

2D Animation and Digital Art

Program Overview

Langara's [2D Animation and Digital Art](#) is an intensive, 16-month diploma program with curriculum provided through a cross-institutional agreement with the Centre for Arts and Technology Okanagan in Kelowna, BC. The program provides students training in traditional and digital animation techniques and prepares graduates for employment in the 2D Animation industry. All beginner animation exercises are taught with hand-drawn animation techniques. More advanced techniques and skills are taught along with an introduction to the 2D animation software currently used in the industry. Students acquire a foundation in design, painting, human anatomy, scene layout and storyboarding to round out studio pipeline aptitude. Students attend industry speaking events and participate in the Mentorship Program to receive critique from industry professionals. Upon graduation, students will have completed a professional demo reel. The Mentorship program also provides post- graduation support.

Self-Study

2D Animation and Digital Art launched its program review in academic year 2021/22 with a Self-Study. Travaldo Farrington, the Program Coordinator, was the primary Self-Study writer on behalf of the Animation programs.

Additional support was provided by:

- Connie Chong (Dean, Continuing Studies)
- Lenke Sifko (Director, Extended Learning, Continuing Studies)
- Pennie Poon (Manager, Office of Academic Quality Assurance)
- Roshni Riar (Department Assistant, Office of Academic Quality Assurance)
- Sunita Wiebe (Director, Office of Academic Quality Assurance)
- Institutional Research analysts

Data sources for the Self-Study included:

- Institutional Research-compiled student administrative data (*e.g.*, headcounts, retention, satisfaction)
- Student survey
- Alumni survey
- Instructor survey
- Employer survey

The Self-Study was completed in November 2022.

External Review

2D and Digital Animation's external review took place on December 7, 2022. The External Review Team consisted of:

- Benjamin Kim, LEAP, Langara College (External Review Chair)
- Hilary Moses, Instructor and Program Coordinator, Animation, Capilano University
- Karla Monterrosa, Independent Animation Filmmaker and Illustrator

Action Plan Goals

In response to the Self-Study and External Review, 2D and Digital Animation created an Action Plan with these

goals:

- Goal 1: Create a curriculum map for the program.
- Goal 2: Update the program curriculum.
- Goal 3: Assemble PAC.
- Goal 4: Establish connection with alumni.
- Goal 5: Improve facilities.

Examples of Post-Review Successes

Concept Papers and Feasibility Studies for the new 2D and 3D programs have been completed.