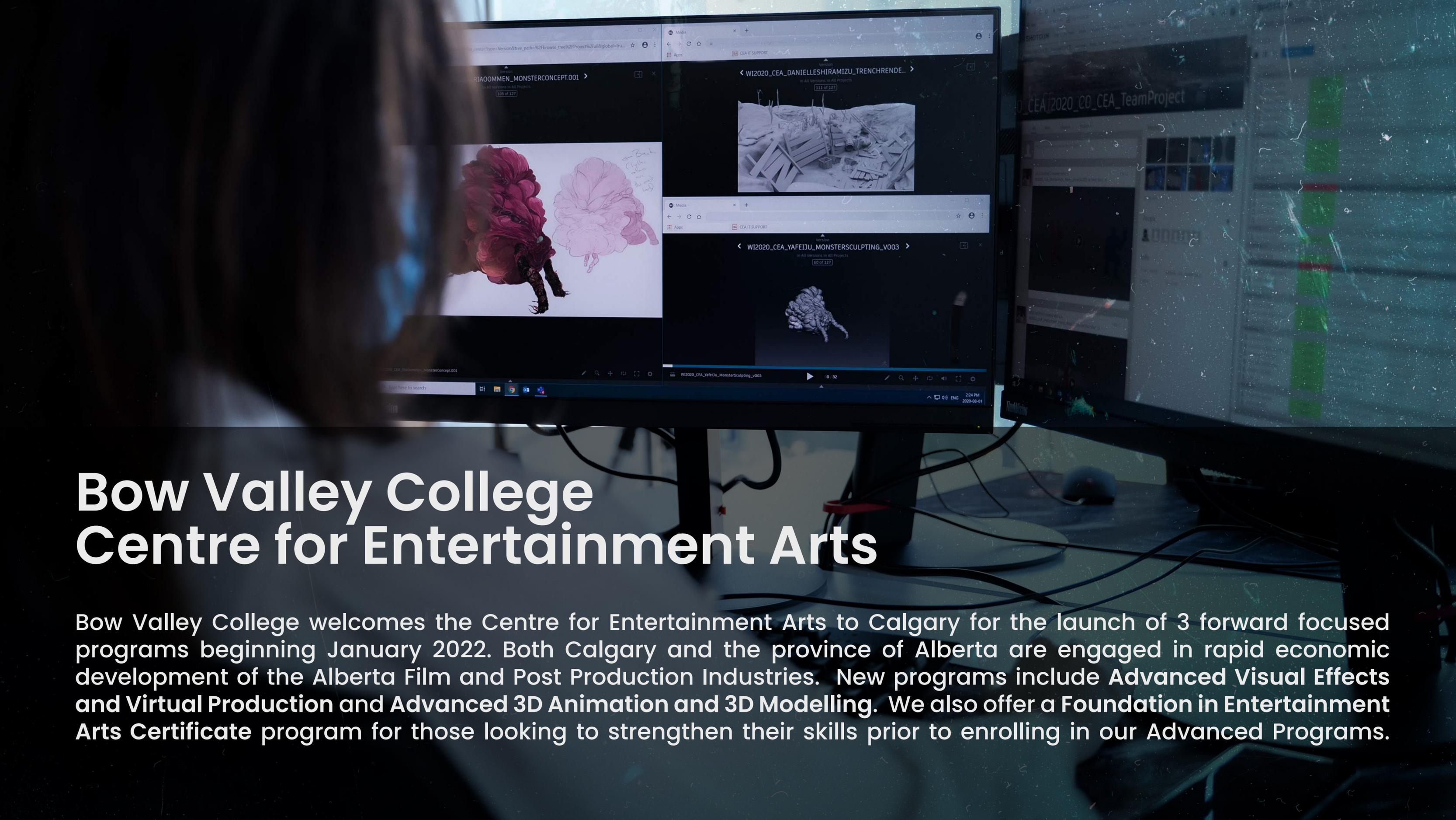


**Bow Valley
College**



A computer workstation with multiple monitors. The primary monitor displays a software interface with several panels. The top-left panel shows a character concept art titled 'R1A00MMEN_MONSTERCONCEPT.001' with two versions of a creature's head, one in red and one in pink. The top-right panel shows a 3D model of a landscape with wooden planks and debris, titled 'W12020_CEA_DANIELLESHIRAMIZU_TRENCHRENDE...'. The bottom-right panel shows a 3D model of a creature's head, titled 'W12020_CEA_YAFEIJU_MONSTERSCULPTING_V003'. The taskbar at the bottom shows the Windows search bar and several application icons. The system tray on the right indicates the time as 2:24 PM on 2020-08-01. To the right, another monitor displays a file explorer window with a folder named 'CEA_2020_CO_CEA_TeamProject'.

Bow Valley College Centre for Entertainment Arts

Bow Valley College welcomes the Centre for Entertainment Arts to Calgary for the launch of 3 forward focused programs beginning January 2022. Both Calgary and the province of Alberta are engaged in rapid economic development of the Alberta Film and Post Production Industries. New programs include **Advanced Visual Effects and Virtual Production** and **Advanced 3D Animation and 3D Modelling**. We also offer a **Foundation in Entertainment Arts Certificate** program for those looking to strengthen their skills prior to enrolling in our Advanced Programs.

ABOUT BOW VALLEY COLLEGE

Since 1965, Bow Valley College has prided itself on being a student-focused community college that is immensely diverse. This diversity is reflected across the breadth and depth of our programming, which includes foundational skills development and English-language learning.

Bow Valley College offers certificate and diploma programs in health care, community services, business and creative technologies, and many career programs include work experience. Regardless of where you're beginning, we offer support services that help you succeed. Our programs are designed in partnership with industry leaders to make sure the skills we teach are the skills employers want. Our experienced instructors want to see you reach your goals.

Get ready for an exciting career journey with programs that get you job-ready in one or two years, support services that set you up for success and flexible learning options that fit your life.

93%

Programs with
work experience
component



Affordable
tuition and
living expenses

86%

Graduate
employment
rate

QUICK FACTS



Map of Calgary



Canada's coastline is the longest in the world and is bordered by three different oceans

5th

Most livable city in the world - Calgary



Canada is home to 42 national parks and 171 national historic sites



Canada is the most educated country in the world



Most extensive outdoor pathway and urban bike network in North America - Calgary

2nd

Lowest cost of living of 39 North American cities - Calgary

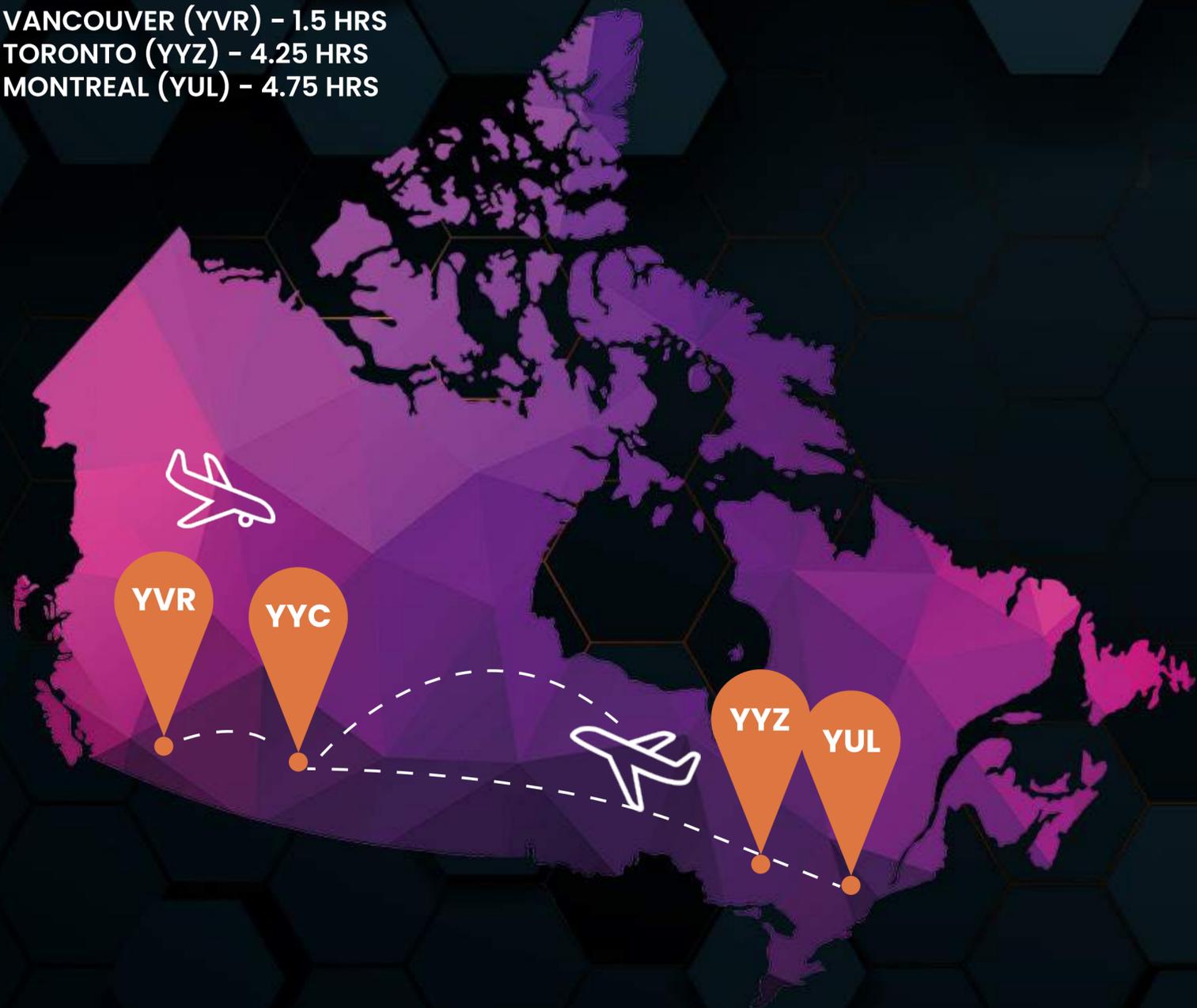


Canada has more lakes than the rest of the world's lakes combined

FLIGHT TIMES TO CALGARY

With one of the world's most modern and welcoming airports, Calgary (YYC) is easy to get to by air with commercial airline access and other options available to travellers.

VANCOUVER (YVR) - 1.5 HRS
 TORONTO (YYZ) - 4.25 HRS
 MONTREAL (YUL) - 4.75 HRS



COST COMPARISON

General Costs	Calgary	Toronto	Vancouver
Rent (1 bedroom)*	\$4,400	\$9,000	\$8,600
Personal	\$210	\$226	\$224
Clothing	\$210	\$226	\$200
Food	\$960	\$1,132	\$1,260
Entertainment	\$300	\$450	\$450
Phone/Internet	\$420	\$452	\$448
Transportation Pass	\$424	\$488	\$512
Total	\$6,924	\$11,974	\$11,694

All amounts are ESTIMATES ONLY. Actual costs will vary. All costs are in Canadian dollars and are subject to change without notice.

*According to <https://blog.padmapper.com/canadian-rent-trends>

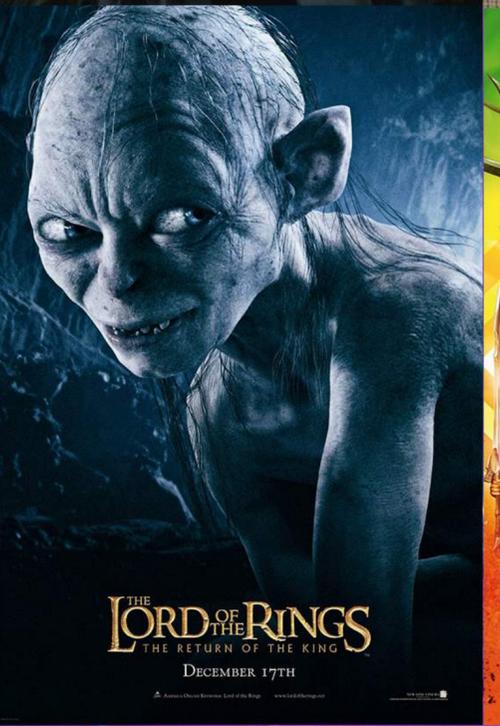
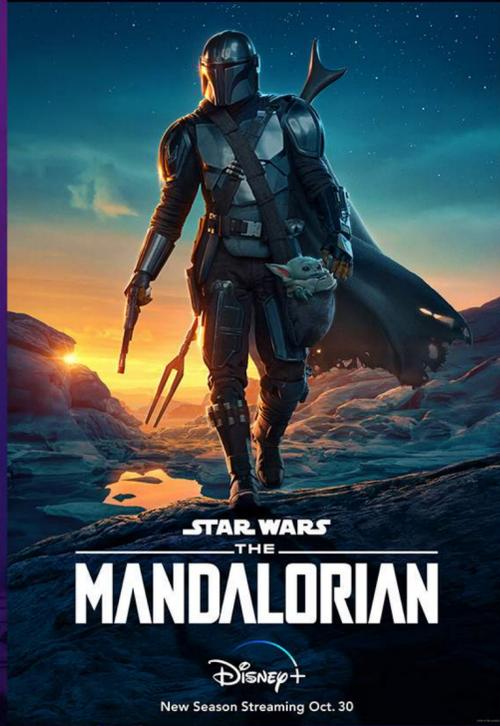
HOUSING OPTIONS

Bow Valley College does not offer on-campus housing. For information on accommodation options, including homestay, private home room rental or other rental accommodations in and around Calgary, please refer to Bow Valley College's website for more resources at bowvalleycollege.ca/student-resources

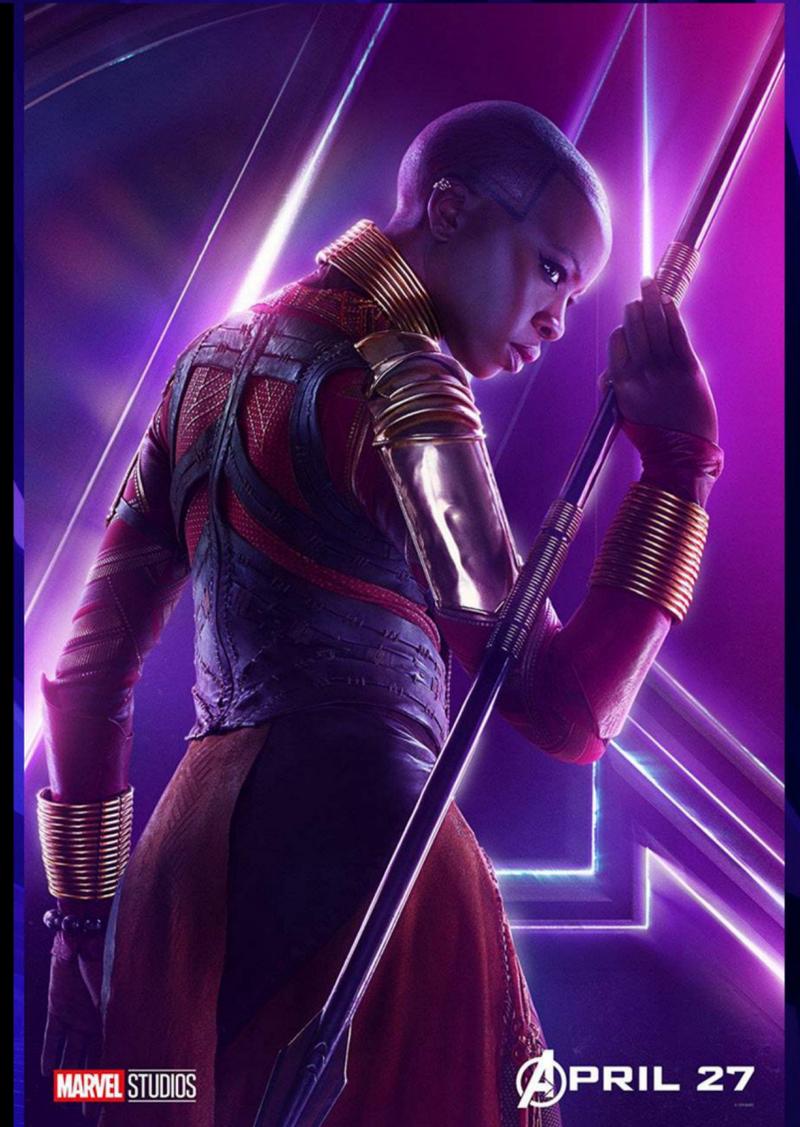


OUR STUDENTS ARE THE FUTURE OF THE INDUSTRY





OUR INSTRUCTORS WORK ON BLOCKBUSTER CONTENT ACROSS ALL PLATFORMS



500+ YEARS COMBINED INDUSTRY EXPERIENCE
400 + FILM, TV AND GAME CREDITS



TRAINING ARTISTS FOR A RAPIDLY EXPANDING INDUSTRY

“It’s crucial that our post-secondary programs meet the needs of the evolving labour market, and I’m thrilled to see Bow Valley College doing just that by launching their Centre for Entertainment Arts. The new suite of programs that will be offered by Bow Valley College will ensure that our students get the skills they need to meet the challenges of tomorrow and get our province on track for success.” –Demetrios Nicolaides, Minister of Advanced Education

CEA STUDENT WORK INITIATIVE



SCANLINE VFX

SIDNEY YANG



ALVARO ROMERO

ADVANCED
3D ANIMATION
DIPLOMA PROGRAM

AWARDED A ONE YEAR
PART TIME CONTRACT



MAINFRAME™
STUDIOS

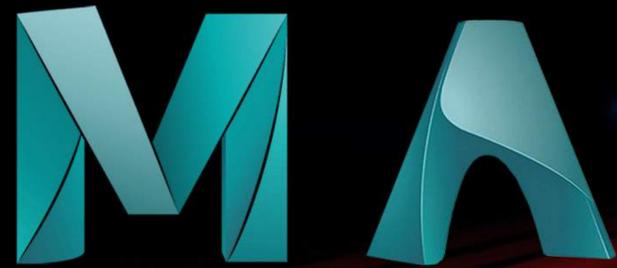
YAFEI JU



Alexei Venceslau Freire

OPEN TO ALL CEA STUDENTS – STUDENTS CAN WORK UP TO 20HRS / WEEK
STUDENTS ARE ELIGIBLE TO APPLY FOR GOVERNMENT OF CANADA
POST GRADUATE WORK PERMIT FOR UP TO 3 YEARS

WORK WITH INDUSTRY STANDARD TOOLS



oculus



PERFORCE



VIVEPORT

ZBRUSH
2020



NUKE®

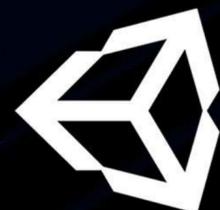


SUBSTANCE



AUTODESK.

Houdini™



unity

UNREAL
ENGINE

SHOTGUN

ThinkStation

LEADERSHIP FROM THE INDUSTRY



PETER WALSH
CAMPUS DIRECTOR



TYLER WEISS
VICE PRESIDENT
STRATEGIC INITIATIVES



MELISSA BEST
HEAD OF SCHOOL FOR
VFX AND ANIMATION



IVO VAN DER MAREL
ACADEMIC DIRECTOR &
DIRECTOR OF
GAME TECHNOLOGY
PROGRAMS



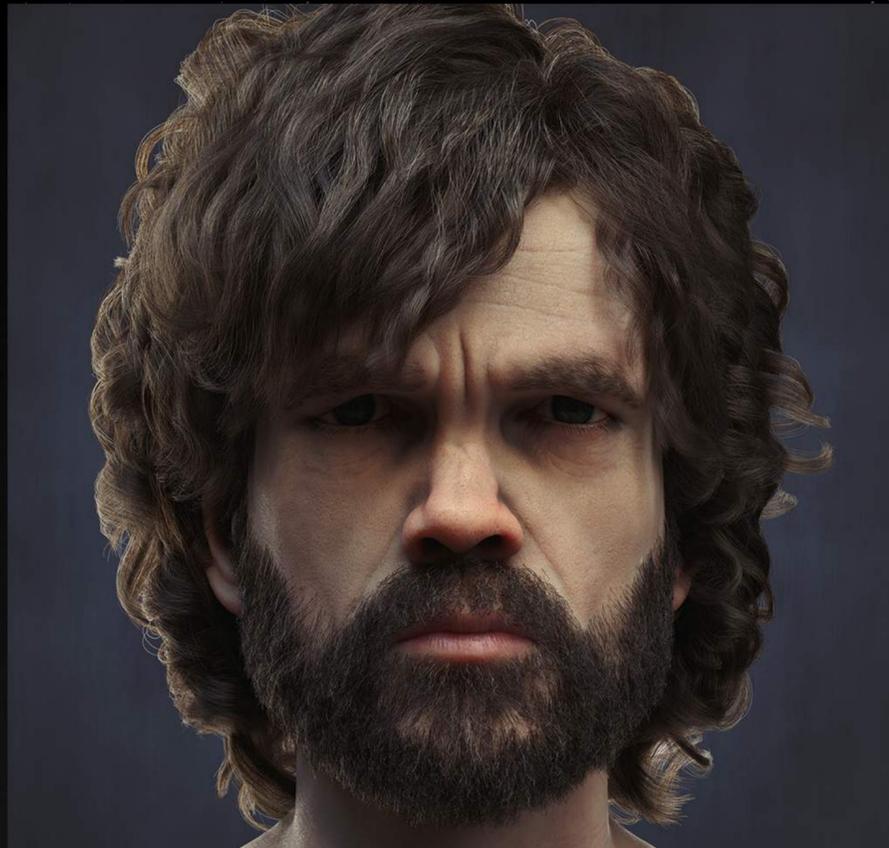
ED KO
DIRECTOR OF
FOUNDATIONS
PROGRAMS



SCOTT MORIN
DIRECTOR OF
GAME DESIGN
PROGRAMS



ENTER THE INDUSTRY WITH CONFIDENCE



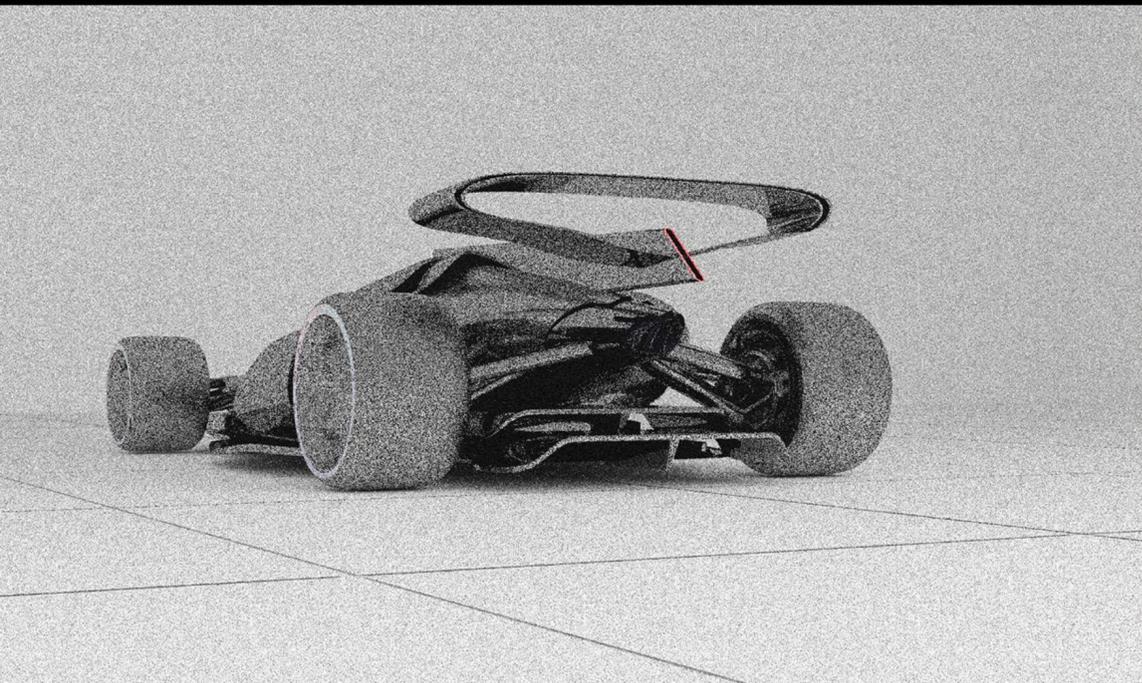
BOW VALLEY COLLEGE CENTRE FOR ENTERTAINMENT ARTS PROGRAMS

ADVANCED VISUAL EFFECTS (VIRTUAL PRODUCTION)

ADVANCED 3D ANIMATION & 3D MODELLING

FOUNDATION IN ENTERTAINMENT ARTS

ADVANCED VISUAL EFFECTS (VIRTUAL PRODUCTION)



ADVANCED VISUAL EFFECTS (VIRTUAL PRODUCTION)

KEY PILLARS OF THE CURRICULUM



Advanced Visual Effects (Virtual Production)

Diploma of Achievement | Program Description

Advanced VFX (Virtual Production) is a full-time, two-year program focused on the fundamentals of Visual Effects and the integration of Virtual Production workflows and pipelines. Students will study numerous specializations in VFX, such as modeling, sculpting, texturing/surfacing, lighting, compositing, and FX. The program also integrates Virtual Production workflows into these departments and courses, by introducing Unreal.

Unreal and other Virtual Production software and tools are used in the preparation, modification, and filming of VFX assets, in-camera. By replicating real-world fundamentals of Virtual Production and its fast-paced work environment of real-time rendering, artists are trained to be equipped both artistically, and technically in the realm of quick problem solving, teamwork and collaboration.

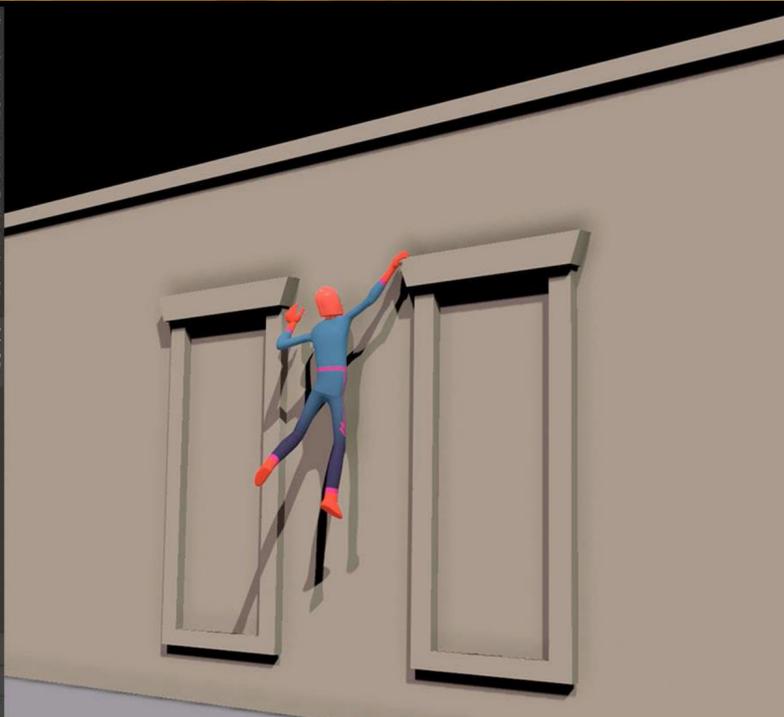
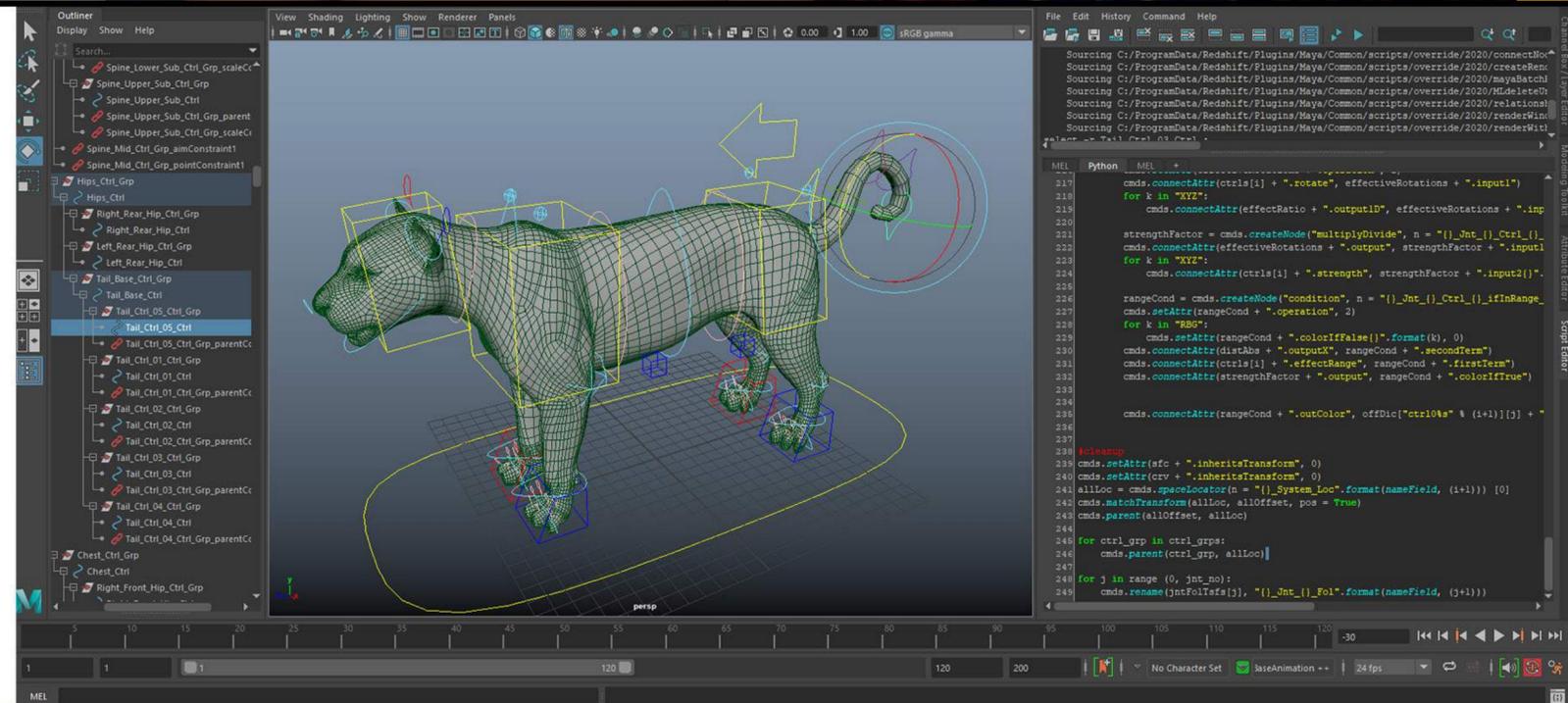
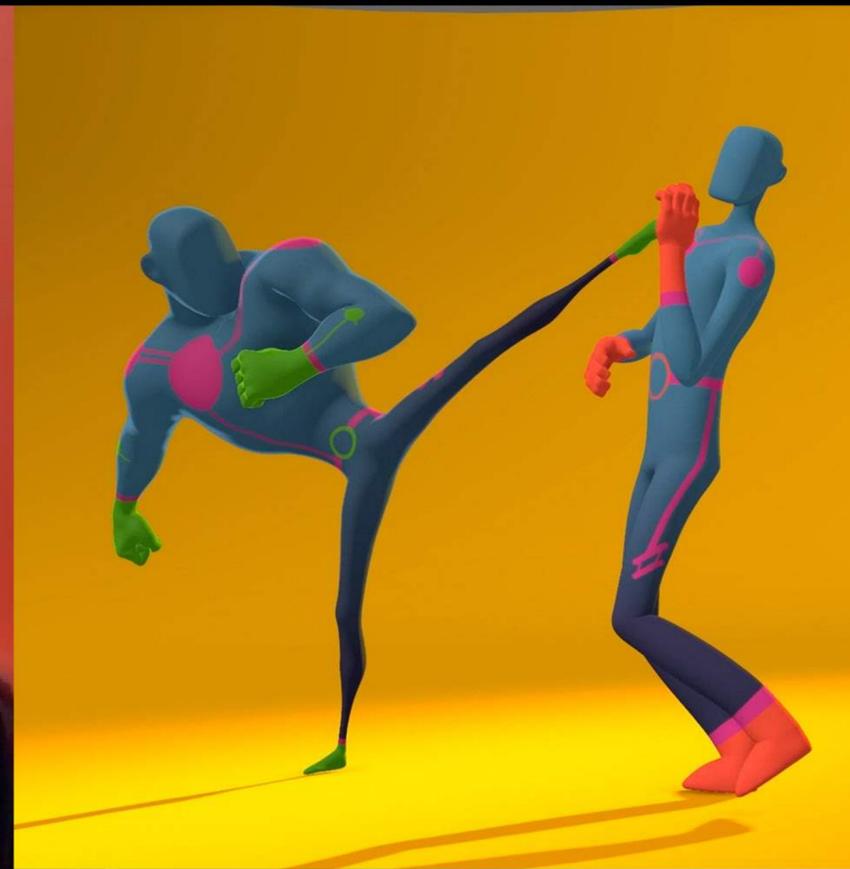
The fundamentals of cinematography, data acquisition, matchmove, photography and real-world lighting are also explored before they are taken into the 3D, virtual space. In advance studies, 3D matte painting is introduced as a hybrid of 2D and 3D images for set extensions, for use in both traditional VFX and VFX for Virtual Production. Basic scripting is used in various software packages, such as Unreal, Nuke, Houdini and other industry leading software to optimize artists' workflows. The program also teaches students the fundamentals of pre and post production, critical analysis and review, realistic production schedules, team work and soft skills. It also teaches students how to interact with other VFX departments, both on set and in studio.

Students will create a portfolio of VFX shots in the form of a demo reel. Demo reel shots may be solely the student's own creations, or the result of a collaborative group project(s).

Full Program breakdown available here:

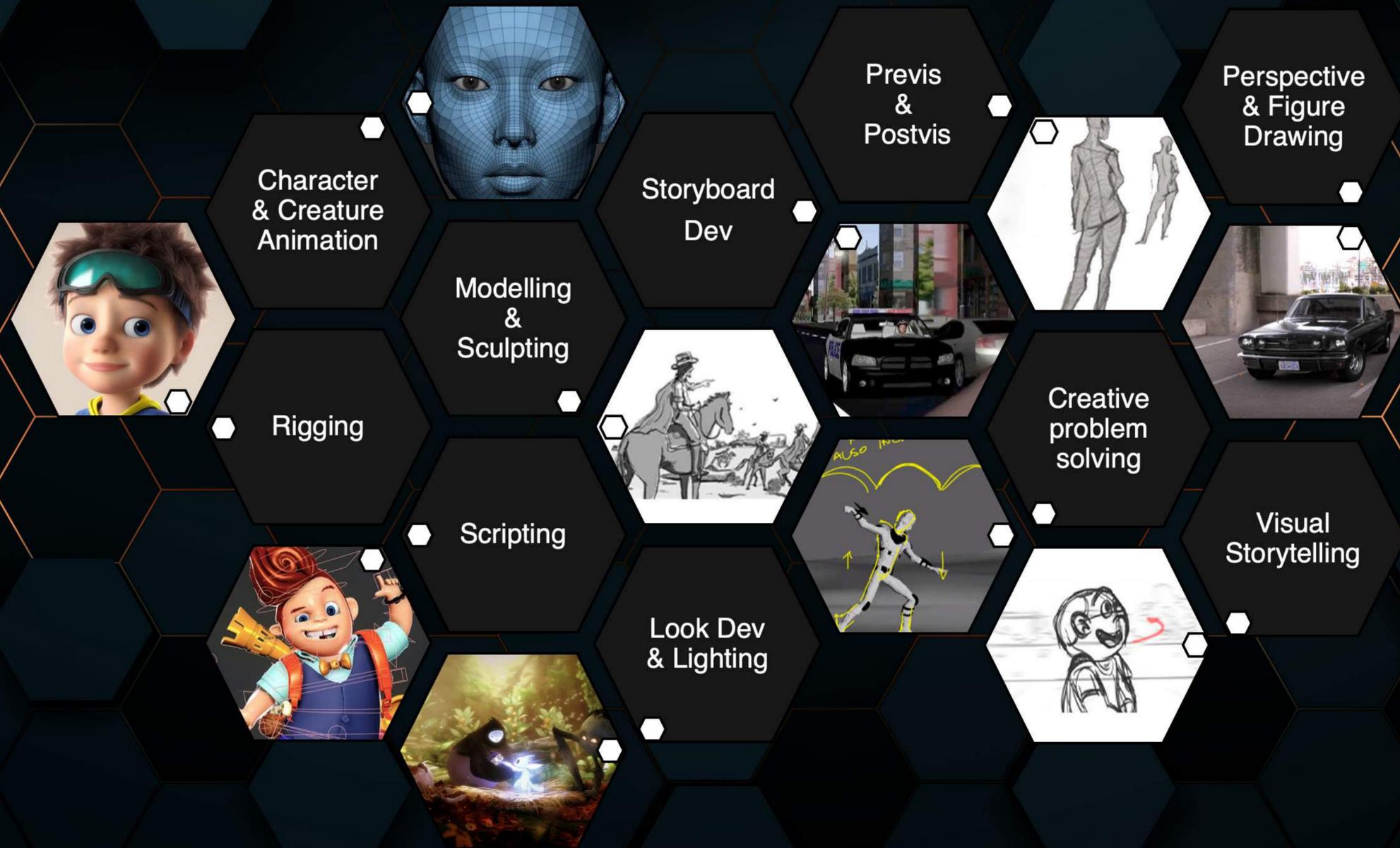
<https://bowvalleycollege.ca/programs-courses/centre-for-entertainment-arts>

ADVANCED 3D ANIMATION & 3D MODELLING



ADVANCED 3D ANIMATION & 3D MODELLING

KEY PILLARS OF THE CURRICULUM



Advanced 3D Animation & 3D Modelling Diploma of Achievement | Program Description

Advanced 3D Animation & 3D Modelling is a full-time, two-year program focused on the fundamentals of 3D Animation and 3D Modelling. Students will study various departmental specializations, such as 3D animation (character and creature), rigging, 3D modelling & sculpting, and texturing/surfacing. The program also touches on the fundamentals of storytelling through acting and visual composition, look development and the basics of compositing. The program also teaches students the fundamentals of pre and post production, critical analysis and review, realistic production schedules, team work, soft skills and how to interact with other departments within the post production pipeline.

A wide range of industry standard software and tools, processes, and workflows are taught to the students. Students will create and compile a portfolio of shots or still life images in the form of a demo reel. Demo reel shots may solely be the student's own creations, or the result of a collaborative group project(s).

The 3D Animation courses focus on animation principles, while integrating rigging, basic scripting, cloth simulation, body mechanics and animation for characters, inanimate objects, and creatures.

In the 3D Modeling courses, students will learn the latest industry techniques in the fields of hard surface modeling, sculpting, texturing, and surfacing.

While starting with the observation of traditional drawing and sculpting techniques, students will take these skills into their 3D models, environments, and 3D animations. The integration of look development, shading and compositing fundamentals helps bring both 3D models and animations together for polished, final compositions.

Full Program breakdown available here:

<https://bowvalleycollege.ca/programs-courses/centre-for-entertainment-arts>

POTENTIAL CAREER OUTCOMES

VISUAL EFFECTS (VIRTUAL PRODUCTION)

TECH ARTIST (VP)

3D GENERALIST

3D MODELLER

TEXTURING & SURFACING ARTIST

LOOK DEV ARTIST | LIGHTER

FX ARTIST

COMPOSITOR

ROTO | PREP ARTIST

MATCHMOVE ARTIST

3D ANIMATION & 3D MODELLING

3D ANIMATOR

CHARACTER ANIMATOR

RIGGER

MODELLER

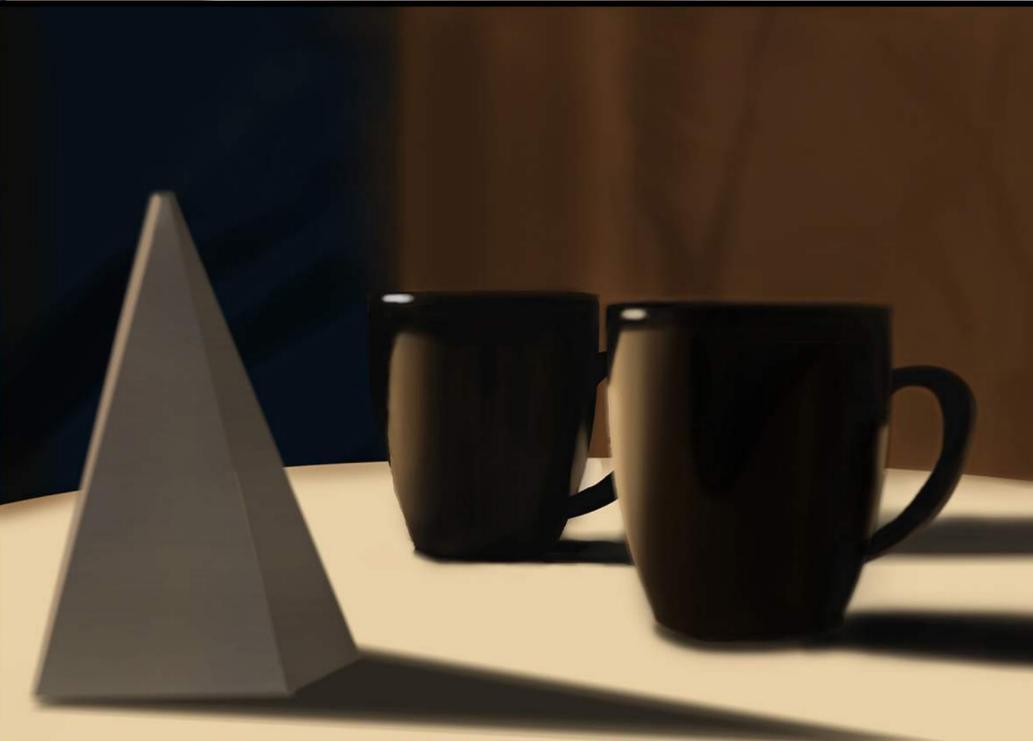
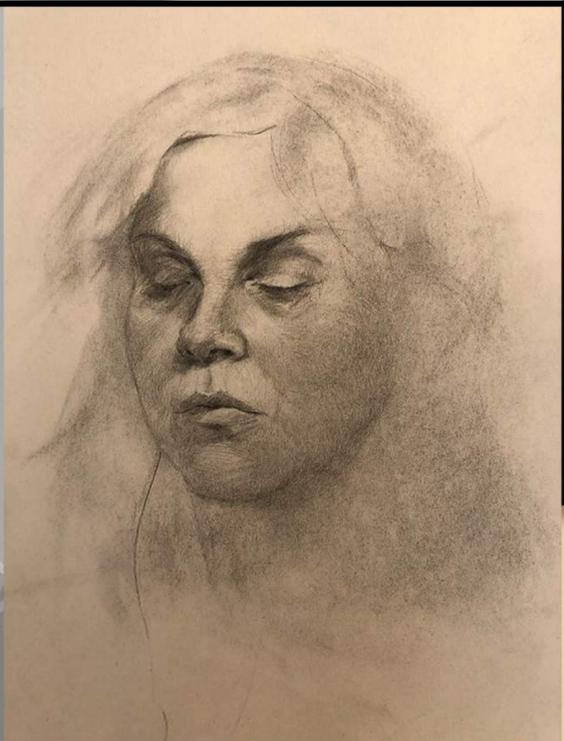
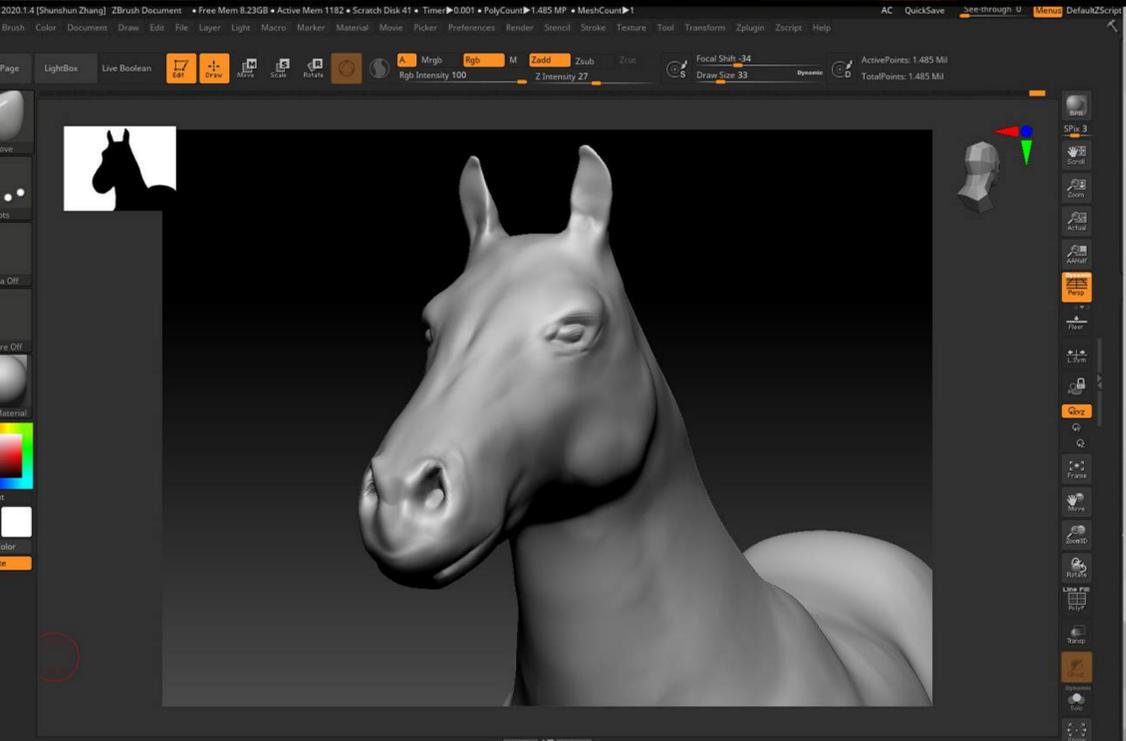
TEXTURING & SURFACING ARTIST

STORYBOARD ARTIST

PREVIZ ARTIST

LAYOUT ARTIST

FOUNDATION IN ENTERTAINMENT ARTS



FOUNDATION IN ENTERTAINMENT ARTS

KEY PILLARS OF THE CURRICULUM



Foundation in Entertainment Arts Certificate | Program Description

The Foundation in Entertainment Arts certificate program is a full-time, one-year program to prepare you for advanced studies in animation, visual effects, or game design. Students who are interested in a career in entertainment arts will be taught how to observe, represent, and ultimately development fundamental visual decision making skills in a variety of formats.

With classes such as figure drawing, colour and design, sculpting, and more, the students will be able to create increasingly expressive, dynamic, and consistent artistic works, while establishing a well-rounded technical base. Graduates of this program will be well-positioned to pursue intermediate or advanced programs of study in line with their specific professional goals in the industry. This program welcomes students in September, January, and May.

You will receive foundational, hands-on training in the industry software and workflows. Students will also work to develop a strong personal portfolio which will help graduates gain entry into the advanced diploma programs at Centre for Entertainment Arts.

Full Program breakdown available here:

<https://bowvalleycollege.ca/programs-courses/centre-for-entertainment-arts>

HOW TO APPLY:

Refer to bowvalleycollege.ca/applying/international-application to review the application deadline for international students and access the online application form.

ADMISSION REQUIREMENTS:

- Demonstrated English language proficiency
 - IELTS 6.0 with no band less than 6.0
 - TOEFL (internet-based) with a total score of 83 or higher
- Grade 12 or equivalent; completion of high school
- Provide a Portfolio submission of 15–20 pieces of artistic work (e.g. sketches, renderings, design variations) in digital format. Successful portfolios reflect a broad range of techniques, influences, styles, and subject matter. Send portfolios to admissions@bowvalleycollege.ca.

Send your official high-school transcripts, official translations and your proof of English-language proficiency to admissions@bowvalleycollege.ca.

Please visit: cea.bowvalleycollege.ca for more information.

STAY IN CANADA

Studying at eligible designated Canadian learning institutions and obtaining an open work permit are important steps toward permanent residence for international students who are looking to make Canada their home. As a Bow Valley College student, you will gain valuable skills and graduate with hands on Canadian experience that will help you make the transition.

POST-GRADUATION WORK PERMIT PROGRAM (PGWPP)

The PGWPP allows students who have graduated from eligible designated Canadian learning institutions to obtain an open work permit to gain valuable Canadian work experience. Skilled real-world training gained through the PGWPP helps graduates qualify for permanent residence in Canada through the Canadian experience class, within Express Entry.

1 YEAR PROGRAM
Up to one year PGWP

2 YEAR PROGRAM
Up to three years PGWP

DLI NUMBER
O19273769422

Apply for
study permit

Complete
studies at
BVCCEA

Apply
for post-
graduation
work permit

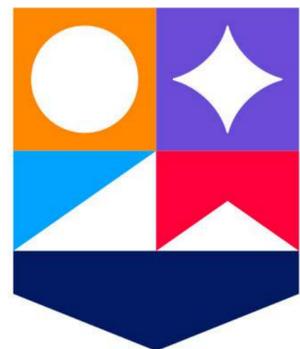
Work for
up to three
years

CONTACT US

✉ programs@thecea.ca
international@bowvalleycollege.ca

🌐 cea.bowvalleycollege.ca

📄 bowvalleycollege.ca/applying/how-to-apply



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