



MTM COLLEGE

OF ANIMATION+ARTS & DESIGN

WHAT MAKES US DIFFERENT

A FOCUS ON MENTORSHIP

A TIGHT KNOT COMMUNITY

INDUSTRY CONNECTIONS & RELEVANCE

FOCUS ON TRADITIONAL & COMPUTER ART SKILLS

INSTRUCTORS WITH ART & INDUSTRY EXPERIENCE



The image is a horizontal composition divided into three vertical panels. The left panel shows a concept art sketch of a man in profile, wearing a dark coat and a hat, with a sword at his waist. The middle panel features a more detailed illustration of a character with blonde hair, wearing a black hat with white flowers and a red dress, holding a wooden staff. The right panel depicts an animation frame of a character in a green uniform and cap, running through a dark, swirling environment. The text 'CONCEPT ART', 'ILLUSTRATION', and 'ANIMATION' is overlaid in large, white, sans-serif font on each respective panel.

CON
CEPT
ART

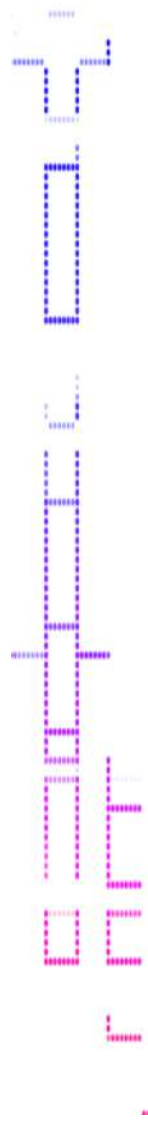
ILLU
STRATION

ANI
MATION

CONCEPT ART

ONE OF THE EARLIEST & MOST IN-DEPTH CONCEPT ART PROGRAMS IN CANADA WITH INSTRUCTORS ACTIVE IN THE INDUSTRY

FOCUSING ON DESIGN FOR AAA VIDEO GAMES & ANIMATION WITH EMPHASIS ON BOTH DIGITAL & TRADITIONAL ART SKILLS



WHAT DO WE TEACH?

CHARACTER DESIGN WITH DETAILED EMULATION OF THE PRODUCTION PROCESS,
FROM ROUGHS TO FINISH CONCEPTS TO DESIGN VARIATIONS

ILLUSTRATION WITH COMPREHENSIVE INSTRUCTION ON DIGITAL PAINTING,
INDUSTRY STANDARD PROCESS & APPLICATION OF DESIGN & COLOR THEORIES

3D MODELING & TEXTURING, INCLUDING COMPREHENSIVE LEARNING OF SOFTWARE SKILLS

EXTREMELY IN-DEPTH COURSES ON OIL PAINTING & ANATOMY WITH FOCUS ON REFINING
FOUNDATIONAL ART SKILLS

COMPREHENSIVE DEDICATED COURSES TO ENVIRONMENT DESIGN & PAINTING WITH
INSTRUCTION ON INDUSTRY STANDARD SOFTWARE SKILLS

ENTERTAINMENT INDUSTRY STANDARD DIGITAL MATTE PAINTING SKILLS

MENTORED PORTFOLIO & CAREER DEVELOPMENT



PROGRAM STRUCTURE

YEAR 1

INTRODUCTORY & FUNDAMENTAL COURSES |

OIL PAINTING PRINCIPLES OF DRAWING INTRO TO CONCEPT ART PERSPECTIVE
STRUCTURAL DRAWING COLOR THEORY DESIGN & COMPOSITION LIFE DRAWING

YEAR 2

INTERMEDIATE COURSES |

PORTRAIT PAINTING ENVIRONMENT DESIGN CHARACTER DESIGN ARTISTIC ANATOMY
PROPS & OBJECTS HANDS & FEET LIFE DRAWING



PROGRAM STRUCTURE

YEAR 3

ADVANCED COURSES |

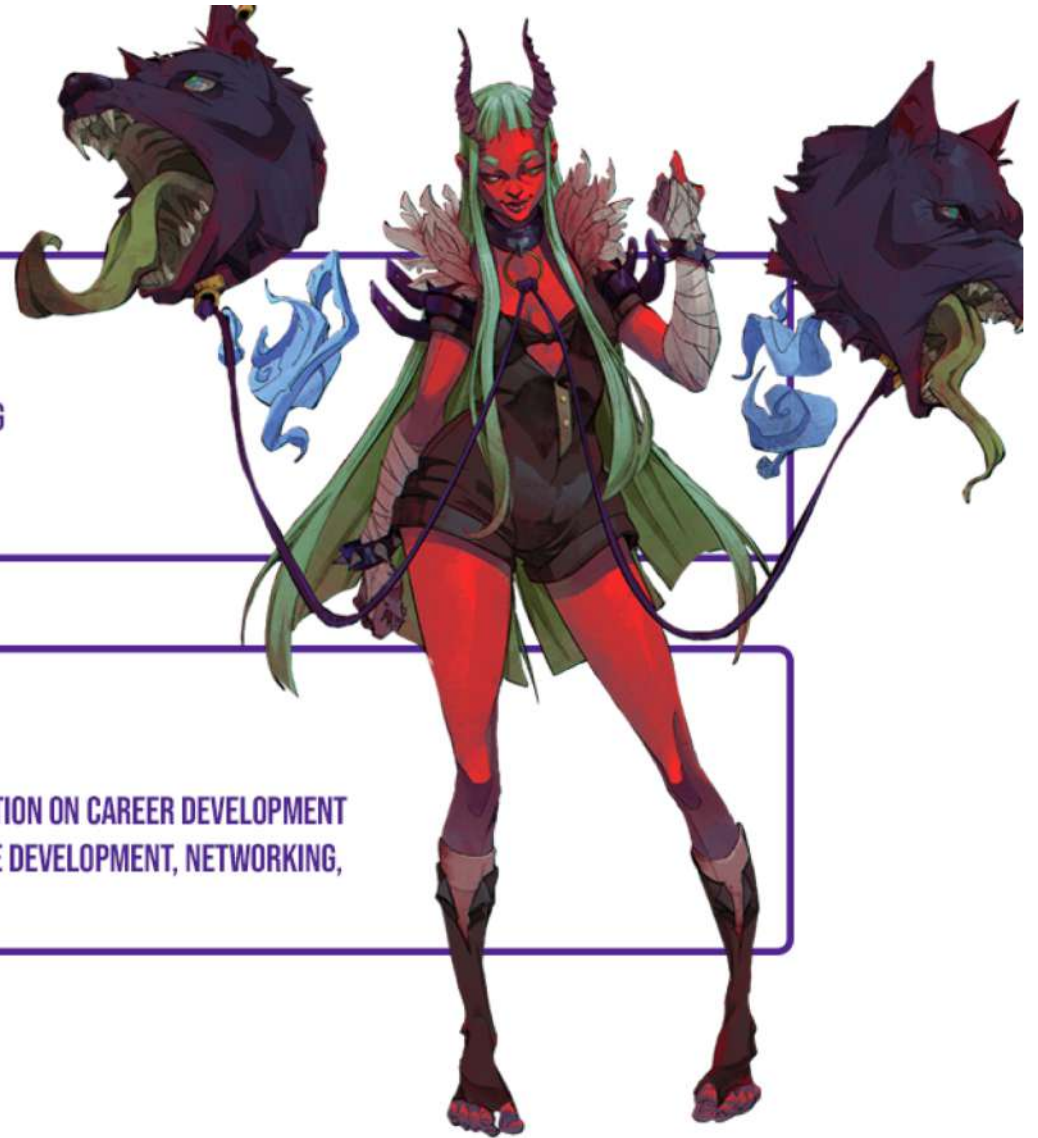
3D MODELING ADVANCED CHARACTER DESIGN FIGURATIVE PAINTING

ANIMAL DRAWING LIFE DRAWING

YEAR 4

MENTORSHIP |

A FOCUS ON MENTORED DEVELOPMENT OF A PORTFOLIO WITH INSTRUCTION ON CAREER DEVELOPMENT INCLUDING COACHING ON RESUME WRITING, BUSINESS CARD & WEBSITE DEVELOPMENT, NETWORKING, JOB INTERVIEW COACHING, SO ON, SO FORTH



OUR STAFF



ROBYN LAU | COORDINATOR

ROBYN IS A CONCEPT ARTIST AND ILLUSTRATOR WITH 9 YEARS OF EXPERIENCE WITHIN THE INDUSTRY. SHE HAS WORKED IN VARIOUS ROLES INCLUDING AN ASSISTANT ART DIRECTOR AND HAS WORKED ON IPS SUCH AS FORTNITE, FIFA, APEX LEGENDS, LEAGUE OF LEGENDS AND INVINCIBLE



BARTOL RENDULIC | INSTRUCTOR

AN EXTREMELY EXPERIENCED CONCEPT ARTIST, BARTOL HAS EXTENSIVE EXPERIENCE AS A DESIGNER WITHIN THE FILM INDUSTRY. HE HAS WORKED ON THE BOYS, X-MEN, STAR TREK DISCOVER AND MANY MORE IPS. HE GIVES STUDENTS A COMPREHENSIVE LOOK AT INDUSTRY S TANDARD CONCEPT ART PROCESS WORK



SAAR BODMAN | INSTRUCTOR

SAAR, A MTM COLLEGE GRADUATE, IS A CHARACTER DESIGNER AND ILLUSTRATOR WITH EXTENSIVE INDUSTRY EXPERIENCE. HE HAS WORKED IN SENIOR POSITIONS SUCH AS ASSISTANT ART DIRECTOR FOR CORUS ENTERTAINMENT



ALAN HOWELL | COORDINATOR

ALAN IS AN INDUSTRY VETERAN WITH EXPERIENCE 20+ AS AN ILLUSTRATOR. HE HAS SKILLS IN BOTH DIGITAL AND TRADITIONAL MEDIA, TEACHING STUDENTS FOUNDATIONAL AND ADVANCED LEVEL SKILLS



DANIEL ST. AMANT | INSTRUCTOR

DANIEL IS AN EXTENSIVELY EXPERIENCED MATTE PAINTER AND ARTIST WHO HAS WORKED ON HOLLYWOOD IPS SUCH AS THE BOYS, JOHN WICK, LOGAN, GAME OF THRONES, DEADPOOL, AVENGERS AGE OF ULTRON. HE HAS ALSO WORKED IN SUPERVISOR POSITIONS.



SCOTT CAMERON | INSTRUCTOR

A VETERAN OF THE INDUSTRY, SCOTT IS A MASTER PAINTER. HE HAS WORKED UNDER WALT DISNEY AS A BACKGROUND PAINTER AND THEN AS AN ILLUSTRATOR FOR VARIOUS PUBLISHERS SUCH AS SCHOLASTIC, ANNICK PRESS, RANDOM HOUSE AND SO MANY MORE.

OUR GRADUATES



SERGI IRANZO
WINNER OF THE UBISOFT NEXT AWARD
CONCEPT ARTIST AT UBISOFT



ZABI HASSAN
WORKED FOR HBO & UBISOFT
SENIOR CONCEPT ARTIST AT TENCENT



DHENZEL OBENG
WINNER OF THE UBISOFT NEXT AWARD
CONCEPT ARTIST AT UBISOFT



OUR STUDENTS GET HIRED AT



UBISOFT



NELVANA™



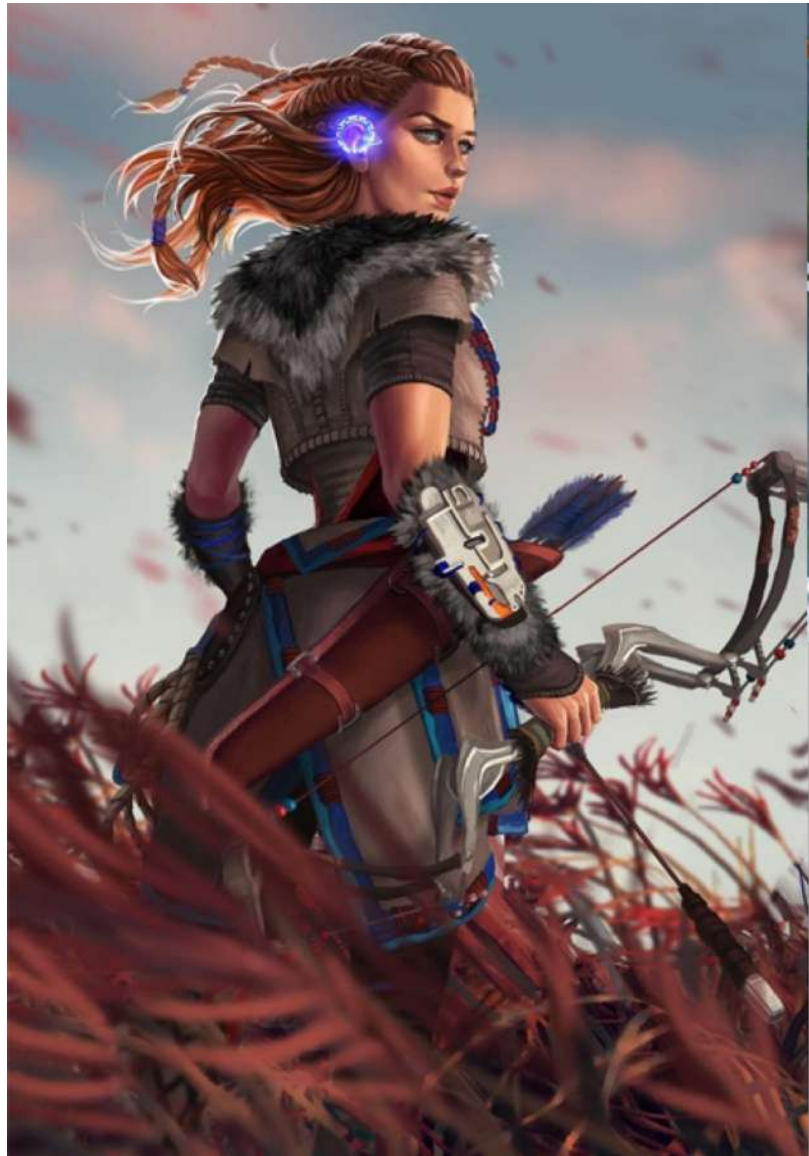
腾讯游戏
Tencent Games

corus.



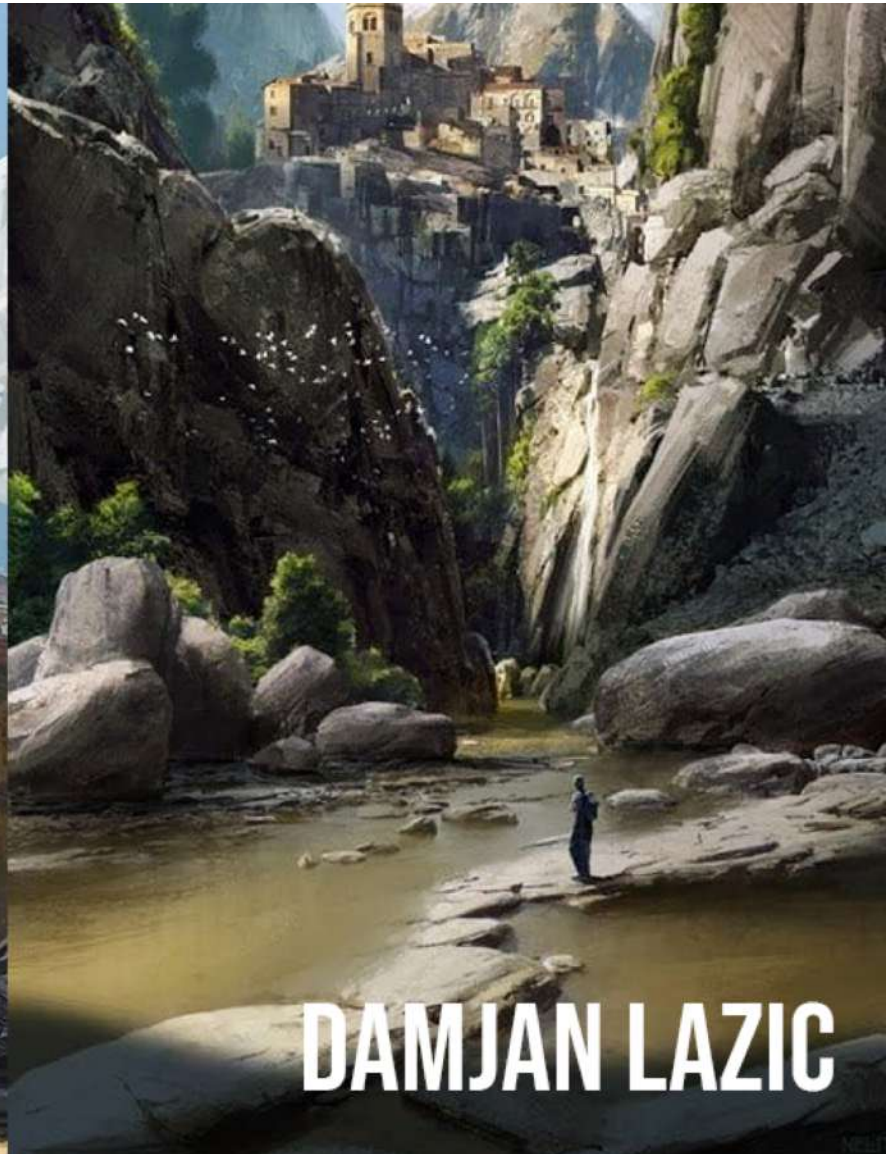
Pipeline Studios





BORIS RADEVSKI

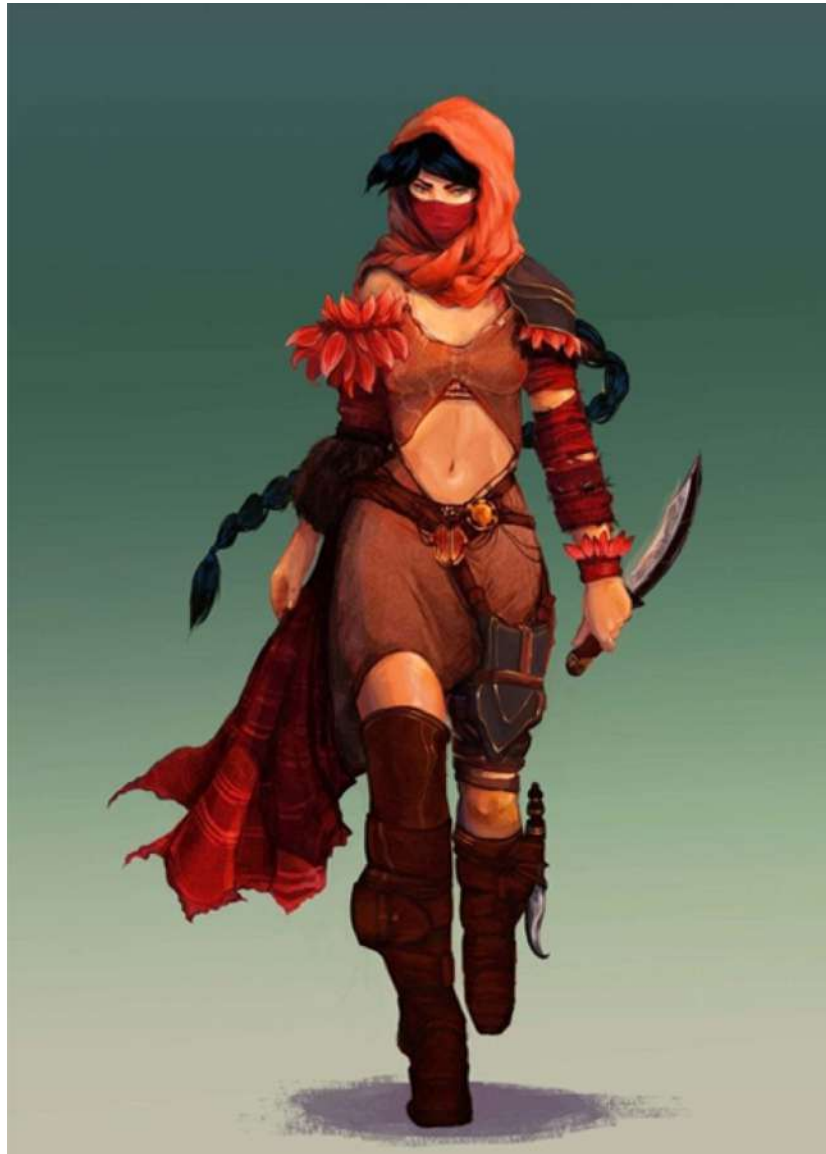
Slavic Fantasy - Bounty Hunters: **Rogue**



DAMJAN LAZIC



SERGI IRANZO

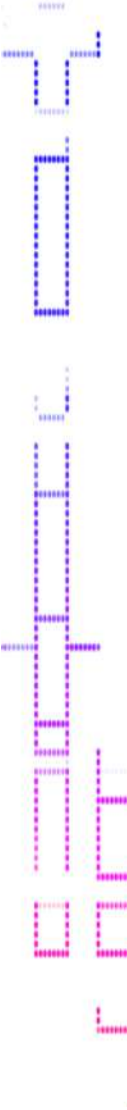




SEQUENTIAL ARTS & ILLUSTRATION

ONE OF THE EARLIEST, MOST IN-DEPTH COMICS PROGRAMS IN CANADA WITH VETERANS AND CURRENTLY ACTIVE INSTRUCTORS

FOCUS ON BOTH ILLUSTRATION & GRAPHIC NOVELS WITH A DEEPER GLANCE INTO FREELANCING & PROFESSIONAL DEVELOPMENT



WHAT DO WE TEACH?

CREATING A GRAPHIC NOVEL, FROM START TO FINISH INCLUDING SCRIPT WRITING, CHARACTER DESIGN, DIGITAL PRODUCTION, CREATING PITCH PACKAGES AND PUBLISHING

THE PROCESS OF FREELANCING AND SELF-PROMOTION, ESPECIALLY WITHIN THE REALMS OF SELF-PUBLISHING AND WEBCOMICS

IN-DEPTH ILLUSTRATION COURSES WITH COLOR & DESIGN THEORIES EXPLORED

EXTREMELY IN-DEPTH GRAPHIC DESIGN AND TYPOGRAPHY COURSES AS COMPLIMENTARY SKILLS TO ILLUSTRATION AND COMICS

COMICS COMPOSITION, PENCILING, INKING AND LETTERING TAUGHT BY INDUSTRY VETERANS

IN-DEPTH CHILDREN'S ILLUSTRATION COURSE, TAKING THE PROCESS OF FINISHING A BOOK FROM START TO FINISH, WITH RESPECT TO INDUSTRY STANDARDS AND AGENT EXPECTATIONS

MENTORED PORTFOLIO & CAREER DEVELOPMENT



PROGRAM STRUCTURE

YEAR 1

INTRODUCTORY & FUNDAMENTAL COURSES |

OIL PAINTING PRINCIPLES OF DRAWING INTRO TO LAYOUT PERSPECTIVE CONSTRUCTIVE FIGURE DRAWING
STRUCTURAL DRAWING COLOR THEORY DESIGN & COMPOSITION LIFE DRAWING

YEAR 2

INTERMEDIATE COURSES |

PENCILING INKING ILLUSTRATION ARTISTIC ANATOMY COMPUTER COLORING SCRIPTING
PROPS & OBJECTS HANDS & FEET LIFE DRAWING



PROGRAM STRUCTURE

YEAR 3

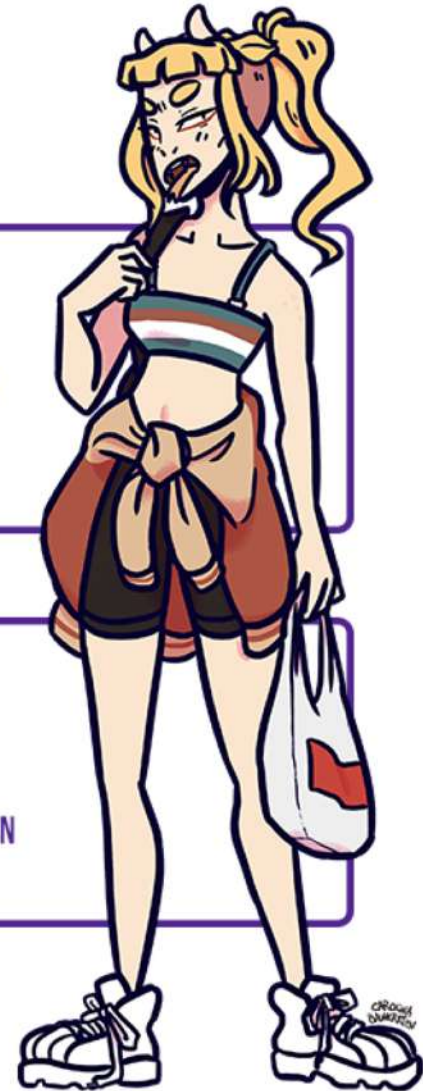
ADVANCED COURSES |

ADVANCED PENCILING CHARACTER DESIGN ADVANCED INKING ILLUSTRATION FOR CHILDREN'S BOOKS
ANIMAL DRAWING LIFE DRAWING TYPOGRAPHY

YEAR 4

EDITING & PUBLISHING |

A FOCUS ON MENTORED DEVELOPMENT OF A GRAPHIC NOVEL AND HIGHER FOCUS ON CAREER DEVELOPMENT.
COURSES FOCUS ON MOCK INTERVIEWS, INDUSTRY TALKS, SELF-PROMOTION TACTICS, PITCH PACKAGE CREATION
AND THE DEVELOPMENT OF A YEAR END COMICS ZINE, WITH PRACTICE IN PRINTING AND PRODUCTION



OUR STAFF



KENT BURLES | COORDINATOR

A COMICS VETERAN WHO SPECIALIZES IN PERSPECTIVE AND ILLUSTRATION. KENT IS KNOWN FOR HIS WORK ON PLANET OF THE APES AND VARIOUS ROLE PLAYING GAMES



DAVID ROSS | INSTRUCTOR

A COMICS VETERAN, DAVE HAS BEEN ACTIVE IN THE INDUSTRY SINCE THE 80S, HAVING WORKED FOR DARK HORSE COMICS, DC COMICS AND MARVEL COMICS. DAVE HAS ALSO AUTHORED AN ART TEXTBOOK TITLED FREEHAND FIGURE DRAWING FOR ILLUSTRATORS: MASTERING THE ART OF DRAWING. THE BOOK WAS PUBLISHED IN 2015 BY PENGUIN RANDOM HOUSE.



GREG BEETTAM | COORDINATOR

A VETERAN OF THE COMICS INDUSTRY, GREG HAS MORE THAN 20 YEARS OF EXPERIENCE AND WAS AN EARLY ADOPTER OF THE SELF-PUBLISHING MODEL. HE HAS WORKED FOR VARIOUS CORPORATE CLIENTS AND SPECIALIZES IN COMIC PUBLISHING, PRODUCTION AND ART AS A BUSINESS



MEAGHAN CARTER | INSTRUCTOR

MEAGHAN IS A GRADUATE OF MTM COLLEGE AND A FREELANCE ARTIST WITH MANY INDUSTRY CONNECTIONS. SHE HAS WORKED FOR IDW, ONI PRESS, PENGUIN RANDOM HOUSE, HERPER ALLEY AND PUBLISHED HER SERIES, GODSLAVE, WITH A SUCCESSFUL KICKSTARTER

OUR GRADUATES



PARIS ALLEYNE
EISNER AWARD WINNER
WORKS FOR MARVEL



MICHELLE ASSARASAKORN
EISNER AWARD NOMINATION FOR ISOLA
WORKS WITH MARVEL & DC COMICS

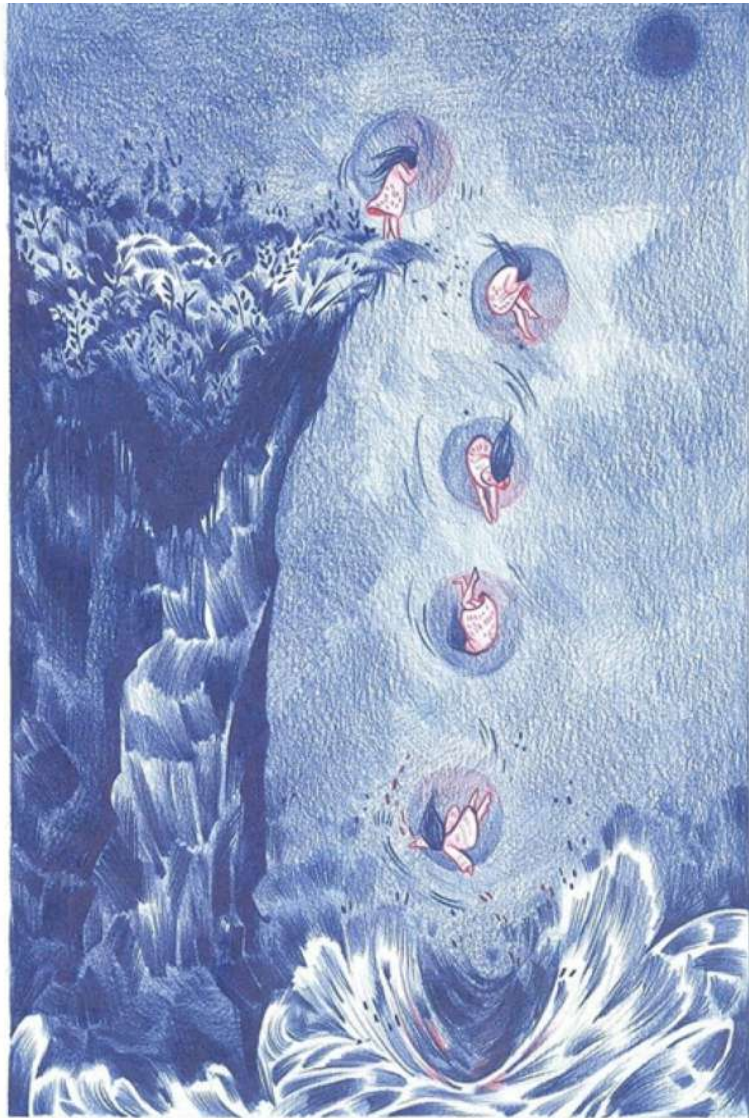


SELENA GOULDING
ARTIST FOR 'WORK FOR A MILLION'
PUBLISHED BY RANDOM HOUSE



OUR STUDENTS GET PUBLISHED BY









CAROLINA BAUMGARTEN





RAAHM ALVI

ANIMATION

A PROGRAM WHICH STRIVES TO STAY CONSTANTLY INDUSTRY RELEVANT WITH INDUSTRY ACTIVE PROFESSIONALS BRINGING BOTH ACADEMIC KNOWLEDGE AND CONNECTIONS FOR CAREER DEVELOPMENT

FOCUS ON BOTH 2D AND 3D ANIMATION PLUS VISUAL DEVELOPMENT



WHAT DO WE TEACH?

CHARACTER DESIGN WITH DETAILED EMULATION OF THE PRODUCTION PROCESS, FOCUSING ON ANIMATION SPECIFIC PRE-PRODUCTION PROCESS AND DESIGN THEORIES

BASICS & ADVANCED SKILLS IN ANIMATION, FROM FUNDAMENTAL PRINCIPLES TO CHARACTER ANIMATION, VOICE SYNCING, SFX AND MORE

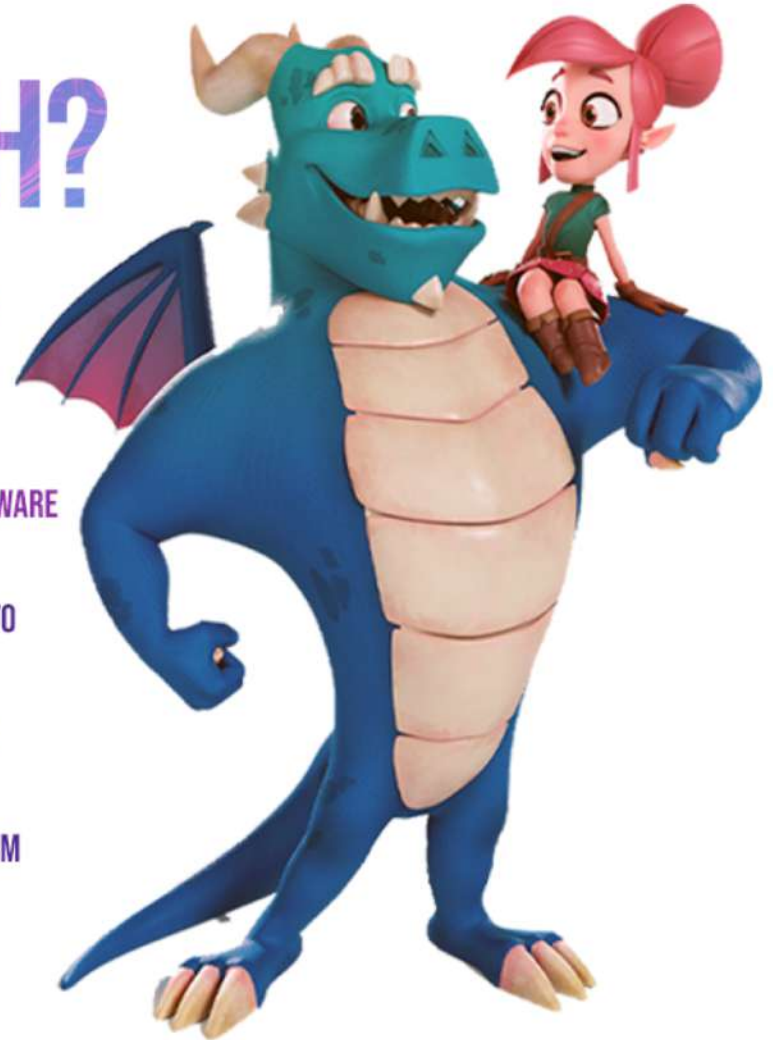
3D MODELING, TEXTURING & RIGGING, INCLUDING COMPREHENSIVE LEARNING OF SOFTWARE SKILLS

EXTREMELY IN-DEPTH EXPLORATION OF VISUAL DEVELOPMENT, FROM STORYBOARDS TO LAYOUTS- WITH ANALYSIS OF FILM LANGUAGE & SHOT COMPOSITION

IN-DEPTH TEACHING OF 2D INDUSTRY STANDARD ANIMATION SOFTWARE, FROM BASIC TOOLS TO FILM ANIMATION

COMPLETE EMULATION OF THE INDUSTRY PRODUCTION PROCESS UNDER GUIDANCE FROM PROFESSIONAL SUPERVISORS & DIRECTORS

MENTORED PORTFOLIO & CAREER DEVELOPMENT



PROGRAM STRUCTURE

YEAR 1

INTRODUCTORY & FUNDAMENTAL COURSES |

ANIMATION 1 PRINCIPLES OF DRAWING CHARACTER DESIGN INTRO PERSPECTIVE
STRUCTURAL DRAWING COLOR THEORY DESIGN & COMPOSITION LIFE DRAWING

YEAR 2

INTERMEDIATE COURSES |

ANIMATION 2 2D DIGITAL SOFTWARE ADVANCED CHARACTER DESIGN ARTISTIC ANATOMY
3D DIGITAL SOFTWARE HANDS & FEET LIFE DRAWING



PROGRAM STRUCTURE

YEAR 3

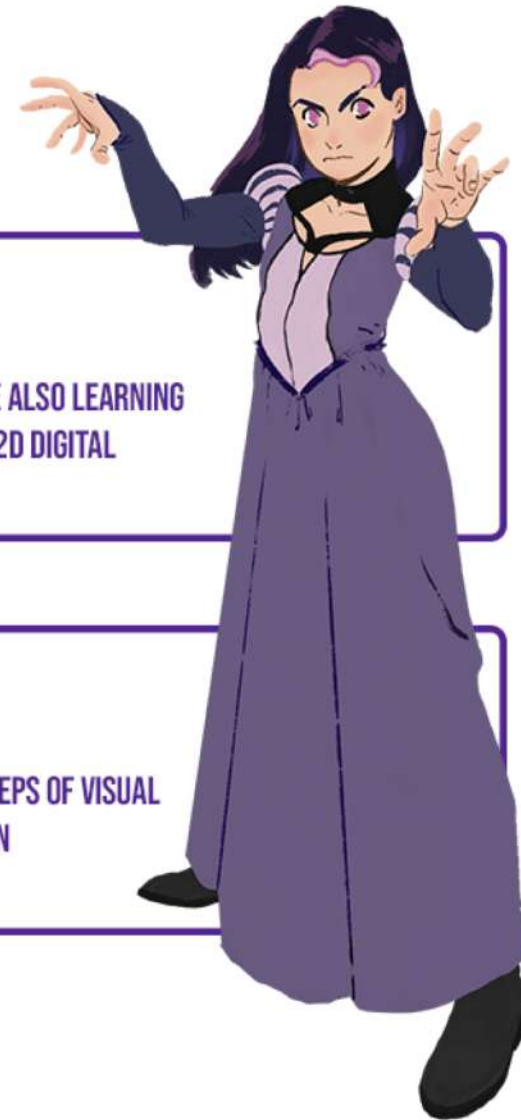
INDEPENDENT FILM PRODUCTION |

STUDENTS TAKE A VARIETY OF COURSES LEARNING 3D INTERMEDIATE & ADVANCED SKILLS WHILE ALSO LEARNING PITCHING AND WRITING. THE MAIN FOCUS OF THE YEAR THOUGH IS THE 3RD YEAR INDEPENDENT 2D DIGITAL SHORTFILM DONE UNDER A MENTOR

YEAR 4

3D FILM PRODUCTION |

A FOCUS ON HAVING THE 4TH YEAR ANIMATION GROUP WORK AS A TEAM, GOING THROUGH THE STEPS OF VISUAL DEVELOPMENT TO 3D FILM PRODUCTION UNDER VARIOUS MENTORS WHO TYPICALLY WORK WITHIN SUPERVISOR POSITIONS. THE FILM IS SHOWCASED ON INDUSTRY NIGHT



OUR STAFF



JOSHUA HILL | COORDINATOR

JOSHUA, A GRADUATE OF MTM COLLEGE, SPECIALIZES IN 2D DIGITAL ANIMATION. HE HAS WORKED IN MULTIPLE SUPERVISOR POSITIONS. HE WAS A LEAD ANIMATOR ON SPACE JAM 2, AN ANIMATION SUPERVISOR FOR A DISNEY FEATURE FILM AND HAS WORKED ON LOONEY TOONS AND OTHER WARNER BROS. IPS.



ADAM EARLE | INSTRUCTOR

ADAM HAS IN-DEPTH KNOWLEDGE OF THE PRE-PRODUCTION AND PRODUCTION PROCESS FOR 3D ANIMATION. HE HAS WORKED IN GURU STUDIOS, ARC PRODUCTIONS AND CURRENTLY WORKS AS A LAYOUT SUPERVISOR AT JAM FILLED ON SHOWS SUCH AS PAW PATROL, JUSTIN TIME AND MANY MORE.



KEVIN ZIMNY | INSTRUCTOR

KEVIN HAS EXTENSIVE INDUSTRY EXPERIENCE IN 3D ANIMATION RIGGING, WORKING IN STUDIOS SUCH AS LOFTY SKY ENTERTAINMENT IN SUPERVISOR AND COORDINATOR POSITIONS, THEN WORKING SENIOR POSITIONS AT TANGENT ANIMATION AND, PRESENTLY, INDUSTRIAL LIGHT & MAGIC ON IPS SUCH AS ULTRAMAN



STEVE MILLARD | FOUNDATIONS COORDINATOR

STEVE IS A NELVANA AND WALT DISNEY CANADA VETERAN WHO WORKED AS A CHARACTER DESIGNER, CLEAN-UP ARTIST, ANIMATION ASSISTANT AND IN-BETWEENER. HE SPECIALIZES IN TEACHING LIFE DRAWING & ANATOMY.



PIOTR BIELICKI | INSTRUCTOR

PIOTR IS AN INDUSTRY VETERAN WHO SPECIALIZES IN STORYBOARDS AND LAYOUTS. HE HAS WORKED FOR DISNEY AND BLUE SKIES AND VARIOUS OTHER HIGH PROFILE STUDIOS ON IPS SUCH AS POCAHONTAS, HUNCHBACK OF NOTRE DAME, MULAN, CINDERELLA AND ATLANTIS: THE LOST EMPIRE



MIKE SHIELL | INSTRUCTOR

MIKE IS A SPECIALIST IN 3D ANIMATION WITH YEARS OF EXPERIENCE IN SUPERVISORY AND DIRECTORIAL POSITIONS. HE HAS WORKED WITH NELVANA, UNIVERSAL STUDIOS ON FILMS AND SHOWS SUCH AS MIKE THE KNIGHT, MIRACULOUS: TALES OF LADYBUG & CAT NOIR, ROBOT BOY, HANDY MANNY AND DIRECTED THE EMMY AWARD WINNING, BACKYARDIGANS.

OUR GRADUATES



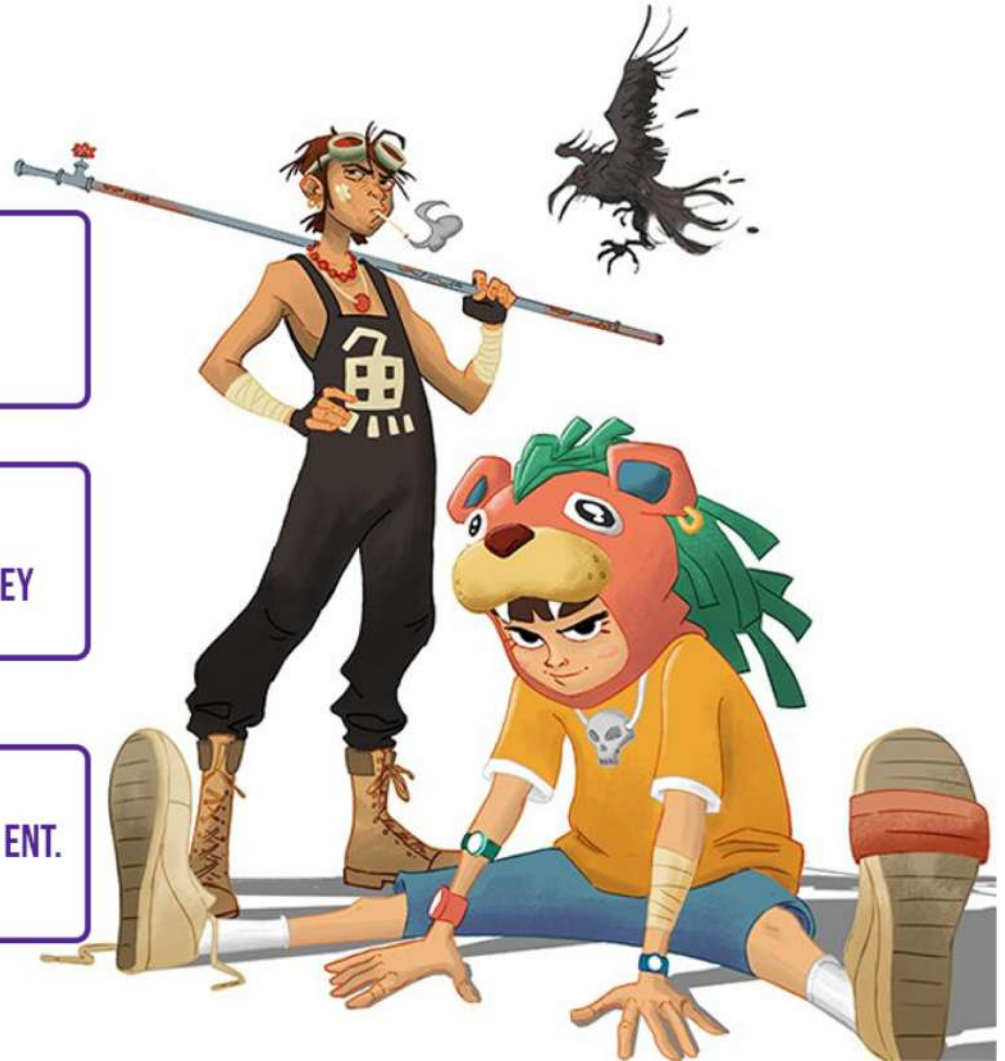
AARON LONG
DIRECTOR EPISODES FOR BOJACK
HORSEMAN & TOUCA & BIRDIE



JOSHUA HILL
LEAD ANIMATOR FOR SPACE JAM 2
ANIMATION SUPERVISOR FOR A DISNEY
FEATURE

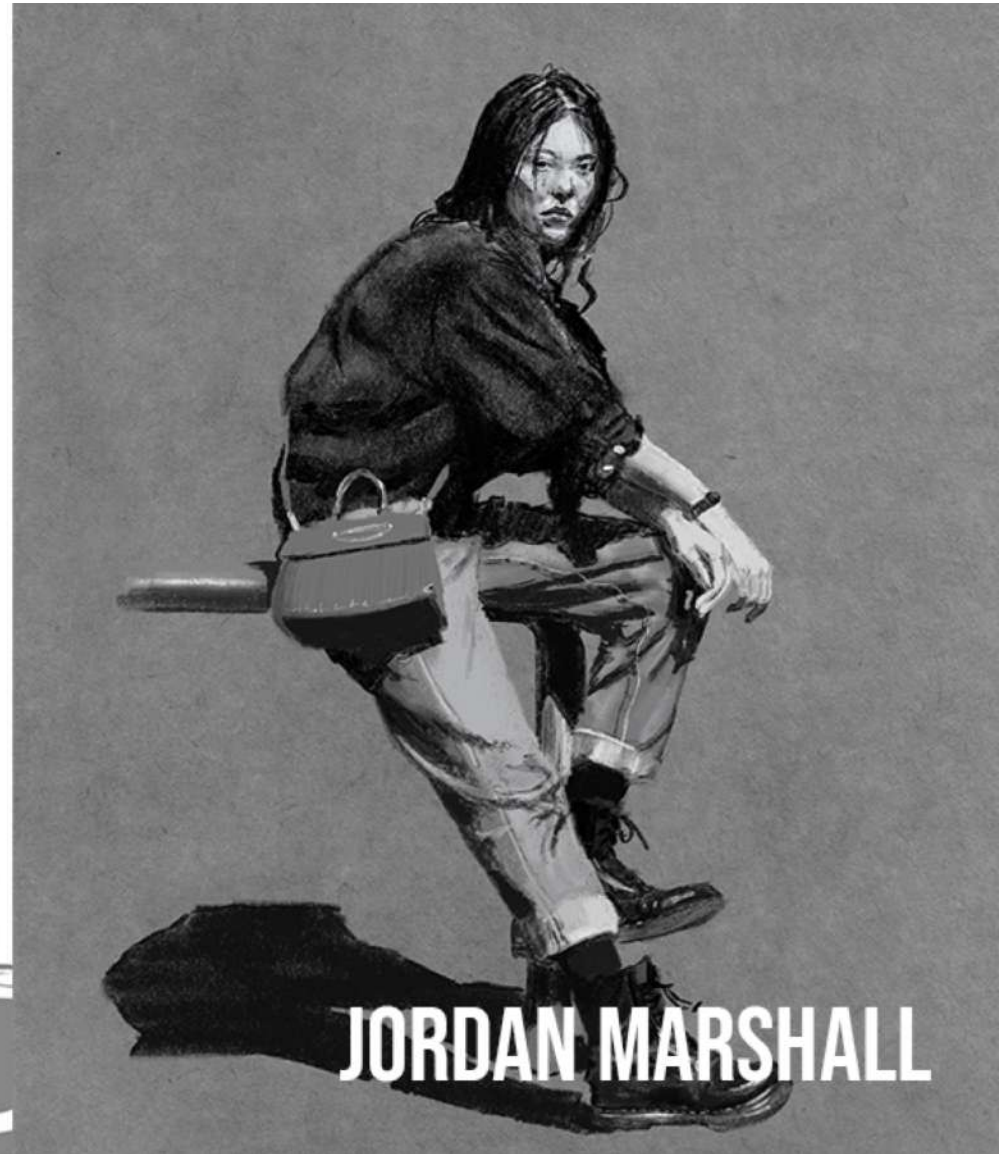


KYLE HARRISON
RIGGING SUPERVISOR AT PORTFOLIO ENT.
WORKED ON BRAVEST WARRIORS



OUR STUDENTS GET HIRED AT

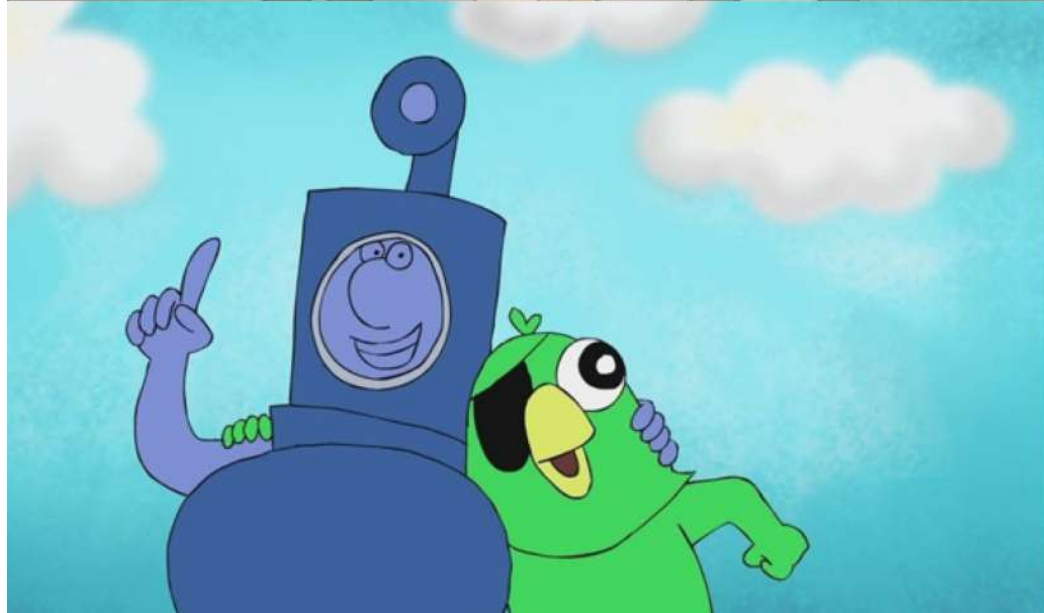




JORDAN MARSHALL




JOAO PEDRO BERNARDO DA ROCHA



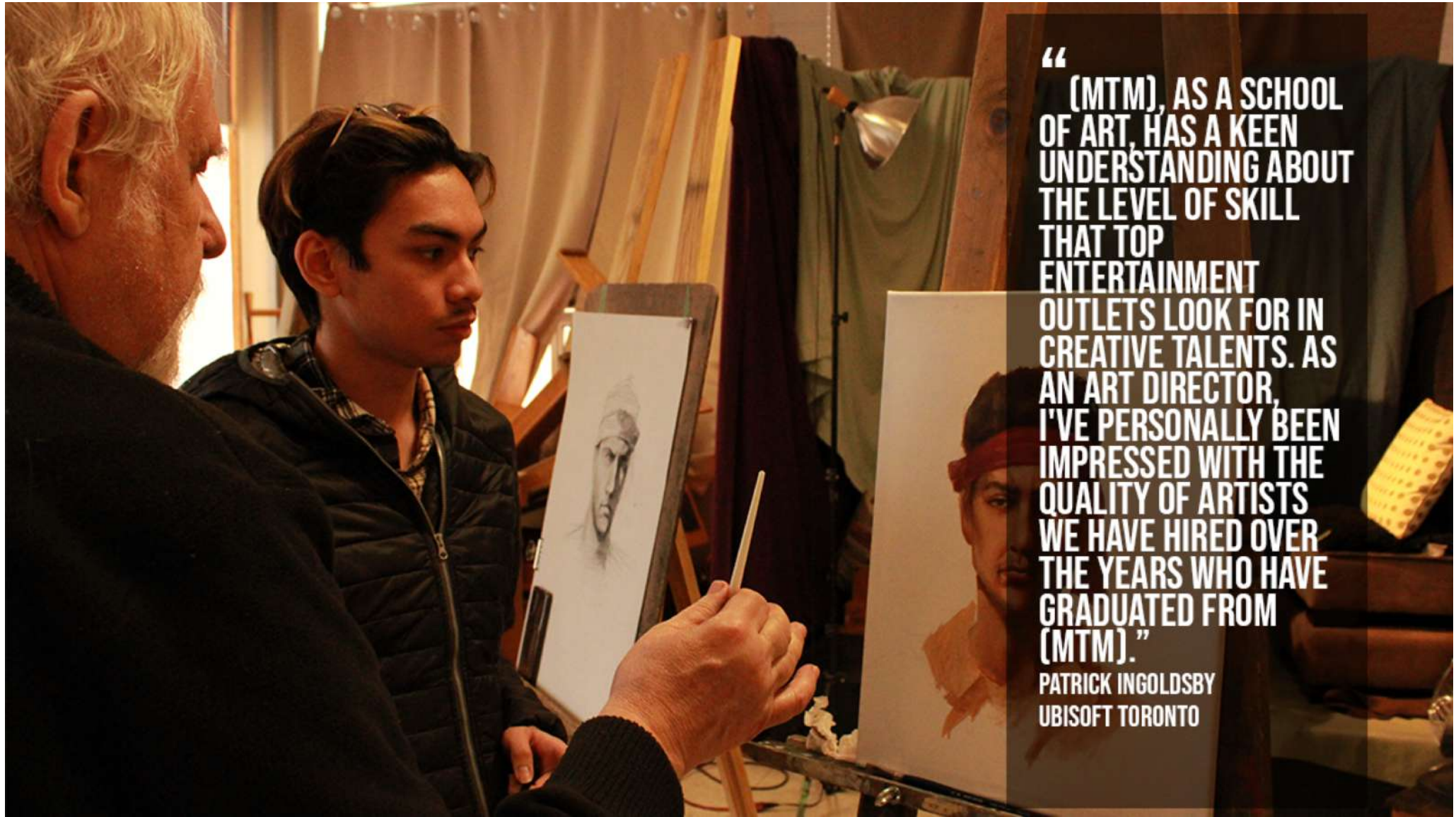
LITTLE MOMENTS- 3RD YEAR STUDENT FILM

**BATTLEVERSARY- 4TH YEAR SHORT
FILM**

A photograph of two men in an animation studio. The man on the left is wearing a grey hoodie and a black baseball cap with a logo. The man on the right is wearing a black patterned jacket and a light blue surgical mask. They are both looking down at a drawing on a table. The background shows various sketches and a skeleton model.

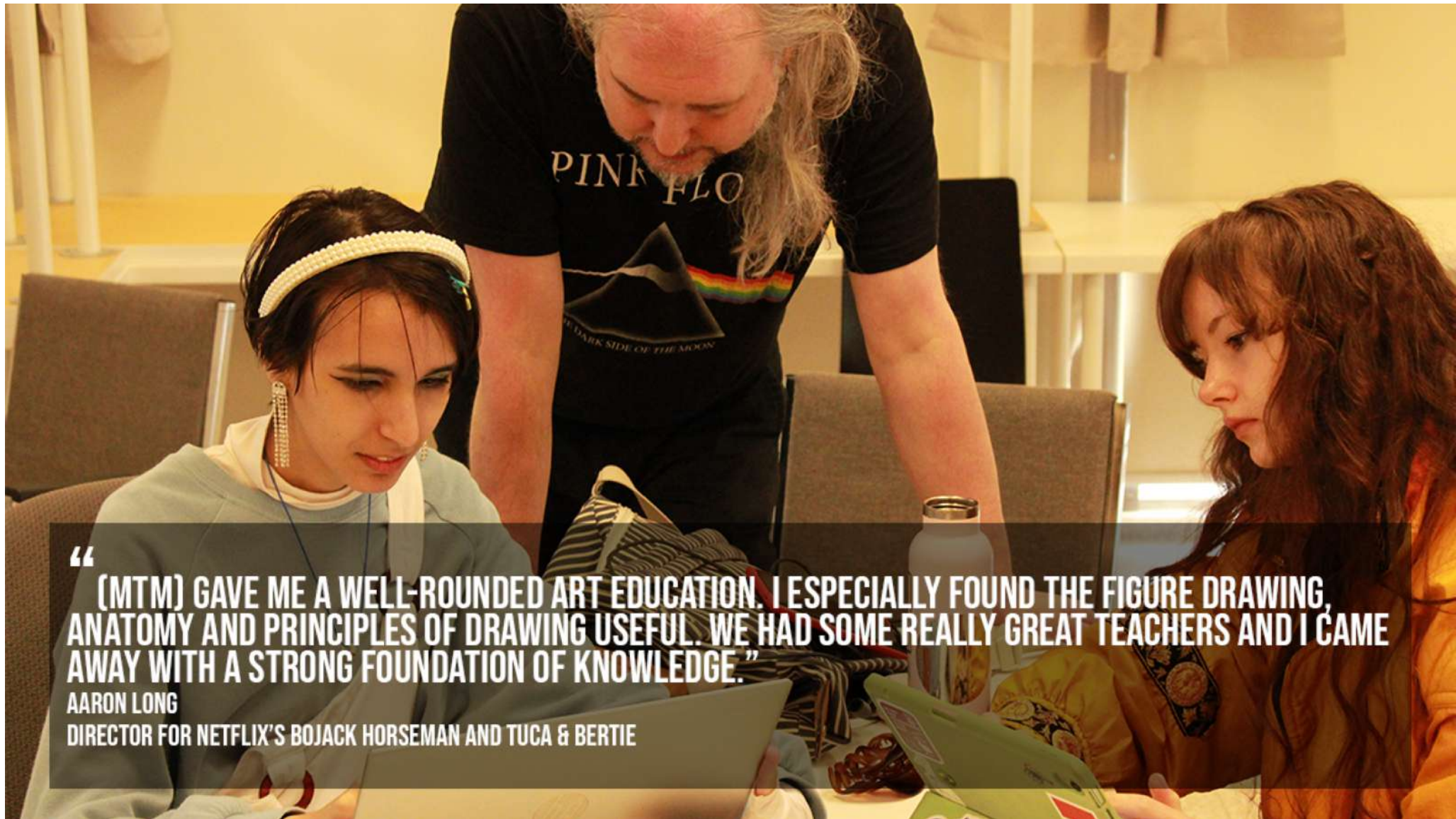
“ AS A RECRUITER I MEET WITH GRADUATES FROM ALL OF THE PROGRAMS ACROSS CANADA AND I HAVE ALWAYS FOUND THAT THE INDIVIDUALS I MEET (AND HIRE!) FROM (MTM) ARE VERY PREPARED FOR THE REAL WORLD WORLD OF ANIMATION PRODUCTION. (MTM) IS ALWAYS AT THE TOP OF MY LIST FOR CAMPUS RECRUITMENT.”

CHRISTINE HUOT,
MAINFRAME STUDIOS



“
(MTM), AS A SCHOOL
OF ART, HAS A KEEN
UNDERSTANDING ABOUT
THE LEVEL OF SKILL
THAT TOP
ENTERTAINMENT
OUTLETS LOOK FOR IN
CREATIVE TALENTS. AS
AN ART DIRECTOR,
I'VE PERSONALLY BEEN
IMPRESSED WITH THE
QUALITY OF ARTISTS
WE HAVE HIRED OVER
THE YEARS WHO HAVE
GRADUATED FROM
(MTM).”

PATRICK INGOLDSBY
UBISOFT TORONTO



“**(MTM) GAVE ME A WELL-ROUNDED ART EDUCATION. I ESPECIALLY FOUND THE FIGURE DRAWING, ANATOMY AND PRINCIPLES OF DRAWING USEFUL. WE HAD SOME REALLY GREAT TEACHERS AND I CAME AWAY WITH A STRONG FOUNDATION OF KNOWLEDGE.**”

AARON LONG

DIRECTOR FOR NETFLIX'S BOJACK HORSEMAN AND TUCA & BERTIE



MTM COLLEGE

WHERE CAREERS BEGIN