

BOSA CENTRE FOR FILM AND ANIMATION



FILMMAKING
DOCUMENTARY
COSTUMING
ANIMATION
VISUAL EFFECTS



CAPILANO
UNIVERSITY

BOSA CENTRE

FOR FILM AND ANIMATION



A CUTTING-EDGE MULTIMEDIA PRODUCTION FACILITY



Western Canada's largest film school.

The Bosa Centre for Film and Animation is an advanced multimedia production facility that houses a 200-seat surround-sound screening theatre, sound recording and mixing suites, an 8,000-square-foot sound stage, picture and sound editing labs, visual effects, animation and costuming studios.

The Bosa Centre has partnerships and agreements with local cities and districts for film locations. The Bosa Centre also has strong ties to industry unions and service providers, which means students have the opportunity to engage with industry wide networking and students may utilize performer waivers.

In addition, our faculty regularly engage in collaborations with their academic and industry counterparts both locally and internationally, incorporating the latest industry knowledge.

“Capilano University has over 20 years of experience training unparalleled above-the-line creatives and technical crew members for the film and television industries.”

Doreen Manuel

Director, Bosa Centre for Film and Animation

The Bosa Centre houses two major schools: the School of Motion Picture Arts and the School of Animation & Visual Effects (AVFX).

The School of Motion Picture Arts delivers our filmmaking, costuming, lighting and grip work programs, while the School of AVFX delivers our programs in 2D and 3D animation and visual effects.

SCHOOL OF MOTION PICTURE ARTS

FILMMAKING

- Bachelor of Motion Picture Arts Degree
- Documentary Certificate
- Indigenous Digital Filmmaking Diploma

COSTUMING

- Costuming for Stage and Screen Diploma

LIGHTING AND GRIP

- Lighting for Digital Imaging and Film
- Grip Work for Digital Imaging and Film

SCHOOL OF ANIMATION & VISUAL EFFECTS

ANIMATION

- 2D Animation & Visual Development Diploma
- 3D Animation for Film and Games Diploma
- Animation Fundamentals Citation

VISUAL EFFECTS

- Visual Effects for Film, Streaming & Immersive Media Diploma

BACHELOR OF MOTION PICTURE ARTS

CAPILANOU.CA/MOPA

The comprehensive four-year Bachelor of Motion Picture Arts degree combines academic studies with hands-on application and technical proficiency, building the skills you'll need for various positions in the film and television industry, both locally and internationally.

In the first two years, you'll build a solid foundation of technical skills, safety and training, where you can graduate with a Diploma.

Moving into the third- and fourth years, you'll further your production skills with an added emphasis on academic work, including content creation, history and theory and entrepreneurial training. You can also build your business skills by taking an optional concentration in film producing.

"From screenwriting to editing, they taught me the essentials of every department. As an artist, I was free to express and explore who I am as a storyteller."

Gigi Saul-Guerrero

Bachelor of Motion Picture Arts degree, 2013

COURSES FOCUS ON

- Creating a screenplay
- Producing from concept to delivery
- Directing
- Editing and sound design
- Set protocol
- Camera, lighting and sound
- Working as a team
- Entrepreneurship in the motion picture industry
- Film history, theory and aesthetics
- Storytelling

EQUIPMENT AND SOFTWARE

Cameras include Alexa, Red, Sony, Canon Cinema EOS series, DSLRs and a plethora of camera hardware. You will learn to edit on Avid, a standard in the film industry, and gain expertise in Adobe Suite, DaVinci Resolve and Pro Tools.

✈️ STUDY ABROAD

In your third year you can embark on a full term exchange at one of CapU's partner institutions abroad. Expand your academic horizons and film industry ties, explore the world and create lifelong memories. You'll earn a full-semester CapU credits for the same tuition fees.

capilanou.ca/studyabroad



Capilano University is dedicated to inspiring a new generation of independent filmmakers to share stories with the world.

"Our industry-experienced faculty, dedicated staff and highly-trained technicians support student success by engaging in meaningful, experiential learning opportunities that combine academic and technical skills. Our graduates are recognized across the film and animation industries for their skills and professionalism."

Dr. Michael Thoma

Chair, School of Motion Picture Arts



DOCUMENTARY CERTIFICATE

[CAPILANO.CA/DOCUMENTARY](http://CAPILANO.U.CA/DOCUMENTARY)

Focusing on the expanding market for smaller-scale productions from traditional to new media, the Capilano University Documentary certificate program is designed to meet the needs of emerging documentary filmmakers in a rapidly changing industry.

With a strong emphasis on story development, the eight-month Documentary certificate is modelled after a professional production cycle, from story concept and development to pre-production, production, post-production, distribution and marketing phases.

“Under the guidance of faculty with many decades of award-winning production experience, students in the Documentary program learn to research, write, produce, direct, shoot, sound record, and edit documentary films. With a focus on hands-on production, students build the knowledge, skills, on-location experience and confidence to enter the documentary industry as emerging professionals.”

Jack Silberman

*Faculty, Documentary
& Motion Picture Arts*

PROGRAM OBJECTIVES

By building a professional foundation through coursework, fieldwork and professional development, upon successful completion of this certificate, you'll be able to:

- Demonstrate competence in producing and directing documentary or specialized non-fiction production through the execution and delivery of a short documentary film, considering story structure, funding, planning, writing, presenting, and pitching.
- Apply technical skills to perform basic operation of camera, lighting, sound, and post-production systems.
- Employ effective research strategies in various subject areas, such as history, politics, culture and performing arts.
- Demonstrate professional behaviour as a cooperative member of a professional creative and technical team.
- Apply professional and technical skills to become entry-level employees for documentary and factual entertainment production companies and members of the independent film community.

In a world led by digital communications, everyone needs media. The production opportunities available to emerging filmmakers have changed and proliferated recently, from the multichannel universe of specialty broadcast cable and satellite programming to new production and distribution platforms such as the Internet and smartphones.

Our graduates have gone on to make award-winning films and work in the film industry in various entry-level capacities, from research to post-production to producing community television.

While in the Documentary Program students have made “calling-card” films on subjects as diverse as the effort to protect B.C.’s rare glass sponge reefs, a “sit” skier, student hunger-strikers, Canada’s first all-female lobster fishing crew and Vancouver’s Chinese Opera.



INDIGENOUS DIGITAL FILMMAKING DIPLOMA

CAPILANOU.CA/IDF

The Indigenous Digital Filmmaking (IDF) program has been providing training for high-quality production for Indigenous students from an Indigenous perspective since the spring of 2000.

The program responds to the expanding demand for trained professionals and skilled craftspeople in all areas of the Indigenous media production industry. The industry is growing and so are the opportunities for creative, committed, and skilled producers, writers, directors and technicians.

Our instructors are experienced, connected and respected Indigenous professionals working in the industry. Students participating in the program come from all regions of the country.

You can graduate with a certificate after completing year one of the program. If you complete both years, you'll receive a diploma, making you eligible to apply for a seat in the third year of the Bachelor of Motion Picture Arts program.

The IDF program is the longest running, university level, First Nations film program in Canada, with graduates working in every facet of the Indigenous production industry.

CAREER OPPORTUNITIES

The Aboriginal Peoples Television Network (APTN), established in 1999, heralded the growth of the Indigenous production industry.

Since then, the rise of Indigenous feature-length narratives, documentaries and short-form web content has increased opportunities for trained Indigenous crafts people to build sustainable careers in the media industry.

Graduates of the program have secured positions as production assistants, camera assistants, camera operators, editing assistants, editors, writers and production managers.

Many graduates are self-employed, developing and producing their own productions, and leaders in the expanding Indigenous digital media industry.

PROGRAM OBJECTIVES

Students have the opportunity to develop a thorough understanding of production skills and practices, with a specific focus on Indigenous production including:

- The development of Indigenous production to promote Indigenous cultures, languages and worldview
- Scriptwriting and storytelling for dramatic Indigenous production
- Treatment/outlines and storytelling for fact-based Indigenous production
- Producing, production planning and management, including independent Indigenous production
- Production skills, including camera, lighting and sound
- Post-production, including editing, sound, graphics, credits and effects

We develop well-trained, skilled and creative graduates, ready for employment and productive careers in the media production sector.



COSTUMING FOR STAGE AND SCREEN DIPLOMA

CAPILANOU.CA/COSTUMING

The Costuming for Stage and Screen diploma was developed in partnership with the motion picture industry and is the only program in Canada to provide a comprehensive understanding of film and theatre costuming.

In this two-year diploma, you'll gain an in-depth knowledge of all aspects of costuming, including design, construction and textiles. You'll also have ample opportunities to practice your gained knowledge and skills in a professional environment.

The extensive hands-on experience gained in the program will prepare you to start working in motion picture and theatre departments immediately upon graduation.

Costuming for Stage and Screen graduates are held in high regard by the professionals in Vancouver's film industry and across the nation and beyond, attracting applications from across the globe.

The only program in Canada that offers costuming for motion pictures and theatre.

COURSES FOCUS ON

Costume construction

- Costume cutting and construction
- Costume production
- Specialty skills*: millinery, mask making, corsetry, leatherwork, etc.

COSTUME ILLUSTRATION
COURTESY OF
BARBARA GREGUSOVA

Costume design

- Costume history
- Elements of design
- Wardrobe management
- Film projects

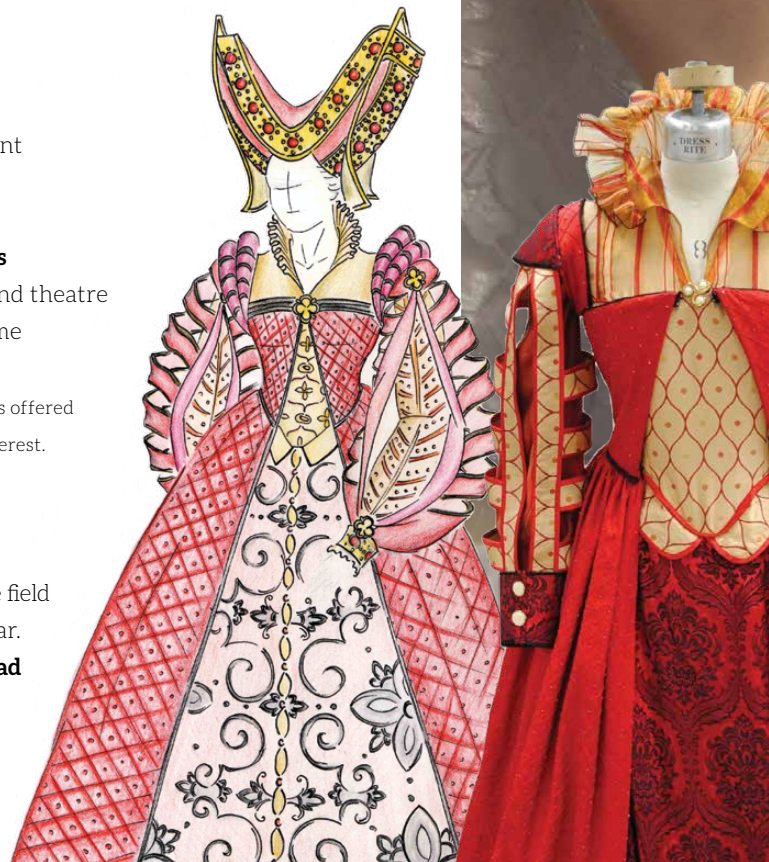
Textile arts for costumes

- Breakdown for film and theatre
- Textile arts for costume

*The specialty skills intensives offered vary by year and student interest.

✈ STUDY ABROAD

Embark on an immersive field school after your first year.
capilanou.ca/studyabroad





LIGHTING AND GRIP

CAPILANOU.CA/FILM-LIGHTING
CAPILANOU.CA/FILM-GRIP

LIGHTING AND GRIP SUMMER INTENSIVES

In May and June, the Bosa Centre offers four-week, full-time summer intensive courses in lighting and grip work. The courses delivered are taught by IATSE industry professionals.

The Lighting for Digital Imaging and Film course equips you with the technical knowledge and hands-on experience needed to fast-track your entry into the digital imaging and film industries.

The Grip Work for Digital Imaging and Film course prepares you with the technical knowledge to support the camera and electrical departments in rigging for camera movement and lighting setups.

Graduates move into entry-level positions as grips, lighting technicians and lamp operators in motion picture and commercial production.

Our hands-on training helps you to develop the skills to perform effectively and safely in an entry-level role and provides the foundation required for rapid on-the-job advancement.



**Gain the practical
skills needed to build
a solid foundation.**





2D ANIMATION AND VISUAL DEVELOPMENT DIPLOMA

CAPILANOU.CA/2D

Artistic skills are in high demand. Drawing, design and animation are emphasized in the 2D Animation & Visual Development diploma program.

Successful graduates have found employment as character designers, storyboard artists, concept artists, layout artists, background painters and animators.

After graduation, you can also continue into degree programs or become self-employed, working on commercials, illustrations, interactive games or creating your own independent films.

The 2D program reflects the substantial changes in the technological environment of animation production and the diverse opportunities for graduates.

The program has close ties with the animation community and hires its instructors from the industry.

Studio tours, industry guest speakers and networking opportunities with successful alumni will give you a strong push toward your future career.

CapU's recent animation grads have found work at many studios, including Wildbrain Studios, Bardel Entertainment, Atomic Cartoons, Titmouse Animation, Rainmaker, Gree International, Kickstart Entertainment, Slap Happy Cartoons and East Side Games.

COURSES FOCUS ON

- Animation timing and principles
- Character animation
- Design elements in animation
- Gesture and form
- Production design for animation
- Visual storytelling
- Digital production tools and emerging technologies
- History of animation
- Entrepreneurship in animation

✈️ STUDY ABROAD

Embark on an immersive field school after your first year. capilanou.ca/studyabroad



STUDENT WORK COURTESY OF BEVIN BRAND



STUDENT WORK COURTESY OF ERIKA SCHNELLERT



3D ANIMATION FOR FILM AND GAMES DIPLOMA

CAPILANOU.CA/3D

Capilano University has trained 3D artists and animators for over two decades and is well-known among local and international studios for producing top talent.

CapU graduates have built successful careers in major studios, including Electronic Arts, Pixar, Relic, Bardel and Wildbrain Studios. Our grads are in demand because of their unique training, professional calibre portfolios and industry-ready skills.

The 3D Animation for Film and Games program is an intensive two-year diploma that gives artistically and technically minded students with ambition a chance to become successful digital artists and animators in film, animation and video game industries.

We train students in traditional skills of design, anatomy, drawing and composition. For an idea to become a successful design or animation, its core artistic message must be identified by a clear concept incorporating form, colour, mood and setting. Digital artists are visual communicators and must have an excellent command of the visual language.

CapU 3D animation graduates have an advantage because we teach them how to make software do what they need—rather than simply training them how to push buttons.

Our grads solve technical problems, research, assess and implement complex technology, all skills that are highly valued in this growing industry.

COURSES FOCUS ON

- 3D animation and design
- Technical direction and rigging
- Life drawing for animators
- Concept art and design
- Visual storytelling
- Look development and lighting
- Entrepreneurship
- Portfolio development

✈️ STUDY ABROAD

Embark on an immersive field school after your first year. capilanou.ca/studyabroad





ANIMATION FUNDAMENTALS CITATION

CAPILANOU.CA/ANIMATION-FUNDAMENTALS

In the two-month Animation Fundamentals citation at Capilano University, you'll gain the foundational skills in traditional and digital animation to work in video games, TV production and feature films.

In the program, you'll refine your skills in drawing, designing, traditional animation and creating movement frame-by-frame, while developing new abilities in character design, layout design, storyboarding, and digital animation.

STATE-OF-THE-ART FACILITIES

You'll have the opportunity to learn from experienced faculty and train on the same equipment animation professionals use every day, in the Nat and Flora Bosa Centre for Film and Animation.

When you complete the citation, you'll have a portfolio of artwork you can use to apply to the full-time 2D Animation and Visual Development program and 3D Animation for Film and Games program at CapU.





VISUAL EFFECTS FOR FILM, STREAMING & IMMERSIVE MEDIA DIPLOMA

[CAPILANOU.CA/VFX](https://capilanou.ca/vfx)

In the Visual Effects for Film Streaming & Immersive Media diploma at CapU, you'll learn many relevant industry-based practical skills while on the journey to becoming a professional visual effects specialist.

In this industry-driven, production-oriented two-year program, you'll acquire the theoretical knowledge and hands-on experience to realize your full creative and technical potential.

All faculty are industry-professionals with a wide variety of expertise in visual effects production. You'll benefit from industry-proven techniques and workflows that prepare you to enter the real world of VFX production.

You'll train in state of the art facilities, working on personal CG workstations that you will keep at the end of the program while also operating fully equipped sound stages used for shooting film plates on fully dressed studio sets or against green and black screens useful for compositing your own shots and ideas.

We provide a motion and performance capture stage with full body, face and finger tracking that is dedicated to student or school projects 100% of the time, while offering students unparalleled access to cutting edge VR & AR headsets as well as a large selection of high-end camera, grip and lighting gear.

Vancouver is a key film, games and VFX hub with the largest cluster of top VFX and Film studios in the world while also including close to 1000 businesses related to the Digital Entertainment and Interactive sectors, generating more than 40,000 jobs. Studios are constantly hiring talented artists for various ongoing projects and productions.

Our graduates work as visual effects artists in movies, television, streaming, advertising, games and the immersive sectors of the industry.

If you want a career unlike any other, join us for VFX training at CapU.

STUDY ABROAD

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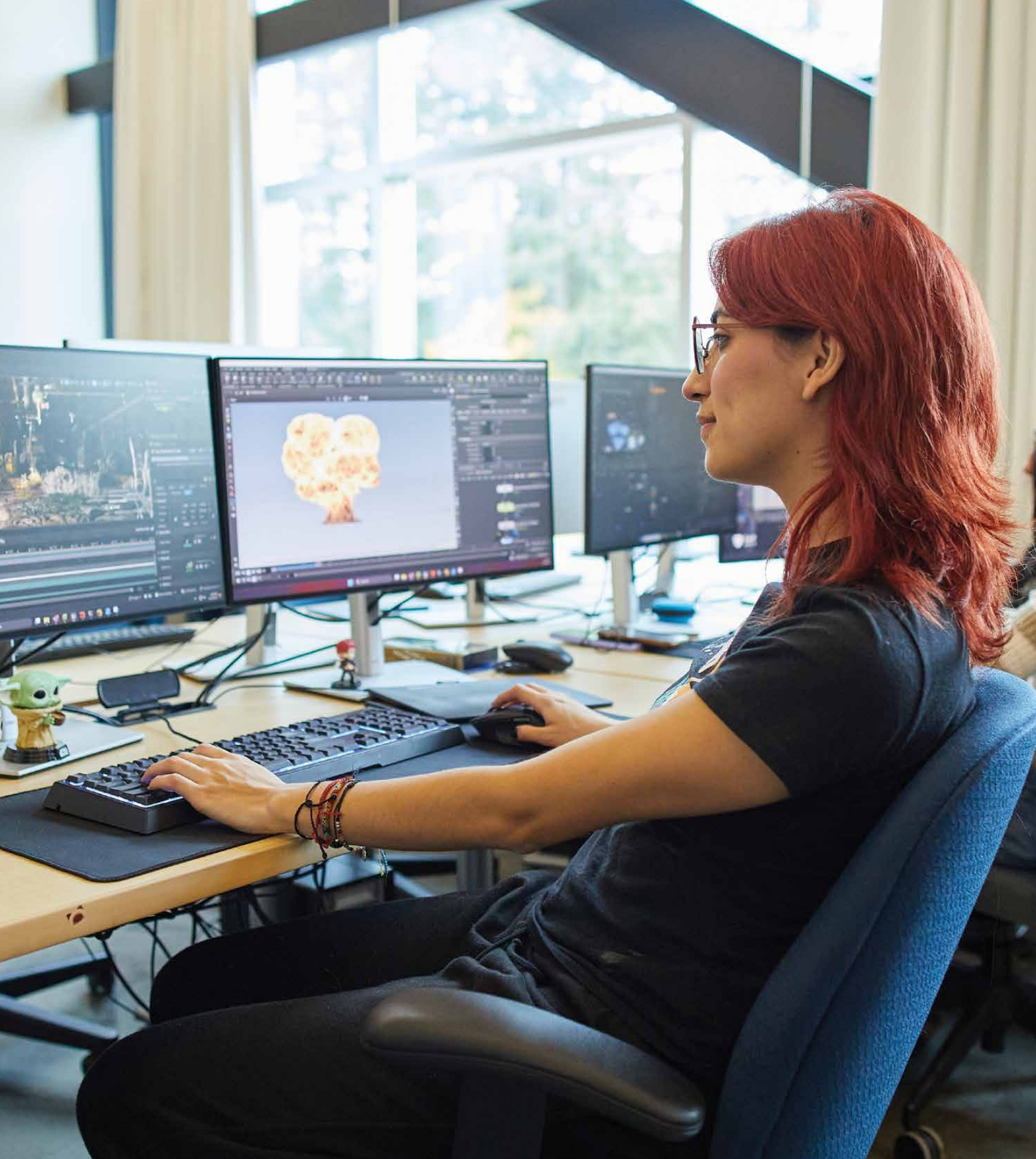
Vancouver is an important VFX production hub with many major studios looking to hire talented people.

SOFTWARE USED INCLUDES

Maya, Houdini, Unreal Engine, Nuke, Mari, Syntheyes, ZBrush, Substance Painter, Gaea, Motionbuilder, Motive, Faceware, Golaem, and DaVinci Resolve.

COURSES FOCUS ON

- 3D Modeling and Texturing
- Lighting, Shading and Rendering
- Compositing
- Animation and Rigging
- Matte painting
- Look development
- Match-Moving and Object tracking
- Green Screen, Wire and Object removal
- Particle, RBD and Fluid simulation
- Crowd systems
- Virtual production
- Motion and Performance capture
- Incorporating AI into current practice





Still have questions?

Ask one of our admission advisors

Canadians & permanent residents:
admissions@capilanou.ca

International students:
inted@capilanou.ca

Bosa Centre for Film and Animation:
film@capilanou.ca

Everything you need
to know about fees

capilanou.ca/fees

Learn about resources
to fund your education

capilanou.ca/financial-aid

Take the bold step. Learn
about study abroad programs

capilanou.ca/studyabroad
studyabroad@capilanou.ca

3 STEPS TO BECOME A STUDENT

1 EXPLORE PROGRAMS AND APPLY TO CAPU

Research the programs that interest you. Once you have made your decision, apply at capilanou.ca/apply. The application fee is \$50 for domestic students and \$135 for international students. Application deadlines vary for different programs. For details, see capilanou.ca/programs

2 SUBMIT DOCUMENTATION FOR ADMISSION

To be admitted, you must meet the general admission requirements of the University as well as any requirements of the program to which you are applying. Be sure to review the admission requirements and submit the documents that demonstrate you have met these requirements. See capilanou.ca/programs

If you are a current B.C. high school student you may self-report your grades between January 15 and March 31 for the fall semester.

International Students: Upon receiving a Letter of Offer, international students must pay a tuition deposit. As soon as the Centre for International Experience (CIE) receives this deposit, a Letter of Acceptance will be issued, which can be used to renew or apply for a study permit (and an entry visa, depending on citizenship). See capilanou.ca/international

3 REGISTER FOR CLASSES AND PAY YOUR TUITION

You will receive information about registration through your CapU email account including the date and time that you can start registering—this is your “Time Ticket.” Based on your Time Ticket, register as soon as possible for the best course selection. If you need help selecting courses, contact academic advising at advising@capilanou.ca

To secure your registration, pay the balance of your tuition before the fee payment deadline. Some payments take time to process. Please make payments up to 10 days before the fee deadline to confirm your registration. Always quote your CapU student number with any payment. See capilanou.ca/fees

Once accepted at CapU, take part in our JumpStart sessions, which are designed to help you prepare for university. capilanou.ca/jumpstart



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CAPILANOU.CA/FILM

 **@CapUFilm**

