Seneca POLYTECHNIC

2024-2025

GAME ART & ANIMATION (GAA)

About the Program

This eight-month graduate certificate program is designed to turn talented artists into AAA game asset modellers. This unique program will have you creating and animating environments, characters and other assets within a 3D environment.

Through this program you will learn modelling, lighting, texturing, animation, scene staging, art direction and production management. Your learning will be further advanced by using industry-relevant techniques taught by professors with years of industry experience. With high-end computer hardware and software, you will learn to use tools used to develop game art and incorporate it into real-time environments.

Credential Awarded

Ontario College Graduate Certificate

Duration

2 Semesters (8 Months)

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 the following skills:

- Modelling
- Animation
- Texturing
- Design

Your Career

Graduates of the program can explore the following career options:

- Modeller
- Texture artist
- Prop artist
- Lighting artist
- Animator
- Level builder
- Level designer

You may also decide to pursue a role in production management as you will learn how a production pipeline works within AAA game studios.

Program of Study

Course Code	Course Name	Weekly Hours
Semester 1		
GAM710	Digital Sculpting I	3
GAM714	Surfacing I	3
GAM720	Look Development I	3
GAM730	Animation	3
GAM740	Level and Environment Design and Modeling	3
GAM750	Game Engine Production I	3
GAM760	Procedural Modeling I	3
GAM770	Production Design	3
Semester 2		
GAM681	Portfolio, Presentation and Professionalism	3
GAM805	Look Development II	3
GAM810	Digital Sculpting II	3
GAM814	Surfacing II	3
GAM830	Advanced Animation	4
GAM850	Game Engine Production II	3
GAM860	Procedural Modeling II	3
GAM870	Core Modeling II	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 animatable characters using the principles of characters design and creativity.
- Read and Analyse game design documents and create effective storyboards and layouts from them.
- Create 3D environments, objects and characters within 3DS Max or other appropriate high-end 3D animation software (with most current version available).
- Animate their characters in a way as to produce the convincing illusion of motion in time and space within 3DS Max or other appropriate high-end 3D animation software (with most current version available).
- Light and texture effectively in a variety of game styles within 3DS Max or other appropriate high-end 3D animation software (with most current version available).
- Use a motion capture system to capture character animation and import it into a game engine using 3DS Max or other appropriate high-end 3D animation software (with most current version available).
- Import game elements such as characters, assets and levels into game engines using 3DS Max or other appropriate high-end 3D animation software (with most current version available).
- Produce a 3D game level and animated characters within using 3DS Max or other appropriate high-end 3D animation software (with most current version available) and associated software (Combustion,

Premiere) as evidenced by output to videotape (or other appropriate industry standard medium).

- Prepare a variety of industry standard documents and reels in a skilled manner and demonstrate professional presentation and organizational skills.

Admission Requirements

- Ontario university or college degree or college diploma or equivalent in fine art, 2D/3D animation, photography, film/video, architecture or graphic design.
  Applicants with an equivalent combination of partial postsecondary or related work experience may be considered for admission. A relevant resumé and references must be provided.
- English proficiency (https://www.senecapolytechnic.ca/registrar/canadian-applicants/admission-requirements/english-proficiency.html) for graduate certificates

Canadian citizens or permanent residents educated outside of Canada must provide a World Education Services (WES) or ICAS Canada credential evaluation.

Notes

Although not required for admission, the following are recommended for your success in the program:

- A background in one of more of the following: visual arts, classical animation, fine art, graphic design, or architecture/engineering or computer graphics
- Experience and familiarity with digital 3D or 2D software

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).

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.

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