PROGRAM GUIDE 2022

VANCOUVER FILM SCHOOL
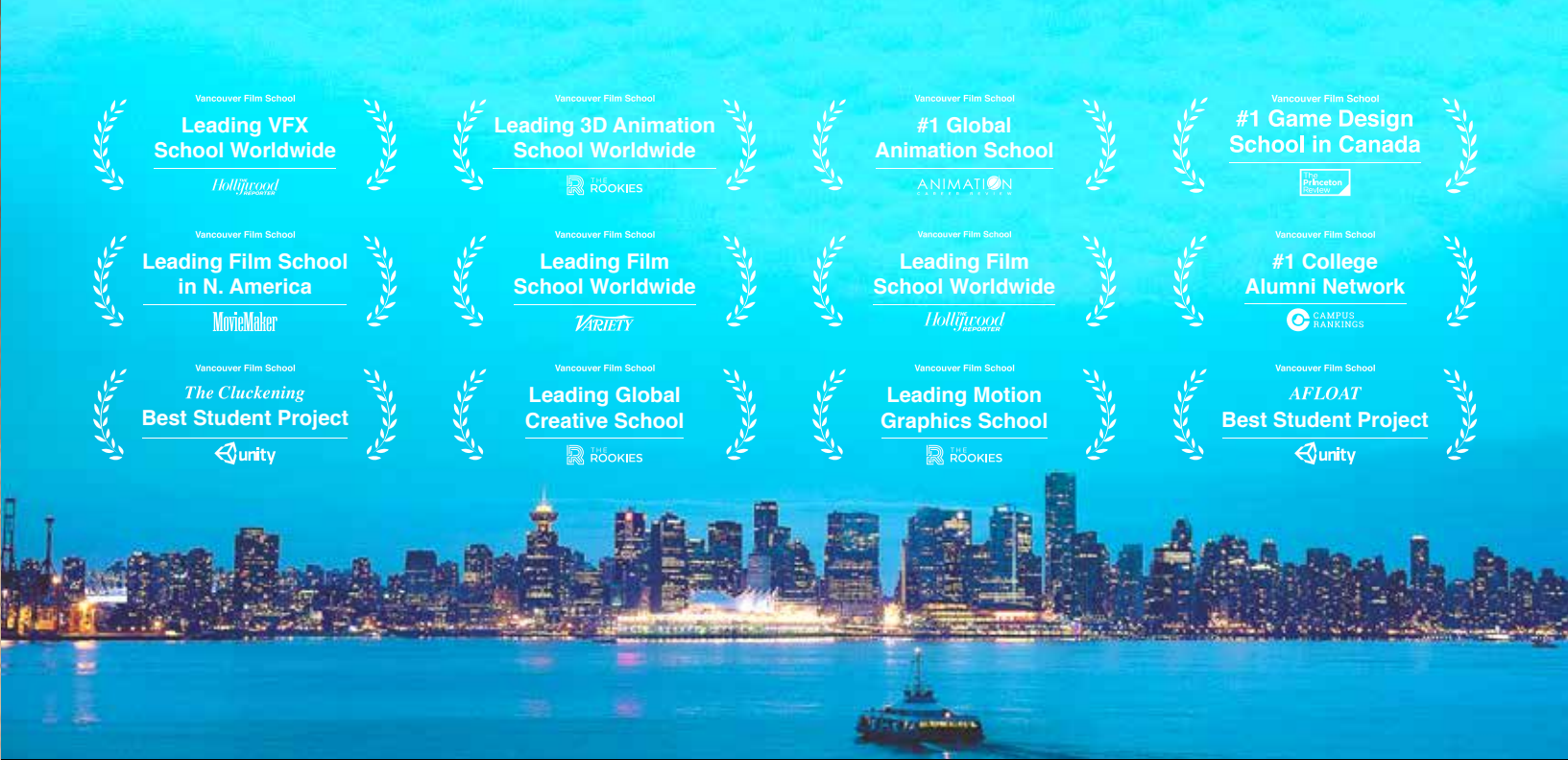
VFS

VFS VANCOUVER FILM SCHOOL

CREATIVE VISIONARIES

Since 1987

Artwork by VFS alumni: Thiago Paulino

Award badges

Leading VFX School Worldwide — *Hollywood Reporter*

Leading 3D Animation School Worldwide — THE ROOKIES

#1 Global Animation School — ANIMATION

#1 Game Design School in Canada — The Princeton Review

Leading Film School in N. America — *MovieMaker*

Leading Film School Worldwide — *VARIETY*

Leading Film School Worldwide — *Hollywood Reporter*

#1 College Alumni Network — CAMPUS RANKINGS

The Cluckening Best Student Project — unity

Leading Global Creative School — THE ROOKIES

Leading Motion Graphics School — THE ROOKIES

AFLOAT Best Student Project — unity

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.
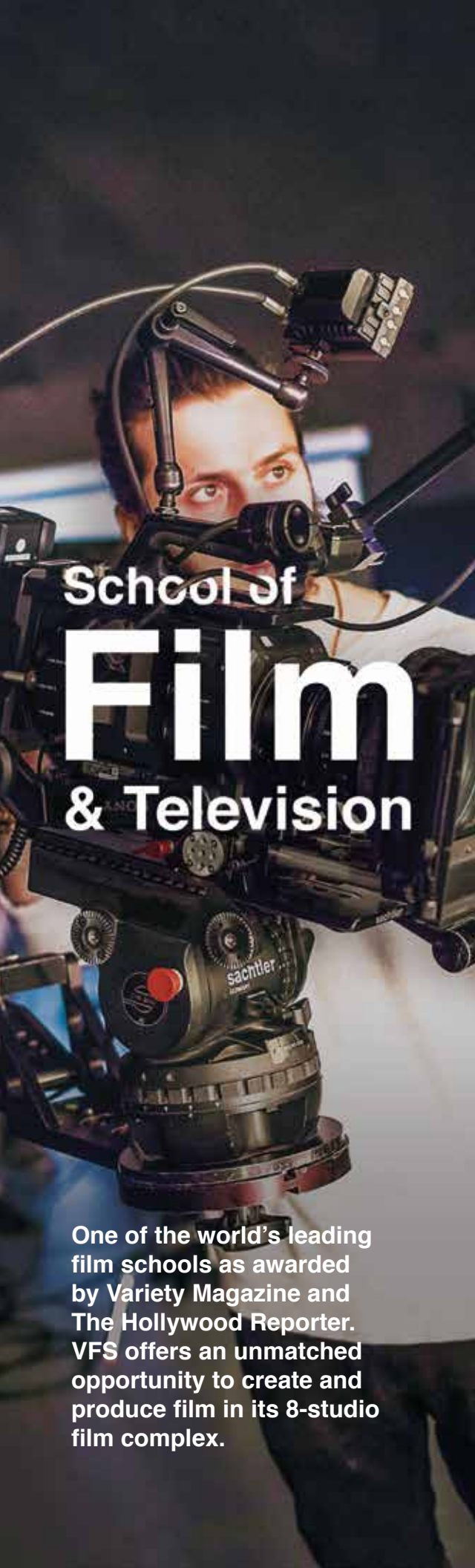
In just one year, VFS students get more direct experience producing, designing, and writing content than through most four-year degrees.

Acknowledgements

"Every artist from every country should consider VFS as their first choice for professional career training."

- Animation Magazine

"VFS honours the fact that acting is a craft. At VFS, a student will learn that their body, mind, and voice is an instrument; how to develop and use it. Training at VFS will be the integral beginning of a lifelong study."

- Sara Canning, Acting for Film & Television Alumna
 War for the Planet of the Apes, The Vampire Diaries

"Their hands-on curriculum and vast faculty knowledge of the entertainment and media industry has made them one of most desirable programs worldwide."

- Mauricio Vergara
 Sr. Manager, Education Business Development
 Unity Technologies

Statistics

Student Awards — 5,000+ student awards in 10 years

2,300+ student productions created at VFS in 2020

A global reputation with a 47% international student body from over 75 countries

$20B — VFS alumni are credited on $20 billion of global entertainment revenue

Our staff have over 5,000 industry credits on IMDB

200+ active global partnerships

237K — 237,000+ YouTube channel followers

20,550+ VFS graduates make up our alumni student network

135 VFS alumni credited on films nominated for the 2020 Academy Awards

52 VFS alumni credited on projects nominated for the 2020 Golden Globes

106 VFS alumni credited on shows nominated for the 2020 Emmy Awards

84 VFS alumni credited on games nominated for the 2020 Game Awards

School of Film & Television

One of the world's leading film schools as awarded by Variety Magazine and The Hollywood Reporter. VFS offers an unmatched opportunity to create and produce film in its 8-studio film complex.

Film Production Program

Become the driving creative force.

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.
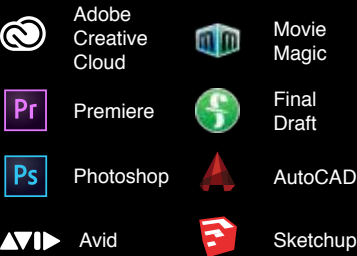
Starts:
Jan, Mar, May, Jun, Aug, Oct

Duration:
12 months / 6 terms

Software:

- Adobe Creative Cloud
- Movie Magic
- Premiere
- Final Draft
- Photoshop
- AutoCAD
- Avid
- Sketchup

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

Writing for Film, Television & Games Program

Transform your ideas into new worlds.

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.
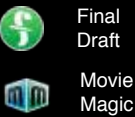
Starts:
Jan, May, Aug

Duration:
12 months / 6 terms

Software:

- Final Draft
- Movie Magic

Specializations:
Film, TV, Games.

Get direct production training using the latest industry-standard equipment, including 6K RED Dragon and 4K Sony Pro FXW-FS7 cameras.

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 & 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.
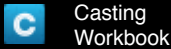
Starts:
Jan, Mar, May Jun, Aug, Oct

Duration:
12 months / 6 terms

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

- Casting Workbook

Makeup Design for Film & Television Program

Transform your subject into a work of art.

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 letter of intent that tells us about your background, your potential, and what's driving you to become a Makeup Artist, along with a portfolio that shows your dedication to Makeup Design.

Starts:
Jan, May, Aug

Duration:
12 months / 6 terms

Makeup Design students use a professional makeup effects lab and workshop, complete with prosthetic application room.

Sound Design for Visual Media Program

Breathe life into a story through sound.

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.

Starts:
Mar, Jun, Oct

Duration:
12 months / 6 terms

Software:

- Wwise
- Fmod
- Pro Tools

Sound Design students work in five mixing labs, six industry-grade recording rooms, and a dual Icon control surface equipped theatre.

School of Animation & Visual Effects

The World's #1 Ranked Animation School

ANIMATION
CAREER REVIEW

Beyond Capture is one of the largest performance capture studios in North America available to faculty and students.

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.

HOUDINI CERTIFIED SCHOOL

The on-campus Green Screen Studio boasts a 1,600 sq. ft., 180-degree circular space with commercial grade lighting grid, available 24/7.

Classical Animation Program

Traditional animation is the NEW animation.

You'll Graduate With:

A diploma in Classical Animation, classical animated film and access to our Alumni Directory & 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.
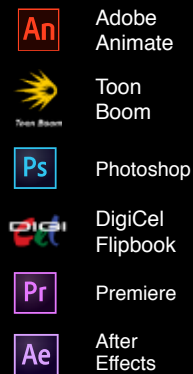
Starts:

Jan, May, Aug, Feb

Duration:

12 months / 6 terms

Software:

- An   Adobe Animate
- Toon Boom
- Ps   Photoshop
- DigiCel Flipbook
- Pr   Premiere
- Ae   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 & 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.

Starts:

Mar, Jun, Aug, Oct

Duration:

12 months / 6 terms

Software:

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

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 & Job Board.

Careers Paths:

Animator, Visual Effects Artist, Rigging Artist, Lighting Artist, Modeler, Matchmove Artist, Compositor, 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.
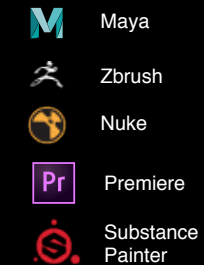
Starts:

Jan, Mar, May, Jun, Aug, Oct

Duration:

12 months / 6 terms

Software:

- M   Maya
- Zbrush
- Nuke
- Pr   Premiere
- Substance Painter

Specializations:

3D Animation, Modeling Visual Effects.

Artwork by VFS alumni: Syed Jafri

School of
Games &
Creative Design

The New Creative Intersection of Games, Design, VR/AR, and Programming.

Game Design Program

Design the games you want to play.

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, May, Aug, Oct

Duration:
12 months / 6 terms

Software:

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

Specializations:
Game Art, Level Design, Coding.

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 of digital and visual examples that demonstrates your familiarity with a range of visual work (e.g. print design, web design, etc.) OR completion of the Foundation Visual Art & Design program.

Starts:
Jan, May, Aug

Duration:
12 months / 6 terms

Software:

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

Specializations:
UX/UI or Motion.

Programming for Games, Web & Mobile Program

The world's #1 ranked web & mobile program
- The Rookie Awards

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 program
• Digital Design
• 3D Animation & Visual Effects

Starts:
Jan, Aug

Duration:
12 months / 6 terms

Software:

Unreal Engine

Unity

Languages:

HTML5/CSS, Javascript, Ruby on Rails, C++, C#

Specializations:

Web Development, Game Development.

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.

VFS & VCC Joint Diploma Program

VFS VR/AR Design & Development is also offered as part of a two-year joint diploma program with Vancouver Community College, featuring industry practicum and post-graduation work permit eligibility.

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

VFS-VCC Joint VR/AR Design & Development Diploma

Take your career to new heights.

Vancouver Film School and Vancouver Community College have partnered to create a 16-month cross-institutional joint diploma program in VR/AR Design & Development.

You'll Graduate With:

A VFS production diploma, and a VCC 2-year diploma.

Start Date:
September each year

Duration:
16 months / 4 terms

Requirements:

All prospects wishing to apply must meet the admissions requirement of and apply directly with Vancouver Community College.

Term 01 **VCC – 4 months** 15 credits

• Intro to Computer Programming
• Intro to Game Engines
• Intro to 2D/3D Asset Creation
• Professional Communication
• 1 elective

Term 03 **VFS – 4 months** 21 credits

• Understanding VR/AR
• User Experience and Interface Design
• VR/AR Client Project
• Unreal 2
• Unity 2
• Data Visualization
• Final Project

Term 02 **VFS – 4 months** 21 credits

• Trends in VR/AR Development
• Human-Centered Design
• Asset Creation for VR/AR
• Unreal 1
• Unity 1
• Production Team
• Data Structures & Algorithms

Term 04 **VCC – 4 months** 19 credits

• Industry Practicum (14 weeks)
• Industry event prior to graduation

About VCC

About Vancouver Community College
Located in the heart of the city, Vancouver Community College (VCC) offers academic, cultural, and social environments that inspire relevant, real-world training. With over 125 programs, students can choose from innovative and experiential learning in culinary arts, business, design, health sciences, hospitality, transportation trades, and music.

VCC is proud to inspire a new generation of students to discover their passions, gain essential skills, and learn what it takes to succeed in a competitive workforce.

VCC has a commitment to diversity, accessibility, quality, and relevance, making it a unique place to study. VCC believes that students have unlimited potential and makes sure graduates are equipped with the skills and knowledge they need to succeed.

Degree Pathways

VFS has established several exclusive pathway partnerships with post-secondary institutions worldwide. Depending on the partnership, it is now possible for international students to complete an undergraduate degree and postgraduate degree, be industry-ready in as few as two years, and become eligible to apply for a post-graduation work permit.

1 YEAR **VFS DIPLOMA** + **1+ YEARS** PARTNER UNIVERSITY PATHWAY PROGRAMS (FULL-TIME STUDY) =
- ENHANCED SKILLS AND PRODUCTION EXPERIENCE
- INDUSTRY READY
- DIPLOMA AND DEGREE

Partner Universities:

UFV | University of the Fraser Valley
B.C., Canada

Eligible VFS Programs:

All Advanced Production Programs (excluding Makeup Design for Film & Television)

Eligible UFV Programs:

- Bachelor of Media Arts (2 years)
- Bachelor of Fine Arts (2 years)
- Bachelor of Arts (2 years)
- Bachelor of Integrated Studies (2 years)

Royal Roads University
Victoria, B.C., Canada

Eligible VFS Programs:

All Advanced Production Programs (excluding Makeup Design for Film & Television, VR/AR Design & Development, and Sound Design for Visual Media)

Eligible Royal Roads Programs:

- Bachelor of Arts in Professional Communication (12 months - on campus)
- Bachelor of Arts in Professional Communication (2 years - blended)

BCIT | British Columbia Institute of Technology
Vancouver, B.C., Canada

Eligible VFS Programs:

All Advanced Production Programs (excluding Makeup Design for Film & Television)

Eligible BCIT Programs:

- Advanced Business Management Diploma (2 semesters)
- Bachelor of Business Administration (5 semesters)
- Technical Arts Advanced Diploma (3 semesters)

vfs.edu/pathway/bcit

Capilano University
Vancouver, B.C., Canada

Eligible VFS Programs:

- Digital Design
- Acting for Film & Television

Eligible Capilano Programs:

- Bachelor of Design in Visual Communication (2 years)
- Bachelor of Performing Arts (2 years)

vfs.edu/pathway/capu

metfilm | MetFilm School
London and Berlin

Eligible VFS Programs:

- All Advanced Production Programs

Eligible Metfilm Programs:

- MA Directing (1 year)
- MA Screenwriting (1 year)
- MA Producing (1 year)
- MA Cinematography (1 year)
- MA Postproduction (1 year)
- MA Documentary & Factual (1 year)
- MA Film & Television Production (1 year)

LAURIER | Wilfrid Laurier University
Ontario, Canada

Eligible VFS Programs:

- Acting for Film & Television
- Film Production
- Writing for Film, Television & Games

Eligible Wilfrid Laurier Programs:

- Bachelor of Arts (Hons) Film Studies (3 years)
- Bachelor of Arts (Hons) English (3 years)
- Combined Bachelor of Arts (Hons) English and Film Studies (3 years)

3iS | International Institute for Image and Sound
Paris, France

Eligible VFS Programs:

- All Advanced Production Programs

Eligible 3is Programs:

- Master of Fine Arts in Cinematography
- Master of Fine Arts in Recording and Music Production

REGENT'S UNIVERSITY LONDON | Regent's University
London, UK

Eligible VFS Programs:

- Acting for Film & Television
- Film Production
- Writing for Film, Television & Games

Eligible Regent's Programs:

- Bachelor of Arts (Hons) Acting for Stage & Screen (2 years)
- Bachelor of Arts (Hons) Film & Screen: Film Production (2 years)
- Bachelor of Arts (Hons) Film & Screen: TV & Digital Media Production (2 years)
- Bachelor of Arts Film & Screen: Screenwriting & Production (2 years)

ual: university of the arts london | University of The Arts
London, UK

Eligible VFS Programs:

- VR/AR Design & Development

Eligible UAL Programs:

- Bachelor of Arts (Hons) in Virtual Reality (2 years)
- Master of Arts in Virtual Reality (15 months)

vfs.edu/pathway/ual

Manchester Metropolitan University
Manchester, UK

Eligible VFS Programs:

- All Advanced Production Programs

Eligible MMU Programs:

- 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

vfs.edu/pathway/mmu

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; Portfolio that satisfies entrance into VFS full-time academic programs and for the next step in your career or academic path; exposure to multiple creative mediums.

No portfolio requirement needed.

Starts:

Jan, Mar, May
Jun, Aug, Oct

Duration:

12 months / 6 terms

Software:

Adobe Creative Cloud   Maya

Pro Tools   Final Draft

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, Camera techniques, Audition, Voice, Movement, Text Analysis and Improv.

Starts:

Jan, Mar, May
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 60 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 Date:
Jan, May, Aug

Duration:
4 months / 2 terms

Software:

Pr   Premiere

Ps   Photoshop

CONNECT
VANCOUVER FILM SCHOOL
ONLINE SHORT-TRACK WORKSHOPS & CERTIFICATE COURSES

VFS CONNECT is your gateway to elevating your education – online. 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 & 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 prerequisitesto pursue an advanced production program at Vancouver Film School.

Certificate Courses

Each certificate course spans 7-8 weeks, with one lesson occurring each week (weekday evenings). Instruction takes place live via video conference 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.

Short-Track Workshops

Each workshop is four days in length, taking place over two consecutive weekends (mornings). Instruction takes place live via video conference 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.

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 & early afternoon). Live lessons are taught by industry professionals in animation, writing, video game development, & acting, and 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.

Creative Break

Creative Break occurs annually in March and features a variety of two-day workshops (mornings & 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.

Locations

We have offices around the world and campuses in Vancouver, Shanghai, and Mumbai (in partnership with DICE). Here is where you can find us.
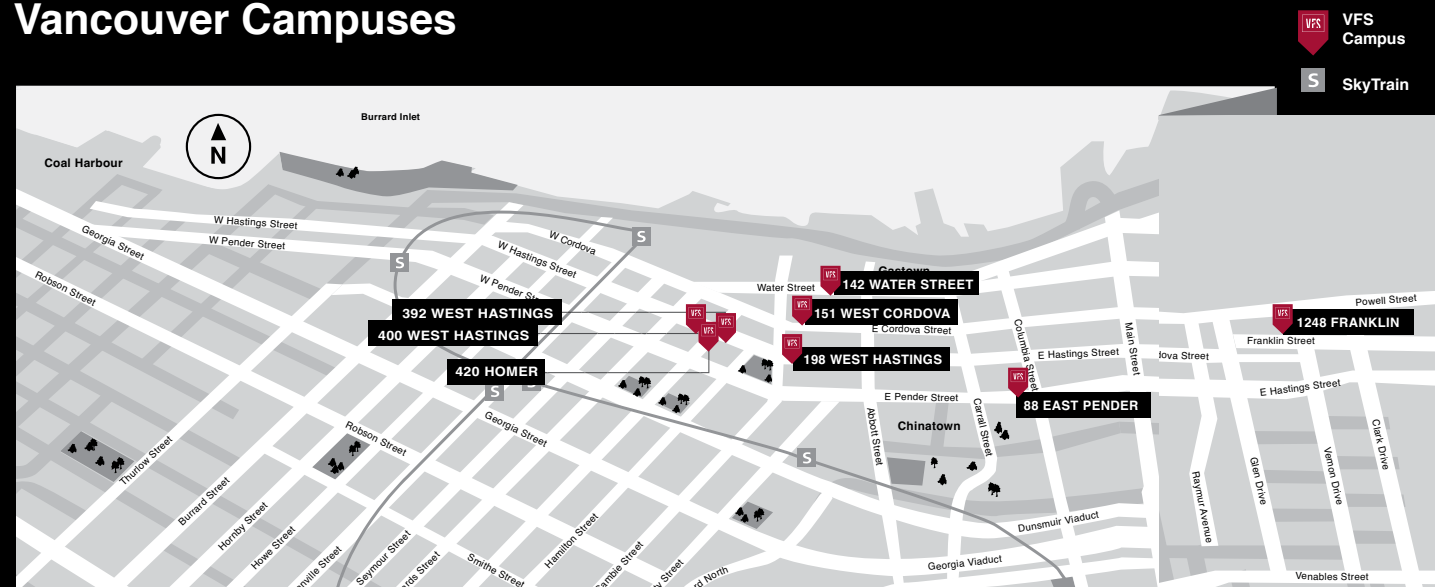
Admission Offices

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

International Campuses

- **Mumbai, India**
- **Shanghai, China**

Vancouver Campuses

| VFS | **VFS Campus** |
| S | **SkyTrain** |

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:

Language Requirements for International Students

English for Creative Arts

- IELTS 5.0
- TOEFL iBT 36
- PTE 36
- TOEIC 600
- Duolingo 75-90

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

- IELTS 6.0
- TOEFL iBT 68
- PTE 52-57
- TOEIC 700
- Duolingo 95-100

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

- IELTS 6.5
- TOEFL iBT 80
- PTE 58-64
- TOEIC 785
- Duolingo 105

Student Life

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.

CHILD'S PLAY

Writer
Tyler Burton Smith
Writing for Film, Television & Games

SHANG-CHI

12 Alumni
3D Animation & Visual Effects
Foundation Visual Art & Design
Makeup Design for Film & Television

THE SUICIDE SQUAD

17 Alumni
3D Animation & Visual Effects
Classical Animation
Foundation Visual Art & Design

DESTINY 2

7 Alumni
3D Animation & Visual Effects
Sound Design for Visual Media

RAYA THE LAST DRAGON

4 Alumni
3D Animation & Visual Effects
Sound Design for Visual Media

PLAYMOBIL THE MOVIE

Director
Lino DiSalvo
3D Animation & Visual Effects

FREE GUY

19 Alumni
3D Animation & Visual Effects
Writing for Film, Television & Games

LOKI

16 Alumni
3D Animation & Visual Effects
Film Production
Foundation Visual Art & Design

GEARS 5

9 Alumni
Game Design
Sound Design for Visual Media
3D Animation & Visual Effects
Foundation Visual Art & Design

VFS

MASS EFFECT ANDROMEDA

22 Alumni
Game Design
3D Animation & Visual Effects
Sound Design for Visual Media

GAME OF THRONES

105 Alumni
3D Animation & Visual Effects
Classical Animation
Foundation Visual Art & Design
Film Production

ZACK SNYDER'S JUSTICE LEAGUE

61 Alumni
Film Production
3D Animation & Visual Effects
Foundation Visual Art & Design
Classical Animation
Writing for Film, Television & Games

THE GRINCH

Director
Scott Mosier
Film Production

FIREFLY LANE

10 Alumni
3D Animation & Visual Effects
Film Production
Sound Design for Visual Media
Writing for Film, Television & Games
Digital Design
Acting for Film & Television

OVERWATCH

14 Alumni
3D Animation & Visual Effects
Foundation Visual Arts & Design
Classical Animation
Film Production

GOD OF WAR

5 Alumni
Game Design
Sound Design for Visual Media

CBC ARTS

3D/2D Motion Designer
Saida Saetgar
Digital Design

VFS International Team

BLACK WIDOW

31 Alumni
3D Animation & Visual Effects
Sound Design for Visual Media
Foundation Visual Art & Design

SUPERNATURAL

50 Alumni
Foundation Visual Arts & Design
Film Production
3D Animation & Visual Effects
Sound Design for Vr Visual Media
Acting for Film & Television
Acting Essentials
Makeup Desig for Film & Television