

2019 | 2020

VANCOUVER BC, CANADA

CENTRE FOR ENTERTAINMENT ARTS



WORK BY SONG SEGJOON

snəweyət leləm.
THE COLLEGE OF HIGHER LEARNING.

Langara.
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DIPLOMAS IN ADVANCED 3D ANIMATION, VFX, AND GAME DESIGN | FOUNDATION IN ENTERTAINMENT ARTS CERTIFICATE



CENTRE FOR ENTERTAINMENT ARTS

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The Centre for Entertainment Arts in Vancouver is a creative hub that gives students the necessary tools to pursue exciting careers in the digital entertainment industry. Your future is all about connections. Here you will have the opportunity to learn from top industry professionals and showcase your talent to the world-leading film, TV, visual effects (VFX), animation, and video game companies.



WELCOME

TO THE CENTRE FOR ENTERTAINMENT ARTS

Langara College is excited to launch the Centre for Entertainment Arts, leveraging an outstanding curriculum licensed from Academy of Art, San Francisco. Our programs are designed to give students the tools and real-world experience needed to succeed in 3D animation, visual effects, and game design industries.

Our vision is to be the first choice for students seeking a world-class education in digital entertainment arts, and the first choice for those seeking to employ skilled artists and designers in these dynamic industries.

You are going to feel right at home in our newly constructed 38,000 square foot state-of-the-art facility at 565 Great Northern Way in beautiful Vancouver, Canada. The Centre features the software, tools, and equipment used by top industry professionals, which is essential to preparing you to enter the workforce.

Our location puts you in the heart of Vancouver's creative district, giving you opportunities to meet and network with the best in the industry. You'll rub elbows with experts from both in and outside of your program who will mentor and help you to perfect your skills. In fact, our students are taught skill sets which are recruited by companies like Sony Imageworks, Electronic Arts, Industrial Light and Magic, Kabam, Blackbird Interactive, Bardel, DNEG, and many others.





On April 1, 1994, Langara College was established as an independent public college under the Provincial College and Institute Act.

Langara is one of British Columbia's leading undergraduate institutions providing University Studies, Career Studies, and Continuing Studies programs and courses to more than 23,000 students annually. The Centre for Entertainment Arts is an exciting chapter for Langara, offering opportunities to students in the heart of Vancouver's new entertainment district.



LANGARA CENTRE FOR ENTERTAINMENT ARTS
565 GREAT NORTHERN WAY, VANCOUVER

VANCOUVER IS WHERE OPPORTUNITIES LIVE

42,000 jobs in Film & Television – right here in British Columbia

Vancouver is home to one of the world's largest clusters of top VFX, animation, and video game development studios. Besides being a global creative hub, Vancouver is consistently recognized as one of the most beautiful, desirable, and livable places in the world.

Our unique location offers some of the most exciting industry experiences a school can provide.

Our neighbours include giant industry players from every field – animation, film, TV production, visual effects, video game development, virtual reality, architecture, and web design. These companies are actively looking to recruit skilled creative graduates. Our curriculum has been designed to equip our students with the skill sets these companies desire the most.



TWO-YEAR DIPLOMAS IN

ADVANCED 3D ANIMATION

ADVANCED VISUAL EFFECTS

ADVANCED GAME DESIGN

ONE-YEAR CERTIFICATE IN

FOUNDATION IN ENTERTAINMENT ARTS

CENTRE FOR ENTERTAINMENT ARTS:

LEARN, BY DOING.

Our programs are designed to equip you with a comprehensive toolbox of marketable skills that lead to success in the vibrant and growing digital entertainment arts industry.

Leveraging the curriculum of Academy of Arts, one of the top art and design schools in the world, Langara Centre for Entertainment Arts offers two-year advanced diploma programs and a one-year foundation certificate.

TWO-YEAR DIPLOMA IN

ADVANCED 3D ANIMATION

CURRICULUM:

Two-year, full-time program
24 required courses
Six, 15-week terms
12 hours of lectures each week
8 hours of lab each week

Additional studio lab time provided to complete assignments and projects.

INTERNATIONAL STUDENTS:

International graduates of our two-year program may be eligible to apply for a post-graduation work permit (PGWP) for up to three years.

Our advanced 3D animation program is designed to provide you with comprehensive 3D animation skills, so that you can confidently enter production-ready roles upon graduation. Shaped for students with an established background in art, this program will prepare you for a rewarding career through expert-taught courses and interactions with industry representatives. Our program curriculum is crafted to develop artists into skilled and specialized professionals ready to launch their own journey into digital production.

Leveraging the strength of the curriculum from Academy of Art and our new facilities in the heart of Vancouver's animation district, this diploma supports students through a two-year, full-time program that offers comprehensive coverage of core practical and artistic skills. In addition to training students for a career after graduation, the program enables students to hone their strengths and shape a specialized professional focus.

Graduates who earn their Diploma in Advanced 3D Animation will have the opportunity to continue their studies at the Academy of Art in San Francisco with advanced standing. The Academy offers fully accredited graduate degrees in more than 40 areas of study.

3D ANIMATION DIPLOMA

Graduates will be prepared for many rewarding positions in the film and animation industry including:

- 3D ANIMATOR
- CHARACTER ANIMATOR
- RIGGER
- COLOUR KEY ARTIST
- LIGHTING ARTIST
- MODELER
- STORYBOARD ARTIST
- ENVIRONMENT ARTIST
- SURFACING ARTIST

These programs will produce the highly skilled graduates we need in BC's fast-growing interactive entertainment industry and will support the continued success of this sector in our province. The creative technology sector provides high paying and exciting jobs in the Lower Mainland and beyond. I encourage youth and those wishing to restart or enhance their careers to consider the incredible opportunities in this sector, and the excellent training offered by Langara Centre for Entertainment Arts.

— BRENDA BAILEY, EXECUTIVE DIRECTOR, DIGIBC



WORK BY JEONGMIN LEE



WORK BY TIAN JI ZHANG



WORK BY ALYCE TZUE



WORK BY LI SUN



WORK BY CELINE QIAN YOU

Clara's elegant & super-loving Mom



WORK BY GAVIN TURLEY



WORK BY STEPHANIE CAREY



WORK BY KWANG KU JEONG

TWO-YEAR DIPLOMA IN

ADVANCED VISUAL EFFECTS

CURRICULUM:

Two-year, full-time program
24 required courses
Six, 15-week terms
12 hours of lectures each week
8 hours of lab each week

Additional studio lab time
provided to complete
assignments and projects.

INTERNATIONAL STUDENTS:

International graduates of our
two-year program may be
eligible to apply for a post-
graduation work permit (PGWP)
for up to three years.

The most well-designed and crafted character doesn't come to life until someone makes them move and gives them personality. Visual effects grab the player and transport them to other worlds.

The advanced visual effects (VFX) program allows you to confidently enter production-ready roles in the fast-growing film and game industries. You'll learn the history of special effects techniques and apply that knowledge to create an entire short animated film from top to bottom. This includes directing, designing, and building 3D characters, as well as fully integrating visual effects shots from concept to post-production.

Along the way, you will develop a professional demo reel and portfolio in line with the latest industry trends. Beyond the classroom, you can establish professional connections through a variety of industry events as you prepare to take on visual effects and motion graphics roles working in feature films, games, and other media.

Graduates who earn their Diploma in Advanced Visual Effects will have the opportunity to continue their studies at the Academy of Art in San Francisco with advanced standing. The Academy offers fully accredited graduate degrees in more than 40 areas of study.

VFX DIPLOMA Graduates will be prepared for many rewarding positions in the film and animation industry including:

EFFECTS ANIMATOR
CONCEPT ARTIST
MODELER
TEXTURE ARTIST
TECHNICAL DIRECTOR

- COMPOSITING
- LIGHTING & RENDERING
- DYNAMICS
- RIGGING
- FX

VFX PRODUCER
VFX SUPERVISOR
CG PRODUCER
CG SUPERVISOR

It's hugely inspiring to have people from the industry come in and speak to us. We just got to see two Emmy Awards! The networking opportunities at Langara Centre for Entertainment Arts are off the charts.

— ALEX DAULT, CEA STUDENT FROM BARRIE, ONTARIO



WORK BY PATSWITCH JARITNGARM



WORK BY MARIUS MILLAR



WORK BY KERUN CHEN



WORK BY JENNY WAN

TWO-YEAR DIPLOMA IN

ADVANCED GAME DESIGN

CURRICULUM:

Two-year, full-time program
24 required courses
Six, 15-week terms
12 hours of lectures each week
8 hours of lab each week

Additional studio lab time provided to complete assignments and projects.

INTERNATIONAL STUDENTS:

International graduates of our two-year program may be eligible to apply for a post-graduation work permit (PGWP) for up to three years.

Welcome to the largest and fastest-growing media industry in the world: video games. The gaming industry has grown bigger than Hollywood and music business, making more than \$138 billion in 2018. At the heart of it is game design, which is the basis of what makes a game compelling and fun to play. Every day there are new creative problems to solve, boundaries to be pushed, and bleeding-edge technology to bring games from ideas to reality.

As a student in the advanced game design program, you will experience the entire game development cycle - from creating concept art and UI & UX for games to coding for artificial intelligence (non-player character behaviour) and virtual reality gaming experiences. Develop specialized skills that prepare you for cutting-edge careers in one of the most vibrant, multifaceted, and expansive industries ever.

Your industry instructors will give you the skills, training, and hands-on experience necessary to succeed in exciting careers in game design, concept art, UI/UX design, animation, technical art, and emerging technologies like augmented reality and virtual reality.

Graduates who earn their Diploma in Advanced Game Design will have the opportunity to continue their studies at the Academy of Art in San Francisco with advanced standing. The Academy offers fully accredited graduate degrees in more than 40 areas of study.

GAME DESIGN DIPLOMA Graduates will be prepared for many rewarding positions in the film and animation industry including:

- 3D ENVIRONMENT MODELER
- GAME DESIGNER
- LEVEL DESIGNER
- GAMEPLAY PROGRAMMER
- SYSTEMS PROGRAMMER
- TOOLS PROGRAMMER
- UX DESIGNER
- UI DESIGNER
- MATERIALS ARTIST
- TECHNICAL ARTIST
- BALANCE DESIGNER
- SYSTEMS DESIGNER
- MONETIZATION DESIGNER

Blackbird Interactive (BBI) is one of the fastest-growing independent game developers in British Columbia, and we are thrilled that the new Langara Centre for Entertainment Arts is located in Vancouver. BBI relies on a supply of talented game developers, and we are therefore excited to welcome the CEA team and to work with them to continue our growth into the future.

— DAVID MCKAY, ASSOCIATE PRODUCER, BLACKBIRD INTERACTIVE



WORK BY LI SUN



ONE-YEAR CERTIFICATE IN

FOUNDATION IN ENTERTAINMENT ARTS

CURRICULUM:

One-year, full-time program
12 required courses
Three, 15-week terms
12 hours of lectures each week
8 hours of lab each week

Additional studio lab time provided to complete assignments and projects.

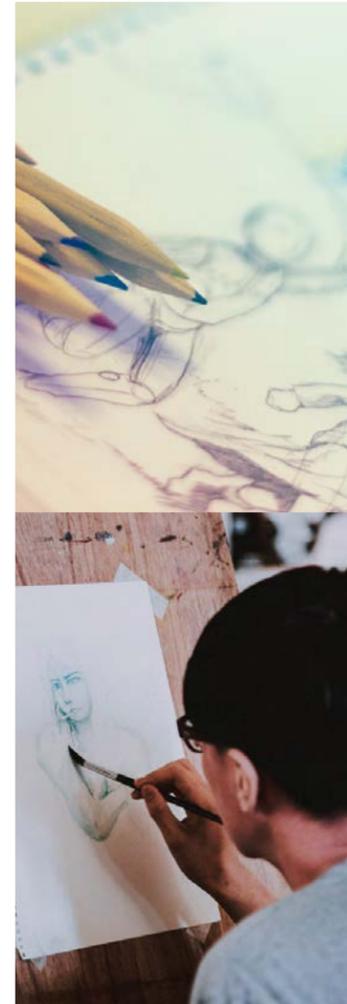
INTERNATIONAL STUDENTS:

International graduates of our one-year program may be eligible to apply for a one-year post-graduation work permit (PGWP) to live and work in Canada.

The foundation arts certificate is a one-year program that teaches introductory art and design skills in drawing, painting, sculpting, and basic digital art.

You will receive foundational, hands-on training in the industry software and workflows needed to fill junior-level creative roles in the entertainment arts. Students will also work to develop a strong personal portfolio which will help graduates gain entry into the more advanced programs.

The Certificate in Foundation in Entertainment Arts will prepare students for advanced diploma programs at Langara Centre for Entertainment Arts. Students will also have the opportunity to continue their studies at the Academy of Art in San Francisco with advanced standing.



WORK BY ANALISSA FAZIO



WORK BY SHANNON MUNAYYER



WORK BY SU JUNG YEH

As the largest game developer in British Columbia, Electronic Arts (EA) is always focused on making sure we are growing the next generation of talent for the interactive entertainment industry in this province. We are extremely supportive of the new Langara Centre for Entertainment Arts creative technology programs in Vancouver. This development shows off the strength of the creative economy ecosystem in BC, and EA looks forward to working with the CEA team and their students.

— JON LUTZ, BOARD CHAIR, DIGIBC AND VP STRATEGY, OPS & FINANCE, ELECTRONIC ARTS

AN EXCITING JOURNEY. A REAL-WORLD SKILL SET.

WE TEACH WHAT THE INDUSTRY USES

Our facilities have been designed to replicate a production environment where you will train using the same tools that industry professionals work with on a daily basis. A career in 3D animation, VFX or game design requires well-rounded skill sets using the software that brings creativity to life. Our state of the art classes and computer labs are equipped with essential software identified by instructors and advisory board members.



KEY CEA STAFF

Instructional staff has a minimum of five years industry experience with a credit on a major title in that period. More importantly, we hire professionals who wish to give back to the industry by sharing their knowledge and expertise with talented artists and designers pursuing a career in the entertainment arts.

Our instructors are experts in the latest tools and will teach you by showing the work they have done in their careers and modelling to the very highest standards.



Peter Walsh
Campus Director,
CEA

Peter has worked in the entertainment industry for more than 10 years and in education for creative industries for eight years. He has worked on products for major companies such as Sony, Microsoft, Electronic Arts, and others. Peter's credit list includes Harry Potter and the Chamber of Secrets, Crackdown, and F1. He is also the author of numerous books on technical development for the entertainment arts.



Tyler Weiss
Vice President Strategic Initiatives,
CEA

Tyler is a VFX producer with more than 10 years of leadership experience in Vancouver's digital production industry. He has worked with some of the world's largest entertainment companies across a multitude of media genres. Tyler has overseen projects for clients such as Microsoft Xbox, EA, Activision, Square Enix and produced VFX for the Emmy-nominated TV shows "The 100" and "The Man in the High Castle" through Zoic Studios. Tyler joined Image Engine to produce Seasons 6, 7, and 8 of HBO's acclaimed Game of Thrones series.



Scott Morin
Director of Game Design Programs,
CEA

Scott has more than 10 years of industry experience at some of the most recognized studios, such as Electronic Arts, Ubisoft, Activision, Blizzard's Radical Entertainment, and Disney's Propaganda Studios. He's worked on Star Wars Battlefront 2, Watch Dogs, Prototype 2, and SSX in various design and lead positions. Although his love for game design began by making maps in Warcraft 2 and Starcraft, Scott now brings valuable educational experience to the CEA, as well a relentless passion for game development and design.



Melissa Best
Director of Visual Effects Programs,
CEA

Melissa brings 18 years of the VFX industry and teaching experience to the CEA. With more than 60 feature film and television credits to her name, she recently expanded her expertise into the realm of PC and PS4 games. Melissa has taught various studios in LA, San Francisco, Vancouver, and Mumbai. As a Compositing Supervisor, Melissa contributed to The Jungle Book, Batman v Superman: Dawn of Justice and Alice Through the Looking Glass. She looks forward to sharing her love for visual effects and working with the Centre for Entertainment Arts.



Jason Snyman
Director of Animation Programs,
CEA

Jason brings a wealth of visual effects experience to the Centre for Entertainment Arts, having previously worked on such high-profile feature films as Avatar, Elysium, Man of Steel, and The Lord of the Rings. A self-taught artist, Jason grew up in South Africa, during which time he taught himself the fundamentals of Alias's PowerAnimator system. Jason has recently contributed to Independence Day Resurgence, Power Rangers, and Game of Thrones Season 7 and 8.



Ivo Van Der Marel
Director of Game Technology
Programs, CEA

Ivo has had an extensive career working on major games, VR, and mobile titles. He is the founding CTO of UTG Academy, focusing on STEM programs for Grades 1 – 12 students that has grown across the world. Ivo has had substantial input into the creation of a new VR and games curriculum. Regularly recognized with awards for his teaching, Ivo now brings his deep technical and design skills to the Centre for Entertainment Arts, where he plans to train the next generation of industry disruptors.

THE INDUSTRY AWAITS

GAME, TV & FILM PARTNERSHIPS ON OUR DOORSTEP

Our industry partners – established and emerging companies, artists, and designers – continually seek to hire, mentor, and collaborate with our students and graduates. Thanks to our location, we often host top partners for industry panels, company presentations, in-class lectures, portfolio review sessions, and interviews.

VANCOUVER-BASED EMPLOYERS INCLUDE

SCANLINE VFX



image engine
VISUAL EFFECTS + ANIMATION

CINESITE
STUDIOS



K
KABAM

DIGITAL
DOMAIN

BLACKBIRD

and many more...

Langara Centre for Entertainment Arts presents 2 evenings with the 2019 VES Award Winner behind the mighty THANOS:
Jan Philip Cramer, Head of Animation at Digital Domain
Pt 1: THANOS: Infinity War - Tuesday, July 16 | 6:30 - 8pm
Pt 2: THANOS: Endgame - TBA
Langara College
T Building Gallery
100 West 49th Avenue, Vancouver
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AN EVENING WITH THE ARTISTS OF GAME OF THRONES
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THE COLLEGE OF HIGHER LEARNING.
EMILY CARR UNIVERSITY
ART + DESIGN

Langara Centre for Entertainment Arts presents
The LEGO Movie 2:
Inspiration Through Limitations
with
Dave Burgess and Kristen Anderson
Animation Supervisor and Art Director at Animal Logic
ANIMAL LOGIC
snəweyət leləm. Langara.
THE COLLEGE OF HIGHER LEARNING.

INDUSTRY SPOTLIGHT



I am excited to hear that the Centre for Entertainment Arts will be leveraging Academy of Art curriculum in Vancouver. I completed my education at Academy of Art, and it launched my career. Having this excellent education provided me with all the needed knowledge to succeed in the VFX industry and end up as the Head of Animation at Digital Domain.

— JAN PHILLIP KRAMER, HEAD OF ANIMATION, DIGITAL DOMAIN

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OUR DISTINGUISHED ADVISORY BOARD

We have assembled an impressive group of diverse individuals from leading companies in 3D animation, visual effects, and game design. Their role is providing us with important information on the needs of the industry. They guide our approach to instruction, updates to curriculum, and general industry engagement.

Simply put, they are your bridge to the thriving job market.

Please visit cea.langara.ca for a complete list of advisory board members.



Mohsen Mousavi
Emmy Award-winning VFX Supervisor, Scanline VFX

Mohsen began his visual effects career more than 15 years ago. He worked at Pixomondo on films such as Ninja Assassin, 2012, Hugo and Red Tails. He then joined Scanline VFX and worked on 300: Rise of an Empire, Pompeii, San Andreas, and Independence Day: Resurgence. Most recently he worked on The Meg and the final season of Game of Thrones. Mohsen has won a Canadian Screen Award for his Visual Effects work on Pompeii and an Emmy Award for his incredible work on Game of Thrones. Mohsen is a member of the Academy of Motion Picture Arts and Sciences.



Lisa Sepp-Wilson
Independent VFX Producer

Lisa is a seasoned VFX industry professional, having founded and run Anthem Visual Effects in Vancouver as the company's CFO. More recently Lisa was the Head of VFX Production for Legend 3D|VR|VFX and the Global Managing Director of Technicolor Mr. X VFX. She is also a Member of the Board of the Visual Effects Society and an active member of Women in Film – Toronto.



Armando Troisi
Narrative Director, Ubisoft

Armando is a lifelong gamer and passionate storyteller. For over a decade, Armando has directed design for famed studio Quantic Dream, innovated on interactive cinematic for Mass Effect, guided the story of Master Chief's return for Halo 4, built new worlds for Microsoft Game Studios, managed the universe lore for Gears of War and directed the war stories for Battlefield V. Armando is currently working as Narrative Director for Ubisoft.



Thomas Schelesny
Emmy Award-winning VFX supervisor

Thomas has worked on more than 20 feature films, 12 television projects and countless commercials. He also worked as a VFX supervisor at Scanline, during which time he won HPA, VES, and Emmy Awards for his work on Game of Thrones. Thomas brings his multidisciplinary skillsets – from animation, storyboarding, writing, editing, production planning, location plate photography to bidding, team-building, and management.



Tara Kemes
General Manager, Cinesite

Tara honed her leadership skills working as a recruitment manager in the video game industry for Canada's Relic Entertainment and Nexon, among others. She rejoined the new Rainmaker Entertainment in 2009 to build the team for its first animated feature film, Escape from Planet Earth, then taking on the new role of VP, Culture & Talent. She has continued to demonstrate her passion for nurturing talent throughout her professional career by teaching post-secondary creative arts classes at high profile schools.



Kim Swift
Design Director, Electronic Arts

Kim is a video game designer known for her work at Valve with games such as Portal and Left 4 Dead. Swift was featured by Fortune as one of "30 Under 30" influential figures in the video game industry. Mental Floss named her one of the most recognized women in the industry and Wired called her "an artist that will push the medium forward". Kim has lead initiatives on technology programs such as Twitch Prime for Amazon Prime as a Sr. Product Manager, and as Design Director of Network Meta at Electronic Arts. She worked on Quantum Conundrum as Creative Director and Designer and Star Wars: Battlefront II as Level Design Director.



Chris Wren
Producer/Head of External, Electronic Arts

Chris is a 16-year veteran of EA, beginning his tenure as a Development Director for Sports & Action titles. He is a member of EA's XDI team, supporting the external dev needs of the organization. Chris acts as Chair for the XDS Advisory Committee which ensures excellence in the delivery of the internationally acclaimed XDS event, held a board position with ACM SIGGRAPH Vancouver and high profile schools in creative arts. Chris delivered sessions at games industry events in the UK, UAE, Brazil, and Colombia.

VANCOUVER

AN EXTRAORDINARY PLACE TO BE A STUDENT

A substantial part of an artist's growth and inspiration occurs outside the classroom or studio. And that's why Vancouver is the perfect place for you! There is no better city to fuel your creativity.

The Centre for Entertainment Arts is centrally located in beautiful Vancouver, Canada — the biggest city in the province of British Columbia. Vancouver is one of the world's great creative capitals and has been consistently recognized as one of the most beautiful and livable cities in the world.

Our campus is easily accessible to main public transit lines and several trendy neighbourhoods.

Our neighbours include giants in everything from advertising, animation, film production, visual effects, and architecture to communications, game development, and web design. Vancouver is home to some of the world-leading film, TV, VFX, animation, and video game companies. The Centre for Entertainment Arts will offer you some of the most exciting industry experiences you will find at any school.



RECREATIONAL HIGHLIGHTS

- Seymour Mountain Hiking and Skiing
- Grouse Mountain Hiking and Skiing
- Cypress Mountain Hiking and Skiing
- Stanley Park
- Kitsilano Beach
- Deep Cove Hiking and Kayaking
- Squamish Recreational Area
- Whistler Mountain Biking and Skiing
- Capilano Suspension Bridge
- Lynn Canyon Park

THEATRES & VENUES

- Queen Elizabeth Theatre
- Orpheum
- ANNEX
- Vancouver Convention Centre
- Rogers Arena
- BC Place
- Fifth Avenue Cinemas
- The Cinematheque

ATTRACTIONS

- Bill Reid Gallery
- Science World
- Museum of Vancouver
- Vancouver Art Gallery
- Coastal Peoples Fine Arts Gallery
- Vancouver Public Library

PUBLIC TRANSPORTATION

- SeaBus
- SkyTrain
- TransLink
- BC Ferries
- Vancouver International Airport (YVR)

FACULTY CREDITS

LEARN FROM THE BEST



BUCK BUCKLEY
SENIOR ANIMATOR



MARLON ENGEL
COMPOSITOR



JASON SNYMAN
ANIMATION SUPERVISOR



BUCK BUCKLEY
SENIOR ANIMATOR



CHAD SHATTUCK
ANIMATION SUPERVISOR



MELISSA BEST
STEREO COMPOSITING
SUPERVISOR

BUCK BUCKLEY
ANIMATOR

MARLON ENGEL
STEREO COMPOSITING
SUPERVISOR



MIKE HAYES
VEHICLE ARTIST



SCOTT MORIN
MISSION DESIGNER



MIKE HAYES
ARTIST



SCOTT MORIN
LEAD LEVEL DESIGNER



MIKE HAYES
CONCEPT ARTIST



MELISSA BEST
STEREO COMPOSITING
SUPERVISOR

CHAD SHATTUCK
ANIMATOR

MARLON ENGEL
STEREO COMPOSITING
SUPERVISOR

APPLY TODAY AT

[PROGRAMS@THECEA.CA](http://THECEA.CA)

We look forward to welcoming you into our program. Apply year-round and begin taking classes in Fall, Spring, and Summer semesters.

HOW TO APPLY

Apply by emailing your initial enquiry to: programs@thecea.ca

ADMISSION REQUIREMENTS:

- Grade 12 or equivalent
- Portfolio requirement
- Demonstrated English language proficiency
 - IELTS 6.5 with no band less than 6.0
 - TOEFL (internet-based) with a total score of 80 or higher and a minimum of 18 in Listening, 20 in Reading, 18 in Speaking, and 20 in Writing
 - Successful completion of B.C. Grade 12 English or Communications or equivalent with a minimum 70%

International students may be eligible to apply for a post-graduation work permit (PGWP) for up to three years to live and work in Canada. International students may also work part-time for up to 20 hours per week during the course of their student visa.

Please visit <http://cea.langara.ca> for more information.



CENTRE FOR ENTERTAINMENT ARTS

YOUR JOURNEY STARTS HERE

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565 Great Northern Way, Vancouver, BC V5T 0H8

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General enquiries: hello@thecea.ca

Press: marketing@thecea.ca

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