3D Animation for Game, Film & Visual Effects

Program Overview

Langara's [3D Animation for Game, Film & Visual Effects](#) is an intensive, 24-month diploma program with curriculum provided through a cross-institutional agreement with the Centre for Arts and Technology Okanagan in Kelowna, BC.

The program trains students to fit into any aspect of the 3D pipeline. Students gain experience in character design, modelling, drawing, environment design, compositing, texturing, rigging, lighting, rendering, game design, level design, and storyboarding all under the guidance of expert instructors in Langara's state-of-the-art computer labs. 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

3D Animation for Game, Film & Visual Effects 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

3D Animation for Game, Film & Visual Effects' external review took place on December 9, 2022. The External Review Team consisted of:

- Joseph Lattanzio, Registered Massage Therapy, Langara College (External Review Chair)
- Woonam Kim, Associate Professor, Emily Carr University
- Carlos Cantoral, Dialogue Animation Supervisor, Air Bud Entertainment

Action Plan Goals

In response to the Self-Study and External Review, 3D Animation for Game, Film & Visual Effects 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.