

GAME - ART AND ANIMATION

Program: GANM

Credential: Ontario College Diploma

Delivery: Full-time + Part-time

Length: 4 Semesters

Duration: 2 Years

Effective: Fall 2027

Location: Barrie Downtown

Description

This program is designed to train versatile artists, animators, and technical specialists for the demanding real-time production pipelines of the video game, animation, and visual effects (VFX) industries.

The intensive curriculum integrates three core streams: Animation (2D/3D principles, Motion Capture, real-time VFX, and particle systems), Visual Development (storyboards, character design, advanced rendering), and the Technical Pipeline (3D Previsualization, PBR texturing, and engine optimization). Students transition traditional art skills to rigorous industry standards, mastering workflows that mirror a professional studio environment.

The final semester culminates in a dedicated Portfolio Development course and mock interviews, ensuring graduates leave with a specialized, professional package and immediate career readiness.

Career Opportunities

Graduates specialize in high-demand roles across the real-time production pipeline, including:

- **3D Character/Gameplay Animator:** Specializing in keyframe, MoCap integration, and dynamic locomotion.
- **Visual Development/Concept Artist:** Creating pre-production packages (storyboards, color scripts, final concept art).
- **Real-Time VFX Artist:** Designing and implementing optimized particle systems and procedural effects (Animation 4).
- **Technical Artist (Pipeline/Texturing):** Focusing on asset optimization, PBR material creation, and baking high-resolution detail for game engines (3D Digital Painting).
- **3D Previsualization (Previs) Artist:** Building technically accurate 3D scene layouts and ensuring correct asset hierarchy for production.

Program Learning Outcomes

The graduate has reliably demonstrated the ability to:

1. identify the differences in game genres in order to develop games that meet the needs of specific markets;
2. situate emerging trends within a historical context of games and interactive media to adapt relevant concepts, vocabulary and frames of reference;
3. identify and relate concepts from a range of industry roles, including programming, design and art to support the development of games;
4. contribute as an individual and a member of a game development team to the effective completion of a game development project;
5. develop strategies for ongoing personal and professional development to enhance work performance in the games industry;

6. perform all work in compliance with relevant statutes, regulations, legislation, industry standards and codes of ethics;
7. support the development of pre-production and conceptual art for games and gaming through the selection and application of relevant design tools and drawing techniques;
8. create original game assets to meet requirements outlined in game design documents and/or creative briefs;
9. contribute to world building and level design in a game engine to meet industry and marketplace requirements;
10. assess and iterate user interface design in alignment with Game Design Documents to optimize both the aesthetics and function of gameplay;
11. develop animations for characters and environments to enhance visual narrative in interactive media projects;
12. rig and animate digital assets to meet project requirements for games and other interactive media;
13. produce character animations that convey narrative intent for integration into collaborative game projects.

Program Progression

The following reflects the planned progression for full-time offerings of the program.

Fall Intake

- **Sem 1:** Fall 2027
- **Sem 2:** Winter 2028
- **Sem 3:** Fall 2028
- **Sem 4:** Winter 2029

Admission Requirements

- Ontario Secondary School Diploma (OSSD) or equivalent, or mature student status
- Grade 12 English (C or U)

Mature students, non-secondary school applicants (19 years or older), and home school applicants may also be considered for admission. Eligibility may be met by applicants who have taken equivalent courses, upgrading, completed their GED, and equivalency testing. For complete details refer to: www.georgiancollege.ca/admissions/academic-regulations/ (<https://www.georgiancollege.ca/admissions/academic-regulations/>)

Applicants who have taken courses from a recognized and accredited post-secondary institution and/or have relevant life/learning experience may also be considered for admission; refer to the Credit for Prior Learning website for details: www.georgiancollege.ca/admissions/credit-transfer/ (<https://www.georgiancollege.ca/admissions/credit-transfer/>)

Additional Information

To be successful in this program, students are required to have a **personal laptop computer** and a **drawing tablet** prior to the start of the program that meets or exceeds the following hardware specifications:

Minimum Specifications:

- **CPU:** Intel i7 or AMD Ryzen 9 7900X
- **GPU:** NVIDIA RTX 3070 or AMD RX6800
- **RAM:** 16GB of memory
- **Storage:** 1TB SSD (minimum)
- **OS:** Windows 11 (Home / Education)
- **Peripherals:** Webcam (720p), Microphone, 3-button mouse (left, middle right), PlayStation or Xbox game controller

Recommended Specifications:

- **CPU:** Intel Core Ultra 9 or AMD Ryzen 9 9950X3D
- **GPU:** NVIDIA RTX 4070 or AMD RX7800XT
- **RAM:** 32GB of memory
- **Storage:** 2TB SSD
- **OS:** Windows 11 (Pro)
- **Peripherals:** Webcam (1080p), Microphone, 3-button mouse (left, middle right), PlayStation or Xbox game controller

Note: The following are not supported by this program:

- Any ARM processor-based machine (Chromebooks, Microsoft Surface)
- Any MacOS devices (MacBook, MacBook Pro, etc.)

Drawing Tablet (BYOD Requirement):

Students must procure a pressure-sensitive digital drawing tablet with a built-in display for all visual and animation coursework.

Bring Your Own Device (BYOD) requirements

All Georgian College students are required to bring their own device (BYOD) (<https://georgiancollege.ca/byod/>) that meets the technology requirements (<https://georgiancollege.ca/byod/>) for their program. Having access to a personal laptop that meets your program's technical requirements will ensure you're prepared for in-class, online and hybrid learning activities. Students are responsible for the cost, software installation, maintenance and repair of their device.

Graduation Requirements

24 Program Courses
1 Communications Course
3 General Education Courses

Graduation Eligibility

To graduate from this program, the passing weighted average for promotion through each semester, from year to year, and to graduate is 60%. Additionally, a student must attain a minimum of 50% or a letter grade of P (Pass) or S (Satisfactory) in each course in each semester unless otherwise stated on the course outline.

Program Tracking

The following reflects the planned course sequence for full-time offerings of the Fall intake of the program. Where more than one intake is offered contact the program co-ordinator for the program tracking.

Semester 1	Hours
Program Courses	
DRWG 1004 Fundamentals of Drawing	42
GAME 1000 Visual Design 1	42

GAME 1001	Game Design 1	42
GAME 1009	Game Production 1	42
GAME 1011	2D Pre-Production	42
GAME 1012	Animation 1 - 2D Animation	42
Communications Course		
COMM 1016	Communication Essentials	42
Hours		294

Semester 2

Program Courses		
DRWG 1006	Life Drawing	42
GAME 1006	Visual Design 2	42
GAME 1007	Game Design 2	42
GAME 1013	2D Digital Painting	42
GAME 1014	Animation 2 - 3D Animation	42
GAME 2006	Game Production 2	42
General Education		
Select 1 course from the General Education list during registration.		42
Hours		294

Semester 3

Program Courses		
GAME 1003	Game Design 3	42
GAME 2001	Game Production 3	42
GAME 2012	3D Pre-Production	42
GAME 2013	Animation 3 - Organic Animation	42
GAME 2014	Life Drawing 2 - Body Mechanics and Expression	42
GAME 2015	Visual Design 3	42
General Education		
Select 1 course from the General Education list during registration.		42
Hours		294

Semester 4

Program Courses		
GAME 2005	Game Production 4	42
GAME 2011	Game Design 4	42
GAME 2016	3D Digital Painting	42
GAME 2017	Animation 4 - Technical Animation	42
GAME 2018	Life Drawing 3 - Character and Costume Design	42
GAME 2019	Professional Portfolio Project	42
General Education		
Select 1 course from the General Education list during registration.		42
Hours		294
Total Hours		1176

Graduation Window

Students unable to adhere to the program duration of two years (as stated above) may take a maximum of four years to complete their credential. After this time, students must be re-admitted into the program, and follow the curriculum in place at the time of re-admission.

Disclaimer: *The information in this document is correct at the time of publication. Academic content of programs and courses is revised on an ongoing basis to ensure relevance to changing educational objectives and employment market needs.*

Program outlines may be subject to change in response to emerging situations, in order to facilitate student achievement of the learning outcomes required for graduation. Components such as courses, progression, coop work terms, placements, internships and other requirements may be delivered differently than published.