

**VIDEO GAME
DESIGN TECHNOLOGIES
+ INTERNSHIP**



Diploma Program Length: 90 Weeks

NOC Code: 2174

Fundamentals 1	12 Weeks
Video Game Analysis & Technical Design	
Introduction to Digital Media	
Drawing & Storyboarding Fundamentals	
Fundamentals 2	12 Weeks
Video Game Vector Art	
Introduction to Pixel Art	
Introduction to 3D Art	
Autodesk Maya	12 Weeks
3D Modeling	
3D Modeling Project	
Sound & Animation	12 Weeks
Animation Fundamentals	
Advanced Animation	
Animation Project	
Unity Game Development	12 Weeks
Fundamental 2D Unity Design	
Advanced 2D Unity Design	
Unity Project	
Level Design	12 Weeks
Level Design	
Level Design Project	
Career Management	1 Week
Professional Skills	1 Week
Internship	16 Weeks

Program HIGHLIGHTS Include:

Team Approach to Game and Interactive Media Projects

Lifelong Portfolio Website

Industry Experienced Instructors

Program recognized by Industry Experts

Ministry of Training, Colleges and Universities Registered and Approved Diploma

Job Search Assistance

Career Services

Alumni Program Benefits

NOTE: In order to continuously improve our programs, triOS College reserves the right to modify programs at any time. Each training day is 4 instructor-led hours.

Order of program delivery varies depending on program start date.

ADMISSION REQUIREMENTS: High School Diploma or Mature Student Status (18 years of age and academic achievement test passed).

You can find our key performance indicators (graduation rate, employment rate, etc.) at www.triOS.com/kpi. These are older statistics from 2013.

triOS College is registered and approved as a Private Career College under the Private Career Colleges Act.

ACCREDITATION POLICY: Like all post-secondary institutions in Ontario, triOS College reserves the right to accept or deny advanced standing into its programs.