



PROGRAM GUIDE

VFS VANCOUVER
FILM SCHOOL

vfs.edu



VFS VANCOUVER
FILM SCHOOL

CREATIVE VISIONARIES

Since 1987



Artwork by VFS alumni: Thiago Paulino

Who We Are

"To comprehend VFS, you might think of any entertainment studio that creates content across a range of industries. VFS functions like a full studio, with multiple production facilities that are essential for creating content for film, TV, games, animation, design, digital applications, and more. Content creation is our core learning tool. We place our education in outstanding facilities with master instructors and mentors, and we regularly update and realign curriculum to be in lockstep with the most current industry standards. This is all to help students originate, produce, and exhibit their best possible creative and technical work."

- James Griffin,
VFS President

Programs

What distinguishes VFS from all others is the immersive, accelerated, and sophisticated way we use content creation as a foundation for learning.

In just one year, VFS students get more direct experience producing, designing, and writing content than through most four-year degrees.



5,000+ student awards
in 10 years



387 VFS alumni credited
on shows nominated for
the 2022 Emmy Awards



2,300+ student productions
created at VFS in 2022



111 VFS alumni credited
on games nominated for
the 2022 Game Awards



A global reputation with a
45% international student
body from over **75** countries



516 nominations & **118**
wins at the Oscars, Emmys,
Golden Globes and Game
Awards in 2022

\$4.5B

Alumni credited on all **10**
of the top films of 2022,
grossing over **\$4.5** billion



143 VFS alumni credited on
projects nominated for the
2023 Golden Globes



200+ active global
partnerships



Our staff have over **4,800**
industry credits on IMDB



258,000+ YouTube
channel subscribers



20,550+ VFS graduates
make up our alumni
student network

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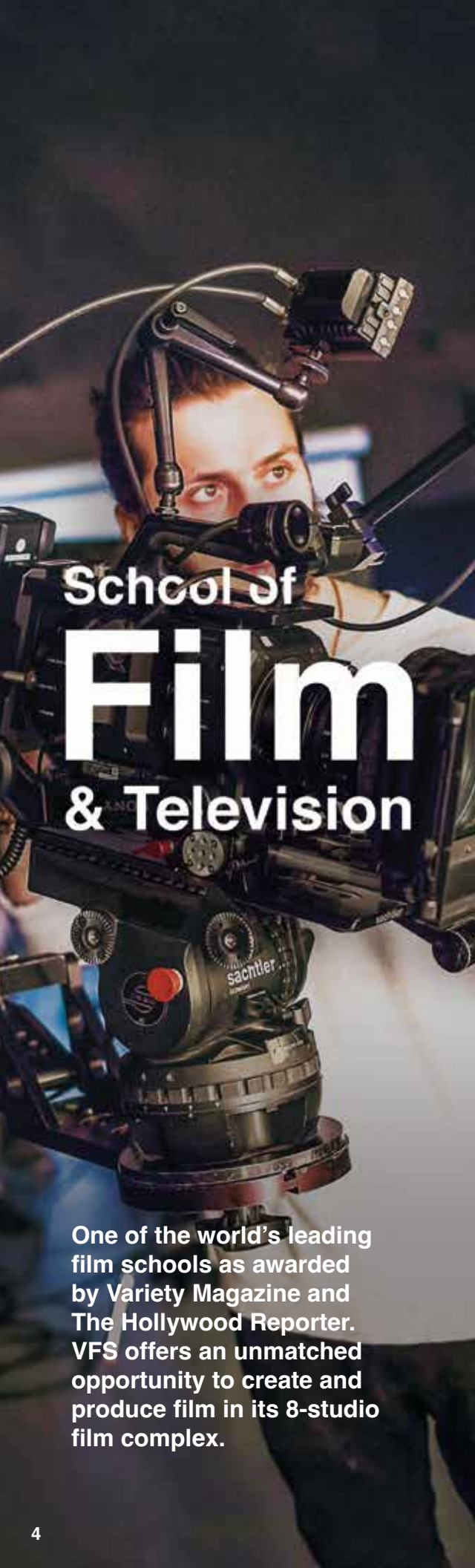
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Film Production Program

Become the driving creative force.

You Will Graduate With:

A diploma in Film Production, professional demo reel, and access to the VFS Job Board.

Career Paths:

Assistant Camera, Trainee Assistant Director, Production Assistant, Producer, Director, Cinematographer, Production Designer, Editor.

Portfolio Requirements:

A 1-page synopsis of a film project you are passionate about making that includes the film genre, your concept, vision or idea, and includes references to other movies to explain how you would make the film AND a 1-page story outline OR completion of the Foundation Visual Art & Design program.

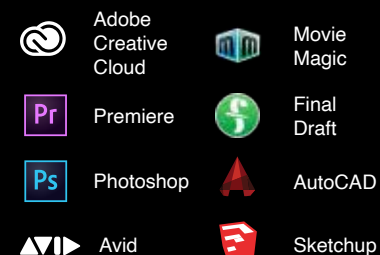
Starts:

Jan, Feb, May, Jun, Aug, Oct

Duration:

12 months / 6 terms

Software:



Specializations:

Directing, Cinematography, Producing Production Design, Post-Production.

Acting for Film & Television Program

Hone your craft and develop an actor's instrument.

You Will Graduate With:

A headshot, creative resume, portfolio that includes 2x one-minute clips and a 30-minute final project, Casting Workbook 1-year membership, and a diploma in Acting for Film & Television.

Career Paths:

Voice, Theatre, Movie, Television, Commercial.

Portfolio Requirements:

Maximum 6-minute audition video in which you:

- State your name on camera and demonstrate a contemporary monologue in less than 1 minute
- Demonstrate a short contemporary scene in less than 1 minute
- Provide a demo of a special skill (singing, dance, physical action, etc.)
- In less than 2 minutes, provide answers to the following questions:

1. Why did you choose your audition pieces?
2. How long have you wanted to act?
3. Who inspired you to pursue an acting career?
4. What are your strengths and weaknesses as an actor?
5. If you couldn't be an actor, what would you choose to be?

OR completion of Acting Essentials and an invitation from the Acting Faculty.

Starts:

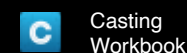
Jan, Feb, May, Jun, Aug, Oct

Duration:

12 months / 6 terms

Direct Experience:

Voice Acting, Audition Skills, On Camera Techniques, Movement and Special Effects.



Writing for Film, Television & Games Program

Transform your ideas into new worlds.

You Will Graduate With:

A portfolio that includes one full-length feature, one game script and one television script along with specialization content and projects completed.

Career Paths:

Staff Writer, Story Editor, Co-Producer, Supervising Producer.

Portfolio Requirements:

A 1-page synopsis of an original feature film, television, or video game project that you are passionate about making. Provide the genre and explain the concept, vision or idea. Also provide 2-4 other creative writing samples in their original form (maximum 20 total pages) OR completion of the Foundation Visual Art & Design program.

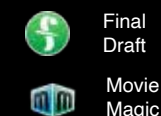
Starts:

Jan, May, Aug

Duration:

12 months / 6 terms

Software:

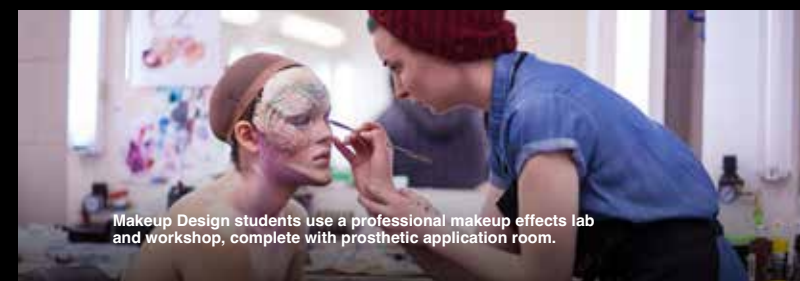


Specializations:

Film, TV, Games.



Get direct production training using the latest industry-standard equipment, including 6K RED Dragon and 4K Sony Pro FXW-FS7 cameras.



Makeup Design students use a professional makeup effects lab and workshop, complete with prosthetic application room.



Sound Design students work in five mixing labs, six industry-grade recording rooms, and a dual icon control surface equipped theatre.

Makeup Design for Film & Television Program

Transform your subject into a work of art.

You Will Graduate With:

A diploma in Makeup Design for Film & Television, 20+ page portfolio, membership in post-graduate roster and access to VFS Job Board.

Career Paths:

Production Makeup Artist, Fashion and Beauty, Prosthetic Design and Fabrication, Hair/Wig Styling.

Portfolio Requirements:

A portfolio of photographs that best illustrates your artistic vision in makeup, done mostly on a model's face and not on your own. Include a range of make-ups such as beauty, injuries, and character that are done on a variety of faces. Maximum of 12 pieces, 3 of which may be sketches, paintings, or sculptures.

Starts:

Jan, May, Aug

Duration:

12 months / 6 terms

Sound Design for Visual Media Program

Breathe life into a story through sound.

You Will Graduate With:

A diploma in Sound Design for Visual Media, professional demo reel, access to the online VFS sound effects library and Job Board, Pro Tools 110 Certification.

Career Paths:

Sound Effects Editor, Re-recording Mixer, Sound Designer, Audio Director, Audio Artist, ADR/Foley Recordist.

Portfolio Requirements:

A letter of intent (maximum 500 words) demonstrating why you wish to take the Sound Design program OR completion of Foundation Visual Art & Design program.

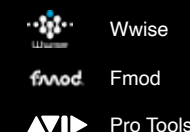
Starts:

Feb, Jun, Oct

Duration:

12 months / 6 terms

Software:



School of Animation & Visual Effects

The World's #1 Ranked Animation School

ANIMATION
CAREER REVIEW



Houdini / SideFX-Certified

Our 3D Animation & Visual Effects program is an official Houdini/SideFX Certified Partner and was selected by a team of 25+ judges from major studios. Houdini is included in our curriculum and all graduates of our 3D Animation & Visual Effects program will receive a free, at-home commercial license of Houdini upon graduation.



Beyond Capture is one of the largest performance capture studios in North America available to faculty and students.



The on-campus Green Screen Studio boasts a 1,600 sq. ft., 180-degree circular space with commercial grade lighting grid, available 24/7.

Classical Animation Program

Traditional animation is the NEW animation.

You'll Graduate With:

A diploma in Classical Animation, classical animated film, and access to the VFS Alumni Directory and Job Board.

Career Paths:

Animator, Harmony Animator, Harmony Build Artist, Production Designer, Layout Artist, Storyboard Artist, Background Designer.

Portfolio Requirement:

Maximum 12 pieces of your artwork samples that include still-life drawings, life drawings, character or environment sketches OR completion of the Foundation Visual Art & Design program.

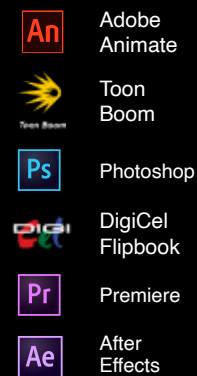
Starts:

Jan, Feb, May, Aug

Duration:

12 months / 6 terms

Software:



Animation Concept Art Program

Create visual concepts that capture a story's core.

You'll Graduate With:

A diploma in Animation Concept Art, professional-level portfolio, and access to the VFS Alumni Directory and Job Board.

Careers Paths:

Storyboard Artist, Layout Artist, Vehicle/ Prop Designer, Character Designer, Creature Artist, Background Artist, Art Director.

Portfolio Requirement:

Maximum 12 pieces of your artwork samples that include still-life drawings, life drawings, character or environment sketches, and computer artwork (e.g., Flash, Photoshop, Illustrator, etc.) OR completion of the Foundation Visual Art & Design program.

Starts:

Feb, Jun, Aug, Oct

Duration:

12 months / 6 terms

Software:



3D Animation & Visual Effects Program

"The best animation school in the world."

- Animation Career Review

You'll Graduate With:

A diploma in 3D Animation & Visual Effects, professional-level reel, and access to the VFS Alumni Directory and Job Board.

Careers Paths:

Animator, Visual Effects Artist, Rigging Artist, Lighting Artist, Modeler, Matchmove Artist, Compositor, Texture Artist, Rotoscope Artist, 3D Generalist, Matte Painter.

Portfolio Requirement:

Maximum 12 pieces of your artwork samples that include life (preferred), still, or character drawings, and 3D computer work OR completion of the Foundation Visual Art & Design program.

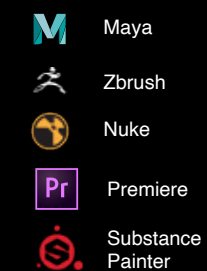
Starts:

Jan, Feb, May, Jun, Aug, Oct

Duration:

12 months / 6 terms

Software:



Specializations:

3D Animation, Modeling Visual Effects.



Artwork by VFS alumni: Syed Jafri



School of Games & Creative Design

The New Creative Intersection of Games, Design, VR/AR, and Programming.

Game Design Program

Design the games you want to play.

You'll Graduate With:

A diploma in Game Design, Professional portfolio, and access to the VFS Job Board.

Career Paths:

Balance Designer, Quest Designer, Production Support, Project Manager, Technical Designers, Live Operations Designer, Multiplayer Designer, Game Artist.

Portfolio Requirement:

A 3-page synopsis of a game that you are passionate about creating that includes the genre of the game, diagrams explaining any features or game mechanics, and a simplified map of the game world along with explaining how you would make your game using references to other games. Also include a 1-page outline detailing your story, possible levels and characters OR completion of the Foundation Visual Art & Design program.

Start Dates:

Jan, May, Aug, Oct

Duration:

12 months / 6 terms

Software:



Maya



Photoshop



Unreal Engine



Unity



Substance Painter

Specializations:

Game Art, Level Design, Coding.

Digital Design Program

The convergence of art, design, and content.

You'll Graduate With:

A diploma in Digital Design, professional portfolio, and access to the VFS Job Board.

Career Paths:

Motion Graphic Designer, Systems Designer, Interaction Designer, Interface Designer, User Experience Designer, User Experience Researcher, Communication Designer, Graphic Designer, Product Designer, Videographer.

Portfolio Requirement:

A portfolio of digital and visual examples that demonstrates your familiarity with a range of visual work (e.g. print design, web design, etc.) OR completion of the Foundation Visual Art & Design program.

Starts:

Jan, May, Aug

Duration:

12 months / 6 terms

Software:



Adobe Creative Cloud



Cinema 4d



Sketch



Principle

Specializations:

UX/UI or Motion.

Programming for Games, Web & Mobile Program

The world's #1 ranked web & mobile program
- The Rookie Awards

You'll Graduate With:

A diploma in Programming for Games, Web & Mobile, professional portfolio, and access to the VFS Job Board.

Career Paths:

AI Developer, Web Developer, Network Programmer, Gameplay Programmer, VFX Programmer, Technical Designer, Technical Artist.

Portfolio Requirement:

A technical portfolio that contains 1-3 examples of programming projects including a 1-2 page excerpt of source code with comments you want to show off, and a 1-page descriptive summary for each project OR completion of one of the following programs:
• Foundation Visual Art & Design
• Game Design
• Digital Design
• 3D Animation & Visual Effects

Starts:
Jan, Aug

Duration:
12 months / 6 terms

Software:

 Unreal Engine
 Unity

Languages:

HTML5/CSS, Javascript, Ruby on Rails, C++, C#

Specializations:

Web Development, Game Development.

VR/AR Design & Development Program

Create immersive experiences and build the tools of tomorrow.

You'll Graduate With:

A diploma in VR/AR, an understanding of VR/AR as it applies to industrial enterprise, and a portfolio of 8-10 pieces.

Careers Paths:

Visualization Supervisor, XR Developer, VR/AR Designer.

VFS & VCC Joint Diploma Program

VFS VR/AR Design & Development is also offered as part of a two-year joint diploma program with Vancouver Community College, featuring industry practicum and post-graduation work permit eligibility.

Portfolio Requirement:

Submit at least 1 example of source code along with a 1-page document that describes the code AND 2-3 examples of 3D animation or modelling. Familiarity with a programming language such as JavaScript, C#, C++; familiarity with Unity and/or Unreal Game Engines is an asset.

Start Date:
Jan

Duration:
8 months / 2 terms

Software:

 Unreal Engine
 Unity
 Visual Studio for Programming
 Maya



VFS-VCC Joint VR/AR Design & Development Diploma

Take your career to new heights.

Vancouver Film School and Vancouver Community College have partnered to create a 16-month cross-institutional joint diploma program in VR/AR Design & Development.

You'll Graduate With:

A VFS production diploma, and a VCC 2-year diploma.

Start Date:
September each year

Duration:
16 months / 4 terms

Requirements:

All prospects wishing to apply must meet the admissions requirement of and apply directly with Vancouver Community College.

Term 01	VCC – 4 months 15 credits	Term 03	VFS – 4 months 21 credits
<ul style="list-style-type: none">• Intro to Computer Programming• Intro to Game Engines• Intro to 2D/3D Asset Creation• Professional Communication• 1 elective		<ul style="list-style-type: none">• Understanding VR/AR• User Experience and Interface Design• VR/AR Client Project• Unreal 2• Unity 2• Data Visualization• Final Project	
Term 02	VFS – 4 months 21 credits	Term 04	VCC – 4 months 19 credits
<ul style="list-style-type: none">• Trends in VR/AR Development• Human-Centered Design• Asset Creation for VR/AR• Unreal 1• Unity 1• Production Team• Data Structures & Algorithms		<ul style="list-style-type: none">• Industry Practicum (14 weeks)• Industry event prior to graduation	

About Vancouver Community College

Located in the heart of the city, Vancouver Community College (VCC) offers academic, cultural, and social environments that inspire relevant, real-world training. With over 125 programs, students can choose from innovative and experiential learning in culinary arts, business, design, health sciences, hospitality, transportation trades, and music.

VCC is proud to inspire a new generation of students to discover their passions, gain essential skills, and learn what it takes to succeed in a competitive workforce.

VCC has a commitment to diversity, accessibility, quality, and relevance, making it a unique place to study. VCC believes that students have unlimited potential and makes sure graduates are equipped with the skills and knowledge they need to succeed.

vfs.edu/joint-diploma/vcc



Degree Pathways

VFS has established several exclusive pathway partnerships with post-secondary institutions worldwide. Pathways make it possible for international students to earn a VFS diploma and an undergraduate/graduate degree, become industry-ready, and gain eligibility for a post-graduation work permit in as few as two years.



vfs.edu/pathway-overview

1 YEAR  DIPLOMA
+ 1+YEARS

PARTNER UNIVERSITY PATHWAY PROGRAMS (FULL-TIME STUDY)

WHY CHOOSE A VFS PATHWAY?

- Post-graduation work & residency eligibility
- Enhanced skills & business acumen
- Production experience & industry connections
- Diploma & degree credentials
- Industry-readiness
- Accelerated degree via advanced placement
- Save on tuition & living expenses

Eligible VFS Programs: All Advanced Production Programs

Partner Programs:



International Institute for Image and Sound
Paris, France

- Master of Fine Arts in Cinematography
- Master of Fine Arts in Recording and Music Production



Manchester
Metropolitan
University

Manchester Metropolitan University
Manchester, UK

- Master of Arts in Documentary
- Master of Arts in Emergent Technologies
- Master of Arts in Filmmaking
- Master of Arts in Sound Design
- Master of Arts in Games Art
- Master of Arts in Photography
- Master of Arts in Animation



MetFilm School
London, UK and Berlin, Germany

- Master of Arts Directing
- Master of Arts Screenwriting
- Master of Arts Producing
- Master of Arts Cinematography
- Master of Arts Postproduction
- Master of Arts Documentary & Factual
- Master of Arts Film & Television Production

Eligible VFS Programs: Digital Design and Acting for Film & Television

Partner Programs:



Capilano University
Vancouver, B.C., Canada

- Bachelor of Design in Visual Communication
- Bachelor of Performing Arts

Eligible VFS Programs: 3D Animation & Visual Effects and Classical Animation

Partner Programs:



Ontario College of Art and Design
Toronto, Ontario, Canada

- Bachelor of Experimental Animation

Eligible VFS Programs: VR/AR Design & Development, Classical Animation and 3D Animation & Visual Effects

Partner Programs:



University of The Arts
London, UK

- Bachelor of Arts (Hons) in Virtual Reality
- Master of Arts in Virtual Reality
- Master of Arts Animation
- Master of Arts 3D Computer Animation

Eligible VFS Programs: Writing for Film, Television & Games

Partner Programs:



Kwantlen Polytechnic University
Surrey, B.C., Canada

- Bachelor of Arts, Major in Creative Writing
- Bachelor of Arts, Major in General Studies



Goddard College
Plainfield, Vermont, USA

- Master of Fine Arts in Writing

Eligible VFS Programs: All Advanced Production Programs (excluding Makeup Design for Film & Television and VR/AR Design & Development)

Partner Programs:



University of the Fraser Valley
British Columbia, Canada

- Bachelor of Media Arts
- Bachelor of Fine Arts
- Bachelor of Arts
- Bachelor of Integrated Studies



British Columbia Institute of Technology
Vancouver, B.C., Canada

- Advanced Business Management Diploma
- Bachelor of Business Administration
- Technical Arts Advanced Diploma

Eligible VFS Programs: Acting for Film & Television, Film Production, and Writing for Film, Television & Games

Partner Programs:



Wilfrid Laurier University
Ontario, Canada

- Bachelor of Arts (Hons) Film Studies
- Bachelor of Arts (Hons) English
- Combined Bachelor of Arts (Hons) English and Film Studies



Regent's University
London, UK

- Bachelor of Arts (Hons) Acting for Stage & Screen
- Bachelor of Arts (Hons) Film & Screen: Film Production
- Bachelor of Arts (Hons) Film & Screen: TV & Digital Media Production
- Bachelor of Arts Film & Screen: Screenwriting & Production

Eligible VFS Programs: All Advanced Production Programs (excluding Makeup Design for Film & Television, VR/AR Design & Development, and Sound Design for Visual Media)

Partner Programs:



Royal Roads University
Victoria, B.C., Canada

- Bachelor of Arts in Professional Communication



Preparatory Programs

VFS preparatory programs equip students with foundational knowledge in various disciplines at an accelerated pace. These programs are designed to dovetail with advanced production programs offered at VFS, but can also provide the basis for success in other professional paths.

Foundation Visual Art & Design Program

Build the foundation of your creative career.

Discover and develop your unique visual media talents as you refine your artistic vision and techniques. Specialize in animation, film, games or digital design, and create a professional portfolio that takes you on the next step of your career or academic path.

You'll Graduate With:

Diploma in Foundation Visual Art & Design, a portfolio that satisfies entrance into VFS full-time academic programs and for the next step in your career or academic path, and exposure to multiple creative mediums.

No portfolio requirement needed.

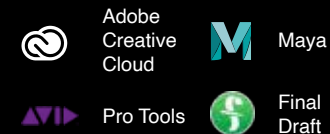
Starts:

Jan, May, Jun,
Aug, Oct

Duration:

12 months / 6 terms

Software:



Specializations:

Animation, Film, Digital Design,
Game Design.

Acting Essentials Program

The perfect place to start your acting training.

You'll Graduate With:

Certificate in Acting Essentials, a foundation to build on in your creative career, potential invitation to join VFS's Acting for Film & Television one-year program.

Direct Experience:

Acting Skills, On Camera Techniques, Audition, Voice, Movement, Text Analysis and Improv.

Starts:

Jan, Feb, May,
Jun, Aug, Oct

Duration:

4 months / 2 terms

English for Creative Arts Program

Improve your English while learning skills in film, photography, animation, and game design. This program focuses equally on industry-relevant communication skills and the production of media art, using a variety of techniques in photography, video and Photoshop.

Requirements:

IELTS 5.0 - TOEFL iBT 60 or equivalent.

Learning Outcomes:

Develop the language and communication skills essential to a successful career in media arts.

Path:

Satisfies ESL requirements to enter VFS full-time academic programs.

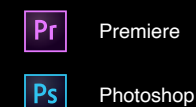
Start Date:

Jan, May, Aug

Duration:

4 months / 2 terms

Software:





VFS CONNECT is your gateway to elevating your education – online. Whether you're preparing for post-secondary education or looking to continue your studies and expand your knowledge of the creative industry, CONNECT has endless opportunities for you.

Our catalogue includes a vast array of part-time certificate courses and workshops in Film, 3D & VFX, Classical Animation, Game Design, Acting, Writing, VRAR, and Digital Design. Ultimately, you will emerge a stronger creative artist who is better-equipped with the necessary prerequisites to pursue an advanced production program at Vancouver Film School.



vfs.edu/Connect

Certificate Courses

Each certificate course spans 7-8 weeks, with one lesson occurring each week (weekday evenings). Instruction takes place live via video conference and includes homework assignments. These several, smaller assignments lead to a larger final project, where students will be able to showcase the new skills they have acquired. Enrolling in a certificate course includes 1-on-1 meetings with your instructor and access to required software for the duration of the course.

Pursuing a certificate course will equip you with the creative tools you need to confidently pursue a full-time program at VFS, and these courses are ideal for professionals, hobbyists, and anyone looking to make a career change. After successful completion of a certificate course, you will receive a digital certificate.

Seasonal Programs

Summer Intensives

Our Summer Intensives occur annually in July and feature a variety of five-day courses in Animation, Acting, Game Design, and Writing. (Monday-Friday mornings and early afternoon). Live lessons are taught by industry professionals in animation, writing, video game development, and acting. You will emerge with a refined technical skillset and a powerful creative portfolio. You can expect to have creative assignments, activities, and independent work during a summer intensive. Access to required software is provided.



vfs.edu/summerintensives

Short-Track Workshops

Each workshop is four days in length, taking place over two consecutive weekends (mornings). Instruction takes place live via video conference and is intended to familiarize students with industry-standard software, such as Unity and Unreal. There are no homework assignments, and you will be provided with access to required software for the duration of each workshop.

We welcome enthusiasts, high school students, mature students, and anyone looking to make a career change. Developed by VFS's team of industry professionals, these workshops are perfect for individuals looking to learn new software or for those interested in taking the first steps towards a career in the creative industry.

Creative Break

Creative Break occurs annually in March and features a variety of two-day workshops (mornings and early afternoon). These workshops are for young creatives ages 15-18. Experienced professionals will lead live classes in Film Production, Animation, Acting, Writing, Digital Design, Makeup, and Sound Design, and you will emerge with an enhanced creative portfolio.

Access to required software is provided.



vfs.edu/creativebreak

Artwork by VFS alumni: Diana Castelao



Admissions

Start doing what you love.

General Requirements

To qualify for programs at VFS, you must meet certain criteria and specific requirements.

- Application Form
- Portfolio
- 2 x Reference Letters
- Copy of Transcripts
- Current or Recent School Transcripts

Book a 1-on-1 Review

Curious if your creative portfolio meets VFS requirements? Show us your work and we'll give you real time feedback.

- Creative Portfolio Review
- Creative Writing Review
- Acting Auditions

Contact our Advisors for assistance if you have questions during the admissions process.

vfs.edu/contact

1 604.685.5808



Toll-Free North America

1 800.661.4101

Student Life

Accommodation

Our Housing Coordinator can help you find the housing and/or roommates that best meet your needs and budget.

Student Services

Our Student Services team will help to support you throughout your year of study at VFS. We offer help with housing, medical insurance, budget concerns, and guidance regarding your rights and responsibilities while residing in the province of British Columbia.

Student Counselling

We're committed to the success and well-being of all students at VFS. We promote and provide a healthy educational environment with responsive and accessible services. For students experiencing acute challenges, we offer short-term counselling and crisis support while they regain clarity, developing healthy coping strategies, and continuing to build toward their academic and life goals.



31 Alumni | 3D Animation & Visual Effects
Classical Animation
Foundation Visual Art & Design



Writer | Tyler Burton Smith
Writing for Film, Television & Games



5 Alumni | 3D Animation & Visual Effects



Writer & Co-Exec. Producer | Mohamed el Meari
Film Production



9 Alumni | 3D Animation & Visual Effects
Foundation Visual Art & Design
Game Design
Sound Design for Visual Media



34 Alumni | 3D Animation & Visual Effects
Classical Animation
Digital Design
Film Production
Foundation Visual Art & Design
Game Design



31 Alumni | 3D Animation & Visual Effects
Classical Animation
Film Production
Foundation Visual Art & Design



9 Alumni | 3D Animation & Visual Effects



Director | Scott Mosier
Film Production



27 Alumni | 3D Animation & Visual Effects



11 Alumni | 3D Animation & Visual Effects
Game Design



vfs.edu



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/vancouverfilmschool



@vfs



@vancouverfilmschool



7 Alumni | 3D Animation & Visual Effects
Sound Design for Visual Media



7 Alumni | 3D Animation & Visual Effects
Classical Animation
Film Production
Game Design
Sound Design for Visual Media



5 Alumni | 3D Animation & Visual Effects
Digital Design



17 Alumni | 3D Animation & Visual Effects
Film Production
Foundation Visual Art & Design
Writing for Film, Television & Games



11 Alumni | 3D Animation & Visual Effects
Film Production
Foundation Visual Art & Design



16 Alumni | 3D Animation & Visual Effects
Acting for Film & Television
Classical Animation
Game Design
Sound Design for Visual Media



22 Alumni | 3D Animation & Visual Effects
Game Design

VFS Contact Us

198 West Hastings Street
Vancouver, BC, V6B 1H2 Canada

604.685.5808 inquiries@vfs.com

Toll Free North America
800.661.4101



Motion Designer | Saida Saetgar
Digital Design