

DIPLOMA IN ADVANCED 3D ANIMATION AND 3D MODELLING

At a Glance

Faculty

www.kpu.ca/arts/ (<http://www.kpu.ca/arts/>)

Area of Study:

www.kpu.ca/arts/entertainment-arts (<http://www.kpu.ca/arts/entertainment-arts/>)

Academic Level:

Undergraduate

Credential Granted:

Diploma

Start Date:

Fall (September)

Spring (January)

Summer (May)

Intake Type:

- Limited

Minimum Credits Required:

96

Curriculum Effective Date:

01-May-2022

Advanced 3D Animation and 3D Modelling is a full-time, two-year, cohort program focused on the fundamentals of 3D Animation and 3D Modelling. Students will study various department specializations, such as 3D animation (character and creature), rigging, 3D modelling and sculpting, and texturing and surfacing. The program also touches on the fundamentals of storytelling through acting and visual composition, look development and the basics compositing. The program also teaches students the fundamentals of pre- and postproduction, critical analysis and review, realistic production schedules, team work, soft skills and how to interact with other departments within the postproduction pipeline. A wide range of industry standard software and tools, processes, and workflows are taught to the students. Students will create and compile a portfolio of shots or still life images in the form of a demo reel.

The 3D animation courses focus on animation principles, while integrating rigging, basic scripting, cloth simulation, body mechanics and animation for characters, inanimate objects and creatures.

In the 3D modelling courses students will learn the latest industry techniques in the fields of hard surface modelling, sculpting, texturing and surfacing.

While starting with the observation of traditional drawing and sculpting techniques, students will take these skills into their 3D models, environments and 3D animations. The integration of look development,

shading and compositing fundamentals helps bring both 3D models and animations together for polished, final compositions.

The Advanced 3D Animation and 3D Modelling program is best suited for students that display an artistic or creative background. A foundation in technical and/or software skills is also beneficial.

Requirements

Admission Requirements

In addition to the Faculty's Admission Requirements, which consist of KPU's undergraduate English Proficiency Requirement (<https://calendar.kpu.ca/admissions/english-proficiency-requirements/>), the following program admission requirements apply:

- Portfolio review. Faculty will review the eligibility of candidates based on the contents of their portfolio and suitability for the program.

Portfolio Review

Faculty members will review and select candidates based on the contents of their portfolio. For detailed information about portfolio requirements, visit the department website at kpu.ca/arts/entertainment-arts/portfolio-requirements (<https://www.kpu.ca/arts/entertainment-arts/portfolio-requirements/>)

Continuance Requirements

Seat availability is based on priority for students who continue in all courses as per the prescribed program plan. Students must achieve a minimum grade of D in all required courses. Non-adherence to these requirements will result in removal from the program. Re-admission into the program will be based on seat availability and approval by the program.

Curricular Requirements

Students must achieve a minimum grade of C in all required courses.

Students must complete all of the following requirements.

Course	Title	Credits
Term 1		
ENTA 1120	3D Animation Principles and Techniques	4
ENTA 1121	Introduction to 3D in Entertainment Arts	4
ENTA 1122	Perspective in Entertainment Arts	4
ENTA 1123	Cinematics for Animation and VFX	4
Credits		16
Term 2		
ENTA 1220	Introduction to 3D Animation	4
ENTA 1221	Introduction to Modelling in Entertainment Arts	4
ENTA 1222	Introduction to Texturing and Surfacing	4
ENTA 1223	Introduction to Computer Animation Production in Entertainment Arts	4
Credits		16
Term 3		
ENTA 1320	Intermediate 3D Animation	4
ENTA 1321	Intermediate Modelling in Entertainment Arts	4
ENTA 1322	Introduction to Sculpting in Entertainment Arts	4
ENTA 1323	Industry Preparation in Entertainment Arts	4
Credits		16
Term 4		
ENTA 2120	Visual Storytelling in 3D Animation	4
ENTA 2121	Rigging in Entertainment Arts	4

2 University Calendar 2023-2024 | Diploma in Advanced 3D Animation and 3D Modelling

ENTA 2122	Advanced Modelling in Entertainment Arts	4
ENTA 2123	Advanced Texturing and Surfacing	4
Credits		16
Term 5		
ENTA 2220	Advanced Character Animation in Entertainment Arts	4
ENTA 2221	LookDev and Lighting in Entertainment Arts	4
ENTA 2222	Advanced Sculpting in Entertainment Arts	4
ENTA 2223	Advanced Computer Animation Production in Entertainment Arts	4
Credits		16
Term 6		
ENTA 2321	3D Animation Project: Preproduction	4
ENTA 2322	3D Animation Project: Production	4
ENTA 2323	3D Animation Project: Production Finals	4
ENTA 2324	3D Animation Portfolio	4
Credits		16
Total Credits		96

Credential Awarded

Upon successful completion of this program, students are eligible to receive a **Diploma in Advanced 3D Animation and 3D Modelling**.