

VFS Program Descriptions

Vancouver Film School (VFS) offers 13 production-oriented programs in all areas of film, media, and design. Here is a brief overview of what students can expect in our programs. All programs are one year in duration unless otherwise noted.



3D ANIMATION & VISUAL EFFECTS

3D students learn that computer animation is an instrument for classical forms of storytelling. They study motion, life drawing, composition, character design, sculpture, storyboarding, lighting, and art direction in order to create a compelling animation, modeling, or visual effects demo reel.



CLASSICAL ANIMATION

Students learn the entire animation process from concept development to finished product, including the cornerstones of animation technique – drawing, storyboarding, layout, background and character design.



DIGITAL CHARACTER ANIMATION

In this six-month program for experienced classical animators, students broaden their repertoire by combining cinematic storytelling skills, classical animation technique, and digital operating environments. Students develop a short film to showcase their abilities.



ACTING FOR FILM & TELEVISION

Acting students prepare for a professional acting career by studying in a studio environment how to perform in front of a camera. Students learn how to interpret stories, refine the use of their voices, and see their bodies as instruments of self-expression.



ACTING ESSENTIALS

Created for beginners, this four-month course prepares students to enter the Acting program. Students learn how to interpret stories creatively and how to use body and voice to communicate with other actors and with an audience.



DIGITAL DESIGN

Digital Design students work with live video, Flash, animation, print, and all the other essential tools that drive today's entertainment and media projects. Students use typography, colour, composition, motion, interactivity, and sound to build truly compelling user experiences.

It's a school that really helps open a lot of doors, the teachers are amazing, and it is literally boot camp for your creative soul and tech skills.

Caitlin Kaposhilin,
Sound Design for Visual Media Graduate
Catalog Department, PUMP AUDIO

VFS MEDIA CONTACT

If you are a journalist and would like to learn more about Vancouver Film School, please refer to the contact information below. We'll be happy to help you.

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ENTERTAINMENT BUSINESS MANAGEMENT

In Entertainment Business Management, students experience the business side of the entertainment arts – from film and TV to games to music – as they produce major projects, develop new ventures, and gain the know-how to bring the next great entertainment properties to market.



FILM PRODUCTION

Film students learn the disciplines of directing, producing, cinematography, art direction, and editing as they collaborate on dramatic and documentary film projects in both studio and location environments.



GAME DESIGN

Students train to be part of any video game development team by learning all aspects of game design, from visual storytelling, to level design principles, to the production process, ultimately creating playable games themselves.



MAKEUP DESIGN FOR FILM & TELEVISION

Makeup students learn everything from set etiquette, script breakdown, and film terminology, to a thorough study of glamour makeup, film and television makeup, and special effects makeup, so they are prepared to be part of any production team upon graduation.



SOUND DESIGN FOR VISUAL MEDIA

Sound Design students learn to unite sound and image by using producing, editing, and engineering skills to create sound effects, ambient noises, and music to match images in film, animation, and video games.



WRITING FOR FILM & TELEVISION

Writing students learn the screenwriter's role in the film industry by writing, workshoping, and collaborating on a variety of storytelling forms, including feature and short film screenplays, episodic TV scripts and pilots, sketch comedy, and documentaries.



FOUNDATION VISUAL ART & DESIGN

Foundation combines traditional theories of arts education with training in modern visual media, such as film, animation, and digital technologies. Students learn how to work with new mediums and grow as artists while preparing for other VFS production programs.

Because I make independent films, I need to see the complete picture from beginning to end. That's what VFS has taught me.

Bertrand Normand, Film Production Graduate
Director, *BALLERINA*, SCREENED AT VANCOUVER INTERNATIONAL FILM FESTIVAL

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