LaSalle College
Montréal

4 SEMESTERS
1350 hours

AEC
NTL.1H

Step up your game design education with our specialized game design and level design AEC training courses!

Game and level designers make games fun. They think up and create the video game's storyline and mechanics.

With our game design and level design courses, among other things, learn to understand game mechanics, to program the interaction with the player and to incorporate 3D elements in a game engine.

Students can practice their skills with cutting-edge software, work in teams to create their own video game during a semester designed to replicate industry conditions, and present their game or level design demo reel to a panel of professionals.

Keen to remain at the forefront of the industry, LaSalle College was the first in Montréal to include virtual reality in its video game programs.

Leading the way in digital arts, LaSalle College gives its students the opportunity to explore their creativity in the fascinating world of video games. Montréal is a major hub in the video game industry, so it's the perfect place to develop your skills in the field.

Many of LaSalle College's graduates now work for the biggest names in the video game industry in Montréal, such as Ubisoft, Electronic Arts, Eidos and WB Games. Step up your game in level design or game design with our specialized AEC courses!

This program is offered on the Montréal and Laval campuses*.

*Availability may vary depending on the semester.

Diploma

This program leads to an Attestation of College Studies (AEC).

Career Prospects

- General video game architect
- Video game level designer
- Video game designer
- Video game narrative designer

Training Objective

The Game and Level Design AEC allows students to specialize in designing and creating video game environments. It will allow you to play a central role in game creation!

Admission Criteria

- Have deemed sufficient computer skills
- Have a training deemed sufficient and meet the admission criteria set for college studies

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LCI EDUCATION NETWORK
MEMBER

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Advantages

- Training in 3ds Max, ZBrush, Photoshop, Substance Painter/Designer, Unreal Engine 4 and Unity
- Produce an entire video game in team, replicating the industry's work structure, during the last semester
- Create a portfolio to facilitate entry into the job market
- Present in front of a jury made up of teachers and industry representatives at the end of the last semester
- Teachers from video game design studios

Concentration Courses

- Introduction to Video Games (45 h)
- Modeling (60 h)
- Texture (60 h)
- Animation (45 h)
- Game Design (60 h)
- Level Design (60 h)
- Advanced Game Design (120 h)
- Advanced Level Design (120 h)
- Narrative Design (45 h)
- Visual Programming (45 h)
- Professionnal Practice and Ethics (60 h)
- Demo Reel (90 h)
- Virtual Reality (120 h)
- Advanced Visual Programming (60 h)
- Production Simulation (360 h)

* The College reserves the right to substitute certain courses.

Special Notes

Please note that some courses are offered online synchronously using the Adobe Connect platform.

Program-Specific Competencies

- Design environments using techniques used by professionals
- Develop the mechanisms and interactivity of a game
- Develop the programming for a game level and incorporate it into the game's engine
- Produce a complete game by simulating a professional production

Bring Your Own Device

The use of a laptop computer is mandatory. This laptop must be equipped with the Windows operating system to work with all software. Standard or student license software must be installed when requested by teachers.

The following features are required for PCs:

- i5,i7 or Ryzen 5/7 and a
- GPU: GTX1650+ (ideally 8GB VRAM)
- 16GB of RAM
- Hard disk: 500 GB or more
- Connectivity: USB 3.0, WIFI and NIC LAN
- You will need a USB-RJ45 adapter if the laptop does not have a network connection

Software to be acquired during the course (wait for the teacher's recommendation):

Adobe CC 2020, PaperCut MF Client, Antivirus, Maya, Arnold pour Maya, Ornatrix pour Maya (hair and fur), Substance painter, Houdini, RapidRig updates, Epic-Pen, UV Layout, Vray, 3D Coat, Marmoset, Blender, Gitkraken.

Computer Club

The school includes a student-run computer club, which provides support to new computer science students and organizes sports and cultural activities.

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