



FOR IMMEDIATE RELEASE

## MEDIA RELEASE

### **Capilano University becomes first Unreal Engine authorized training centre in Western Canada**

NORTH VANCOUVER B.C. April 24, 2023 – [Capilano University](#) (CapU) is pleased to announce the university's School of Animation and Visual Effects is now an authorized training centre for Unreal Engine by Epic Games. Unreal Engine is the world's leading game engine for creating advanced real-time interactive experiences in electronic games, simulation, training, virtual production, and augmented and virtual reality.

With this designation, CapU becomes one of only three training centres in Canada and the only one in Western Canada. Achieving certification as an [Unreal Engine Academic Partner](#) means CapU's [School of Animation and Visual Effects](#)' curriculum, instructors and facilities have met Epic Games' high standards for teaching Unreal Engine.

"Becoming an authorized training centre is very exciting, both for CapU students and faculty as well as people across Western Canada who want to grow their skills for a career in digital media," said Ramin Shadmehr, dean, Faculty of Fine and Applied Arts at Capilano University and an authorized Unreal Engine instructor. "This is a tremendous recognition of CapU's commitment to staying ahead of the industry's needs and training the future workforce for all sectors of the entertainment industry. It is also a demonstration of Epic Games' confidence that CapU students receive a high-quality education in the game engine."

In addition to delivering training, as an Unreal Engine authorized training centre (UATC), CapU also provides students with access to the latest tools, resources and technology from Epic Games. This ensures that students receive up-to-date training on the latest features and functionality of Unreal Engine.

Training is delivered to CapU students through their course work in Animation and Visual Effects programs, and to non-enrolled students through specialized, unique workshops and training modules.

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In addition to video games, Unreal Engine is increasingly used in creating content for film and TV productions, virtual reality experiences, live events, education and healthcare industries. Rapid growth in these fields means, today there is a high demand for skilled workers to fill emerging jobs in these areas. The game engine market was valued US\$ 2.8 billion in 2020 and is expected to reach US\$27.31 billion in earnings by 2028, according to Zion Market Research Report.<sup>1</sup>

“Being at the forefront as a UATC is step in the right direction. When you are educating future game artists and producers, you must stay ahead of the curve – partnering and working with Epic Games lets us do just that,” said Shadmehr.

### **About Capilano University**

Capilano University is a teaching-focused university based in North Vancouver, British Columbia, with additional programming serving the Sunshine Coast and the Sea-to-Sky corridor. With industry-leading instructors, small classes and over 100 programs across five distinctive faculties, CapU is a unique place where students are encouraged to make their mark, in and out of the classroom. Capilano University is named after Sa7plek (Chief Joe Capilano), an important leader of the Skwxwú7mesh (Squamish) Nation of the Coast Salish Peoples. We respectfully acknowledge that our campuses are located on the territories of the Lílwat, xʷməθkʷəy̓əm (Musqueam), shíshálh (Sechelt), Skwxwú7mesh (Squamish) and Səlílwətaʔ/Selilwitulh (Tsleil-Waututh) Nations.

For more information about Capilano University’s Animation and Visual Effects learning opportunities contact [vfx@capilanou.ca](mailto: vfx@capilanou.ca).

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<sup>1</sup> <https://www.zionmarketresearch.com/news/global-online-gaming-industry>