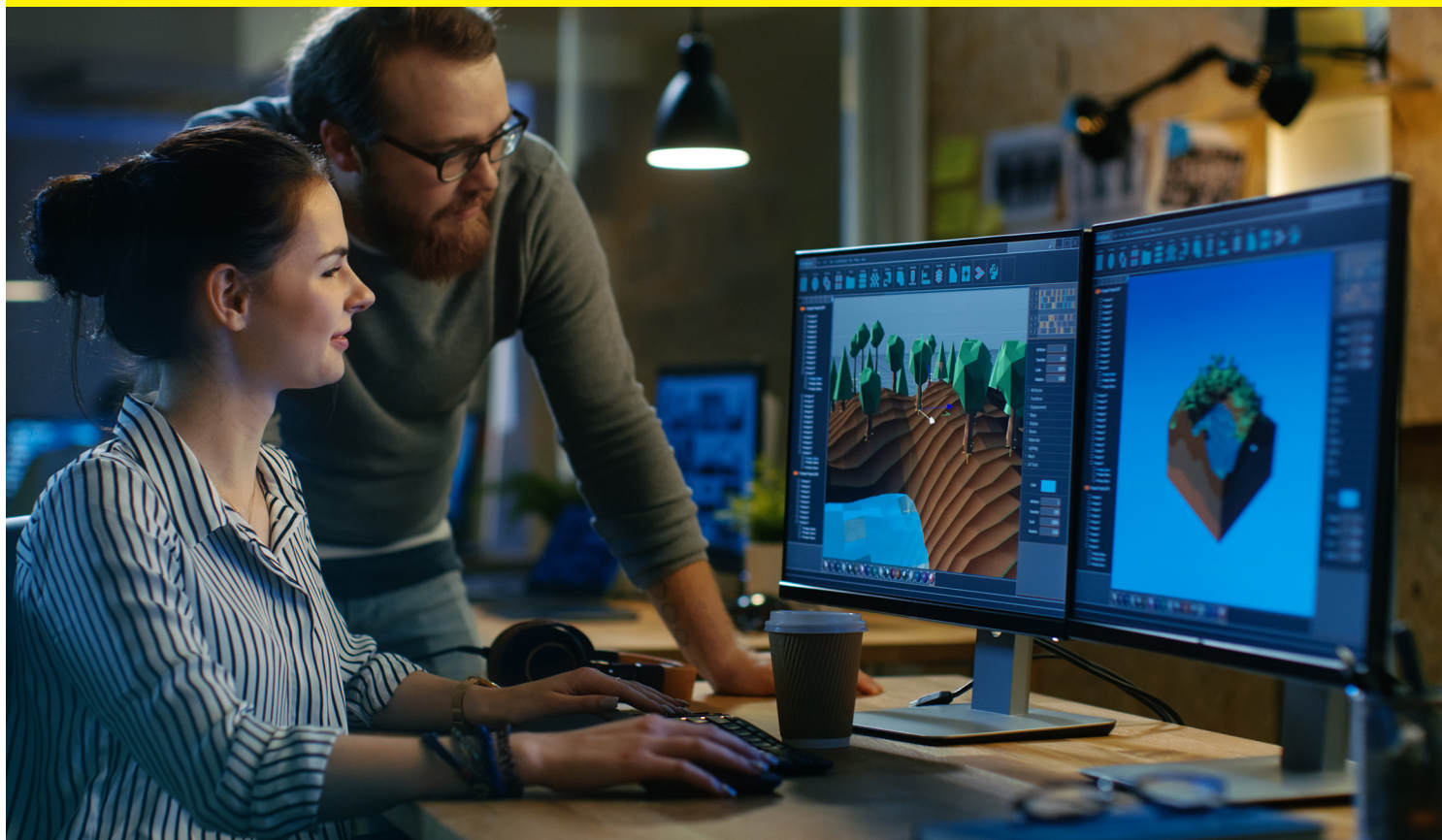


3D MODELING, ART + ANIMATION

FULL-TIME, DIPLOMA

bcit.ca/3d-modeling



PROGRAM OVERVIEW

With the 3D Modeling, Art, and Animation diploma program, you will develop the skills necessary to enter the game, film, and television industries as a 3D artist. You will get hands on experience with the entire 3D workflow including modeling, animating, texturing, rigging, lighting, rendering, and compositing. You will be trained by working industry professionals from the game, film, and television industries providing the most up-to-date methods and techniques used today. In the last term, you will apply all of these learned skills, alongside direction and feedback from your instructors, to produce a marketable and appealing demo reel to get you a job in your chosen career path.

The 3D Modeling Art and Animation diploma program is right for you if:

- You have a passion for 3D
- You have a broad overview of how 3D works and want to gain the technical skills
- You want to translate your 2D art skills into 3D art skills
- You have a strong work ethic and the self-discipline to work many hours independently
- You work well within team environments

MORE INFORMATION

Aldrich Chung
Program Head
aldrich_chung@bcit.ca
604.412.7438

Bob Kreut
Program Head
bkreut2@bcit.ca
604.456.1101

bcit.ca/business-media

CAREER OPPORTUNITIES

Some career opportunities for 3D Modeling, Art, and Animation diploma grads include:

- Prop/ Character Artist
- Animator
- Junior Rigger
- Environment Artist
- Compositor
- Texture & Shading Artist
- Look Development Artist
- Render Artist
- Lighting Artist
- Layout Artist

PROGRAM DETAILS

This diploma program runs full-time for 18 months and is located at the Downtown Campus.

The program is open to applications beginning:

- March 1st* for the January intake
- June 1st* for the May intake
- October 1st* for the September intake

**or next business day*

ENTRANCE REQUIREMENTS

This program has a two-step admission process. Applicants must meet all entrance requirements and will be accepted on a first qualified basis as long as space remains.

Step 1: Meet the following entrance requirements

- **One** of the English Language Proficiency assessments listed below:
 - **English Studies 12** [67%]
 - **English First Peoples 12** [67%]
 - **3.0 credits of post-secondary English, Humanities or Social Sciences** [67%] from an English speaking institution
 - **Equivalent English** assessment
See bcit.ca/english for details.
- **Mandatory Applicant Questionnaire**
- **Portfolio of your creative artwork**

Step 2: Department assessment

Applications will be reviewed and assessed by the program area when the entrance requirements are complete. Applicants will be contacted for an art portfolio review session by the Digital Arts department. Please check the program website for more details.

PROGRAM MATRIX

TERM ONE		
Course No.	Course Name	Credits
MDAA 1183	Texturing 1	3.0
MDAA 1335	Rigging 1	3.0
MDAA 1415	Art Foundations	3.0
MDAA 1542	Lighting + Rendering 1	3.0
MDAA 1642	3D Animation 1	3.0
MDAA 1742	3D Modeling 1	3.0

TERM TWO		
Course No.	Course Name	Credits
MDAA 2183	Texturing 2	3.0
MDAA 2195	Digital Sculpting	3.0
MDAA 2335	Rigging 2	3.0
MDAA 2542	Lighting + Rendering 2	3.0
MDAA 2642	3D Animation 2	3.0
MDAA 2742	3D Modeling 2	3.0

TERM THREE		
Course No.	Course Name	Credits
MDAA 3040	Game Design Pipeline 1	3.0
MDAA 3183	Texturing 3	3.0
MDAA 3335	Rigging 3	3.0
MDAA 3480	Portfolio Production 1	3.0
MDAA 3542	Lighting + Rendering 3	3.0
MDAA 3642	3D Animation 3	3.0
MDAA 3742	3D Modeling 3	3.0

TERM FOUR		
Course No.	Course Name	Credits
MDAA 4030	Collaborative Project	3.0
MDAA 4040	Game Design Pipeline 2	3.0
MDAA 4060	Emerging Trends in 3D Arts	3.0
MDAA 4480	Portfolio Production 2	6.0
MDAA 4642	3D Animation 4	6.0
MDAA 4742	3D Modeling 4	6.0

TERM FIVE		
Course No.	Course Name	Credits
MDIA 4007	3D Arts Directed Studies	11.5
MDIA 4025	Demo Reel Production Capstone Project	11.5
MDIA 4035	Professional Self Marketing + Presentation	3.0
		Total Credits: 110.0