Animation

Overview

- Two-year diploma

- Fall entry date

- Annual application deadline: March 1

- Exchange District Campus, Winnipeg

- All laptops are being provided by the college for the duration of the program

Overview

The Animation diploma program is designed to equip you with essential 2D knowledge, skills and technical abilities. This program focuses on an in-depth exploration of figure drawing, principles of animation, character design, storyboarding, concept design, background and prop creation, storytelling, and creative project management. Additionally, you will develop a strong foundation in animation theory and practice and learn how to bring characters and scenes to life through fluid and expressive movement. In the final term, with the help of industry mentors, you will work on a major animation project intended to be the highlight of your final demo reel compilation of your best work. This program will prepare you to pursue diverse professional opportunities within the animation sector.

Graduate Profile

Upon successful completion of the Animation program, the graduate will learn to:

1. Create fluid and believable animations by applying the core principles of animation.
2. Create animation and storyboards using industry-standard 2D animation software.
3. Draw the human form to accurately represent proportions, anatomy, and movement.
4. Construct compelling and consistent visual worlds through background designs and illustrations.
5. Design unique characters with consistent personality and movement.
6. Develop storyboards to translate scripts and concepts into coherent visual sequences.
7. Develop compelling narratives and engaging characters using storytelling principles, with a focus on Indigenous storytelling and animation.
8. Control the speed, rhythm, and weight of animated movements to ensure animated actions appear natural and engaging.
9. Collaborate in teams and communicate ideas to contribute to the achievement of cohesive and high-quality animation projects.
10. Build a portfolio/demo reel to highlight animation knowledge and skills, and technical abilities.

Admission Requirements

Your Academic History
If your academic history includes any of the following, please visit My Education for important information: post-secondary studies at an institution other than Red River College Polytechnic; Modified (M), English as an Additional Language (E), or GED high school courses; or home schooling; international secondary (high school) studies.

The college requires transcripts verifying your complete academic history including any public or private high school, college, university, or technical institute you have attended.

Please check the Program Overview page, to see if this program is for Manitoba residents only.

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DOCUMENT SUBMISSION

Upload Through Your Future Student Account

- Scan your document(s) and save the file. Ensure you keep your original documents as the College may request to see them at any time.
- Go to apply.rrc.ca and log in.
- Click on your application, then Supplemental Items & Documents.

If you do not have a Future Student Account or require assistance, please contact our Student Service Centre at 204-632-2327.

Internationally Educated Applicants - visit www.rrc.ca/credentials for credential assessment information.

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Submission of required documentation indicating proof of completion of admission requirements is due within 15 days of applying unless otherwise noted in the program's admission requirements.

This is a competitive admission program. Your portfolio will be evaluated and assigned a score that reflects your potential for success in the program. If your portfolio score is within acceptable range you will be invited to attend a mandatory information session. If your portfolio score does not fall within the acceptable range, your application will be cancelled.

Offers of admittance will be made to qualified applicants based on portfolio scores in descending order until all available seats are filled. This means not all applicants whose portfolios scores fall within acceptable range and who attended the mandatory information session will be offered a seat.

Applicants not offered a seat may reapply for a future intake by submitting a new application, application fee, and new portfolio based on the portfolio specifications for that application year.

Annual application deadline: March 1

Regular Admission Requirements

1. Grade 12
   - Submit proof of graduation from or enrolment in Grade 12, including one credit in each of the following courses:

     - Grade 10 English (20S)

     - Grade 10 Math (20S)

   - If you provide proof of enrolment at time of application, your official final grades must be submitted by July 15 for fall enrolment or by the deadline specified in your admission letter

   - If you are required to complete an English language assessment, do not submit your transcripts until requested to do so. See English Language Requirements (ELRs) for more information.
     and

2. English Language Requirements (ELRs)
   - Answer this question to determine if you meet this program's ELRs:
     Have I successfully completed 3 years of full-time high school (secondary) education in Canada, the United States, or an ELR exempt country where English was the language of instruction?

     - If YES, you meet English language requirements. Apply and then submit your transcripts* for review
       or

- If NO, submit proof of meeting an ELRs option. If you choose the English language assessment option, review this program's approved assessments and required levels.
      or
    - If you completed all of your education in Canada, the United States, or an ELR exempt country in English but you did not graduate high school, submit your transcripts* for review.
  - * If your transcripts are from the USA or an ELR exempt country, we will assess an International Credentials Assessment Fee to be paid before your transcripts will be reviewed.
    and

3. Portfolio of Art Work
   - Submit a specified portfolio of art work
   - Simply put, this is basically a homework assignment. You will be asked to do a series of specific tasks (including drawing, designing, and writing).
   - Every year, the portfolio tasks are different from the year before. The portfolio instructions are released in early December each year and are posted here
   - This item is not due within 15 days of applying and will be requested by the College at a later date

Mature Student Admission Requirements
If you are 19 years of age or older and have been out of high school for a minimum of one year at time of application, and you do not meet the regular admission requirements, you may apply under the Mature Student admission requirements.

1. Academic Requirement
   - High school graduation is not required, but you must have successfully completed or be enrolled in:
     - One credit in each of the following courses:
       - Grade 10 English (20S)
       - Grade 10 Math (20S)
         or
       - RRC's Introduction to Business program (this program is no longer offered by the College)
   - If you provide proof of enrolment at time of application, your official final grades must be submitted by July 15 for fall enrolment or by the deadline specified in your admission letter
   - If you are required to complete an English language assessment, do not submit your transcripts until requested to do so. See English Language Requirements (ELRs) for more information.
     and

2. Meet Regular Admission Requirements 2 through 3

English Language Assessments

⚠ The College reserves the right to modify this information without notice or prejudice.
🕓 ASSESSMENT RESULTS MUST BE DATED NO MORE THAN TWO YEARS PRIOR TO YOUR APPLICATION DATE!

Approved English Language Assessments

English Language Assessment	Minimum Scores for Certificates, Diplomas and Advanced Diplomas, and Post Graduate Certificates, Post-graduate Diplomas	Minimum Scores for Bachelor Degrees and Creative Communication

English Language Assessment	Minimum Scores for Certificates, Diplomas and Advanced Diplomas, and Post Graduate Certificates, Post-graduate Diplomas	Minimum Scores for Bachelor Degrees and Creative Communication
CAEL Online or In-Person	Overall band score of 60	Overall band score of 70 and Writing of 60
IELTS Academic Level	Overall 6.0 and No band below 5.5	Overall 6.5 and No band below 6.0
Password Skills	Overall 6.0 and No band below 5.5	Overall 6.5 and No band below 6.0
LINC Certificate	7	8
Duolingo Language Test	115 and above+ with a min. of 95 in each section	125 and above with a min. of 100 in each section
New English for Academic and Professional Purposes	Successful completion of the program 5 (min 70%)	Successful completion of the program 5 (min 70%)
PTE	54 overall Min 50 in each skill	60 overall Min 55 in each skill band
TOEFL-ibt Academic Level	80 (20L, 20S, 19R, 21W)	90 (22L, 22S, 22R, 24W)
Academic English Program for University and College Entrance Program (AEPUCE)	Successful Completion	Successful Completion
CELBAN	N/A	N/A

Who Should Enrol?

Ever dream of bringing your drawings to life? Dive into the world of animation and unlock the secrets behind your favorite animated shows and movies! Whether you're an aspiring animator, illustrator, or visual creative, our Animation program helps you build the skills and portfolio to turn your passion into a career!

Locations, Dates and Fees

Next Estimated Term 1 Start Date (subject to change)

Location	Start Date	
Roblin Centre (Prev. PSC)	Aug 31, 2026	Apply Now

Costs (estimates only; subject to change)

Program/Student Fees	
Year 1	
	$9,283.00

Books and Supplies	
Year 1	
	$250.00[1]

[1] Amount for drawing supplies

Courses and Descriptions

Year 1
Term 1Credit Hours

ANMA-1001
Drawing for Animation 1

ANMA-1002
Animation and Digital Tools 1

	Credit Hours
	6
ANMA-1003 Character Design 1	
	6
ANMA-1004 Storyboarding	
	3
COMM-1173 Communication Strategies	
	3

Term 2	Credit Hours
ANMA-1005 Visual Development and Concept Design 1	
	6
ANMA-1006 Background Design 1	
	3
ANMA-2001 Drawing for Animation 2	
	6
ANMA-2002 Animation and Digital Tools 2	
	6
ANMA-2173 Visual Storytelling	
	3

Year 2	

Term 3	Credit Hours
ANMA-1007 Animation Production 1	
	3
ANMA-2003 Character Design 2	
	6
ANMA-2005 Visual Development and Concept Design 2	
	3
ANMA-3001 Drawing for Animation 3	
	6
ANMA-3002 Animation and Digital Tools 3	
	6

Term 4	Credit Hours
ANMA-2006 Background Design 2	
	3
ANMA-2007 Animation Production 2	
	3
ANMA-4001 Drawing for Animation 4	
	6
ANMA-4002 Animation and Digital Tools 4	
	6
ANMA-4008 Animation Studio Project	
	6

ANMA-1001
Drawing for Animation 1

Life drawing is essential for animation students. This course introduces students to the drawing techniques required for understanding human form and anatomy. Focusing on the human skeletal structure, students will capture the basic anatomy, gestures, and dynamics of live models through quick sketches and detailed figure studies. Students will also explore the principles of life drawing with emphasis on proportion, gesture, weight and line quality. In addition, students will engage in drawing exercises to capture the essence of movement and expressiveness, to develop their ability to convey emotion and personality through form.

ANMA-1002
Animation and Digital Tools 1

This introductory course is a launching point into 2D animation. Students will explore the foundations of the 12 Principles of Animation alongside the practical application of 2D animation software. Students will apply the key principles of animation, including squash and stretch, exaggeration, easing, anticipation, and follow-through to create fluid animations. Upon course completion, students will possess a strong understanding of the animation principles, and the technical skills required to produce animated sequences, setting a solid foundation for future animation studies.

ANMA-1003
Character Design 1

This course introduces students to the foundational creative concepts and technical skills required to create compelling and memorable characters for 2D animation. Students will learn the art of character design as a harmonization of anatomy, construction, weight, silhouette, gesture, expression, style, and basics of form. The course will also touch on character development and visual storytelling elements. By the end of this course, students will be able to apply the foundational principles of character design to create unique characters for their animations.

ANMA-1004
Storyboarding

In animation, storyboards and animatics serve as blueprints to previsualize and guide every aspect of a production. This introductory course takes students through a progressive, learning journey in previsualization. Starting with creating a basic storyboard and a simple animatic, students will advance to more sophisticated storytelling techniques including action blocking. Students will integrate camera work, dynamic compositions, lighting, sound, and editing into their storyboards. Students will produce digital storyboards and animatics, by applying knowledge learned from lectures, hands-on projects, and feedback from industry experts.

ANMA-1005
Visual Development and Concept Design 1

This course will equip students with the knowledge and skills to utilize digital drawing and painting skills to create original characters and environment designs. By developing both a distinctive artistic style and the adaptability to work within established industry standards, students will gain the necessary tools to succeed in the field of animation. Additionally, the course will delve into colour theory and its role in storytelling and creating a mood or tone, providing students with a comprehensive understanding of this essential aspect of visual communication.

ANMA-1006
Background Design 1

This course introduces students to the fundamentals of layout and background creation for 2D animation. Students will construct an environment and stage for their scenes to play out with a focus on composition, perspective, staging, cinematography, and colour theory. Students will also explore the relationship between backgrounds, characters and props. In addition, students will use lighting to enhance their compositions and create a sense of atmosphere and cohesion. Students will produce immersive environments, and consistent layout designs that help convey the worlds in which their characters exist.

ANMA-1007
Animation Production 1

Rigging and compositing are essential components of the animation pipeline. In this foundational course, students will create and prepare character rigs for animation with a focus on building flexible and functional rigging systems to enhance character movement and expression. Students will use compositing to integrate animated elements into their environments, including layering, keying, and colour correction. By combining rigging and compositing, students will gain a holistic understanding of the production process. Students will manage and organize assets, troubleshoot rigging challenges, and create visually cohesive scenes.

ANMA-2001
Drawing for Animation 2

Return to the drawing studio! In this course, students will build upon the foundational drawing skills acquired in Drawing for Animation 1. This course delves deeper into the complexities of human anatomy, movement, and expression. Students will capture the human muscular structure, lines of action and movement of live models through gesture sketches and detailed studies. Students will refine their observational skills while exploring more advanced drawing techniques and concepts. This course highlights the importance that drawings are expressive, consistent, balanced, and volumetric.

Prerequisites:
ANMA-1001

ANMA-2002
Animation and Digital Tools 2

Building on the foundations covered in Animation and Digital Tools 1, students will further explore the principles of timing, rhythm, and spatial dynamics. By analyzing and replicating the movements of real-world creatures, students will learn to create believable and engaging character animations. Through the development of walk cycles, expressions, and character sequences, they will refine their ability to convey emotions, personality, and story through animation. Students will continue to hone their skills using industry-standard animation software, exploring advanced features, techniques, and workflows.

Prerequisites:
ANMA-1002

ANMA-2003
Character Design 2

This course builds upon the concepts and skills introduced in Character Design 1. Students will deepen their understanding of character development and animation techniques to create unique and engaging characters. Emphasizing the dynamic interplay between character design and storytelling, students will explore concepts such as personality traits, character expression, performance, emotional arcs, and visual motifs. The course will also touch on the importance of human diversity and representation in character design, ensuring characters are inclusive and respectful of a diversity of identities. These values will assist students in creating authentic characters that resonate with audiences and contribute to meaningful storytelling.

Prerequisites:
ANMA-1003

ANMA-2005
Visual Development and Concept Design 2

Building on the skills acquired in Visual Development and Concept Design 1, this advanced course will delve deeper into digital drawing. Students will also be introduced to generative AI and photo-bashing techniques. Students will refine their illustration abilities and explore working in different genres. Focusing on storytelling and visual narrative, students will convey emotions and ideas through their artwork. This course will also expand upon colour theory, exploring its application in creating dynamic and visually appealing compositions. Students will create and pitch a pitch-package with a fully conceptualized idea, characters, and environments.

Prerequisites:

ANMA-1005

ANMA-2006
Background Design 2

This course builds upon the creation of complex environments for animation covered in Background Design 1. Students will develop immersive and convincing animated worlds with scene planning, environmental storytelling, visual hierarchy, cinematic composition, and camera movements. Emphasis is placed on maintaining continuity of style while applying principles of structural drawing and perspective to both background and prop design. Students will refine their ability to design backgrounds that support the narrative and emotional tone of animated scenes. By the end of the course, students will create cohesive, story-driven environments that contribute to the overall aesthetic of a production.

Prerequisites:
ANMA-1006

ANMA-2007
Animation Production 2

This course builds on the foundational rigging and composition skills covered in Animation Production 1. Students will delve deeper into the technical and creative processes of animation production by creating increasingly advanced rigging techniques for complex characters and props enabling more pipeline friendly and practical techniques. Students will also expand their compositing skills by integrating visual effects, layering, lighting, and rendering techniques to create polished, cinematic scenes. Students will also streamline workflows and solve production challenges as they complete projects that simulate real-world animation pipelines.

Prerequisites:
ANMA-1007

ANMA-2173
Visual Storytelling

Storytelling and communication are essential skills in the animation industry. Students will explore narrative structures, character development, and world-building techniques to craft compelling narratives. They will also further develop communication strategies and work collaboratively in teams. This course will centre around Indigenous storytelling and animation. Students will present ideas to diverse audiences and weave stories into presentations. The course also explores how storytelling can be used as a means to share, support, and produce cultural and community resilience. Through practical exercises and projects, students will visually and verbally convey complex concepts, fostering their success as professional animators.

Prerequisites:
COMM-1173

ANMA-3001
Drawing for Animation 3

In this reinforcing course, students will continue to develop their skills to enhance their understanding of the human form while working with drawing the figure in perspective. Students will apply their knowledge of figure drawing while refining their ability to capture the human figure with dynamic gestures, tone, and lighting. Through practical exercises, students will apply their life drawing techniques to drapery, clothing, and accessories as they contour to the human form. Students will also integrate caricature and colour to create more dynamic drawings, stronger poses, and a sense of life and motion within their character work.

Prerequisites:
ANMA-2001

ANMA-3002
Animation and Digital Tools 3

This course reinforces the animation principles of movement with a focus on timing, spacing, and easing.

Building on their life drawing and animation skills, students will refine their ability to transition smoothly between character poses. By incorporating techniques such as anticipation, extremes, and overlapping action, students will create fluid and realistic animations that capture the essence of motion. Through experimentation and iteration, students will gain a thorough understanding of how to execute these animation principles to bring characters to life on screen.

Prerequisites:
ANMA-2002

ANMA-4001
Drawing for Animation 4

The concepts and skills developed in the previous Drawing for Animation courses culminate in this course. Students will further develop their ability to translate the nuances of the human form observed through clothing, costumes, and drapery. Consideration will also be given to how props can be integrated with the figure. Students will create more natural and realistic poses. Students will develop their own unique style using caricature and exaggeration to push poses and create compelling illustrations. Value, tone, and color will be incorporated to convey realism and mood within one's work.

Prerequisites:
ANMA-3001

ANMA-4002
Animation and Digital Tools 4

In this course, students will advance their knowledge and skills to create more dynamic and finalized animations. By culminating previous concepts, such as visual storytelling, character and background design, the conveyance of emotion through character expression and performance, and utilizing strong compositions and staging. Students will create action scenes and sequences that demonstrate believable motion and timing. Through a combination of practical exercises and critiques, students will refine their ability to create finalized scenes that are ready for compositing, creating memorable animated sequences that leave a lasting impression on their audience.

Prerequisites:
ANMA-3002

ANMA-4008
Animation Studio Project

This course immerses students in a practical project that culminates their animation knowledge, skills and technical abilities while meeting the demands of the professional field. Students will select a project topic that aligns with their passions and showcases their unique artistic abilities. Students will gain hands-on, project experience while working under the guidance of industry mentors and the instructor(s). The course culminates with students assembling a portfolio/demo reel and presenting their final projects to showcase finished animations. The course will emulate a studio environment, allowing students to develop essential collaboration and communication skills needed in team-based creative environments.

Prerequisites:
ANMA-3001 ANMA-3002 ANMA-1007 ANMA-2003 ANMA-2005

COMM-1173
Communication Strategies RPL

Everyone communicates, but are they doing it well? Communicative competence takes practice and self-awareness. In this foundational course, students will learn through discovery and project-based activities to practice approaching situations critically and collaboratively. By developing their communication skills, students will improve their interpersonal ability, intercultural competence, and digital fluency to prepare for success in the workplace and beyond. The strategies students will gain in this course will be useful throughout their program and in their chosen industry.

Computer/Laptop Requirements

All laptops will be provided by the college for use during the program.

Recognition of Prior Learning

Recognition of Prior Learning (RPL) is a process which documents and compares an individual's prior learning gained from prior education, work and life experiences and personal study to the learning outcomes in College courses/programs. For more information, please visit www.rrc.ca/rpl.

Graduation Requirements

To receive the Animation program diploma, a student must:

- Complete all 20 academic courses: 96 credit units and 1440 course hours in total

- Obtain a graduating program GPA of 2.0 or higher

- Pay student account in full

- Complete the program within six years in accordance with Policy A20 – Requirements for Graduation

Employment Potential

Common Roles for 2D Animation Graduates:

- 2D Animator

- Storyboard Artist

- Character Designer / Concept Artist

- Layout/Background Artist

- Compositor / Motion Graphics Designer

- Visual Development / Pre-production Artist

Academic Advising Service
Our academic advising service can provide information about our full-time programs, explain program admission requirements, and help you select the right program to meet your career and academic goals. We can also connect you with helpful people, resources, and supports.

- For more information visit academic advising.

- If you are an Indigenous student, you can contact an Indigenous Admissions Advisor.

- If you are an international student, you can contact International Education.

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