

VFS VANCOUVER  
FILM SCHOOL

# PROGRAM GUIDE

ANIMATION | FILM | GAME | CREATIVE DESIGN

# GET THERE FASTER





**VFS VANCOUVER FILM SCHOOL**

# CREATIVE VISIONARIES

Since 1987

<b>Leading VFX School Worldwide</b> <small>Practical</small>	<b>Leading 3D Animation School Worldwide</b> <small>BOOKERS</small>	<b>#1 Global Animation School</b> <small>ANIMATION</small>	<b>#1 Game Design School in Canada</b> <small>CLASH AWARDS</small>
<b>Leading Film School in N. America</b> <small>WIREIMAGE</small>	<b>Leading Film School Worldwide</b> <small>MEDIA</small>	<b>Leading Film School Worldwide</b> <small>TRIPADVISOR</small>	<b>#1 College Alumni Network</b> <small>CLASH AWARDS</small>
<b>The Clockwork Best Student Project</b> <small>UNITY</small>	<b>Leading Global Creative School</b> <small>BOOKERS</small>	<b>Leading Motion Graphics School</b> <small>BOOKERS</small>	<b>#1 COLLEGE ALUMNI NETWORK</b> <small>UNITY</small>

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.

<b>5,000+</b> student awards in 10 years	<b>381</b> alumni credited on nominated shows, <b>220</b> alumni on winning shows at the 2024 Emmy Awards
<b>2,300+</b> student productions created at VFS in 2023	<b>202</b> alumni credited on games nominated, <b>71</b> alumni wins the 2023 Game Awards
A global reputation with a <b>45%</b> international student body from over <b>75</b> countries	<b>142</b> alumni credited on nominated movies, <b>10</b> alumni on winning movies at the 2024 Oscars
<b>\$2.6B</b> Alumni credited on <b>8</b> of the top <b>10</b> domestic films of 2023, grossing <b>\$2.68 billion</b>	<b>157</b> alumni credited on nominated projects, <b>17</b> alumni on winning projects at the 2024 Golden Globes
<b>200+</b> active global partnerships	Our staff have over <b>4,800</b> industry credits on IMDB
<b>260,000+</b> YouTube channel subscribers	<b>20,550+</b> VFS graduates make up our alumni student network

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# School of Film & Television

When you graduate from VFS, you leave with a powerful portfolio of work that will be your calling card to the entertainment industry. In our School of Film & Television, collaboration is a key element of training and students will find themselves working alongside their peers from other programs as they complete their projects. Whether you're interested in working on-camera, behind the camera, or in any number of creative positions, VFS launches your creative career.

## Film Production Program

Become the driving creative force.

**Start Dates:**  
Jan, Feb, Apr, Jun, Aug, Oct

### 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.

**Duration:**  
12 months / 6 terms

### Software:



### Specializations:

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

## Writing for Film, Television & Games Program

Transform your ideas into new worlds.

**Start Dates:**  
Jan, Apr, Aug

### 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.

**Duration:**  
12 months / 6 terms

### Software:



### Specializations:

Film, TV, Games.

## Makeup Design for Film & Television Program

Transform your subject into a work of art.

**Start Dates:**  
Jan, Apr, Aug

### 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.

**Duration:**  
12 months / 6 terms

## 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.

### Start Dates:

Jan, Feb, Apr, Jun, Aug, Oct

### Duration:

12 months / 6 terms

### Direct Experience:

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



## Sound Design for Visual Media Program

Breathe life into a story through sound.

**Start Dates:**  
Feb, Jun, Oct

### 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:

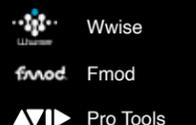
Sound Effects Editor, Re-recording Mixer, Sound Designer, Audio Director, Audio Artist, ADR/Foley Recordist.

### 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.

**Duration:**  
12 months / 6 terms

### Software:



# School of Animation & Visual Effects

VFS is ranked the #1 Canadian and International Animation School (*Animation Career Review*). Located in the world's largest animation hub, Vancouver Film School is home to over 60 studios.



## 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.



Three unique programs train the next generation of animators in all facets of the industry, from 2D production pipelines to 3D & VFX and even the game industry. Students are visited regularly by guest lecturers and take off-campus trips to fully-immense themselves in the industry.



School of Animation students use the most up-to-date industry technology throughout their training so that they're ready to join an alumnus that's worked on some of the most-successful franchises in the world, including *Spider-Man*, *The Lord of the Rings*, and *Avatar*.

## 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, Apr, Aug

### Duration:

12 months / 6 terms

### Software:

- Adobe Animate
- Toon Boom
- Photoshop
- DigiCel Flipbook
- Premiere
- After Effects

## 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.

### Start Dates:

Feb, Jun, Aug, Oct

### Duration:

12 months / 6 terms

### Software:

- Zbrush
- Photoshop
- Toon Boom
- Sketchbook Pro
- Cintiq Pro

## 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, Composer, 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.

### Start Dates:

Jan, Apr, Jun, Aug, Oct

### Duration:

12 months / 6 terms

### Software:

- Maya
- Zbrush
- Nuke
- Premiere
- Substance Painter

### Specializations:

3D Animation, Modeling Visual Effects.



Artwork by VFS alumni: Syed Jafri



# School of Games & Creative Design

Four unique programs train students to create powerful and unique experiences that span all facets of creative media, including the #1 Game Design program in Canada.



Virtual and augmented reality is a rapidly growing sector of creative media, with VFS graduates going on to create VR/AR content for companies like EA, Microsoft, Hootsuite, and Amazon.



Vancouver Film School  
The Cluckening  
Best Student Project  
Unity

VFS is the only school to be nominated three years in a row for the Unity Student Award. Our Game Design students have received a total of eight nominations and four wins (Pulse, Afloat, The Cluckening, Meowmentum Mori) at this prestigious ceremony.

## Game Design Program

The #1 Game Design School in Canada

-Princeton Review Journal

### 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, Apr, Aug, Oct

### Duration:

12 months / 6 terms

### Software:

- Maya
- Photoshop
- Unreal Engine
- Unity
- Substance Painter
- Substance Designer

### Specializations:

Game Art, Level Design, Coding.

## Programming for Games, Web & Mobile Program

Create a focused software development portfolio that's driven by innovation.

### 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

### Start Dates:

Jan, Aug

### Duration:

12 months / 6 terms

### Software:

- Unreal Engine
- Unity

### Languages:

HTML5/CSS, Javascript, HLSL, C++, C#

### Specializations:

Web Development, Game Development.

## 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 with 3-5 examples of original work that showcases your familiarity with a range of visual and digital work, including a short descriptive summary of each portfolio piece. If this was a group project, please mention what role(s) you held. OR completion of the Foundation Visual Art & Design program.

### Start Dates:

Apr, Aug

### Duration:

12 months / 6 terms

### Software:

- Adobe Creative Cloud
- Cinema 4d
- Sketch
- Principle

### Specializations:

UX/UI or Motion.

## 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.

### 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

# Facilities

VFS students have access to cutting-edge facilities across 8 production centres from day 1 of training. This includes film sets & studios, a 64,000 cubic ft. performance & motion capture volume, mixing labs & recording studios equipped with industry-standard software, a 180-degree green screen room, makeup labs, and screening rooms & theatres. Students work with the same equipment and software being utilized by professionals across the creative industries, ensuring a seamless transition into their careers.

Take a tour



A complete makeup effects lab and workshop also offers students a prosthetic application room.



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



The on-campus Green Screen Studio boasts a 1600 sq. ft., 180 degree circular space with commercial grade lighting grid available 24/7.



The render-farm houses hundreds of creative work stations equipped with the latest PC hardware and software. Students learn on all the latest versions of top industry software programs, including Maya, Nuke, and Houdini, and lighting management tools Katana and Renderman.



Vancouver Film School is partnered with Beyond Capture, a 64,000 cubic ft. performance capture stage offering performance capture, motion capture, photogrammetry, audio capture and post processing services.

# 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](https://vfs.edu/pathway-overview)

**1 YEAR VFS DIPLOMA + 1+ YEARS**

PARTNER UNIVERSITY PATHWAY PROGRAMS (FULL-TIME STUDY)

## WHY CHOOSE A VFS PATHWAY?

- 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, 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 Post Production
- Master of Arts Documentary & Factual
- Master of Arts Film & Television Production

**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

**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:** 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:** 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

**Eligible VFS Programs:** Game Design, Programming for Games, Web & Mobile and VR/AR Design & Development

**Partner Programs:**



**Centre for Digital Media**  
Vancouver, B.C., Canada

- Master of Digital Media

**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:** 3D Animation & Visual Effects and Classical Animation

**Partner Programs:**



**OCAD University**  
Toronto, Ontario, Canada

- Bachelor of Experimental Animation



# 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.

### Start Dates:

Jan, Apr, Aug

### 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.

### Start Dates:

Jan, Feb, Apr, 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 36 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 Dates:

Jan, Apr, Aug

### Duration:

4 months / 2 terms

### Software:





VFS CONNECT is your gateway to elevating your education – online and in-person. 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](https://vfs.edu/Connect)



Artwork by VFS alumni: Diana Castelao

## Certificate Courses

Each certificate course spans 7-8 weeks, with one lesson occurring each week (weekday evenings). Instruction takes place online or live via video conference (depending on the course) 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](https://vfs.edu/summerintensives)

## Short-Track Workshops

Each workshop is four days in length, taking place over two consecutive weekends (mornings). Instruction takes place online or live via video conference (depending on the workshop) 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](https://vfs.edu/creativebreak)

# Locations

We have offices around the world and campuses in Vancouver and Shanghai. Here is where you can find us.

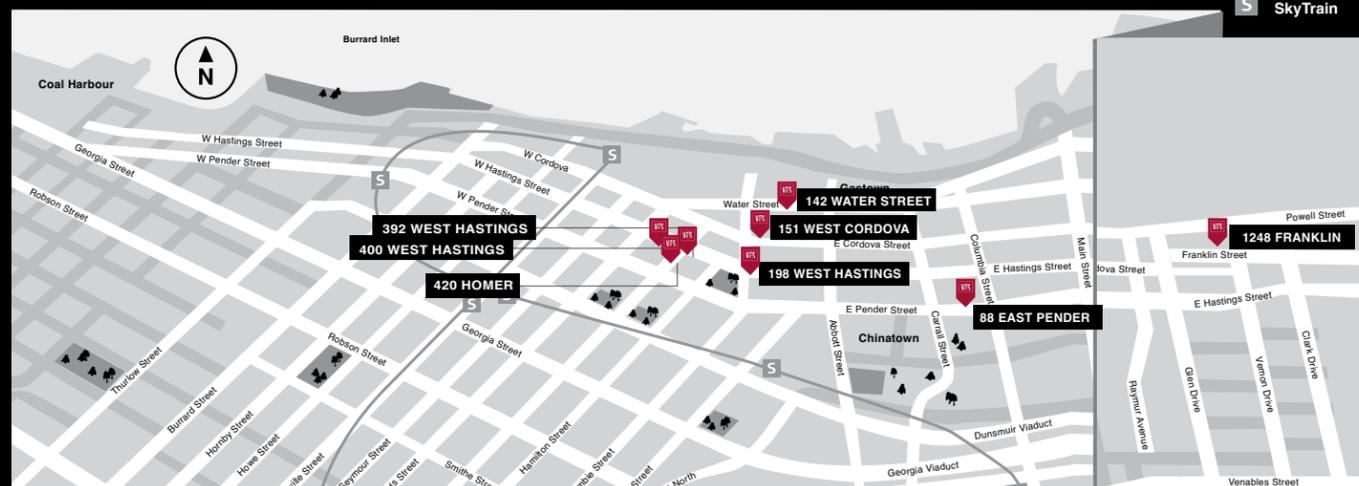
## Admission Offices

- Vancouver, Canada
- Mexico City, Mexico
- Bogotá, Colombia
- Sao Paulo, Brazil
- Istanbul, Turkey
- Mumbai, India
- Shanghai, China
- Seoul, South Korea

## International Campus

- Shanghai, China

## Vancouver Campuses



### 198 West Hastings St.

- Acting Essentials
- Acting for Film & Television
- Makeup Design for Film & Television
- Writing for Film, Television & Games

### 392 West Hastings St.

- Makeup Design for Film & Television

### 400 West Hastings St.

- Foundation Visual Art & Design
- Sound Design for Visual Media

### 420 Homer St.

- Digital Design
- Foundation Visual Art & Design
- VR/AR Design & Development

### 142 Water St.

- Film Production

### 151 West Cordova St.

- 3D Animation & Visual Effects
- Animation Concept Art
- Classical Animation
- Foundation Visual Art & Design

### 88 East Pender St.

- Game Design
- Programming for Games, Web & Mobile

### 1248 Franklin St.

- Makeup Design for Film & Television

# Admissions

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

## General Requirements

- Application Form
- Copy of Passport
- Portfolio
- 2 x Reference Letters
- Copy of Transcripts
- Current or Recent School Transcripts
- Proof of English Language Proficiency

For a complete list of VFS-recognized language tests and to learn more about our pathway partnerships with ESL schools in Vancouver, please visit:



[vfs.edu/international-admissions](https://vfs.edu/international-admissions)

## Language Requirements for International Students

### English for Creative Arts

- IELTS 5.0
- TOEFL iBT 36
- PTE 29-45
- TOEIC 600
- Duolingo 80

### Acting Essentials | Foundation Visual Art & Design | Makeup Design for Film & Television | Sound Design for Visual Media

- IELTS 6.0
- TOEFL iBT 68
- PTE 46-55
- TOEIC 700
- Duolingo 105

### 3D Animation & Visual Effects | Acting for Film & Television | Animation Concept Art | Classical Animation | Digital Design | Film Production | Game Design | Programming for Games, Web & Mobile | Writing for Film, Television & Games | VR/AR Design & Development

- IELTS 6.5
- TOEFL iBT 80
- PTE 56+
- TOEIC 785
- Duolingo 120

## 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.

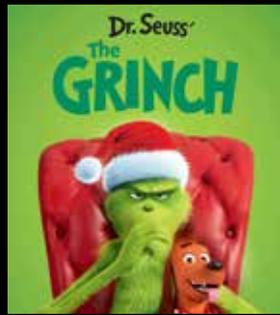
## Student Counselling

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.

# Student Life



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



Director | Scott Mosier  
Film Production



69 Alumni | 3D Animation & Visual Effects



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



30 Alumni | 3D Animation & Visual Effects  
Acting for Film & Television  
Animation Concept Art  
Classical Animation  
Film Production  
Foundation Visual Art & Design  
Makeup Design for Film & Television  
Writing for Games, Film & Television



20 Alumni | 3D Animation & Visual Effects  
Acting for Film & Television  
Film Production  
Foundation Visual Art & Design



8 Alumni | 3D Animation & Visual Effects  
Acting for Film & Television  
Foundation Visual Art & Design  
Game Design  
Sound Design for Visual Media



11 Alumni | 3D Animation & Visual Effects  
Game Design



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



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



33 Alumni | 3D Animation & Visual Effects  
Animation Concept Art  
Film Production  
Foundation Visual Art & Design  
Makeup Design for Film & Television  
Sound Design for Visual Media



82 Alumni | 3D Animation & Visual Effects  
Animation Concept Art  
Classical Animation  
Film Production  
Foundation Visual Art & Design  
Sound Design for Visual Media



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



9 Alumni | 3D Animation & Visual Effects



10 Alumni | Foundation Visual Art & Design  
Game Design  
Sound Design for Visual Media

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Motion Designer | Seida Saetgar  
Digital 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