4 SEMESTERS
1395 hours

AEC
NTL.1G

Launch your career in video game creation and 3D modeling with our recognized AEC training! These courses were developed with world leaders in video game editing and creation and can lead to a career as a 3D modeler, 3D designer, 3D artist or professional animator.

Among other things, learn to create, edit and produce different types of video game animations such as characters, environments and moving and 3D images, and even how to model different game elements.

Students can hone their 3D modeling skills at the VFX & Game Design School with cutting-edge video game creation software such as 3ds Max, ZBrush, Photoshop, Unreal Engine 4 and Unity.

During a semester designed to replicate industry conditions, students work in teams to create their own video game. At the end of the semester, they will present their demo reel to a panel of professionals in the video game field.

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

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. Why don't you level up too?

These AEC 3D modeling and video game creation courses are 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 artist
- Character designer
- Environment designer
- Special effects designer
- Animator

Training Objective

The 3D Creation for Video Games AEC will allow you to design very impressive textures and character appearances for video games. By specializing in 3D creation, you'll have the chance to animate the main elements of a game.

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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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)
- Drawing (60 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)
- Digital Drawing (60 h)
- Environment Design (60 h)
- Character Design (90 h)
- Creation of Animable Systems (60 h)
- Advanced Animation (60 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.

Prospective Student Profile

The Creative Geek

- You have a well-developed artistic flair and lots of creativity
- You have a strong interest in new gaming technologies
- You want to create video game characters and environments
- You notice every visual details of a video game
- You like working in a team

Program-Specific Competencies

- Understand and apply a production budget, a methodology, a timeline and control mechanisms
- Analyze and create design elements, given a script and a defined period of time
- Design, model and texture 3D elements such as characters, objects or environments
- Master the principles of character animation in video games
- Produce special effects in game engines

Software Used

3ds Max, ZBrush, Photoshop, Substance Painter/Designer, Unreal Engine 4 and Unity.

Methods of Instruction

On-campus

- At the Montréal and Laval campuses

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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MEMBER