



## Direct Entry 3D Modeling, Art & Animation

Past BCIT graduates of the Certificate in 3D Modeling, Art & Animation (formerly Digital Animation) program are eligible to apply as a Direct Entry applicant to Level 4 of the Diploma in 3D Modeling, Art & Animation program, beginning in July and January each year.

**Note:** Successful completion of entrance requirements does not guarantee acceptance into this program. Due to the popularity of this program NOT ALL applicants who meet eligibility will be able to obtain a seat in the program.

**Deadlines:** Complete applications must be submitted by the following deadlines:

- Complete Applications by March 15\* for the July intake
- Complete Applications by September 15\* for the January intake  
\*or next business day

There are two opportunities for direct entry:

**OPTION 1: Applicants who have graduated from BCIT's 3D Modeling Art and Animation (formerly Digital Animation) certificate program within 4 years prior to application.**

### Entrance Requirements:

Meet all of the general entrance requirements for this program: [3 D Modeling, Art & Animation](#), including:

1. **English:** two years of education in English in an English-speaking country with one of the following:
  - English 12 (67%) or
  - Three credits of post-secondary English, Humanities or Social Sciences (67%) from a [recognized institution](#)

What if I don't meet these [English requirements](#)?

2. You must have completed the BCIT Certificate in 3D Modelling, Art & Animation or former Digital Animation within 4 years prior to this application.
3. Complete the [Self-Assessment](#) form and attach to your application.
4. Department Assessment: Applications will be reviewed and assessed by the program area when the entrance requirements are complete. Applicants will be contacted for the art portfolio review session with the Digital Arts department.
5. Required to surrender to Student Records upon graduation your original Certificate credential.

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**OPTION 2: Applicants who have graduated from BCIT’s 3D Modeling, Art and Animation (formerly Digital Animation) certificate program longer than 4 years prior to application and have been working in the film, animation and gaming industry continuously.**

**Entrance Requirements:**

Meet all of the general entrance requirements for this program: [3 D Modeling, Art & Animation](#), including:

1. **English:** two years of education in English in an English-speaking country with one of the following:
  - o English 12 (67%) or
  - o Three credits of post-secondary English, Humanities or Social Sciences (67%) from a [recognized institution](#)

What if I don’t meet these [English requirements](#)?

2. You must have completed the BCIT Certificate in formal Digital Animation.
3. Complete the [Self-Assessment](#) form and attach to your application.
4. Provide proof of continuous industry work for the years prior to your application.
5. Department Assessment: Applications will be reviewed and assessed by the program area when the entrance requirements are complete. Applicants will be contacted for the art portfolio review session with the Digital Arts department.
6. Required to surrender to Student Records upon graduation your original Certificate credential.

**Courses required to Complete your Diploma in 3D Modeling, Art & Animation:**

|           |  |             |
|-----------|--|-------------|
| MDIA 1642 | Acting in Animation                          | 3.0         |
| MDIA 3335 | Advanced Rigging                             | 3.0         |
| MDIA 4030 | Collaborative Project                        | 6.0         |
| MDIA 4045 | Reel and Previsualization                    | 3.0         |
| MDIA 4742 | 3D Modeling 3                                | 3.0         |
| MDIA 4007 | 3D Arts Directed Studies                     | 10.0        |
| MDIA 4025 | Demo Reel Production Capstone Project        | 10.0        |
| MDIA 4035 | Professional Self Marketing and Presentation | 3.0         |
|           |  |             |
|           | <b>Total Credits</b>                         | <b>41.0</b> |

## **Frequently Asked Questions**

### **When should I apply?**

It is recommended that students apply when they have met all of the entrance requirements.

### **When will I be accepted?**

Once your application has been assessed and has been approved for direct entry, you will be accepted into the program.

### **When will I get my timetable?**

Print your timetable one day prior to class start by logging into [my.bcit.ca](http://my.bcit.ca) and going to Student Self-Service. You must be registered in your courses in order to access this feature.

### **When can I buy my books?**

It is recommended that students wait until the first day of class before buying textbooks. Your instructor will tell you which book(s) to buy.

## **Additional Information**

If you have questions, review our [Frequently Asked Questions](#) or contact [Program Advising](#).

To register for a course, visit [Register for Part-time Courses](#) or contact [Student Information & Enrolment Services](#) at 604-434-1610.

*Information subject to change*