


Diploma Program Length: 93 Weeks

NOC Code: 5223, 5241

Preparatory Studies		4 Weeks
Student Success Strategies		
Computer Fundamentals		 Microsoft
Career Planning & Preparation – Level 1		
Fundamentals 1		12 Weeks
Video Game Design:	Fundamentals of game design and documentation	 Adobe CC
Storyboarding Fundamentals:	Planning stories and games through storyboards and thumbnails	
Drawing for 3D:	Thinking and drawing in 3D	
Fundamentals 2		12 Weeks
Digital Drawing:	Learning how to draw Vector and Raster graphics in Affinity Designer	 Affinity Designer
Raster Graphics:	In-depth learning with Adobe Photoshop	
Prototyping Video Games:	Plan and develop game prototypes	
3D Environments		12 Weeks
3D Environment Modeling:	Create 3D environment models in Autodesk Maya	 Autodesk Maya
3D Environment Texturing:	UV Unwrapping, texturing and materials in Autodesk Maya	
3D Level Design:	Polish and refine textured models for use in 3D video games	
2D Environments		12 Weeks
2D Pixel Art:	Create 2D sprites and backgrounds in the pixel art style	 Substance
2D Animation:	Animate and bring 2D art to life with Animation	
2D Level Design:	Polish and refine 2D sprites and art for use in 2D video games	
Professional Tools		12 Weeks
3D Sculpting:	Use ZBrush to sculpt detailed 3D models	 ZBRUSH
3D Painting:	Bring detailed 3D models, textures and materials to life with Substance	
Professional Portfolios:	Learn how to present yourself and your work professionally	

3D Characters		12 Weeks
3D Character Modeling	Create 3D Character models in Autodesk 3DS Max	 3D Studio Max
3D Character Animation and Rigging	Rig and Animate 3D Characters to give them a life of their own	
3D Lighting & Rendering	Refine the lighting and Render high quality pieces	
Career Planning and Preparation – Level 2		1 Week
Internship		16 Weeks
Program highlights include:		
<ul style="list-style-type: none"> • 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 • Career Services job search assistance • Alumni program benefits 		

Admission Requirements: Canadian High School Graduation Diploma or Mature Student Status (Mature students from Ontario must be at least 18 years of age by the program start date and successfully pass an academic achievement test. Mature students from other Canadian provinces must be at least 19 years of age and a minimum of 1 year out of high school by the program start date and successfully pass an academic achievement test). Please contact us for more detail regarding admissions requirements for international students.

In addition, an entrance examination must be successfully passed.

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

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. Program delivery order may vary depending on program start date. This diploma program may not be available at all campuses. The program may have additional reading weeks, depending upon start date.

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, 2005.