



**LUMINIX**  
**CONSULTING**



**UBC is a global center for research and teaching, consistently ranked among the top 20 public universities in the world.**

Since 1915, UBC's West Coast spirit has embraced innovation and challenged the status quo. Its entrepreneurial perspective encourages students, staff and faculty to challenge convention, lead discovery and explore new ways of learning. At UBC, bold thinking is given a place to develop into ideas that can change the world.

<b>Programs</b>	<b>Age</b>	<b>Number of students</b>
Bachelor Degrees	18+	Unlimited
Master Degrees	Undergraduates with recognized Bachelor degree	Unlimited
Pre-University Experience Programs	High School students 15 - 18	15 - 20 students per class
Undergraduate Study Preparation Programs (1 year F/T)	18+	Unlimited
Graduate Study Preparation Program	18+	Unlimited
Graduate Study Introductory Program	18+	Unlimited



# The Art Institute of Vancouver



- Rated the **#1** school in Canada, and in the **top 10** in North America, for our Game Design programs for the past seven years by the "Princeton Review."
- since 2002 have worked on an astounding 66 Oscar-nominated films, including eight of the ten top-grossing films of all time.
- **Undergraduate degree programs:**
  - Game Design and VFX
  - Graphic Design
  - Audio and Film
  - Interior Design, & Fashion
- **11-week Applied Arts Certificate Programs**
  - \*\*\* list as below
  - 20 students per class

<b>GRAPHIC DESIGN</b>	<ol style="list-style-type: none"><li>1. CC115 Colour Theory (3 credits)</li><li>2. CC112 Fundamentals of Design (3 credits)</li><li>3. CC133 Digital Imaging (3 credits)</li><li>4. WS121 Fundamentals of the World Wide Web (3 credits)</li></ol>
<b>INTERIOR DESIGN</b>	<ol style="list-style-type: none"><li>1. ID113 Introduction to Interior Design (3 credits)</li><li>2. ID127 Computer-Aided Design (3 credits)</li><li>3. CC115 Color Theory (3 credits)</li><li>4. CC110 Drawing (3 credits)</li></ol>
<b>GAME ART &amp; DESIGN</b>	<ol style="list-style-type: none"><li>1. CC115 Colour Theory (3 credits)</li><li>2. CCM131 Basic 3D Concepts (3 credits)</li><li>3. GAD100 History of Games (3 credits)</li><li>4. GAD110 Game Design I (3 credits)</li></ol>
<b>DIGITAL FILM &amp; VIDEO</b>	<ol style="list-style-type: none"><li>1. DFV110 Introduction to Digital Film Editing (3 credits)</li><li>2. DFV130 Visual Storytelling &amp; Aesthetics (3 credit)</li><li>3. DFV120 Introduction to Video Production (3 credits)</li><li>4. DFV180 Film Studies (3 credits)</li></ol>

<b>3D MODELING</b>	<ol style="list-style-type: none"> <li>1. CCM111 Design and Colour Theory (3 credits)</li> <li>2. CCM131 Basic 3D Concepts (3 credits)</li> <li>3. CC133 Digital Imaging (3 credits)</li> <li>4. CCM101 Drawing and Perspective (3 credits)</li> </ol>
<b>ANIMATION</b>	<ol style="list-style-type: none"> <li>1. ANI151 2D Animation I (3 credits)</li> <li>2. CCM131 Basic 3D Concepts (3 credits)</li> <li>3. CC133 Digital Imaging (3 credits)</li> <li>4. CCM101 Drawing and Perspective (3 credits)</li> </ol>
<b>VFX FOR FILM &amp; TELEVISION</b>	<ol style="list-style-type: none"> <li>1. CCM111 Design &amp; Colour Theory (3 credits)</li> <li>2. CCM131 Basic 3D Concepts (3 credits)</li> <li>3. CC133 Digital Imaging (3 credits)</li> <li>4. VFX191 Introduction to VFX (3 credits)</li> </ol>
<b>PROFESSIONAL RECORDING ARTS</b>	<ol style="list-style-type: none"> <li>1. PRA100 Fundamentals of Audio (3 credits)</li> <li>2. PRA110 Audio Technology I (3 credits)</li> <li>3. PRA120 Digital Music Technology I (3 credits)</li> <li>4. PRA130 Digital Audio I (3 credits)</li> </ol>
<b>DIGITAL PHOTOGRAPHY</b>	<ol style="list-style-type: none"> <li>1. PHOA101 Principles of Photography (3 credits)</li> <li>2. PHOA102 Introduction to Photography Applications (3 credits)</li> <li>3. PHOA103 Digital Image Management (3 credits)</li> <li>4. CC133 Digital Imaging (3 credit)</li> </ol>



**EMILY CARR  
UNIVERSITY  
OF  
ART +  
DESIGN**



Academics	Program	Age	Number of Students
Teen Programs	Summer Institute	16-18	10-15 students per class
	Junior Art Intensive (Summer)	13-15	
Certificate Program	Interaction Design Essentials (6-month)	18+	unlimited
Undergraduate Degrees	Bachelor of Design	18+	unlimited
	Bachelor of Fine Arts		
	Bachelor of Media Arts		
Graduate Degrees	Master of Fine Arts	Undergraduates	unlimited
	Master of Design		
	Master of Digital Media		

# Other International Programs and Universities



Universities/ Institutes	Programs		Age	Number of Students
University of Victoria	Undergraduate & Graduate Degrees	Business	18+	Unlimited
		Biology		
		Biochemistry and Microbiology		
		Art History and Visual Studies		
OCAD University	Undergraduate & Graduate Degrees	Art, Design, Liberal Arts and Sciences, and alternative	18+	Unlimited
Alberta College of Art and Design	Bachelor Degrees	Fine Arts	18+	Unlimited
		Photography and Visual Communications Design		
	Undergraduate Degrees	Master of Fine Arts	18+	Unlimited

# **Contact** 联络咨询

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**WeChat 微信:** *coming soon*

