

ANIMATION (ANI)

About the Program

In this innovative three-year advanced diploma program, you will immerse yourself in a creative environment to attain skills and knowledge in both traditional and digital animation. As you learn to draw storyboards, design scenes and animate characters, you will practice applying theories of motion, timing, storytelling and digital technology to produce high-quality animations and designs.

Our hands-on curriculum emphasizes the cross-disciplinary training necessary to succeed in today's collaborative animation industry — a cutting-edge approach we call the Seneca Animation Model. Among the first of its kind, this ground-breaking structure focuses on developing your potential through intertwining specialization streams. You will graduate with well-rounded experience, making you a sought-after candidate in the industry in a time of exciting change.

In your first year, you will develop the foundational skills necessary to succeed in a variety of animation disciplines. This includes key abilities such as animation, design, film language, life drawing and structural drawing for animation.

In your second and third year, you will focus your studies in one of four streams:

- 2D animation
- 3D animation
- game art and animation
- visual development

You will have the opportunity to work with students in other streams throughout your studies, culminating in a third-year capstone project that brings in team members for a truly cross-disciplinary experience. As one of the most in-demand animation programs in Canada, this new curriculum design will equip you with the skills required for the collaborative work that lies ahead in the modern animation industry.

Credential Awarded

Ontario College Advanced Diploma

Duration

6 Semesters (3 Years)

Starts

January, September

Program and Course Delivery

This program is offered in Seneca's hybrid delivery format. Some coursework is online and some must be completed in person. Students will need to come on campus to complete in-person learning requirements.

Skills

Throughout this program, you will develop a variety of skills relevant to producing animation for the web, television, games or film, such as:

- understanding and demonstration of strong, effective design and colour choices for production art
- thorough knowledge of storytelling as an art form

- clear understanding of animation principles and mechanics
- consideration and thoughtfulness for the principles of composition and design
- ability to directly connect life drawing with design, composition, animation and story
- consideration of the importance of environment and location from the standpoint of design, composition and colour

Your Career

Graduates of this program typically find employment by:

- 2D and 3D television animation studios
- animated feature film studios
- gaming studios
- virtual production producers
- pre-production and concept art studios
- visual effects studios
- advertising agencies

Affiliations/Associations

- Toronto Animation Arts Festival International (TAAFI)
- Ottawa International Animation Festival
- LightBox Expo
- Association for Computing Machinery (ACM) Special Interest Group on Computer Graphics & Interactive Techniques
- Computer Animation Studios of Ontario (CASO)
- Toon Boom Center of Excellence program

Program of Study

Course Code	Course Name	Weekly Hours
Semester 1		
ANI102	Design for Animation I	3
ANI105	Film Language I	2
ANI108	Animation Fundamentals I	4
ANI111	Structural Drawing for Animation I	3
ANI112	Animation Success Practices	2
ANI113	Guest Animation Professional Series	2
ANI116	Life Drawing I	4
COM101	Communicating Across Contexts	3
or COM111	Communicating Across Contexts (Enriched)	
Semester 2		
ANI202	Design for Animation II	3
ANI205	Film Language II	2
ANI206	Digital Tools II	3
ANI207	Digital Paint I	2
ANI208	Animation Fundamentals II	4
ANI211	Structural Animation II	3
ANI216	Life Drawing II	4
plus: General Education Course (1)		3

2D Animation Stream

Course Code	Course Name	Weekly Hours
Semester 3		
ANI302	Character and Prop Design I	3
ANI305	Story, Script, Sound and Boarding	3
ANI316	Life Drawing III	3
ANT308	Animation and Analysis I	4
ANT355	Animation Systems I	3
plus: General Education Course (1)		3
Semester 4		
ANI402	Character and Prop Design II	3
ANI403	Background, Design and Paint	3
ANI405	Short Film Storyboarding	3
ANT408	Animation and Analysis II	4
ANT415	Acting for 2D Animation	2
ANT455	Animation Systems II	3
plus: General Education Course (1)		3
Semester 5		
ANI511	Film Pre-Production	4
ANI516	Life Drawing V	3
ANI522	Production Weeklies	1
ANI532	Advanced Visual Development for Film	3
ANT505	Storyboarding	3
ANT555	Animation Systems III	3
Semester 6		
ANI611	Film Production	4
ANI615	Acting for Animation II	2
ANI616	Life Drawing VI	3
ANT603	Background Design	3
ANT608	Animating Dynamic Performance	4
ANT690	2D Effects Animation	3

Digital Animation Stream

Course Code	Course Name	Weekly Hours
Semester 3		
AND309	3D Lighting I	2
AND310	3D Look Development I	3
AND315	Acting for Animation I	2
AND365	3D Realtime Graphics I	2
ANI305	Story, Script, Sound and Boarding	3
ANI316	Life Drawing III	3
plus: General Education Course (1)		3
Semester 4		
AND402	Visual Development for 3D Animation I	3
AND405	Previsualization for 3D Animation I	2
AND408	Digital Animation II	4
AND435	3D Modeling II	3
AND455	3D Rigging	1
ANI416	Life Drawing IV	3
plus: General Education Course (1)		3
Semester 5		

AND505	Previsualization for 3D Animation II	2
AND508	Digital Animation III	3
AND509	3D Lighting and Rendering I	3
ANI511	Film Pre-Production	4
ANI516	Life Drawing V	3
ANI526	Writing and Storytelling for Animation	2
Semester 6		
AND608	Digital Animation IV	4
AND609	Lighting and Rendering	3
AND655	Technical Directions and Automation	3
ANI611	Film Production	4
ANI615	Acting for Animation II	2

Gaming Stream

Course Code	Course Name	Weekly Hours
Semester 3		
ANG310	Surfacing and Lighting for Games I	3
ANG325	Digital Sculpting I	3
ANG335	Modeling I	3
ANI302	Character and Prop Design I	3
ANI308	Digital Animation I	4
plus: General Education Course (1)		3
Semester 4		
ANG402	Character and Prop Design for Games	3
ANG408	Game Animation I	4
ANG410	Surface and Lighting for Games II	3
ANG455	Systems and Automation for Games I	4
ANG465	Game Engines and Development II	3
plus: General Education Course (1)		3
Semester 5		
ANG502	Game Aesthetics	3
ANG508	Game Animation II	3
ANG511	Game Project I	4
ANG535	Procedural Modeling for Games	3
ANG555	Systems and Automation for Games II	3
ANI522	Production Weeklies	1
Semester 6		
ANG602	Concept Art and Development for Games	4
ANG611	Game Project II	4
ANG613	Game Art and Tech Lab	6
ANI620	Demo Reel and Online Portfolio	3

Visual Development Stream

Course Code	Course Name	Weekly Hours
Semester 3		
ANI302	Character and Prop Design I	3
ANI305	Story, Script, Sound and Boarding	3
ANI316	Life Drawing III	3

ANV303	Environment and Location Design I	3
ANV306	3D Integration I	3
ANV308	Animation Across Genres I	3
plus: General Education Course (1)		3

Semester 4

ANI402	Character and Prop Design II	3
ANI403	Background, Design and Paint	3
ANI405	Short Film Storyboarding	3
ANV401	Design Lecture II	1
ANV406	3D Integration II	3
ANV408	Animation Across Genres II	3
plus: General Education Course (1)		3

Semester 5

ANI516	Life Drawing V	3
ANI522	Production Weeklies	1
ANV501	Design Lecture III	2
ANV503	Environment and Location Design II	3
ANV505	Advanced Storyboard Techniques I	3
ANV508	Animation Across Genres III	3

Semester 6

ANI616	Life Drawing VI	3
ANI620	Demo Reel and Online Portfolio	3
ANV601	Design Lecture IV	1
ANV603	Environment and Location Design III	3
ANV605	Advanced Storyboard Techniques II	3
ANV608	Animation Across Genres IV	3

Program Learning Outcomes

This Seneca program has been validated by the Credential Validation Service as an Ontario College Credential as required by the Ministry of Colleges and Universities.

As a graduate, you will be prepared to reliably demonstrate the ability to:

- Design, create and animate objects and characters with naturalistic and expressive movements and poses.
- Design and create hand-drawn and/or computer-generated drawings using principles of art, design and composition.
- Select and use appropriate tools and technologies for the development of animation projects.
- Contribute to the planning, implementation and evaluation of animation projects.
- Plan, develop and execute a series of effective and believable animation sequences.
- Create and enhance the production of animation sequences and projects using a variety of principles and techniques related to cinematography and art direction.
- Use storytelling skills to create and enhance the development and execution of animation sequences.
- Use performance theory and skills to create and enhance animation.
- Design and produce layouts using perspective, composition and colour theory to enhance visual presentation and mood.
- Present and defend a visual concept to a target audience.

- Use computer skills and appropriate digital asset management techniques to function effectively within a production pipeline.
- Develop, assemble and present a demo reel* or portfolio in a manner that meets current industry expectations, and highlights one's creativity, skills and proficiency with relevant animation software and related technologies.

Admission Requirements

- Ontario Secondary School Diploma (OSSD), or equivalent, or a mature applicant (<https://www.senecapolytechnic.ca/registrar/canadian-applicants/admission-requirements/mature-applicants.html>)
- English: Grade 12 C or U, or equivalent course
- Art portfolio

Canadian citizens and permanent residents may satisfy the English and/or mathematics requirements for this program through successful Seneca pre-admission testing. (<https://www.senecapolytechnic.ca/registrar/canadian-applicants/admission-requirements/mature-applicants.html>)

Recommended upgrading for applicants who do not meet academic subject requirements (<https://www.senecapolytechnic.ca/registrar/canadian-applicants/admission-requirements/upgrading-options.html>).

Additional Information

Your portfolio should include a total of ten pieces:

- Two life drawings of entire body in various poses.
- Two drawings of your own non-drawing hand
- Two object drawings: solid everyday items from around your house
- Two environment drawings: a two-point perspective view of a room in your house from opposite corners.
- Two drawings or other art of your choice. Choose work that shows your interests and other skills.

International Student Information

International admissions requirements vary by program and in addition to English requirements (<https://www.senecapolytechnic.ca/international/apply/how-to-apply/admission-requirements/english-requirements.html>), programs may require credits in mathematics, biology, and chemistry at a level equivalent to Ontario's curriculum, or a postsecondary degree or diploma, equivalent to an Ontario university or college. Program-specific pre-requisite courses and credentials are listed with the admission requirements on each program page. To review the academic requirements please visit: Academic Requirements - Seneca, Toronto, Canada ([senecapolytechnic.ca](https://www.senecapolytechnic.ca/international/apply/how-to-apply/admission-requirements/academic-requirements.html)) (<https://www.senecapolytechnic.ca/international/apply/how-to-apply/admission-requirements/academic-requirements.html>).

Pathways

As a leader in academic pathways, we offer a range of options that will allow you to take your credential further in another Seneca program or a program at a partner institution.

To learn more about your eligibility, visit the Academic Pathways (<https://www.senecapolytechnic.ca/pathways.html>) web page.