



Three white stars of varying sizes are positioned to the left of the main title.

Entertainment Arts



**ADVANCED
GAME
DEVELOPMENT**
» DIPLOMA

**ADVANCED VFX
(VIRTUAL
PRODUCTION)**
» DIPLOMA



**ADVANCED 3D
ANIMATION AND
3D MODELLING**
» DIPLOMA

**FOUNDATION IN
ENTERTAINMENT
ARTS**
» CERTIFICATE



KWANTLEN
POLYTECHNIC
UNIVERSITY



KPU AND CEA TAKE PRIDE IN THE COMBINED KNOWLEDGE AND EXPERTISE FOUND WITHIN OUR PARTNERSHIP.

At KPU, the majority of Entertainment Arts instructors continue to work in the industry and teach simultaneously, thereby providing relevant and meaningful learning opportunities. Our small class sizes (up to 35 students) will provide you with the opportunity to interact directly with qualified instructors and work closely with your fellow students. Industry connections are right at our doorstep with regular in-person studio visits on the KPU campus.



» **+750 YEARS**
combined industry
experience at KPU



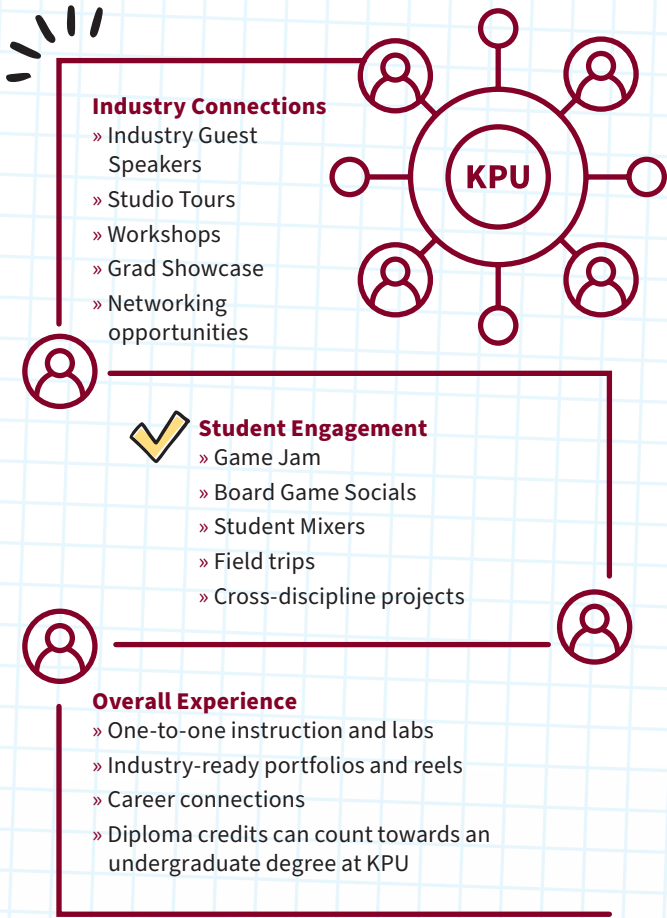
» **+500**
film, TV, game
combined credits



» **5 YEARS**
minimum individual
industry experience

TOP REASONS TO CHOOSE KPU ENTERTAINMENT ARTS

- » Public-Private Partnership uniting a **COMMITMENT TO EDUCATIONAL EXCELLENCE AND INNOVATION** between KPU and CEA
- » Faculty with a **DEPTH OF INDUSTRY EXPERIENCE**
- » Workplace initiative
- » **CUTTING-EDGE FACILITIES** with a multi-million-dollar renovation
- » Accelerated model to **REDUCE COST AND TIME**
- » Advanced learning diploma to be **EMPLOYMENT-READY**
- » Tuition covers **PROFESSIONAL-GRADE SOFTWARE** licenses
- » Strong sense of **COMMUNITY** through a cohort model
- » **SCHOLARSHIP and AWARDS** opportunities
- » In-person **STUDIO VISITS** and on-campus guest speakers from **VANCOUVER’S ENTERTAINMENT INDUSTRY**
- » We prioritize hiring **FACULTY DIRECTLY CONNECTED WITH THE INDUSTRY** who are leaders in their field
- » Eligibility for up to three-year **OPEN WORK PERMITS FOR INTERNATIONAL STUDENTS**



» kpu.ca/arts/entertainment-arts



Metro Vancouver

Commonly referred to as Hollywood North, Vancouver has one of the largest clusters of VFX, Animation, and Gaming studios anywhere in the world, giving you the best employment possibilities after graduation.

Vancouver is Canada’s third largest city, with a metro population of 2.6 million people. In this vista of urban life, state-of-the-art architecture and world-class public transportation meet the Pacific Ocean and the North Shore Mountains. This amazing setting provides outdoor activities such as kayaking, hiking, skiing, and snowboarding, all within minutes from the city. For this reason, the city is consistently voted one of the top ten most livable cities in the world. Vancouver is also one of the most ethnically and linguistically diverse cities in Canada, with 52 percent of the population speaking more than one language.

The KPU Entertainment Arts programs are offered on the KPU Richmond campus, just minutes away from Vancouver by car or public transportation. KPU Richmond hosts approximately 6,000 students in various programs. The campus is in the heart of a vibrant community central to the Skytrain, YVR airport, shopping, and amenities. With Hollywood North at KPU’s doorstep, Entertainment Arts students enjoy regular guest speakers from local studios who visit the Richmond campus to share their expertise.

Diploma Programs

All of our Diploma programs in Entertainment Arts include interactive classes, hands-on learning, project-based labs, extra-curricular events on career choices, and student-focused activities.

The programs offer three years of academic learning in an accelerated 24-month cohort learning model. Over the course of six terms, you will take 24 courses (96 credits) centered on advanced skills that are highly desired by world-famous game studios and animation studios, or on skills in cutting-edge visual effects and virtual production. Students who complete diploma programs can use all of their completed credits to pursue a Bachelor of Arts Degree.

Advanced Game Development

DIPLOMA

Level up with advanced skills! Students will take both art and programming courses including environment and character modelling, texturing, animation, networking, game programming, AI, and more.



Shubham Beri



Madhur Arora

ADVANCED GAME DEVELOPMENT Program Design and Courses

TERM 1	ENTA 1130 Game Design	TERM 4	ENTA 2130 Systems Design in Game Development
	ENTA 1131 Technical Design in Game Development		ENTA 2131 Introduction to Rapid Game Development
	ENTA 1132 Environment Art in Game Development		ENTA 2132 Technical Art in Game Development
	ENTA 1133 Introduction to Game Programming		ENTA 2133 Shaders and Rendering in Game Development
TERM 2	ENTA 1230 Level Design	TERM 5	ENTA 2230 Storytelling and Narrative Design in Game Development
	ENTA 1231 Visual Scripting in Game Development		ENTA 2231 Advanced Rapid Game Development
	ENTA 1232 Character Art in Game Development		ENTA 2232 Procedural Art in Game Development
	ENTA 1233 Intermediate Game Programming		ENTA 2233 Developing for XR
TERM 3	ENTA 1330 UI and UX Design in Game Development	TERM 6	ENTA 2331 Game Industry Project: Preproduction
	ENTA 1331 Rapid Prototyping in Game Development		ENTA 2332 Game Industry Project: First Production
	ENTA 1332 Character Animation in Game Development		ENTA 2333 Game Industry Project: Production
	ENTA 1333 Advanced Game Programming		ENTA 2334 Game Industry Portfolio

Advanced VFX (Virtual Production)

DIPLOMA

Connect your passion for digital art with film and video games! Areas of instruction include virtual production as well as modelling, sculpting, texturing/ surfacing, lighting, compositing, and FX.



Meet Dilipbhai Patel



Harshid

ADVANCED VFX (VIRTUAL PRODUCTION) Program Design and Courses

TERM 1	ENTA 1110 Animation Principles for VFX	TERM 4	ENTA 2110 Scripting for VFX
	ENTA 1112 Cinematography for VFX		ENTA 2111 Matte Painting for VFX
	ENTA 1113 Photography for VFX		ENTA 2112 Introduction to FX
	ENTA 1121 Introduction to 3D in Entertainment Arts		ENTA 2113 Intermediate Lighting for VFX
TERM 2	ENTA 1211 Introduction to Compositing for VFX	TERM 5	ENTA 2210 3D Matchmove
	ENTA 1212 Data Acquisition for VFX		ENTA 2211 Advanced Compositing for VFX
	ENTA 1213 Introduction to Preproduction and Production Principles for VFX		ENTA 2212 Intermediate FX
	ENTA 1221 Introduction to Modelling in Entertainment Arts		ENTA 2213 Advanced Lighting for VFX
TERM 3	ENTA 1311 Intermediate Compositing for VFX	TERM 6	ENTA 2311 VFX Project: Preproduction
	ENTA 1312 Introduction to Lighting for VFX		ENTA 2312 VFX Project: Production
	ENTA 1321 Intermediate Modelling in Entertainment Arts		ENTA 2313 VFX Project: Production Finals
	ENTA 1323 Industry Preparation in Entertainment Arts		ENTA 2314 VFX Portfolio

Advanced 3D Animation and 3D Modelling

DIPLOMA

Bring your imagination and creative ideas to life! Areas of study include 3D animation (character and creature), rigging, 3D modelling & sculpting, and texturing/surfacing.



Vihang Tambde



Abdelrahman El Masry

ADVANCED 3D ANIMATION AND 3D MODELLING Program Design and Courses

TERM 1	ENTA 1120 3D Animation Principles and Techniques	TERM 4	ENTA 2120 Visual Storytelling in 3D Animation
	ENTA 1121 Introduction to 3D in Entertainment Arts		ENTA 2121 Rigging in Entertainment Arts
	ENTA 1122 Perspective in Entertainment Arts		ENTA 2122 Advanced Modelling in Entertainment Arts
	ENTA 1123 Cinematics for Animation and VFX		ENTA 2123 Advanced Texturing and Surfacing
TERM 2	ENTA 1220 Introduction to 3D Animation	TERM 5	ENTA 2220 Advanced Character Animation in Entertainment Arts
	ENTA 1221 Introduction to Modelling in Entertainment Arts		ENTA 2221 LookDev and Lighting in Entertainment Arts
	ENTA 1222 Introduction to Texturing and Surfacing		ENTA 2222 Advanced Sculpting in Entertainment Arts
	ENTA 1223 Introduction to Computer Animation Production in Entertainment Arts		ENTA 2223 Advanced Computer Animation Production in Entertainment Arts
TERM 3	ENTA 1320 Intermediate 3D Animation	TERM 6	ENTA 2321 3D Animation Project: Preproduction
	ENTA 1321 Intermediate Modelling in Entertainment Arts		ENTA 2322 3D Animation Project: Production
	ENTA 1322 Introduction to Sculpting in Entertainment Arts		ENTA 2323 3D Animation Project: Production Finals
	ENTA 1323 Industry Preparation in Entertainment Arts		ENTA 2324 3D Animation Portfolio

Foundation In Entertainment Arts

CERTIFICATE

This one-year, full-time certificate program is completed over the course of three terms. You will take 12 courses (48 credits) in the key concepts and skills of the entertainment arts. These areas include figure drawing, painting, sculpture, photography, colour and design, and industry standard software programs. Students who complete the certificate program will develop a strong portfolio, preparing them to apply to our advanced diploma programs.



Adriana Alvarez Reyes

FOUNDATION IN ENTERTAINMENT ARTS CERTIFICATE Program Design and Courses

TERM 1	ENTA 1100 Sketching for Communication in Entertainment Arts
	ENTA 1101 Digital Photography in Entertainment Arts
	ENTA 1102 Figure Drawing in Entertainment Arts
	ENTA 1103 Figure Sculpting in Entertainment Arts
TERM 2	ENTA 1200 Introduction to Advanced Programs in Entertainment Arts
	ENTA 1201 Colour and Design in Entertainment Arts
	ENTA 1202 Head Drawing in Entertainment Arts
	ENTA 1203 Head Sculpting in Entertainment Arts
TERM 3	ENTA 1300 Introduction to Digital Content Creation in Entertainment Arts
	ENTA 1301 Traditional Painting in Entertainment Arts
	ENTA 1302 Digital Painting for Visual Development
	ENTA 1303 Creature Sculpting in Entertainment Arts



Yuhsuan Chen



Dasha Khon

Montserrat Gomez Guizar



International

Tuition and student fees

Tuition fees include software licenses, dedicated student computers and study materials.

Also included in the total cost of the program are benefits and services such as medical and dental coverage, student services fees, and student association fees.

**KPU tuition and student fees are subject to change annually.*

Entrance awards

Students may qualify for entrance awards upon applying for KPU's Entertainment Arts programs.

Once admitted into any one of the Entertainment Arts programs, international students are eligible to apply for KPU General Awards.

Student supports and resources

No matter where you are in your educational journey, KPU is here to help you succeed. From career advisors to wellness services, there are more than 30 student services to help you achieve your academic, professional, and personal goals.

➤ **Student Affairs**
kpu.ca - Kwantlen Polytechnic University

Housing in Vancouver

If you are new to Canada and Metro Vancouver, you will need to find a place to live. While KPU does not have on-campus student residences, there are many great housing options in Metro Vancouver, including homestay, student accommodations, and more.

➤ **Housing & Transportation Option**
kpu.ca - Kwantlen Polytechnic University

Student work initiative

KPU Entertainment Arts students have the opportunity to participate in the Centre for Entertainment Arts' Student Work Initiative. International students are eligible to work 20 hours per week to gain work experience while taking the program. This optional program offered by CEA connects students with top industry studios for paid work placements while completing their studies. Coordinated employment opportunities allow students to work part-time and earn industry-standard compensation.



For more
information
and to apply:

KPU

international@kpu.ca
604-599-2866
kpu.ca/international



CEA

programs@thecea.ca
778-628-3797
thecea.ca

CEA's Student Work Initiative allows students to practice the skills and abilities they learn at KPU. Because of the unique skill sets developed by students during their programs and through the optional work initiative, industry leaders recognize the superior talent and ability of our students.

**Student Work Initiative is subject to availability.*

Post graduate work permit (PGWP)

The PGWP allows qualifying international students who have graduated from eligible programs to obtain an open work permit and gain valuable Canadian work experience. Skilled real-world training gained through the PGWP may help graduates qualify for permanent residency applications in Canada.

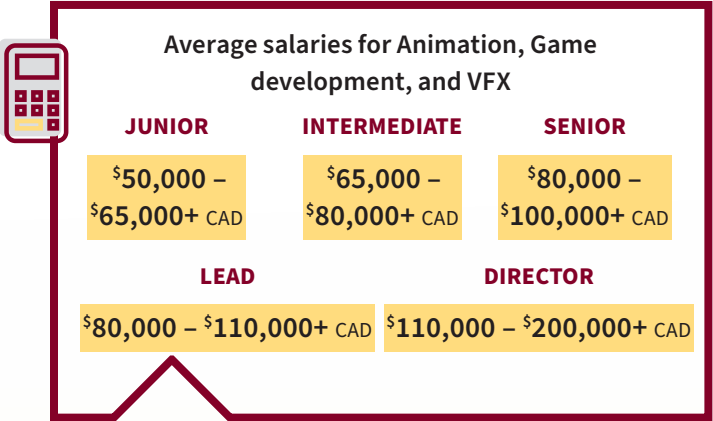
➤ **International Student Support**
Kwantlen Polytechnic University
kpu.ca - Kwantlen Polytechnic University



KPU is making a multi-million-dollar investment in the ENTA programs including a major renovation to create an exceptional learning space for students on Richmond campus with the first phase scheduled for completion in fall 2023.

Employment Success

Top entertainment arts studios that have recently hired alumni from CEA Academic Partners for full-time employment.



Admissions

When can I start?

Programs are open to qualifying students of all ages - including working professionals and mature students. The diploma programs have multiple intakes per academic year. The Foundation Certificate has two intakes per year, in September and January. These are

limited intake programs with limited number of seats for each application cycle. We encourage you to apply as soon as possible if you are interested.

➤ **International Application Timelines**
kpu.ca - Kwantlen Polytechnic University

How to apply?

- 1 Apply for admission at kpu.ca/apply
- 2 Check your application checklist and submit your documents
- 3 Accept your offer and pay your confirmation deposit
- 4 Register for courses and attend New Student Orientation

What are the admission requirements?

Applicants to these programs will need to satisfy an applicant category, the undergraduate English proficiency requirement, and a portfolio review.

➤ **Entertainment Arts**
kpu.ca - Kwantlen Polytechnic University

English proficiency

You will need to satisfy KPU's Undergraduate English Proficiency Requirement. This can be met through various ways, such as the completion of IELTS (6.5 with no sub-score less than 6.0), TOEFL (88 with no sub-score less than 20), Duolingo (110+), or BC English 12 (minimum grade of C+). A complete list of English Proficiency Requirements options can be found at:

➤ **English Proficiency Requirements for Admission**
kpu.ca - Kwantlen Polytechnic University

Transcripts

Official transcripts and graduation diplomas are required for admission.

➤ **Submitting Official Transcripts**
kpu.ca - Kwantlen Polytechnic University

Portfolio

Applicants will be reviewed and selected based on the contents of their portfolio, which should reflect a broad range of influences, styles, and subject matter. Examples may include photography, sketches, renderings, and design variations in digital format. For detailed information about program specific portfolio requirements, visit:

➤ **Entertainment Arts Portfolio Requirements**
kpu.ca - Kwantlen Polytechnic University

Domestic

Tuition and student fees



Tuition fees include software licenses, dedicated student computers and study materials.

Also included in the total cost of the program are benefits and services such as medical and dental coverage, student services fees, and student association fees.

**KPU tuition and student fees are subject to change annually.*

Student loans, awards and bursaries

KPU’s Entertainment Arts programs now qualify for Federal and Provincial government student loans and grants.

Once admitted into any one of the Entertainment Arts programs, domestic students are eligible to apply for KPU General Awards and KPU Full time Bursary Program.

Entrance awards

Students may qualify for entrance awards upon applying for KPU's Entertainment Arts programs.

Student supports and resources

No matter where you are in your educational journey, KPU is here to help you succeed. From career advisors to wellness services, there are more than 30 student services to help you achieve your academic, professional, and personal goals.

➤ **Student Affairs**
kpu.ca - Kwantlen Polytechnic University

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KPU

Future Students Office
study@kpu.ca
604-599-3030

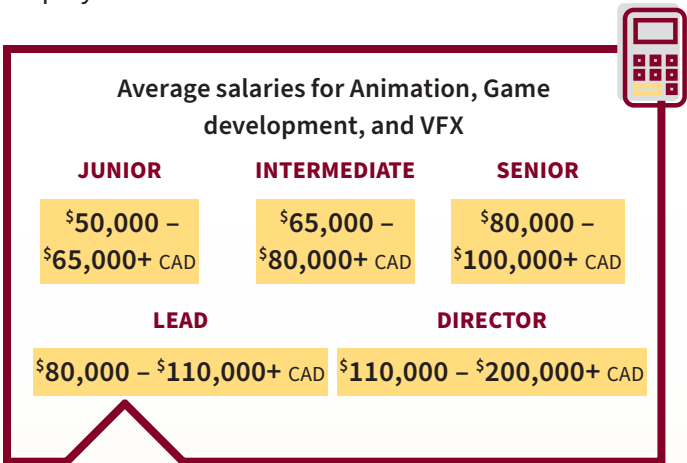
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➤ **Entertainment Arts**
kpu.ca - Kwantlen Polytechnic University

English proficiency

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➤ **Entertainment Arts Portfolio Requirement**
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