

Fall 2025 Animation Open House

Welcome



GE ANIMATION PROGRAM

180+
FULL-TIME
PROGRAMS
FROM DIPLOMAS
TO DEGREES

HANDS-ON PROGRAMS

Computer Technology
Trades and Careers
Business and Legal
General Arts and Sciences
Health and Community Services
Hospitality and Tourism
Arts, Media and Design
Police and Public Safety
Aviation and Aerospace
Outdoor Activities

f AC Future Students
@algonquincollege

**Learn the tricks of the trade from one
of the best programs in the country!**

ALGONQUIN
COLLEGE

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The Algonquin Animation Program

The Algonquin Animation program has been around for 35 plus years

We are a 3-year advanced diploma program

All of our full-time professors either are or have been directors or studio supervisors – years of experience

Feature film companies like Disney and Sony Imageworks visit us on their recruiting tours.

When our students start class on their first day they are starting their careers – that is how we look at it – we teach in a studio like atmosphere

There is a Large Animation Studio System in Ottawa

Mercury Filmworks

PIP

Jam Filled

Big Jump

Kratt's Creatures

We have strong ties with the animation community, and they attend our Studio Day every year – they come to us to hire our students

Our graduates make up most of the supervisors, directors and artists in these studios.
The studio directors and owners make up our advisory board

Studio Day

We are one of the few programs in the college where the employers, in this case the Animation Studios, come to us to hire our grads



By the Numbers

Each year approx. 350 students apply to the Animation program and of those, only 275 actually submit the required drawing portfolios

We accept 85 – 90 first years in the Fall and 30 in the Winter Intake based on their drawing skills!

Portfolio submissions will be accepted until the program is full. So that can be right up to the start of the Fall or Winter semester.

The earlier you submit your portfolio and confirm your acceptance, the better your chance of securing a spot in the program as it fills up quickly.

Spots in the program are based on your portfolio score from the portfolio review – Scores can range from 0 – 200.

A score of 120 is the cut off line to be accepted into the program

Drawing Foundations

If you are not successful in getting into the Animation program, you can apply to the Drawing Foundations program – we recommend automatic acceptance into that program for all unsuccessful applicants to our program. Rich Lauzon and Allan Stewart run the Drawing Foundations program

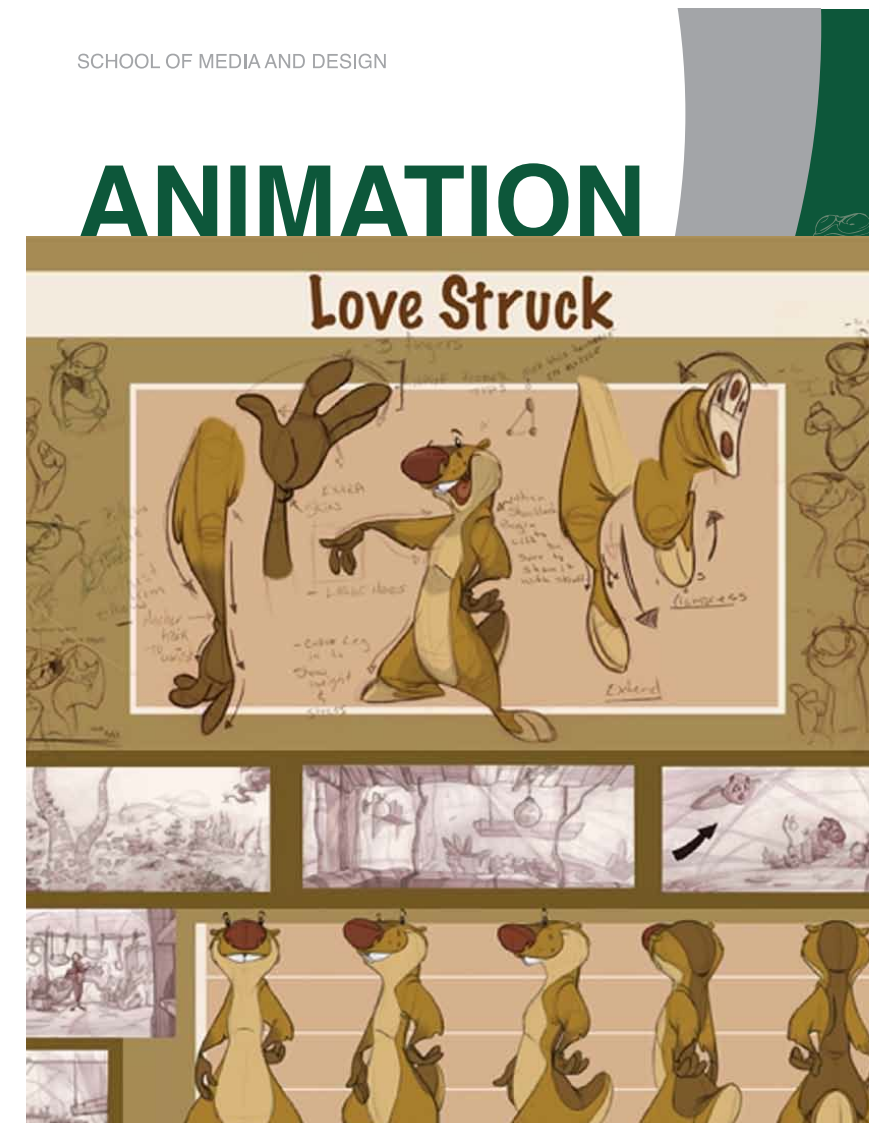
The top 35 students (in total) from the Fall and Winter intake for Drawing Foundations get automatic acceptance into the Animation program

Be sure to apply to both programs even if you are not sure about your drawing ability

A Drawing Portfolio is Required

A Drawing Portfolio is Required

We require a drawing portfolio to get into the program
The portfolio requirements can be downloaded off of the
Algonquin Animation Website
- the college requires grade 12 English



The portfolio must be sent in electronically (in a single PDF format)

design@algonquincollege.com

We are concerned more about the content than the presentation of your portfolio

We are looking for formal life drawing

Short gestures – maybe a full page or two

Longer full body studies – maybe two or three pages

A full page of hands and a full page of feet drawings.

We also need to see a self portrait- Including a photo helps us to see if there is a likeness etc.

There is a letter of introduction required

Examples of successful applicant's artwork and more detailed instructions can be found on our website.

You can download the portfolio requirements right now from the program website

Portfolio Requirements

Good Technical Proficiency

Your drawing portfolio showcases good technical proficiency and mastery of fundamental skills such as perspective, proportion, and anatomy.

Good Perspective:

Depth and Dimensionality: The use of perspective effectively adds depth to the scene, making it feel three-dimensional and immersive.

Realistic Proportions: Objects and characters maintain consistent proportions as they recede into the background, creating a believable space.

Portfolio Requirements

Good Character Design:

Unique Silhouette: The character has a distinct and recognizable silhouette, making it easily identifiable even at a glance.

Personality and Expression: The design effectively conveys the character's personality, traits, and role through their physical features, clothing, and posture.

Cohesive Design Elements: The character's design is visually consistent, with elements like accessories and shapes all working together to support the character's theme.

Functional Design: The character's attire, accessories, and overall design reflect practicality in their world (e.g., a warrior character with protective gear).

Emotional Connection: The character's design makes an emotional impact on the audience, whether through relatability, charm, or a distinctive style that leaves a lasting impression.

Portfolio Requirements

Life Drawing

Gesture and Movement Fluidity and Flow

Fluidity and Flow: The pose captures the fluidity of movement or the essence of the figure's stance, showing a dynamic sense of motion or relaxation.

Gesture Drawing: The figure's gesture is expressive and captures the essence of the pose, even if the details are minimal.

Natural Posing: The pose looks natural and relaxed, as though the figure is truly at ease in the moment, rather than stiff or contrived.

Anatomical Accuracy:

Proportions: The figure's proportions are correct and reflect the natural human body, with attention to key landmarks like the length of limbs, torso, and head size.

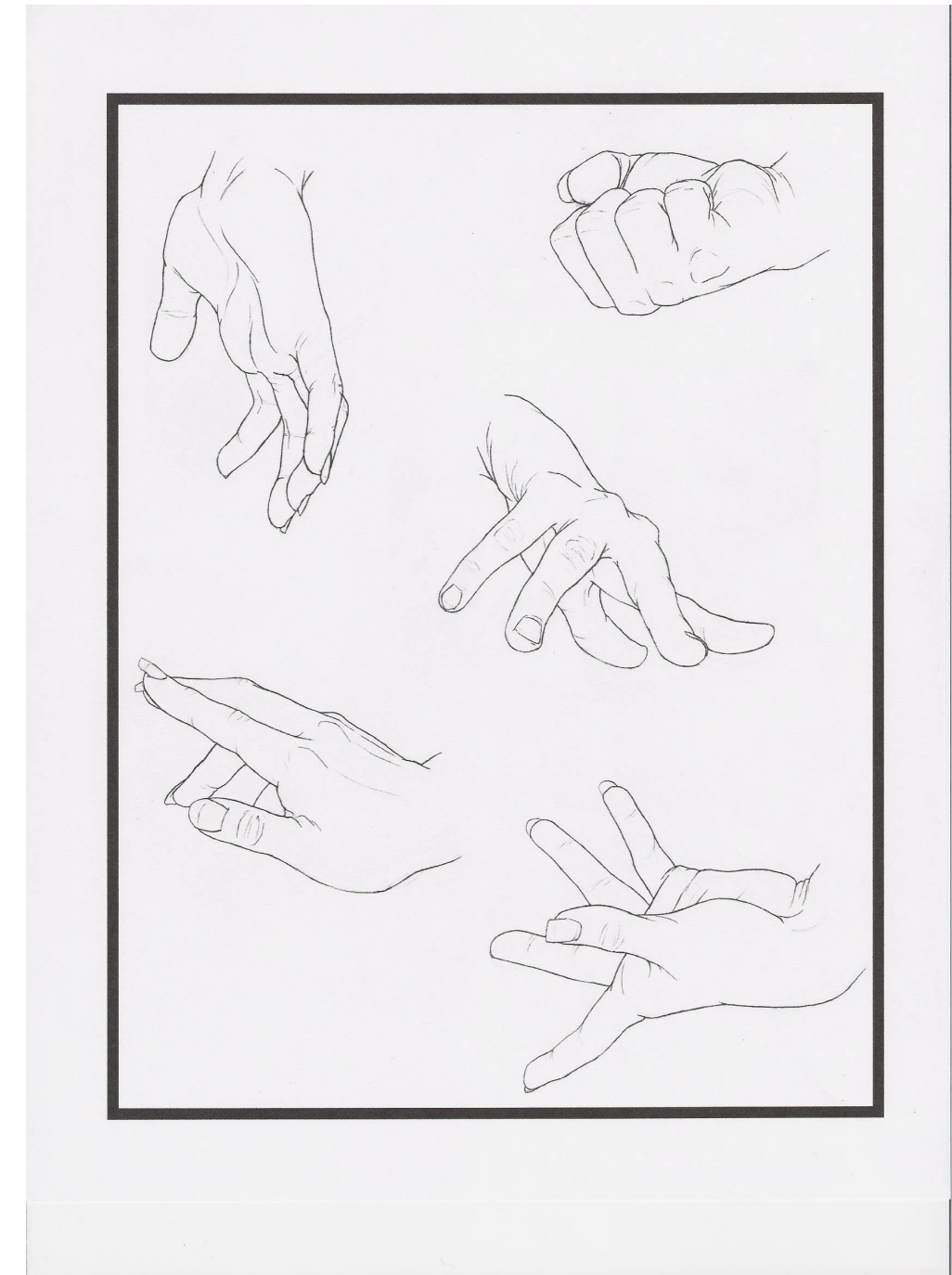
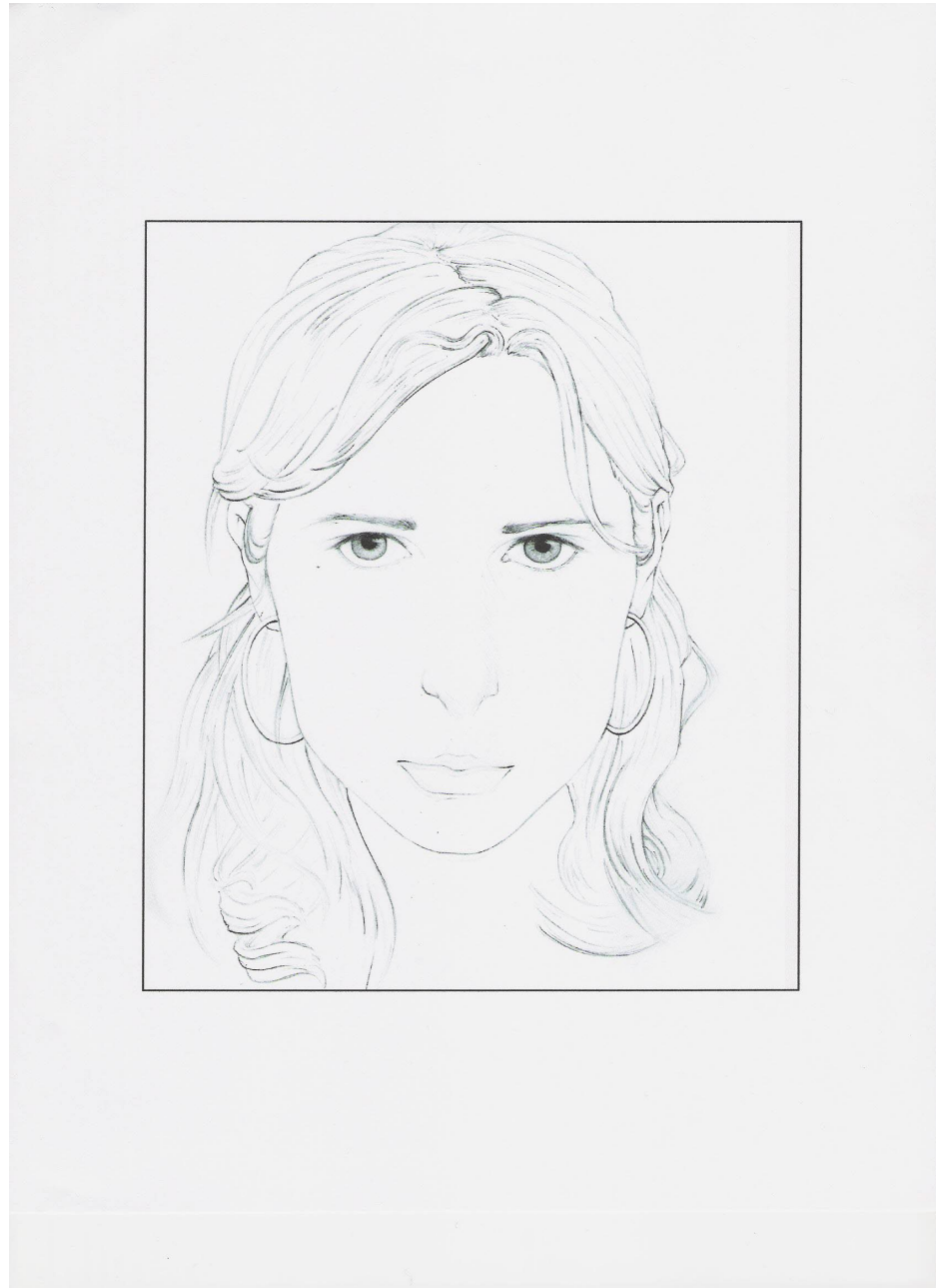
Bone and Muscle Structure: The underlying bone structure and musculature are well-observed, giving the figure a sense of weight and realism.

Balance and Weight Distribution: The figure's weight is grounded, and the stance or posture feels balanced, which makes the pose believable.

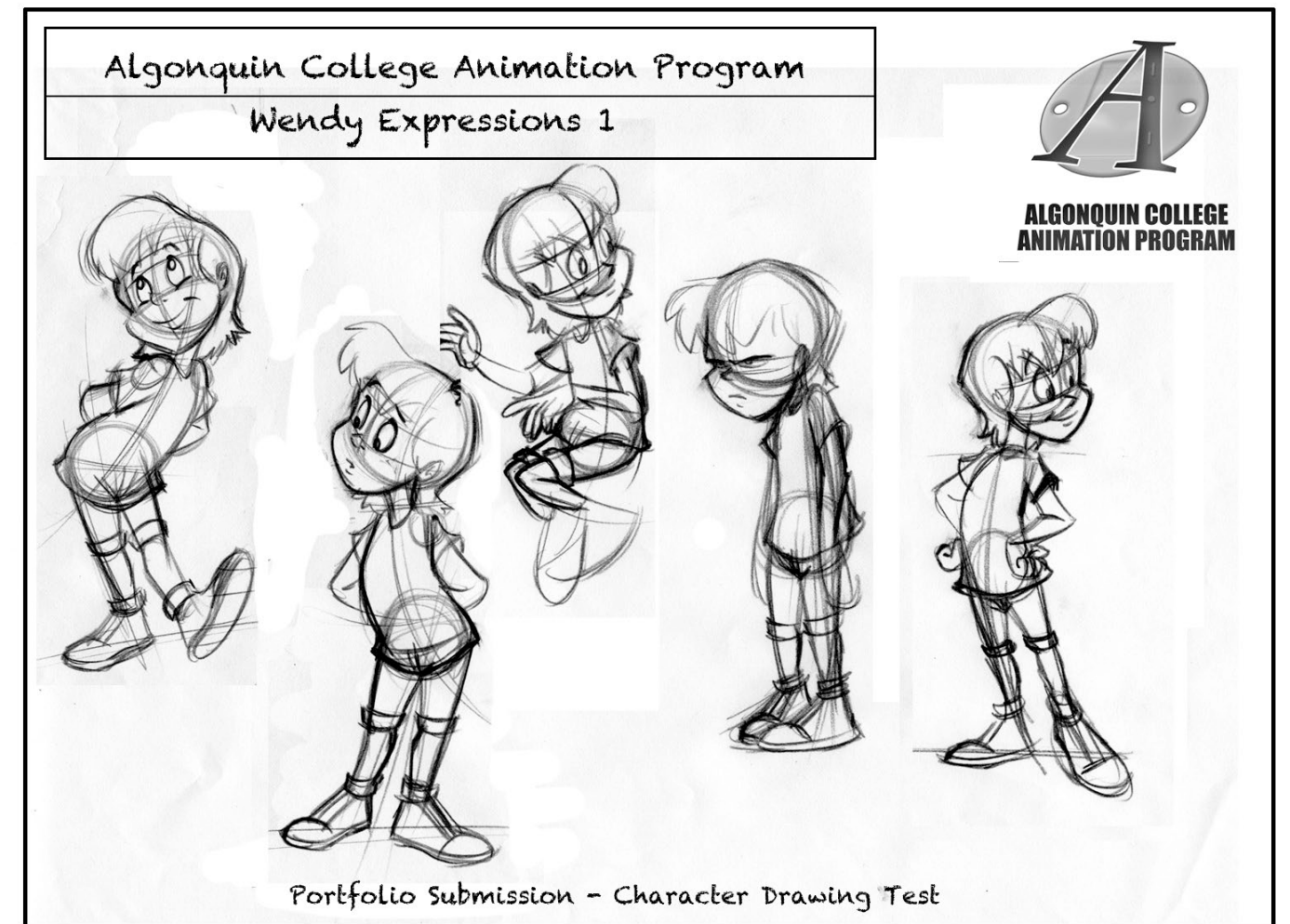
Algonquin College Animation Website



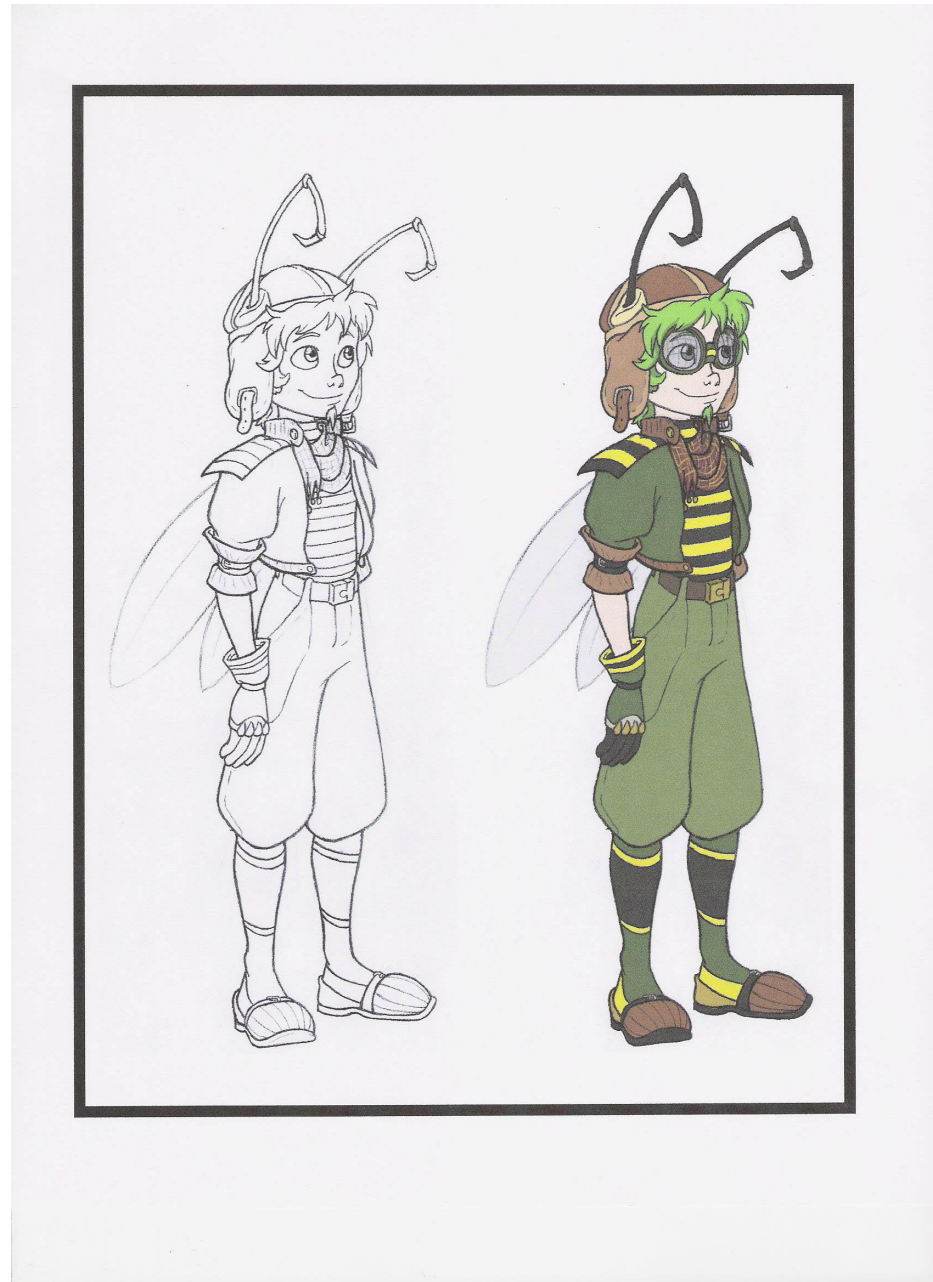
Successful Applicants Portfolio Drawings



Drawing Aptitude Test



We also want to see some of your own drawings – try to stick to a 3D North American drawing style



3D North American drawing style vs a flat graphic style



3D North American drawing style vs simple flat graphic style



We do not look at any artwork during an Open House

There are Portfolio Review Workshops listed on the college website.

You must register on the Animation programs' website to be able to be a part of an on line Portfolio Review Workshop session – Space is limited

One on one feedback provided

Tuesday, November 25th, 2025

Tuesday, January 17th, 2026

Tuesday, February 24th , 2026

Tuesday, March 14th, 2026

Fall 2025 and Winter 2026 Computer and Drawing Tablet Specs

The computer specs change every summer based on the newest requirements for Maya and Toon Boom's Harmony

Computer Specs - Fall 2025 – Winter 2026

Your laptop and separate Pen Display Drawing Tablet (on which you draw on the tablet's screen – not a separate monitor/computer) are required for your first day of classes!

We recommend that first year students purchase one portable external hard drive with a capacity of at least 1 terabyte TB.

Please Note:

These computer specs change in summer (July / August) with the updated animation studio software requirements. Wait to buy your laptop until the August before your term starts.

Before beginning the program, students are required to purchase either a MacOS or Windows laptop with these recommended specs (cost: \$1900 - \$3,400)

We are a Mac based program and IF students choose to buy a Windows PC, they still have to be able to read Mac based Pages and Keynotes files

If a Windows laptop is purchased, students must have a valid iCloud account plus the laptop must be configured to run Toon Boon Harmony Premium and Autodesk Maya Software.

Below are the computer specs for both software packages.

Either computer must be able to handle the current MAYA and Toon Boom's Harmony software as recommended by the software companies' website

You will need as much memory as you can afford - We recommend a 16 Ram minimum or more for your choice of computers.

Autodesk Maya 2026 System Requirements:

<https://www.autodesk.com/support/technical/article/caas/sfdcarticles/sfdcarticles/System-Requirements-for-Autodesk-Maya-2026.html>

Toon Boom Harmony 25 System Requirements:

<https://docs.toonboom.com/help/harmony-25/advanced/system-requirements/harmony-25.html>

Macbook specs

15-inch M4 MacBook Air

- Chip: Apple M4 (10-core CPU & GPU)
- Memory: 16GB RAM
- Storage: 512GB SSD
- Display: 15.3” Liquid Retina (2880x1864, 500 nits, True Tone)
- Battery Life: Up to 18 hours
- Charging: MagSafe 3 + 35W adapter
- Ports: 2x USB-C (Thunderbolt 4), MagSafe, 3.5mm headphone jack
- Camera: 12MP FaceTime HD (Center Stage)
- Audio: 4 speakers with Spatial Audio
- Wireless: Wi-Fi 6E, Bluetooth 5.3
- Keyboard: Backlit with Touch ID
- External Display: Up to 2x 6K monitors

Accessories:

Purchase a three-button mouse of your choice. Purchase a mouse pad of your choice. It is recommended that students buy the three-year Apple Care warranty, if purchasing the Mac.

Third year students are required to purchase a Cintiq pen.

Fall/ Winter 2024/ 2025:

A separate Pen Display Drawing Tablet which allows you to draw on the tablet screen is NOW REQUIRED

We require all new and returning students to have a separate drawing tablet.

Ipad's are prohibited - it must be a separate pen display drawing tablet where you can draw on the screen like a Cintiq or XP pen.

We require a 13 – 17-inch separate drawing tablet but not larger than that so it is portable to bring to the college easily.

We recommend the XP Pen artist display series or Wacom Cintiq display as ideal.

First Year

First Year

Our program is hybrid. Some classes are face to face and some are on line

First year is all about learning the basic animation principles and strengthening your drawing skills - you will be learning to animate using Toon Boom's Harmony.

You also take Life Drawing and Design for Animation every year

We teach in a studio like atmosphere

Second and Third Year

Second and Third Year

3D courses are introduced in second year. In second year you have 2D Design and a 2D and 3D Animation class as well as Life Drawing.

The computer is nothing more than a very fancy pencil – it is still all about the performance – the Illusion of Life

We are a Mac based program – we use Autodesk's Maya, Toon Boom's Harmony, Adobe After Effects and Photoshop

The third year is all about doing your own independent study

The program is a lot of work and it's hard to get through the program, but the students are well prepared for the industry (production ready) and that is what the studios expect from us.



TUS University in Ireland – Articulation Agreement

Graduates of the Algonquin Animation program have the opportunity to attend TUS University in Ireland for a fourth year to get their degree



Our Graduates

Graduates

Our grads are working all over the world in comic books, video gaming and animation

Nick Bradshaw

Jessica Borutski

Trent Correy

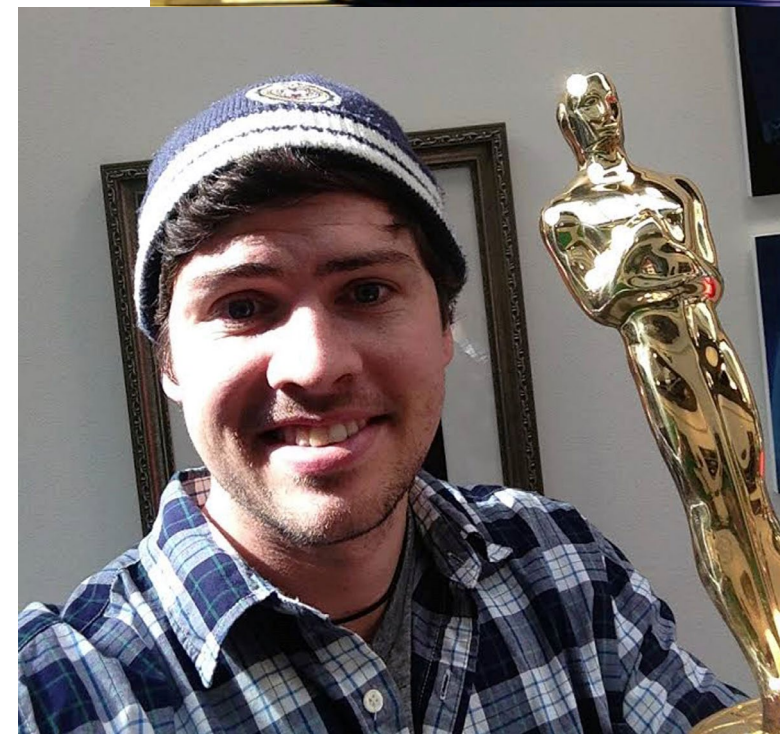
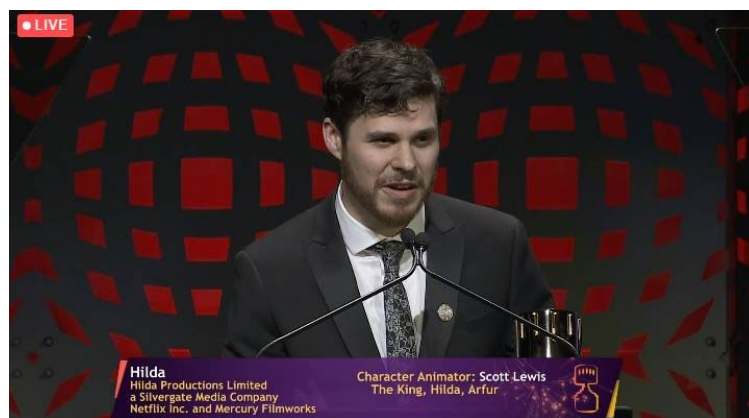
Graham MacDonald

Scott Armstrong

Ian Blum

Eric Burnett

Scott Lewis



Student Support is Available

AC Counselling Services

Counselling Services provides caring, confidential, and professional counselling for Algonquin students at no cost.

Counsellors will help you address concerns related to:

- **Mental health and Wellbeing** (individual and group format)
- **Academics**
 - Study skills
 - Time Management
 - Program planning and selection
- **Career counselling**
 - Formal career psychometric testing for students
 - Career planning process

Centre for Accessible Learning (CAL)

With a large number of changes to your programs and education, the Centre for Accessible Learning (CAL) staff want to assure you that you continue to have access to our support. We are Here2Help!

All students currently registered with CAL may contact the Welcome Centre to book an appointment with their Disabilities Counsellor, Learning Strategist, or Assistive Technologist

Students may contact the Welcome Centre by calling 613.727.4723 ext. 7200 or emailing welcomecentre@algonquincollege.com

For all current AC students who are not registered with CAL, but who are seeking accommodations, please email the Centre for Accessible Learning at cal@algonquincollege.com

A Student Program Assistant and Peer Tutors are Available for Students Who Struggle in the Program

Animation

STUDENT PROGRAM ASSISTANT

Now in Session!



Rachel Shone

EVERY WEDNESDAY, ONLINE, 7 – 10 PM

Look for the Zoom invites!

We strongly recommend you take advantage of her Animation knowledge and expertise:

The SPA's role is to provide some additional feedback and critique on student work.
Our SPA's are recent graduates of our program and can share their knowledge of the industry.

Algonquin Has A Student Survival Website

<http://algonquincollege.libguides.com/student-survival-guide>

There is also a student website to help with Stress Reduction and Time Management – this support is important

<http://algonquincollege.libguides.com/studyskills>

Animators Are Not Normal

Animation Facts

Animators are not normal

We draw cartoons for a living

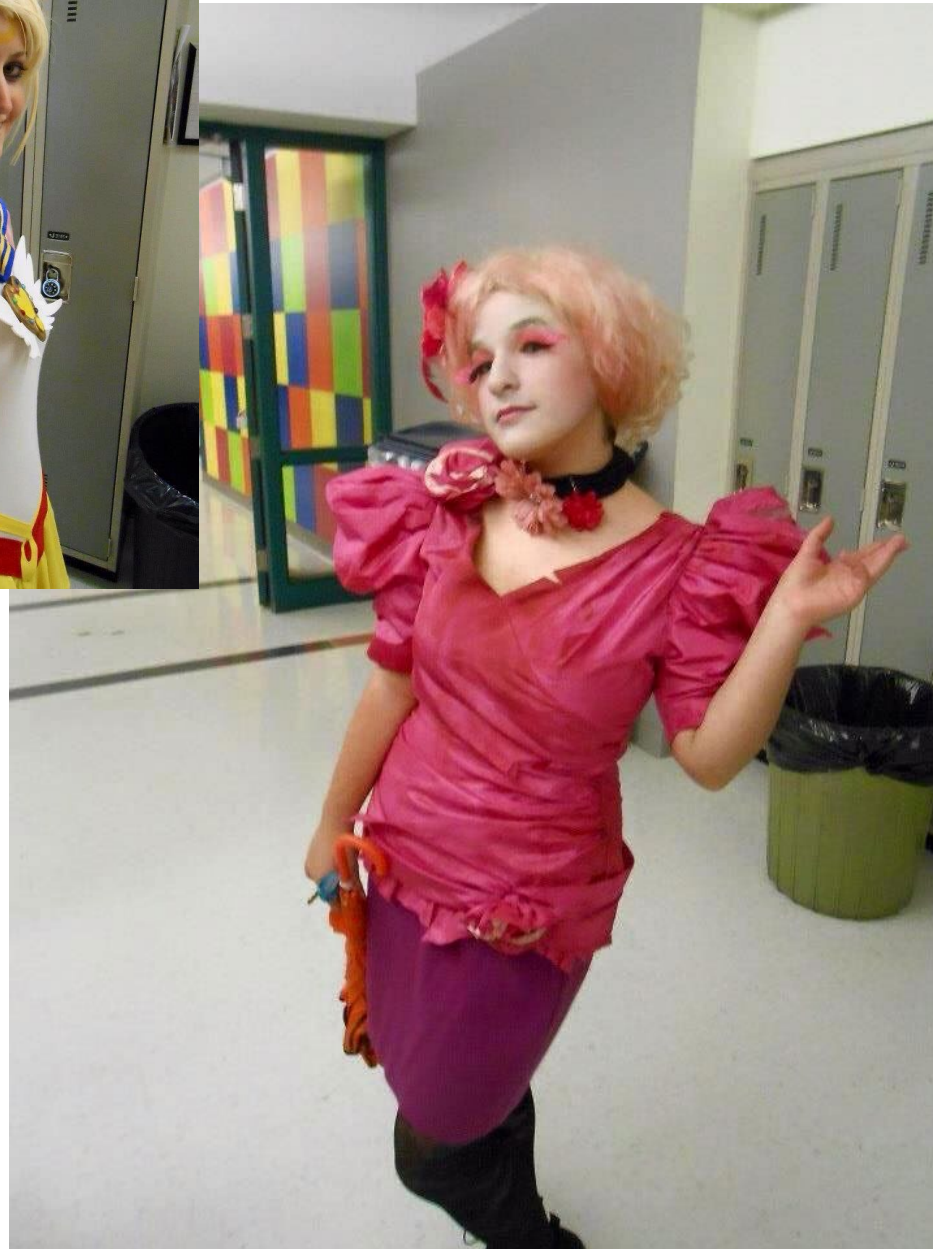
We work doing what we love

We accept everyone – all shapes and sizes

We were the guys who drew cartoons in the margins in our textbook during lectures – we do not do well in big lecture halls with professors who are just talking the whole time

We are visual learners

Halloween Should Be A Holiday

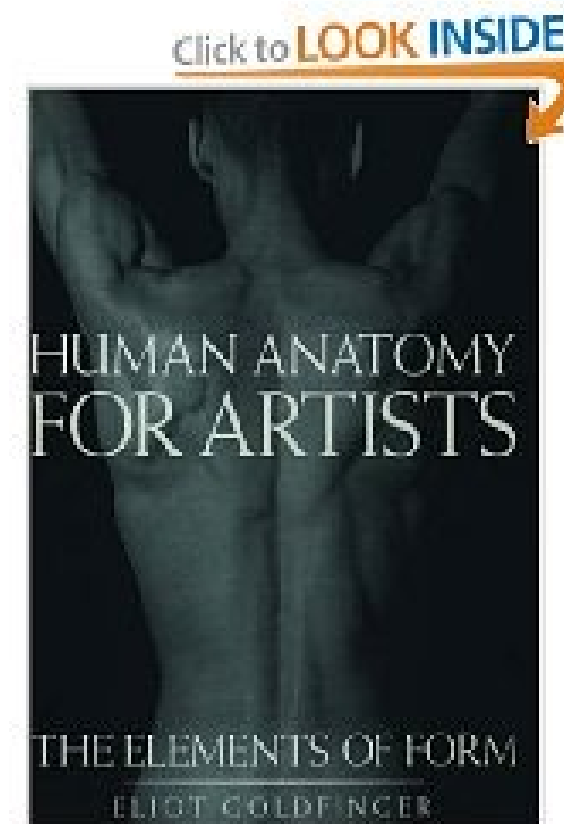
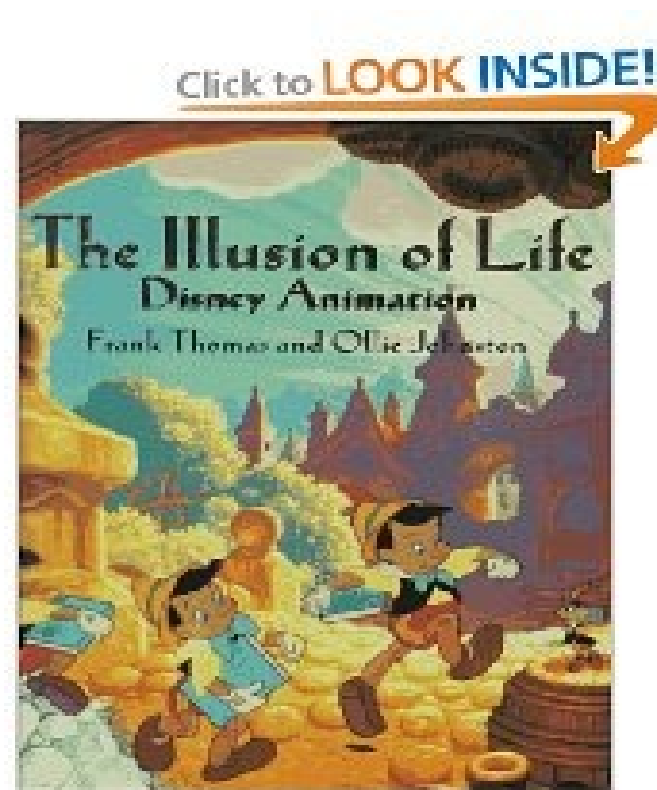
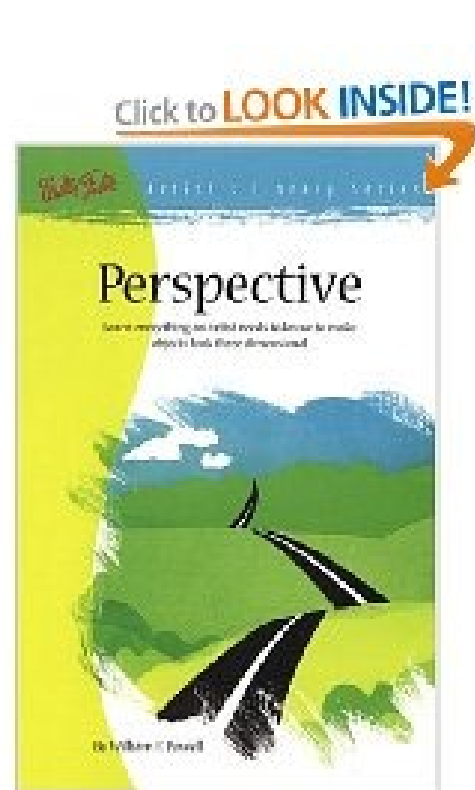


Suggested Books to Get You Started

Perspective: by William F Powell

The illusion of Life: by Frank Thomas and Ollie Johnston – do not buy this right now

Human Anatomy for the Artists: The Elements of Form: by Eliot Goldfinger



Suggested Web sites

<http://www.canadiananimationresources.ca>

Now known as Cartoon North

www.awn.com

Facebook: Algonquin Animation Program – a public group you can join

This Power Point will be available on the Animation Program's website after today