



**CREATIVE
PROGRAMS
HANDBOOK**

Toronto Film School

OUR VISION

Our vision at Toronto Film School is for every one of our students to graduate industry ready.

Our faculty of award-winning professionals will provide insight and networking opportunities to help further your career. Here you can experience accelerated on-campus and online diploma programs that are agile, relevant, and hands on.

CREATE YOUR OWN STORY



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**AS SOCIETY
AND INDUSTRY
EVOLVES,
SO DO OUR
PROGRAMS.**

”

ANDREW BARNSELY
*PRESIDENT
TORONTO FILM SCHOOL*



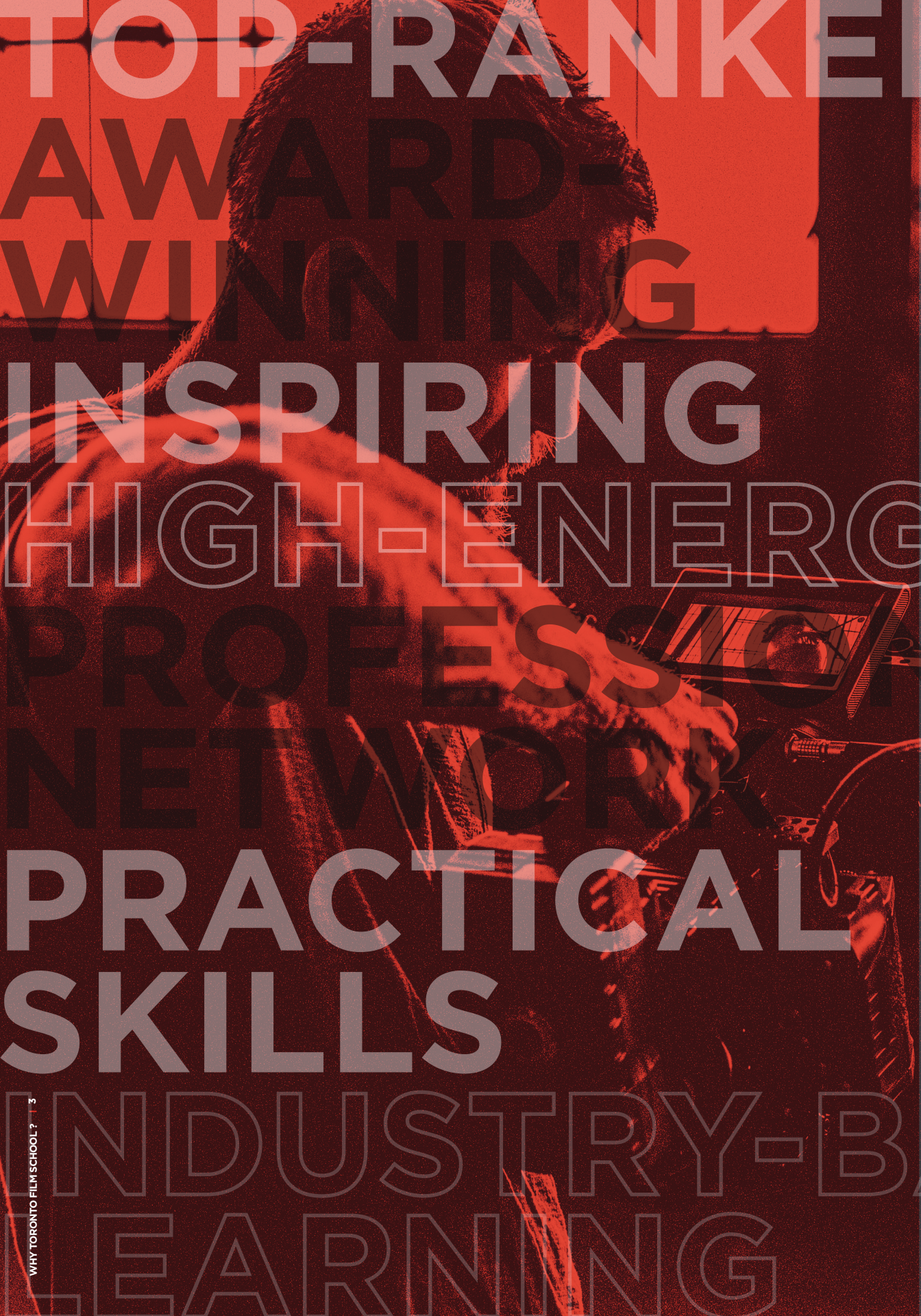
MESSAGE FROM **THE SCHOOL'S PRESIDENT**

I am a big believer in post-secondary education, that cultural change begins in the classroom, and that meaningful and relevant instruction builds confidence in students to make their mark on the world. And that is why I'm such a big believer in Toronto Film School.

I have seen firsthand how TFS helps students graduate with the knowledge, connections and resiliency to thrive professionally in their chosen career. They leave here industry ready, confident that they have mastered their chosen craft and possess important insights into fast-paced, exciting and demanding industries.

In the pages of this brochure, you will learn more about our faculty, who are leaders in their industries, the access you will have to state-of-the-art equipment and our curriculum that mirrors what happens in the field. You can read about our campuses, including our brand-new facility in downtown Toronto, one of the world's most liveable and multicultural cities. It also happens to be one of North America's largest entertainment production centres poised to be even more significant with the recently announced \$250 million film, television and media hub on the city's waterfront.

I can honestly say there has never been a more exciting time to start your journey towards a creative career. I encourage you to read through these pages, talk to us about how TFS fits into your goals and see how we can help you create your own story.



WHY TORONTO FILM SCHOOL?

WE ARE A GLOBALLY-RANKED FILM SCHOOL

Toronto Film School is ranked a top film school by CEOWORLD Magazine, MovieMaker Magazine, and QS World University Rankings. We have also made Casting Workbook's "Top 20" list of acting schools in Canada.

INSTRUCTION BY INDUSTRY PROFESSIONALS

You will receive instruction from experienced filmmakers, writers, actors, designers, and video game creators. They will teach you the industry's best practices, while providing guidance, insight and networking opportunities.

A REAL-WORLD EDUCATION

Our curriculum and assignments are based on today's industry challenges. You'll graduate industry ready, with a diverse portfolio of work that showcases your new skills.

SMALL CLASS SIZES AND COLLABORATION OPPORTUNITIES

Our on-campus class sizes are small, providing you with more one-on-one instructor interaction time. You will also collaborate with students from other programs, developing relationships that will last throughout your career.

A PRIME LOCATION

Our three campuses, including a new state-of-the-art production studio, are located in downtown Toronto.

BACHELOR OF CREATIVE ARTS DEGREE PATHWAY

A creative diploma from Toronto Film School qualifies you for entry into Yorkville University's Bachelor of Creative Arts (BCA) degree program. The BCA is designed to round out your education by teaching you the practical business and leadership skills you need for a successful career in the creative arts. See page 25 for more details.

TORONTO STATS

FILM & TELEVISION INDUSTRY

\$2.5 BILLION
INDUSTRY

3RD LARGEST
SCREEN-BASED PRODUCTION
CENTRE IN NORTH AMERICA

1400+
PRODUCTIONS FILMED IN 2021

63%
INCREASE IN TORONTO STUDIO
SPACE PROJECTED BY 2025

HOME TO THE TORONTO INTERNATIONAL FILM FESTIVAL



GRAPHIC DESIGN INDUSTRY

\$1.3 BILLION
INDUSTRY IN CANADA

31,250
EMPLOYED IN ONTARIO

VIDEO GAME INDUSTRY

\$5.5 BILLION
INDUSTRY IN CANADA

937 STUDIOS | **32,300**
ACROSS THE COUNTRY | JOBS IN
CANADA IN 2021

FASHION INDUSTRY

WITH ONE OF THE HIGHEST CONCENTRATIONS
OF FASHION AND APPAREL EMPLOYMENT IN
CANADA, TORONTO'S FASHION INDUSTRY
EMPLOYS NEARLY **50,000** PEOPLE.

SOURCES

TORONTO GLOBAL
TORONTO.CA
ENTERTAINMENT SOFTWARE
ASSOCIATION OF CANADA
IBISWORLD

SCRIPTING SUCCESS

**Reeth Mazumder-Roberts on pursuing her
passions at Toronto Film School**

Model. Actor. Writer. Director. Producer.
Businesswoman. Reeth Mazumder-Roberts refuses
to pin herself down to just one passion. Instead, she's
unapologetically pursuing them all.

"Who said we can have only one passion?" asks
Mazumder-Roberts, who made her mark as a
successful leading actor in India before deciding
to move to Toronto to study the art of screenwriting
and filmmaking.

"I was looking for
something more,"
she said. "I wanted
to go back to school
so I could write about
things I wanted to be
doing in front of the
camera, and about
roles and characters
that are close to me.
It was very important
for me to attend
school because I truly
believe there is power
in education. I feel I made the
right decision coming here."

*"I truly believe
there is power
in education.
I feel I made the
right decision
coming here."*

True to that sentiment, Mazumder-Roberts felt
so empowered by Toronto Film School's
Writing for Film & TV diploma program that she
completed five film projects over the course of
her 18-month studies. She also won the Women
Filmmakers Award of Recognition from the
Accolade Global Film Competition for her short
film *You May Kiss the Bride*.

Mazumder-Roberts went back to the classroom
in 2021 to pursue a Bachelor of Creative Arts
(BCA) degree from Yorkville University. She had
immediately qualified for the BCA program through
her diploma from Toronto Film School. Her hope
is that the degree, which is designed to equip her
with the business and leadership skills needed for a
successful creative career, will further her prospects
of landing a job at a production company or studio,
or allow her to open her own one day.

"I'd like to do many more things in my life,"
Mazumder-Roberts explains. "That's what excites
me. I feel like I'm always growing and evolving with
each new thing I'm learning."

OUR PROGRAM LEADERS

MEET OUR FACULTY

DIPLOMA
PROGRAMS
LANGUAGE
PATHWAY
DEGREE
PATHWAY



Andrew Barnsley is a multi-Emmy, Golden Globe and Canadian Screen Writing award-winning executive producer. Barnsley, who was an Executive Producer of CBC/PopTV's award-winning series *Schitt's Creek* starring Eugene Levy and Catherine O'Hara, is currently producing CTV/Bell Media's comedy series *Jann*, starring Jann Arden, and Family Channel/CBC's tween series *My Perfect Landing*. His 2021 development and production slate includes series with CTV/Bell Media, CBC, City TV/Rogers Media, Amazon Studios, and Hulu. Barnsley served as the Executive Producer on CTV's sitcom *Spun Out* starring Dave Foley, the TMN/Movie Central documentary series *Sports On Fire* and the HBO Canada documentary feature *Spirit Unforgettable* (2016). Since 2001, Barnsley has produced content across multiple genres and formats, including comedy, animation, live-action, children's, documentary and numerous live concert specials.

In 2021, Andrew was appointed president of Toronto Film School. He is a member of the Producer's Guild of America, the Canadian Media Producers Association, the Academy of Television Arts and Sciences (USA) and the Academy of Canadian Film & Television. He holds an MA in Communications and Culture from Ryerson and York Universities, a BAA from Ryerson University's Radio and Television Arts Program and a BEd from St. Thomas University in Fredericton, New Brunswick.

ANDREW BARNSELY

PRESIDENT
TORONTO FILM SCHOOL

Hart Massey is an award-winning actor, television and film producer, and partner at Massey Bros. Films. A veteran of the theatre, Hart has performed on stages across Canada. He wrote, produced, and hosted the Gemini-nominated series *The Film Student*. His work has been screened at numerous film festivals, including the Montreal World Film Festival and the Berlin Film Festival.

Hart has been the program director of Toronto Film School's acting diploma program since 2010. It was his vision to create an acting program that would allow students to master the full range of performance on camera and on stage, while gaining an understanding of the entire production process.



HART MASSEY

PROGRAM DIRECTOR
ACTING FOR FILM, TV AND THE THEATRE

JORDAN WALKER

PROGRAM DIRECTOR
FILM PRODUCTION



Jordan Walker is a multiple award-winning writer and producer of film, television, and interactive media for Canadian and international markets. A graduate of the Canadian Film Centre and a long-term faculty member of the school's film production program, Jordan's work has been screened at dozens of prestigious film festivals including TIFF, Cannes, and Slamdance. His productions have been released in theatres, showcased on Netflix, Amazon Prime Video and Hulu, and broadcasted on HBO, Sky TV, Crave, CBC, Bravo! and Super Channel. Jordan is the producer of the critically acclaimed films *How to Plan an Orgy in a Small Town* and *James vs. His Future Self*.

MICHELLE DALY

PROGRAM DIRECTOR
WRITING FOR FILM & TV



Michelle Daly is a leading executive producer and creative development consultant. She spent close to ten years at the CBC in senior roles, first as the executive in charge of production for scripted prime time shows, and later as the senior director of comedy. As senior director, Michelle led the team responsible for managing the creative development and production of CBC's original comedic programming. She has contributed to the success of such popular Canadian television shows as *Kim's Convenience*, *This Hour Has 22 Minutes*, and the Emmy-award winning series *Schitt's Creek*.



JEAN-PAUL AMORE

PROGRAM DIRECTOR
VIDEO GAME DESIGN & DEVELOPMENT

Jean-Paul Amore has been producing and developing interactive media for Toronto-based software firms in educational video games, mobile applications and medical software for more than two decades. With degrees in computer science and mathematics, he is also an advisory board member for several video game start-up companies and organizations, and a frequent lecturer at several Ontario colleges and universities.



KEITH RICHARDSON

PROGRAM DIRECTOR
DESIGNING FOR FASHION

Keith Richardson's passion for creating beautiful designs began when he was a student of architecture and environmental design. His career went from designing hallways to designing for the runway after studying couture techniques of patternmaking at the prestigious Galasso School of Design in Toronto, and industrial methods of garment design and manufacturing at George Brown College. After spending 10 years working in Miami, Keith returned to Toronto to teach what he learned. A winner of numerous awards, Keith continues to design and has published a textbook: *Introduction to Stretch: A Patternmaking Manual for Knits and Stretch Fabrics*.



ROB ELSWORTHY

PROGRAM DIRECTOR
VIDEO GAME DESIGN & ANIMATION

A graduate of design at OCAD University in Toronto, Rob Elsworth has extensive experience in the media industry spanning two decades. He previously worked for Rockstar Games and Silicon Knights on projects including *Metal Gear Solid*, *Max Payne*, *Grand Theft Auto* and *Red Dead Redemption* as an animator, VFX artist and game designer. He's also a four-time MMVA winner as a music video director. Rob recently started Resistr Interactive to make socially aware games and promote diversity in the industry. As a speaker and panelist, Rob contributes to workshops and events for TEDx, Codex, Interactive Ontario, DesignTO and the Black Youth Design Initiative, hoping to inspire the next generation of game creators.

NATALIE RYAN

PROGRAM COORDINATOR
ESL PATHWAY



Natalie is the program coordinator and an instructor for the English as a Second Language (ESL) Pathway program. Natalie helps students who do not have the minimum English language requirements for entry into Toronto Film School improve their English reading, writing, listening and speaking skills. She also addresses differences that exist in academic culture to reduce cross-cultural misunderstandings. Natalie's history of extensive travel and 20 years of teaching experience have resulted in a fun and educational learning environment for her students.

STEVEN HOFFNER

PROGRAM COORDINATOR
VIDEO PRODUCTION



A seasoned storyteller, Steven is an award-winning producer and director with close to two decades worth of experience working in scripted, documentary, and branded content. A graduate of the University of Toronto, Steven has worked as a features producer for NHL Studios, where he produced original documentaries and editorial features. Steven has also produced sports and lifestyle content for HBO, NBC, and CBC and runs his own production company, 383 Pictures. The company recently finished its first documentary feature *The Cannons* which held its world premiere at the prestigious DOC NYC Film festival.



PHEINIXX

PROGRAM DIRECTOR
GRAPHIC DESIGN & INTERACTIVE MEDIA

The daughter of a painter and fashion designer, Pheinixx grew up with a pencil or camera in her hand at all times. She studied design and advertising where she won awards for media, copywriting and graphic design, and was one of the finalists in Marketing Magazine's *Creative Face Off*. Pheinixx brings over 20 years of experience in composing the artistic and graphic look of a brand through graphic design, art direction, brand development and marketing. Her work has reached audiences in Canada, Italy, Russia, China and Korea, through brands such as Julien Macdonald, Roberto Cavalli, Warner Bros. Music, Vogue, Elle, InStyle, GQ and W.

DONNA GILPIN

PROGRAM DIRECTOR
DESIGNING FOR FASHION



During her 30 years in the industry, Donna Gilpin covered the globe, working in various aspects of the fashion world: private branding, product development, couturier designing, manufacturing, patternmaking, and corporate designing. Donna travelled all over the US and Europe for sample and market shopping as a Product Manager. She also travelled to Hong Kong, Shanghai and China to negotiate prices with suppliers. In 1990, Donna began her teaching career. She realized that sharing her experience and knowledge with students was what she enjoyed most. Her passion was recognized when she won an excellence of teaching award in 2004.

FILM



GAMING



OUR CREATIVE MINDS ARE MAKING THEIR MARK

DESIGN



TELEVISION



OUR ON-CAMPUS PROGRAMS

YOUR PATH TO A CREATIVE CAREER

On-campus programs are offered through Toronto Film School, Ontario.

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PATH
WAY



FILM

PRODUCTION



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 18 MONTHS / 6 TERMS

OVERVIEW

Learn the creative, technical, and business areas of filmmaking. You'll have access to modern cameras and studios, and receive instruction from working, in-demand filmmakers. Soon you'll be gaining practical experience in producing, cinematography, editing and more, on your journey to becoming the filmmaker you always wanted to be.

CORE PROGRAM AREAS



CINEMATOGRAPHY



SCRIPT WRITING



LIGHTING



SOUND DESIGN



CASTING



BUDGETING FILMS



BUSINESS OF DISTRIBUTION

YOUR CAREER OUTCOMES

Turn your passion for film into a career you love.

- FILM & TELEVISION DIRECTOR
- COMMERCIAL DIRECTOR
- PRODUCER
- EDITOR
- CINEMATOGRAPHER
- CAMERA OPERATOR
- ASSISTANT CAMERAPERSON
- PRODUCTION MANAGER
- PRODUCTION COORDINATOR
- ASSISTANT DIRECTOR
- PRODUCTION DESIGNER/ART
- GRIP/GAFFER
- SOUND MIXER
- POST-PRODUCTION SUPERVISOR

TERM 1

- Film History
- Audio 1
- Editing 1
- Cinematography 1
- Production 1
- Camera and Set Procedure

TERM 2

- Audio 2
- Editing 2
- Cinematography 2
- Producing and Production Management
- Scripts 1
- Marketing and Promotional Media

TERM 3

- Advanced Directing Techniques
- Audio 3
- Editing 3
- Cinematography 3
- Scripts 2
- Documentaries
- Motion Graphics and Visual FX
- Voice 3

TERM 4

- Audio 4
- Editing 4
- Storyboards and Visual Storytelling
- Production Design
- Factual Entertainment
- Package and Proposal Development
- Budget and Scheduling

TERM 5

- Live Performance
- Canadian Film Studies
- Film Contract/Copyright
- Finance for Film and TV
- Pre-Production/Short Film

TERM 6

- Emerging Media for Filmmakers
- Post-Production and Workflow
- Portfolio/Career Development
- International Film Studies
- Distribution and Marketing
- Self Tape Production

TERM 1

- Film History
- Scripts 1
- Production 1
- Documentary Writing
- Broadcast Writing 1
- Story Editing 1

TERM 2

- Editing 1
- Marketing and Promotional Media
- Advanced Directing Techniques
- Scripts 2
- International Film Studies
- Broadcast Writing 2
- Story Editing 2

TERM 3

- Factual Entertainment
- Film Contract/Copyright
- Comedy Writing
- Feature Writing 1
- Drama Writing

TERM 4

- Finance for Film and TV
- Distribution/Marketing
- Sitcom Writing 1
- Feature Writing 2
- One-Hour Drama Writing 1

TERM 5

- Sitcom Writing 2
- Feature Writing 3
- One-Hour Drama 2
- TV Movie Writing
- Emerging Media for Filmmakers

TERM 6

- Sitcom Showrunning and Short Film Production
- One-Hour Drama Showrunning
- Feature Writing 4
- Career Development for Writers



WRITING FOR FILM & TV



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 18 MONTHS / 6 TERMS

OVERVIEW

Imagine brainstorming and pitching ideas in a writers' room, or having your script brought to life in a video production. Our award-winning faculty of professional writers will teach you how to turn your creative story ideas into saleable, commercial formats ready for production. You can expect to learn how to pitch, write and edit sitcoms, dramas, feature films, news, commercials and PSAs while you build up a diverse portfolio of work that will showcase your talents.



FEATURE FILM WRITING



SITCOM WRITING



ONE-HOUR DRAMA WRITING



PILOT DEVELOPMENT



FINANCING A FILM



FILM DISTRIBUTION

CORE PROGRAM AREAS

"COMING TO TORONTO FILM SCHOOL WAS ONE OF THE BEST DECISIONS OF MY LIFE. CREATING NEW WORLDS, GREAT CHARACTERS, AND COMPELLING STORIES IS SOMETHING THAT I TRULY ENJOY."

CALEIGH BACCHUS,
WRITING FOR FILM & TV '18
Writer, Murdoch Mysteries, Overlord and the Underwoods, and Diggstown



YOUR CAREER OUTCOMES

Kickstart your writing career the right way.

- SCREENWRITER
- STORY EDITOR
- PRODUCTION EXECUTIVE
- STUDIO EXECUTIVE
- PRODUCER
- DIRECTOR
- STAFF WRITER



ACTING FOR FILM, TV & THE THEATRE



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 18 MONTHS / 6 TERMS

OVERVIEW

Learn how to turn your passion for acting into a career through a program that teaches the artistic, technical, and business sides of the industry. You'll enjoy small class sizes and instruction from a faculty of acclaimed, working actors. Imagine—graduating with a portfolio of work, trained and prepared to nail auditions, in just 18 months.

CORE PROGRAM AREAS



CAMERA ACTING



THEATRE ACTING



DIRECTING



PRODUCING



THE BUSINESS OF ACTING

“TORONTO FILM SCHOOL GAVE ME SO MANY OPPORTUNITIES TO CHALLENGE MYSELF, BOTH AS AN ACTOR AND A PERSON. NOW I HAVE THE CONFIDENCE I NEED TO MAKE IT IN THIS BUSINESS.”

MÉLIE B. RONDEAU,
ACTING FOR FILM, TV AND THE THEATRE '18
“Sofia” on sci-fi comedy series *Dream Job*



YOUR CAREER OUTCOMES

Prepare for an exciting acting career.

- FILM OR TV ACTOR
- THEATRE ACTOR
- VOICE-OVER ARTIST (TV, FILM, RADIO, VIDEO GAMES)
- SCREENWRITER
- FILMMAKER
- ACTING INSTRUCTOR

TERM 1

- Acting 1
- Voice 1
- Movement 1
- Camera Acting 1
- Performace History 1
- Film History 1

TERM 2

- Acting 2
- Voice 2
- Movement 2
- Camera Acting 2
- Performace History 2
- Writing for Actors

TERM 3

- Acting 3
- Voice 3
- Movement 3: Clown and Physical Theatre
- Camera Acting 3

TERM 4

- Acting 4: Improvisation
- Voiceover
- Movement 4: Ensemble Movement and Stage Combat
- Auditioning for Camera
- Advanced Writing for Actors

TERM 5

- Video Editing 1
- Stage Production
- Producing and Directing for Acting 2: Pre-Production

TERM 6

- Self Tape Production
- Short Film Production
- Artist Management and the Business of Acting
- Voiceover for Video Games

TERM 1

- History of Design
- Elements of Design
- Digital Drawing 1
- Digital Imaging 1
- Page Layout 1
- Visual Communication 1
- Typography 1

TERM 2

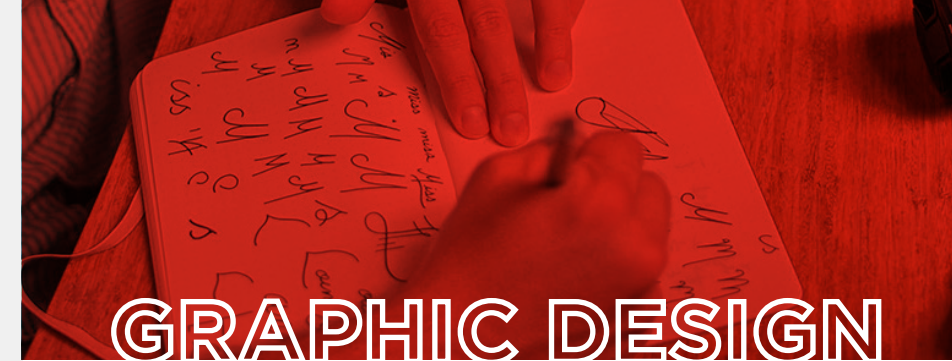
- Digital Drawing 2
- Digital Imaging 2
- Page Layout 2
- Visual Communication 2
- Identity Design 1
- Typography 2

TERM 3

- Art Direction
- Interactive Design 1
- Photography
- Motion Graphics 1
- Studio Practices
- Identity Design 2
- Website Design 1

TERM 4

- Motion Graphics 2
- Interactive Design 2
- Portfolio
- Capstone
- Career Development
- Website Design 2



GRAPHIC DESIGN & INTERACTIVE MEDIA



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 12 MONTHS / 4 TERMS

OVERVIEW

This immersive 12-month program will teach you how to create and execute visual solutions across digital and print channels. Experienced, working designers will train you on typography, art direction, motion graphics and more, while you develop a comprehensive work portfolio that showcases your creativity and dedication to the craft.



LAYOUT DESIGN



INTERACTIVE DESIGN



MOTION GRAPHICS



WEB DESIGN



IDENTITY DESIGN



EDITORIAL DESIGN



CRITICAL THINKING

CORE PROGRAM AREAS

YOUR CAREER OUTCOMES

Launch your successful design career on both the agency and client-side.

- GRAPHIC DESIGNER
- ART DIRECTOR
- CREATIVE DIRECTOR
- BRAND DESIGNER
- WEB DESIGNER
- MOTION GRAPHICS DESIGNER
- INTERACTIVE DESIGNER

VIDEO GAME DESIGN & ANIMATION



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 18 MONTHS / 6 TERMS

OVERVIEW

This skills-oriented program will embrace your passion for drawing, with a focus on the entire 2D and 3D gaming process. Over several terms, experienced video game creators will help you to develop your own video game, and you will graduate with the knowledge you need to fill any number of creative roles in the gaming industry.

CORE PROGRAM AREAS



2D/3D ANIMATION



CHARACTER DESIGN



MODELLING



GAME DESIGN



BUSINESS FUNDAMENTALS



PORTFOLIO

"I CAME INTO TFS WITH ZERO KNOWLEDGE OF 3D...AND ONLY SOME BASIC IDEA OF ART AND SCULPTING. SO, THE FACT THAT IN TWO YEARS I WAS ABLE TO GET FROM ZERO TO DISNEY IS PRETTY COOL."

MARIA GABRIELA TAPIA NIETO,
VIDEO GAME DESIGN & ANIMATION '21
Layout Artist, *Chip 'n' Dale: Rescue Rangers*



YOUR CAREER OUTCOMES

Launch your video game career across Canada and the world right out of school.

- GAME DESIGNER
- CONCEPT ARTIST
- GAME MODELER
- QUALITY ASSURANCE TESTER
- LEVEL DESIGNER
- GAME ANIMATOR
- LEVEL ARTIST

TERM 1

- Digital Drawing 1
- Game Modeling 1
- Principles of Art and Design
- Scripting for Games
- Programming Logic
- Game Platforms 1
- History of Video Games
- Introduction to Video Game Industry

TERM 2

- Digital Drawing 2
- Game Modeling 2
- Game Platforms 2
- Art History 1
- Game Design 1
- Game Production and Pipeline

TERM 3

- Concept Design 1
- Character Modeling 1
- Game Platforms 3
- Game Animation 1
- Texturing 1
- Level Design
- Game Design 2
- Game Business

TERM 4

- Concept Design 2
- Character Modeling 2
- Game Platforms 4
- Game Animation 2
- Texturing 2
- Game Design 3
- Game Audio 1
- Game Portfolio 1

TERM 5

- Interface Design
- Lighting and Rendering
- Game Platforms 5
- Game Animation 3
- Texturing 3
- Motion Capture
- Game Design 4
- Game Portfolio 2

TERM 6

- Team Production Project
- Game Portfolio 3

TERM 1

- Digital Drawing 1
- Game Modeling 1
- Principles of Art and Design
- Scripting for Games
- Programming Logic
- Game Platforms 1
- History of Video Games
- Introduction to Video Game Industry

TERM 2

- Game Testing and Debugging
- Programming Fundamentals 1
- Cross Platform Programming 1
- Mathematics for Game Programmers 1
- Game Design 1
- Game Production and Pipeline
- Mobile Game Development 1

TERM 3

- Programming Fundamentals 2
- Cross Platform Programming 2
- Mathematics for Game Programmers 2
- Physics for Game Programmers 1
- Game Frameworks 1
- Game Design 2
- Game Business

TERM 4

- Graphics Programming 1
- Physics for Game Programmers 2
- Game Frameworks 2
- Game Design 3
- Game Audio 1
- Game Portfolio 1

TERM 5

- Game Programming 2
- Mobile Game Development 2
- Physics for Game Programmers 3
- Game Frameworks 3
- AI Game Programming
- Game Design 4
- Game Audio 2
- Game Portfolio 2

TERM 6

- Team Production Project
- Game Portfolio 3

VIDEO GAME DESIGN & DEVELOPMENT



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 18 MONTHS / 6 TERMS

OVERVIEW

If you aspire to one day work for a major gaming studio, this program will provide you with the practical experience required to take on challenges that video game designers, programmers, and developers face today. In 18 months, you will be taken through the entire game creation process, graduating industry ready and fully qualified to develop your own video games.

CORE PROGRAM AREAS



PROGRAMMING



GAME DESIGN



MOBILE/PC/CONSOLE GAMING



BUSINESS FUNDAMENTALS



PORTFOLIO



GAME TESTING

YOUR CAREER OUTCOMES

Start your programmer career right out of school.

- GAME PLAY PROGRAMMER
- GAME AI PROGRAMMER
- GAME NETWORK PROGRAMMER
- QUALITY ASSURANCE TESTER
- GAME DESIGNER
- PROJECT MANAGER

OUR ONLINE PROGRAMS

YOUR ONLINE PATH TO
A CREATIVE CAREER

Online programs are offered through
Toronto Film School at Yorkville University, New Brunswick.

TERM 1

Introduction To
Video Production
Story Fundamentals

TERM 2

Editing 1
Genre Writing
for Video Production

TERM 3

Editing 2
Audio Production
and Principles

TERM 4

Producing for
Video Production (Formerly
Producing for Digital Media)
Advanced Video
Production Techniques

TERM 5

Identity Design 1
Photography
Web Design 1

TERM 6

Digital Series Production
Motion Graphics
and Visual FX

TERM 7

Unscripted Television
Production

Branded Content Production

TERM 8

Portfolio/Final Project
Career Development

VIDEO

PRODUCTION DIPLOMA



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 24 MONTHS / 8 TERMS

OVERVIEW

This comprehensive production program is your opportunity to learn how to become a professional storyteller while building up a polished portfolio of work. Experienced filmmakers will teach you how to plan, shoot, direct, edit, and market your own stories. You'll gain practical experience, and graduate qualified to take on any number of technical and creative roles in the exciting world of video production.



CAMERA
TECHNIQUES



VIDEO EDITING



AUDIO
PRODUCTION



MOTION
GRAPHICS



PORTFOLIO



CAREER
DEVELOPMENT

CORE PROGRAM AREAS

“WHILE I HAVE LEARNED VITAL AND CREATIVE SKILLS THAT HELP ME IN MY DAY-TO-DAY PROJECTS, THE MOST IMPORTANT THING I TOOK AWAY FROM MY STUDIES AT TFS WAS MY CONFIDENCE IN THE PROFESSION”

JURY RODINOV,
VIDEO PRODUCTION '20
Video Producer, Floatosphere Videos



YOUR CAREER OUTCOMES

Turn your passion for production into a career you love.

- PRODUCER
- VIDEO EDITOR
- FILMMAKER
- PRODUCTION COORDINATOR
- DIRECTOR
- POST-PRODUCTION SUPERVISOR
- SOUND EDITOR
- VIDEOGRAPHER



WRITING FOR FILM & TV ASSOCIATE DIPLOMA



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 24 MONTHS / 8 TERMS

OVERVIEW

Imagine taking your love for writing and turning it into a rewarding career as a screenwriter. Our experienced faculty of writers will teach you how through a comprehensive online learning program that replicates industry writing rooms. You will learn how to pitch and write for all screen formats and genres, while building up a portfolio of your best work.

CORE PROGRAM AREAS



FEATURE FILM WRITING



SITCOM WRITING



ONE-HOUR DRAMA WRITING



PILOT DEVELOPMENT



FINANCING A FILM



FILM DISTRIBUTION

TERM 1

Scripts 1
Cinematic Language Studies

TERM 2

Story Editing 1
Scripts 2
Broadcast Writing 1

TERM 3

Feature Writing 1
Drama Writing
Story Editing 2

TERM 4

Comedy Writing
One-hour Drama Writing 1
Distribution/Marketing

TERM 5

Feature Writing 2
Sitcom Writing 1
Finance for Film and TV

TERM 6

Sitcom Writing 2
One-hour Drama Writing 2
Film Contract/Copyright

TERM 7

Feature Writing 3
Sitcom Showrunning
Broadcast Writing 2

TERM 8

Feature Writing 4
One-hour Drama Showrunning
Career Development for Writers

TERM 1

Digital Drawing 1
Introduction to the Video Game Industry

TERM 2

Game Modeling 1
Digital Drawing 2

TERM 3

Game Modeling 2
Game Production & Pipeline
Texturing 1

TERM 4

Character Modeling 1
Game Animation 1
Texturing 2

TERM 5

Character Modeling 2
Game Animation 2
Texturing 3

TERM 6

Game Portfolio 1
Concept Design 1
Game Animation 3

TERM 7

Concept Design 2
Game Portfolio 2
Interface Design

TERM 8

Lighting and Rendering
Game Portfolio 3



VIDEO GAME ANIMATION DIPLOMA



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 24 MONTHS / 8 TERMS

OVERVIEW

This online animation program provides for an educational experience that is both comprehensive and flexible. Experienced video game animators will teach you how to draw, model and texture characters, objects and environments. This is a choice program if you wish to turn your passion for drawing into a career and are looking to make an impact in a rapidly evolving industry.

CORE PROGRAM AREAS



2D/3D ANIMATION



CHARACTER DESIGN



MODELLING



GAME DESIGN



PORTFOLIO

YOUR CAREER OUTCOMES

Kickstart your writing career the right way.

- SCREENWRITER
- PRODUCER
- STORY EDITOR
- DIRECTOR
- PRODUCTION EXECUTIVE
- STAFF WRITER
- STUDIO EXECUTIVE

YOUR CAREER OUTCOMES

Launch your video game career across Canada and the world right out of school.

- GAME ANIMATOR
- CONCEPT ARTIST
- GAME MODELER
- LEVEL ARTIST

GRAPHIC DESIGN & INTERACTIVE MEDIA DIPLOMA



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 24 MONTHS / 8 TERMS

OVERVIEW

In just 24 months, you can find yourself approaching design projects the way professional designers do. This comprehensive, hands-on program will teach you the creative and technical skills needed to succeed as a graphic designer today, such as typography, art direction, and motion graphics. You will graduate with a creative and diverse portfolio of work for prospective employers.

CORE PROGRAM AREAS



LAYOUT DESIGN



INTERACTIVE DESIGN



MOTION GRAPHICS



WEB DESIGN



IDENTITY DESIGN



EDITORIAL DESIGN



CRITICAL THINKING

TERM 1

Elements of Design
Visual Communication

TERM 2

History of Design
Drawing I Digital Drawing 1
Digital Imaging I

TERM 3

Digital Drawing 2
Digital Imaging 2
Page Layout 1

TERM 4

Typography
Page Layout 2
Art Direction

TERM 5

Identity Design 1
Photography
Web Design 1

TERM 6

Interactive Design 1
Identity Design 2
Web Design 2

TERM 7

Motion Graphics 1
Studio Practices
Interactive Design 2

TERM 8

Motion Graphics 2
Portfolio
Capstone

TERM 1

Sketching
Introduction to the Fashion Industry

TERM 2

Patternmaking 1
Fashion Textiles & Terminology

TERM 3

Construction 1
Design & Colour Fundamentals

TERM 4

Patternmaking 2
Digital Design

TERM 5

Construction 2
Trend Forecasting

TERM 6

Collection-concept & Design
Knitwear

TERM 7

Collection-drafting
Social Media & Branding

TERM 8

Collection-Construction
Final Thesis Project with Portfolio

DESIGNING FOR FASHION DIPLOMA



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION 24 MONTHS / 8 TERMS

OVERVIEW

If you've always dreamed of making your own clothes, or designing for a major brand, this hands-on program will teach you the skills needed to plan, design, produce, and launch your own clothing collections. Experienced designers will also train you in the business of fashion, with instruction on branding, social media marketing and the use of e-commerce platforms.

CORE PROGRAM AREAS



CREATING AN APPAREL COLLECTION (WOMEN'S)



KNITWEAR



EVENING & BRIDAL DESIGN



COSTUME DESIGN FOR FILM & TV

YOUR CAREER OUTCOMES

Launch your successful design career on both the agency and client-side.

- GRAPHIC DESIGNER
- ART DIRECTOR
- CREATIVE DIRECTOR
- BRAND DESIGNER
- WEB DESIGNER
- MOTION GRAPHICS DESIGNER
- INTERACTIVE DESIGNER

YOUR CAREER OUTCOMES

Follow your passion to a variety of fashion design careers

- FASHION DESIGNER
- FASHION ENTREPRENEUR
- FASHION ILLUSTRATOR
- ASSISTANT DESIGNER
- ASSISTANT PATTERN MAKER



YORKVILLE
UNIVERSITY

YOUR PATHWAY TO A DEGREE

BACHELOR OF CREATIVE ARTS DEGREE
BACHELOR OF BUSINESS ADMINISTRATION DEGREE
ENGLISH LANGUAGE PATHWAY



BACHELOR OF CREATIVE ARTS DEGREE PROGRAM FROM YORKVILLE UNIVERSITY



START DATE JANUARY, APRIL, JULY, OCTOBER
DURATION AS FEW AS 15 MONTHS* / 4 TERMS

WHERE CREATORS BECOME LEADERS

Enhance your industry knowledge and create your own career opportunities with a Bachelor of Creative Arts Degree from Yorkville University. Designed for students who already have a diploma in an artistic discipline, the Bachelor of Creative Arts Degree program can be completed in as few as 15 months.*

With course content including talent management, budget planning, research methods, and ethical considerations, this fast-paced program complements your creativity with the advanced skills needed to succeed in senior leadership roles, project-based positions and as a creative entrepreneur.

*International students can complete the program in as few as 2 years.

The Bachelor of Creative Arts is a degree completion program, requiring prior completion of an acceptable post-secondary diploma in the creative arts. Find qualifying specialized diploma programs that fit your passion at Toronto Film School.

PROGRAM HIGHLIGHTS



FLEXIBLE LEARNING

Choose online and/or on-campus classes.



360 DEGREE LEARNING UNDERSTANDING

Gain industry-specific & cross-disciplinary skills.



EXPERT FACULTY

Learn from respected and active industry leaders.



POST-GRADUATION WORK PERMIT

On-campus international students become eligible to apply for a PGWP.

YOUR DEGREE PATHWAY



1. START YOUR DIPLOMA AT TORONTO FILM SCHOOL



2. GRADUATE WITH YOUR TFS DIPLOMA



3. BEGIN YOUR BACHELOR OF CREATIVE ARTS PROGRAM



4. GRADUATE WITH YOUR BACHELOR OF CREATIVE ARTS DEGREE

TERM 1

Creative Arts in Cultural Context
Creative Arts in Ethical and Legal Context
Psychology of Creativity
Research and Composition
Western Art - Renaissance to Contemporary

TERM 2

Research Methods for the Creative Arts
Managing Talent
Creative Arts in Political and Public Policy Context
Managing Projects in the Creative Arts
Creativity and Innovation

TERM 3

Financial Leadership for the Creative Arts
Criticism - Methods of Evaluating and Assessing Creative Activity
Graduating Project 1
General Studies Elective, Tier 2 (x2)

TERM 4

Entrepreneurship and the Creative Arts
Global Perspectives on the Creative Arts
Graduating Project 2
General Studies Elective, Tier 3 (x2)

GENERAL STUDIES ELECTIVES

TERM 3

The Workplace in Fiction
Philosophical Thought and Leisure
Sociology and Culture
Human Geography
Microeconomics
Psychology of Everyday Life

TERM 4

Topics in Technology and Society
Design Thinking
Topics in Power and Society

BACHELOR OF BUSINESS ADMINISTRATION DEGREE PROGRAM FROM YORKVILLE UNIVERSITY

- TORONTO CAMPUS
- VANCOUVER CAMPUS
- ONLINE AVAILABILITY

Yorkville University's Bachelor of Business Administration program equips motivated individuals with the skills to navigate and manage complex business issues, empowering them with the tools for long-term personal and professional success. The degree builds on students' past experience with the Apply & Integrate approach, which ensures a solid understanding of core concepts and how to apply them in real-world scenarios.

Yorkville graduates embark on their careers with a full repertoire of business competencies, enabling them to step into positions of leadership within their workplace and industry. Yorkville alumni possess the knowledge and expertise required to excel in their careers or pursue graduate work, while taking part in a network of motivated business professionals from around the world.

Yorkville's Apply & Integrate approach allows students to implement case studies from their industry of choice in up to 90 percent of courses, so they can learn business in the context of their field.

This integration of learning with areas of interest continues until the final courses, where students solve a genuine industry problem or create an authentic, actionable business plan.

Please note that applicants must choose a campus when applying for the Bachelor of Business Administration Online program. Each campus offers different specializations and has slightly different admissions requirements and transfer credit policies. See next page for the list of specializations by campus.

PROGRAM HIGHLIGHTS



FLEXIBLE LEARNING

Choose online and/or on-campus classes.



EXPERT FACULTY

Learn from respected and active industry leaders.



PRACTICAL FOCUS

Career-focused degrees prepare you to be job ready with the professional skills, knowledge and designation prerequisites that employers value.

YOUR DEGREE PATHWAY



1. START YOUR DIPLOMA AT TORONTO FILM SCHOOL



2. GRADUATE IN 12 TO 18 MONTHS



3. BEGIN YOUR BACHELOR OF BUSINESS DEGREE PROGRAM



4. GRADUATE AND ADVANCE YOUR CAREER

BACHELOR OF BUSINESS ADMINISTRATION: GENERAL

- VANCOUVER CAMPUS
- ONLINE AVAILABILITY

START DATES
January, April, July, October

DURATION
As few as 2.5 years*

BACHELOR OF BUSINESS ADMINISTRATION: ACCOUNTING

- VANCOUVER CAMPUS
- ONLINE AVAILABILITY

START DATES
January, April, July, October

DURATION
As few as 2.5 years*

BACHELOR OF BUSINESS ADMINISTRATION: ENERGY MANAGEMENT

- VANCOUVER CAMPUS
- ONLINE AVAILABILITY

START DATES
January, April, July, October

DURATION
As few as 2.5 years*

BACHELOR OF BUSINESS ADMINISTRATION: PROJECT MANAGEMENT

- TORONTO CAMPUS
- VANCOUVER CAMPUS
- ONLINE AVAILABILITY

START DATES
January, April, July, October

DURATION
As few as 2.5 years*

BACHELOR OF BUSINESS ADMINISTRATION: SUPPLY CHAIN MANAGEMENT

- VANCOUVER CAMPUS
- ONLINE AVAILABILITY

START DATES
January, April, July, October

DURATION
As few as 2.5 years*

**With full course load, year-round study and/or approved transfer credits. Each applicant is encouraged to contact an Admissions Advisor to determine the potential duration of their degree program according to their unique circumstances.*



ENGLISH LANGUAGE PATHWAY



TORONTO CAMPUS



ONLINE AVAILABILITY

DURATION 12 WEEKS PER LEVEL / 25 HOURS PER WEEK

OVERVIEW

Our Languages Canada accredited ESL Pathway Program offers you the chance to get a conditional admission to one of Toronto Film School's diploma programs if you do not meet our IELTS requirement of 6.0* (or equivalent). The English Language Pathway program offers three levels of study with content focused on improving your English reading, writing, speaking and comprehension skills. Our program also attracts creative professionals who are working in the design and entertainment industries and want to improve their language proficiency.

HOW IT WORKS

- Students whose IELTS score (or equivalent) is 4.5 or higher but lower than 5.5 must successfully complete Level 2 of the ESL Pathway Program.
- Students whose IELTS score (or equivalent) is lower than 4.5 but above 4.0 must successfully complete Level 1 and Level 2 of the ESL Pathway Program.
- Students whose IELTS score is lower than 4.0 must successfully complete Beginner, Level 1 and Level 2 of the ESL Pathway Program.

Special Note:

In Ontario, Yorkville University offers a Bachelor of Business Administration with a specialization in Project Management, a Bachelor of Creative Arts (BCA), and a Bachelor of Interior Design (BID), all three of which are delivered on campus and online. The institution has been granted a consent by the Ministry of Colleges and Universities (MCU) to offer the BBA for a 7-year term starting 04/06/2017, the BID for a 5-year term starting 04/06/2017, and the BCA for a 7-year term starting from 17/12/2020. Prospective students are responsible for satisfying themselves that the program and the degree will be appropriate to their needs (e.g., acceptable to potential employers, professional licensing bodies or other educational institutions).

Note: English for Academic Purposes (EAP) is a required first term course for graduates of Level 2 ESL Pathway Program.

**Applicants with an IELTS score (or equivalent) of 5.5 can start their Toronto Film School program by taking an English for Academic Purposes (EAP) course in their first term.*

Students without an IELTS score will be asked to complete the Oxford Placement Test to determine their placement in the ESL Pathway Program.



ADMISSIONS CHECKLIST

This guide will help you keep track of the documents you need to submit for your application to our diploma programs. We look forward to hearing from you soon.

WHAT YOU'LL NEED

- APPLICATION FORM/ENROLMENT AGREEMENT
- PAST EDUCATIONAL CREDENTIALS OR EQUIVALENT*
- INTERVIEW WITH ADMISSIONS ADVISOR
- ENGLISH LANGUAGE REQUIREMENT
- PROOF OF CITIZENSHIP / PHOTO ID
- PORTFOLIO REQUIREMENT
- APPLICATION FEE

*Applicants with an IELTS score (or equivalent) of 5.5 can start their Toronto Film School program by taking an English for Academic Purposes (EAP) course in their first term.

*Toronto Film School must receive either the original documents or a notarized copy of the original documents. All documents that are not in English must be accompanied by a certified English translation. Please note that we do not return any documents.

Toronto Film School also offers various pathways from certified English language schools. For a complete list, please visit www.torontofilmschool.ca

PROGRAM REQUIREMENTS

These program requirements are for both On-Campus & Online programs.

FILM PRODUCTION	Movie Critique Storyboard
ACTING FOR FILM, TV & THE THEATRE	Audition
WRITING FOR FILM & TV	2 or more Creative Writing Pieces
GRAPHIC DESIGN & INTERACTIVE MEDIA	Statement of Intent
VIDEO GAME DESIGN & ANIMATION OR DEVELOPMENT	Statement of Intent
ESL PATHWAY PROGRAM	English Placement Test

ENGLISH LANGUAGE REQUIREMENTS

Toronto Film School accepts the following tests and programs as proof of English proficiency.

TORONTO FILM SCHOOL'S ENGLISH PATHWAY PROGRAM	Level II
ACADEMIC IELTS	6.0
TOEFL iBT	70
CBT	196
PBT	525
CELP IP LISTENING/SPEAKING READING	5 5 6
DUOLINGO ENGLISH TEST	95
CAMBRIDGE ENGLISH LANGUAGE ASSESSMENT	162

LOCATIONS

460 YONGE ST. CAMPUS

460 Yonge Street
Toronto, ON, M4Y 1W9, Canada

415 YONGE ST. CAMPUS

415 Yonge Street, 6th, 8th and 15th Floor
Toronto, ON, M5B 2E7, Canada

10 DUNDAS CAMPUS

10 Dundas Street E., Suite 704
Toronto, ON, M5B 2G9, Canada

CONTACT US

ON-CAMPUS PROGRAMS ADMINISTRATIVE OFFICE

415 Yonge Street, Suite 800
Toronto, ON, M5B 2E7 CANADA

TEL: 1.416.929.0121

TOLL FREE: 1.866.467.0661

FAX: 1.416.644.1903

ONLINE PROGRAMS CONTACT DETAILS

TOLL-FREE IN CANADA AND THE U.S.:
1.888.622.7050

OUTSIDE NORTH AMERICA:
1.506.300.0265

YORKVILLE UNIVERSITY FAX NUMBER:
1.506.454.1221

TORONTOFILMSCHOOL

TORONTOFILMSCHOOL.CA

