CERTIFICATE IN FOUNDATION IN ENTERTAINMENT ARTS

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:

Certificate

Start Date:

Fall (September)

Intake Type:

- Limited

Minimum Credits Required:

48

Curriculum Effective Date:

01-May-2022

The Foundation in Entertainment Arts program is a full-time, one-year, cohort program to prepare you for advanced studies in animation, visual effects, or game design. Students who are interested in a career in entertainment arts will be taught how to observe, represent, and ultimately development fundamental visual decision-making skills in a variety of formats.

With classes such as figure drawing, colour and design, sculpting, and more, the students will be able to create increasingly expressive, dynamic, and consistent artistic works, while establishing a well-rounded technical base. Graduates of this program will be well-positioned to pursue intermediate or advanced programs of study in line with their specific professional goals in the industry.

You will receive foundational, hands-on training in the industry software and workflows. Students will also work to develop a strong personal portfolio which will help prepare graduates for the advanced diploma programs in entertainment arts.

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.

Term 1		Credits
ENTA 1100	Sketching for Communication in Entertainment Arts	4
ENTA 1101	Digital Photography in Entertainment Arts	4
ENTA 1102	Figure Drawing in Entertainment Arts	4
ENTA 1103	Figure Sculpting in Entertainment Arts	4
	Credits	16
Term 2		
ENTA 1200	Introduction to Advanced Programs in Entertainment Arts	4
ENTA 1201	Colour and Design in Entertainment Arts	4
ENTA 1202	Head Drawing in Entertainment Arts	4
ENTA 1203	Head Sculpting in Entertainment Arts	4
	Credits	16
Term 3		
ENTA 1300	Introduction to Maya in Entertainment Arts	4
ENTA 1301	Traditional Painting in Entertainment Arts	4
ENTA 1302	Digital Painting for Visual Development	4
ENTA 1303	Creature Sculpting in Entertainment Arts	4
	Credits	16
	Total Credits	**48**

Credential Awarded

Upon successful completion of this program, students are eligible to receive a **Certificate in Foundation in Entertainment Arts.**