

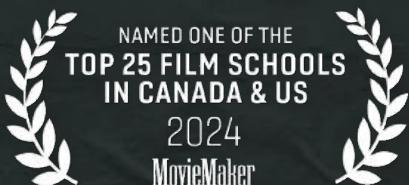
CREATIVE
PROGRAMS
BROCHURE

Toronto Film School



WE ACKNOWLEDGE THE LAND TORONTO FILM SCHOOL OPERATES ON IS THE TRADITIONAL TERRITORY OF MANY NATIONS INCLUDING THE MISSISSAUGAS OF THE CREDIT, THE ANISHNABEG, THE CHIPPEWA, THE HAUDENOSAUNEE AND THE WENDAT PEOPLES AND IS NOW HOME TO MANY DIVERSE FIRST NATIONS, INUIT AND MÉTIS. WE ALSO ACKNOWLEDGE THAT TORONTO IS COVERED BY TREATY 13 WITH THE MISSISSAUGAS OF THE CREDIT.

WE REAFFIRM OUR RESPONSIBILITY TO INCREASE AWARENESS AND UNDERSTANDING OF FIRST NATIONS, MÉTIS AND INUIT PEOPLES AND COLONIAL LEGACY, AND COMMIT TO STRENGTHENING OUR RELATIONSHIP WITH INDIGENOUS PEOPLES THROUGHOUT CANADA.



OUR VISION

Our vision is for you to graduate industry ready. Through hands-on instruction from industry professionals, you will develop essential skills, gain access to exclusive networking opportunities, and be immersed in the creative, technical and business aspects of your chosen field.

We will channel your creativity into a craft—so that you can graduate confident, connected, and with a comprehensive portfolio of work.

**Toronto
Film
School | YOUR IN**

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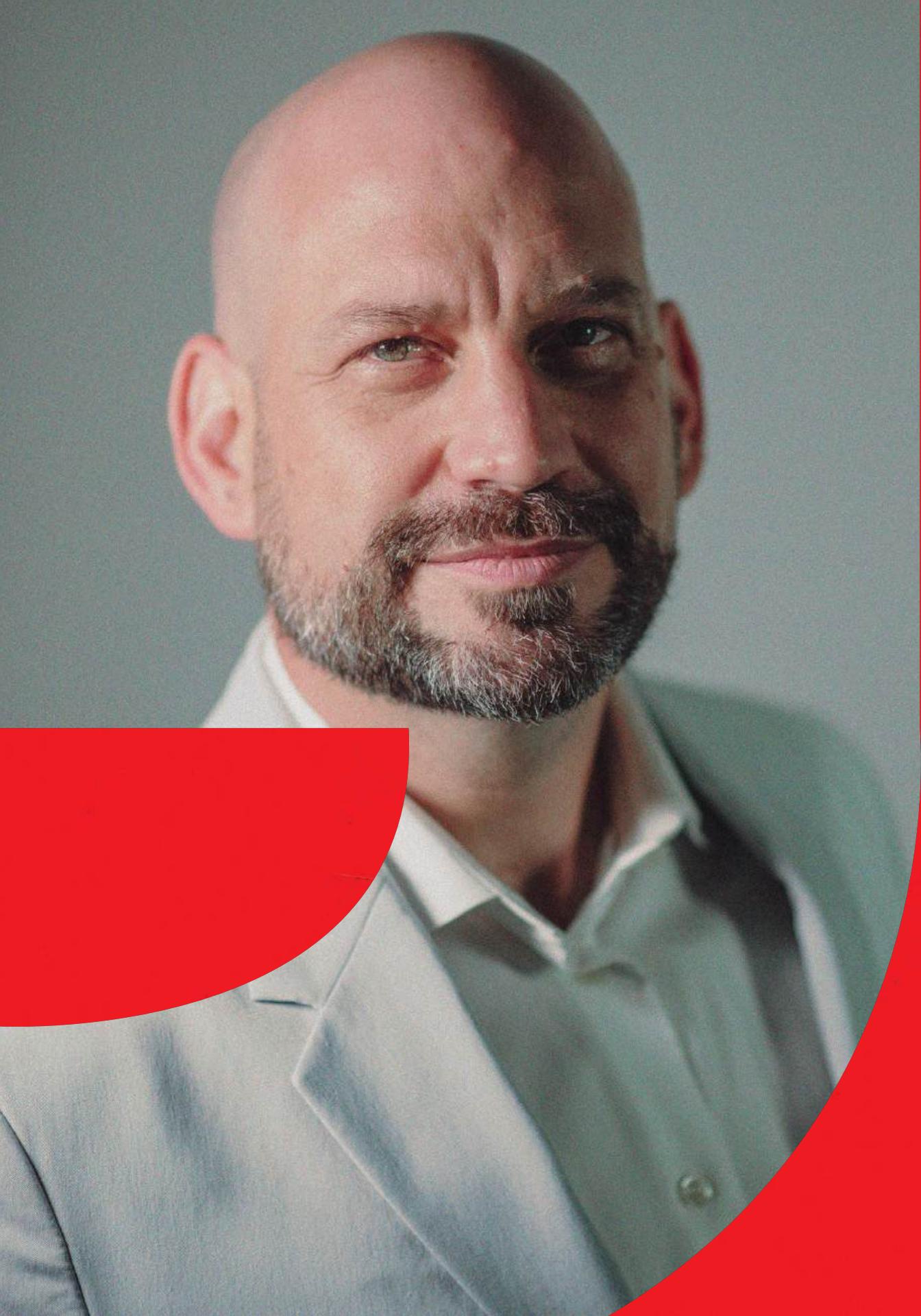
LOCATIONS & CONTACT INFO



PART

01

**MESSAGE FROM
THE SCHOOL'S PRESIDENT**

A black and white portrait of Andrew Barnsley, a bald man with a beard and mustache, wearing a light-colored suit. He is looking directly at the camera with a slight smile. The background is a solid grey.

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

Andrew Barnsley
President, Toronto Film School

Golden Globe and Emmy
Award-winning executive producer

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 industry-active faculty, curriculums that mirrors today's industry challenges, and the exclusive networking opportunities you will be able to partake in. You can read about our campuses, including our brand-new studio facility in

downtown Toronto. Toronto is not only one of the most liveable and multicultural cities in the world, it is also one of North America's largest entertainment production centres. It's poised to grow significantly with the recent announcements of two new production studios.

The Basin Media Hub is a \$250 million film, TV and digital media facility to be located on the city's waterfront and is expected to create 750 on-site jobs. The

Maximum Effort studio, to be located in Markham, will be Canada's largest film and TV production hub at 1.2 million square feet.

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 your career goals, and allow us to show you how we're your in to a creative career.



PART

02

WHY STUDY AT TORONTO FILM SCHOOL?



“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*



WHY STUDY AT TORONTO FILM SCHOOL?

WE ARE A GLOBALLY-RANKED FILM SCHOOL

Toronto Film School is ranked a top film school by CourseCompare, Applyboard, MovieMaker Magazine, QS World University Ranking, and more. 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, graphic designers, and video game creators. They will teach you the industry's best practices, while providing guidance, insight and networking opportunities.

OPPORTUNITIES TO ENGAGE WITH INDUSTRY

Our program advisory committees, business partnerships, work placement program and exclusive networking events with industry thought leaders will ensure you gain valuable industry exposure.

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 are located in downtown Toronto, including our 460 Yonge Street studio campus—home to five studios and industry-grade gear that is identical to the equipment used to shoot today's blockbuster Hollywood films.

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

1400+
Productions filmed in 2021

3RD LARGEST

Screen-based production
centre in North America

63%
Increase in Toronto studio
space projected by 2025

GRAPHIC DESIGN INDUSTRY

\$1.6 BILLION
Expected revenue in 2023

34,300

Graphic designers and
illustrators employed in Ontario

VIDEO GAME INDUSTRY

\$4.3 BILLION
in revenue
generated in 2021

937 STUDIOS

Across the country

We employ
32,300
full-time equivalents

SOURCES

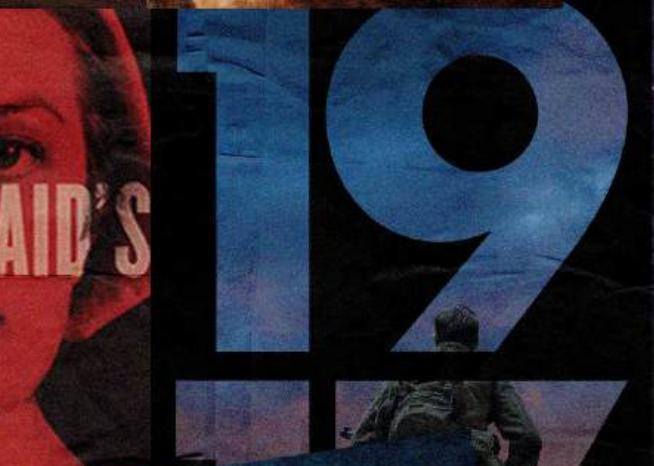
IBISWORLD

GOVERNMENT OF CANADA

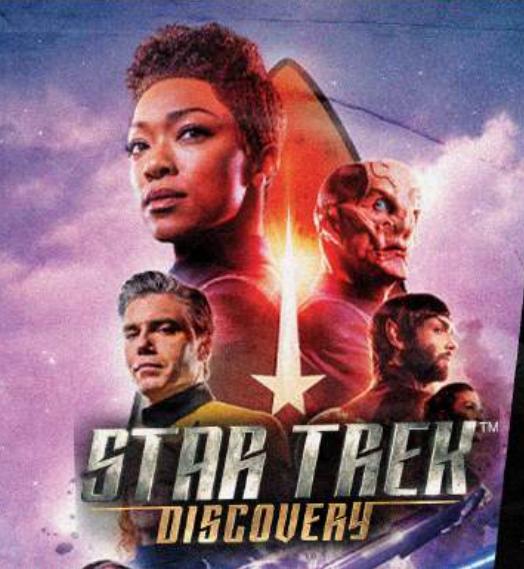
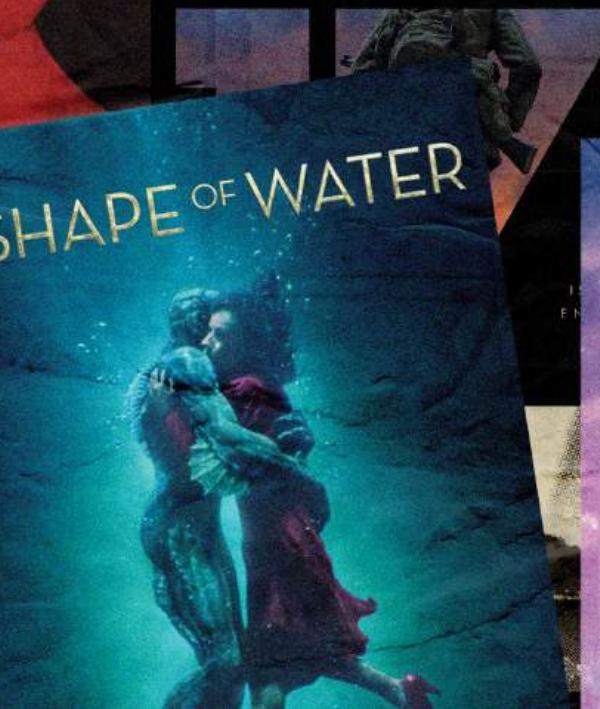
ENTERTAINMENT SOFTWARE ASSOCIATION OF CANADA



PART 03 STUDENT SUCCESS



THE SHAPE OF WATER

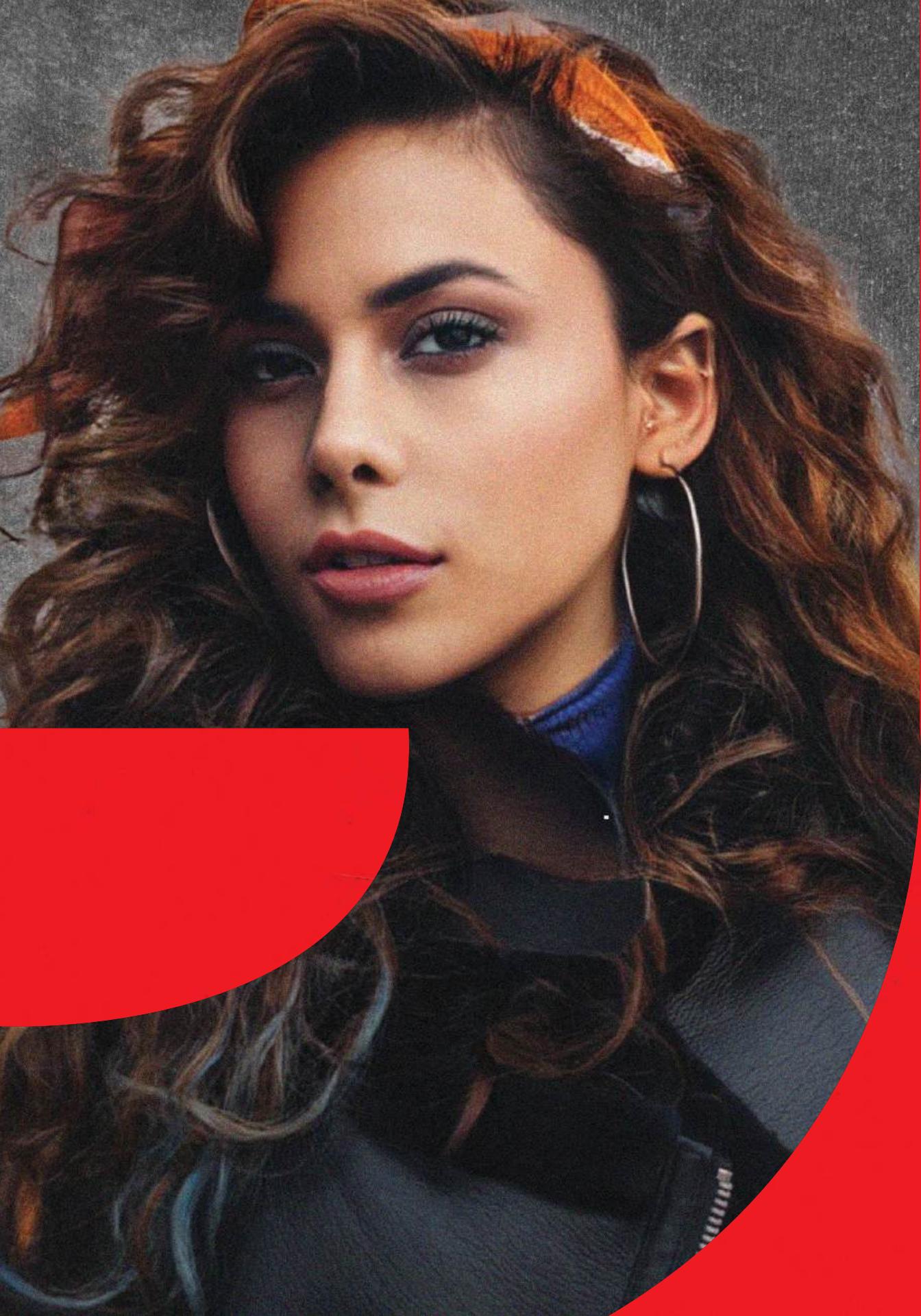


THE
SUICIDE
SQUAD



SHAZAM!
JUST SAY THE WORD

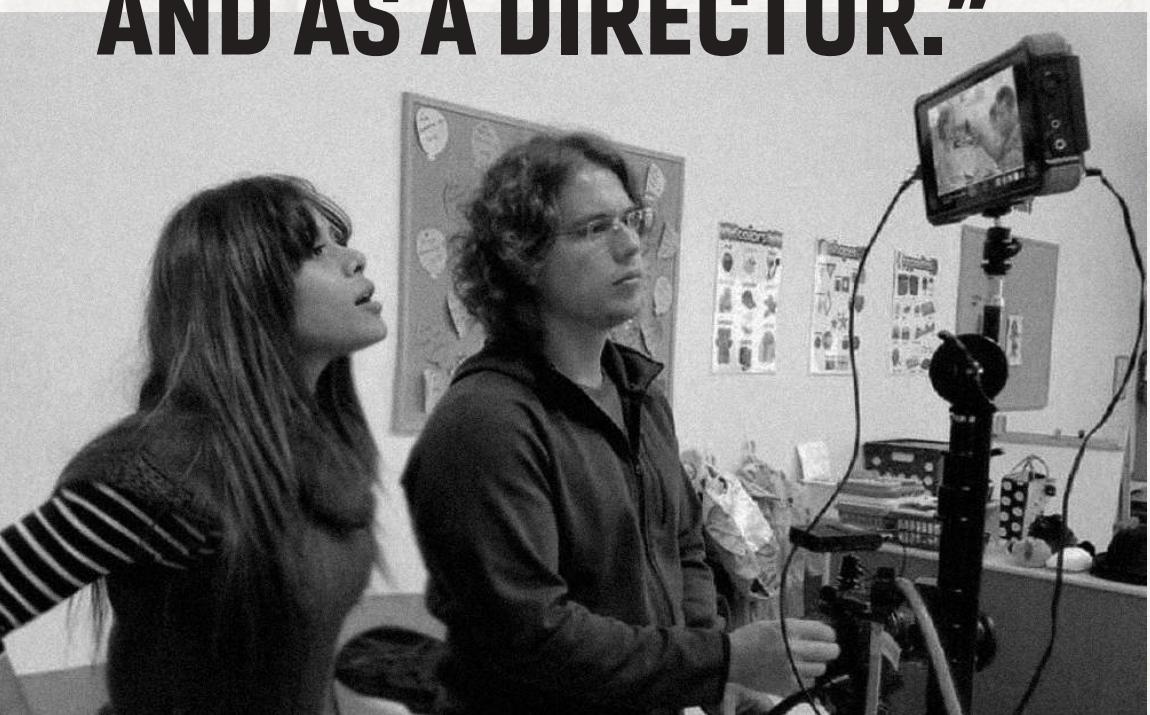




**“I TRULY BELIEVE
THERE IS POWER
IN EDUCATION.
I FEEL I MADE THE
RIGHT DECISION
COMING HERE.”**

Reeth Mazumder-Roberts
Writing for Film & TV '19

**"MY EXPERIENCE IN
TORONTO FILM SCHOOL'S
WRITING PROGRAM WAS
AMAZING. I'VE GROWN
AS A PERSON, AS A WRITER,
AND AS A DIRECTOR."**



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."

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."



PART 04

**OUR PROGRAM
LEADERS**

MEET OUR FACULTY



ANDREW BARNESLEY

President
Toronto Film School

Andrew Barnsley is an Emmy, Golden Globe and Canadian Screen Writing award-winning executive producer. Barnsley was an executive producer on the highly successful comedy series *Schitt's Creek* starring Eugene Levy and Catherine O'Hara. Today, he is an executive producer on the CBC series *Son of a Critch* (starring comedian and writer Mark Critch), CTV/Bell Media's *Jann* (starring Jann Arden), and the Family Channel/CBC's tween series *My Perfect Landing*.

His recent 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.

EMILIJA DAVIDOVIC

INTERIM PROGRAM DIRECTOR FILM PRODUCTION & VIDEO PRODUCTION ONLINE

Emilija Davidovic is a Toronto-based producer and production supervisor with international co-production experience in Europe. Her work spans commercial and arthouse films that explore social and cultural themes, with recent credits including a feature, a docudrama, and serving as Industry Producer at Hot Docs 2025. She is currently producing *Sugo!* and was selected to attend Sunny Side of the Doc 2025 with support from the CMF.



PHEINIXX

PROGRAM DIRECTOR GRAPHIC DESIGN & INTERACTIVE MEDIA

Pheinixx specializes in design, marketing, communications and brand development and has worked for clients around the globe. Here in Canada, she has taken on projects for Warner Bros. Music, Mastercard Stylicity, and Gusto TV.



HART MASSEY

PROGRAM DIRECTOR ACTING FOR FILM, TV AND THE THEATRE

Hart has been performing since he was child, and is an award-winning actor, television and film producer. He has appeared in a number of films including *On the Ropes*, *Calvin's Dream*, and *In Between Days*. On stage, he has performed across Canada in musicals, dramas, comedies and Shakespeare.



ROB ELSWORTHY

PROGRAM DIRECTOR VIDEO GAME DESIGN & ANIMATION

Rob is the founder of Resistir Interactive, an independent studio dedicated to bringing thought-provoking gaming experiences to mobile, console and PC devices. He has worked on a number of high-profile games, including *Metal Gear Solid*, *Max Payne*, and *Grand Theft Auto*.



MICHELLE DALY

PROGRAM DIRECTOR WRITING FOR FILM & TV

Michelle was director of content at the Comedy Network, and she followed that with senior roles at the CBC. She has contributed to the success of such popular shows as *Corner Gas*, *Kim's Convenience* and *Schitt's Creek*.



JEAN-PAUL AMORE

PROGRAM DIRECTOR VIDEO GAME DESIGN & DEVELOPMENT

For over two decades, JP Amore has been producing and developing interactive media for Toronto-based software firms in entertainment, education, and medical industries. JP is an advisory board member for several game companies and organizations.





PART 05

OUR ON-CAMPUS PROGRAMS

YOUR PATH TO A CREATIVE CAREER

A close-up portrait of actress Mélie B. Rondeau. She has long, dark brown hair and is looking directly at the camera with a neutral expression. The background is dark and out of focus.

**"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*



FILM PRODUCTION

TORONTO CAMPUS

INTAKES JANUARY, APRIL, JULY, OCTOBER*

DURATION 18 MONTHS / 6 TERMS

*SUBJECT TO CHANGE

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

01 Cinematography	05 Casting
02 Script Writing	06 Budgeting Films
03 Lighting	07 Business of Distribution
04 Sound Design	

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 Director
- Grip/Gaffer
- Sound Mixer
- Post-Production Supervisor

TERM 1

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

TERM 2

- Production 2 studio
- Audio 2
- Editing 2
- Cinematography 2
- Producing and Production Management
- Scripts 1
- Production 2

TERM 3

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

TERM 4

- Audio 4
- Editing 4
- Production Design
- Package and Proposal Development
- Budget and Scheduling
- Factual Entertainment
- Visual Storytelling
- Finance for Film and TV
- Distribution/Marketing
- Sitcom Writing 1
- Feature Writing 2
- One-Hour Drama Writing 1

TERM 5

- 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 – Editing & Colour
- Post Production and Workflow – Audio & Delivery
- International Film Studies
- Distribution and Marketing
- Career Development
- Sitcom Showrunning and Short Film Production
- One-Hour Drama Showrunning
- Feature Writing 4
- Career Development for Writers

TERM 1

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

TERM 2

- Editing 1
- Marketing and Promotional Media
- Marketing and Promotional Media Studio
- International Film Studies
- Advanced Directing Techniques
- Scripts 2
- 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
- Writing 2 One-hour Drama
- Feature Writing 3
- 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

TORONTO CAMPUS

INTAKES JANUARY, APRIL, JULY, OCTOBER*

DURATION 18 MONTHS / 6 TERMS

*SUBJECT TO CHANGE

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.

CORE PROGRAM AREAS

01 Feature Film Writing	04 Pilot Development
02 Sitcom Writing	05 Financing a Film
03 One-Hour Drama Writing	06 Film Distribution

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 AND THEATRE

TORONTO CAMPUS

INTAKES JANUARY, APRIL, JULY, OCTOBER*

DURATION 18 MONTHS / 6 TERMS

*SUBJECT TO CHANGE

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

01 Camera Acting	04 Producing
02 Theatre Acting	05 The Business of Acting
03 Directing	

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
- Performance History 1
- Film History 1

TERM 2

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

TERM 3

- Acting 3
- Voice 3
- Movement 3: Clown and Physical Theatre
- Camera Acting 3
- Producing And Directing For Acting 1

TERM 4

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

TERM 5

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

TERM 6

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

TERM 1

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

TERM 2

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

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 Project
- Career Development
- Website Design 2



GRAPHIC DESIGN & INTERACTIVE MEDIA

TORONTO CAMPUS

INTAKES JANUARY, APRIL, JULY, OCTOBER*

DURATION 12 MONTHS / 4 TERMS

*SUBJECT TO CHANGE

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.

CORE PROGRAM AREAS

01 Layout Design	05 Identity Design
02 Interactive Design	06 Editorial Design
03 Motion Graphics	07 Critical Thinking
04 Web Design	

YOUR CAREER OUTCOMES

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

- Graphic Designer
- Web Designer
- Art Director
- Motion Graphics Designer
- Creative Director
- Interactive Designer
- Brand Designer

VIDEO GAME DESIGN & ANIMATION

 TORONTO CAMPUS

INTAKES JANUARY, APRIL, JULY, OCTOBER*

DURATION 18 MONTHS / 6 TERMS

*SUBJECT TO CHANGE

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

01 2D/3D Animation	04 Game Design
02 Character Design	05 Business Fundamentals
03 Modelling	06 Portfolio

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
- 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
- Game Design 4
- Motion Capture
- 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

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
- Mobile Game Development 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

 TORONTO CAMPUS

INTAKES JANUARY, APRIL, JULY, OCTOBER*

DURATION 18 MONTHS / 6 TERMS

*SUBJECT TO CHANGE

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

01 Programming	04 Business Fundamentals
02 Game Design	05 Portfolio
03 Mobile/PC/Console Gaming	06 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



PART

06

OUR ONLINE PROGRAMS

YOUR ONLINE PATH TO A CREATIVE CAREER



“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

LEARN ONLINE FROM ANYWHERE.

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
Advanced Video
Production Techniques

TERM 5

Digital Series Production
Motion Graphics
and Visual FX

TERM 6

Documentary Production
Building Your Brand

TERM 7

Branded Content Production
Writing your own Screenplay

TERM 8

Portfolio/Final Project
Career Development



VIDEO PRODUCTION DIPLOMA



INTAKES JANUARY, APRIL, JULY, OCTOBER*

DURATION 24 MONTHS / 8 TERMS

*SUBJECT TO CHANGE

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.

CORE PROGRAM AREAS

01 Camera Techniques

04 Motion Graphics

02 Video Editing

05 Portfolio

03 Audio Production

06 Career Development

YOUR CAREER OUTCOMES

Turn your passion for production into a career you love.

- Producer
- Filmmaker
- Director
- Sound Editor

- Video Editor
- Production Coordinator
- Post-Production Supervisor
- Videographer

WRITING FOR FILM & TV ASSOCIATE DIPLOMA



INTAKES JANUARY, APRIL, JULY, OCTOBER*
DURATION 24 MONTHS / 8 TERMS

*SUBJECT TO CHANGE

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

- 01** Feature Film Writing
- 02** Sitcom Writing
- 03** One-Hour Drama Writing
- 04** Pilot Development
- 05** Financing a Film
- 06** Film Distribution

YOUR CAREER OUTCOMES

Kickstart your writing career the right way.

- Screenwriter
- Story Editor
- Production Executive
- Studio Executive
- Producer
- Director
- Staff Writer

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
 Broadcast Writing 2

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
 Distribution/marketing

TERM 8

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

TERM 1

Elements of Design
 Visual Communication

TERM 2

History of Design
 Digital Drawing 1
 Digital Imaging 1

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

GRAPHIC DESIGN & INTERACTIVE MEDIA DIPLOMA



INTAKES JANUARY, APRIL, JULY, OCTOBER*
DURATION 24 MONTHS / 8 TERMS

*SUBJECT TO CHANGE

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

- 01** Layout Design
- 02** Interactive Design
- 03** Motion Graphics
- 04** Web Design
- 05** Identity Design
- 06** Editorial Design
- 07** Critical Thinking

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



PART

07

YORKVILLE UNIVERSITY

BCA PATHWAY



YOUR PATHWAY TO A DEGREE

Bachelor of Creative Arts Degree



ELEVATE YOUR POTENTIAL WITH A BACHELOR OF CREATIVE ARTS (BCA) DEGREE

 TORONTO
CAMPUS

 ONLINE
AVAILABILITY

INTAKES JANUARY, APRIL, JULY, OCTOBER

SAVE \$10,000 WITH OUR DUAL ENROLMENT PROGRAM!*

Imagine graduating with your TFS diploma and seamlessly transitioning into a Bachelor of Creative Arts (BCA) program at our degree pathway partner, Yorkville University (YU). Here you will learn the leadership and management skills required to take on senior-level roles and project-based positions in today's creative industries.

Accelerate your career trajectory with our innovative Dual Enrolment program. Gain conditional admission to the YU BCA program simultaneously with your TFS program enrolment and complete them back-to-back. This streamlined approach allows you to achieve two qualifications faster (in just 3 – 4 years), while also benefiting from \$10,000 in tuition savings.

PROGRAM HIGHLIGHTS



01 Flexible Learning
Choose online and/or on-campus classes.



03 360 Degree Learning Understanding
Gain industry-specific & cross-disciplinary skills.



02 Expert Faculty
Learn from respected and active industry leaders.



04 Post-Graduation Work Permit (PGWP)
Upon graduation, international students may become eligible to apply for the PGWP, which would allow them to live and work in Canada.

*\$10,000 bursary is applied to the last two terms of the BCA program.

Students presenting with credentials from shorter-duration programs, such as 12-month diplomas or those diplomas obtained through fully online programs, will be required to engage in supplementary academic coursework at YU.

Request a call with an admissions advisor for full details on eligibility requirements, transfer credits, and duration of TFS diploma and YU BCA programs through dual enrolment.

In order to qualify for entry into YU's BCA program, TFS graduates must complete all program courses with a 1.7 CGPA in the 4.3 scale or better.

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.

BCA COURSES

- Communications for the Creative Arts
- Creative Arts in Cultural Context
- Creative Arts in Ethical and Legal Context
- Arts, Activism, and Social Engagement
- Research Methods for the Creative Arts
- Managing Talent and Arts Administration
- Perspectives on Indigenous Arts
- Creative Arts in Political and Public Policy Context
- Managing Projects in the Creative Arts
- Psychology of Creativity
- Financial Leadership for the Creative Arts
- Criticism - Methods of Evaluating and Assessing Creative Activity
- Entrepreneurship and the Creative Arts
- Liberal Arts elective, tier 2
- Global Perspectives on the Creative Arts
- Graduating Project 1
- Liberal Arts elective, tier 2
- Liberal Arts elective, tier 3
- Graduating Project 2
- Liberal Arts elective, tier 3

PLEASE NOTE:

Students requiring bridging courses must take ARTS 101 (Principles of Art & Design), ARTS 102 (Arts Industries in Canada), and three 100-level Liberal Arts courses. An admissions advisor can work with you to map out a plan of study that works with your schedule.

Courses are subject to change.

YOUR DEGREE PATHWAY

01

START YOUR DIPLOMA
AT TORONTO FILM SCHOOL

02

GRADUATE WITH YOUR
TORONTO FILM SCHOOL DIPLOMA

03

BEGIN YOUR
BACHELOR OF CREATIVE ARTS PROGRAM

04

GRADUATE WITH YOUR
BACHELOR OF CREATIVE ARTS DEGREE

PART

08

ADMISSIONS CHECKLIST

WHAT YOU'LL NEED

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

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

*Applicants with an IELTS score (or equivalent) of 6.0 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.

ADMISSIONS REQUIREMENTS

PROGRAM REQUIREMENTS

These program requirements are for both on campus and online.

Film Production

- Movie Critique
- Storyboard

Acting for Film, TV and the Theatre

- Video about yourself
- Video monologue
- Follow-up interview & cold read may be required

Writing for Film & TV

- 2 or more Creative Writing Pieces

Graphic Design & Interactive Media

- 300-500 word essay on your graphic design career aspirations

Video Game Design & Animation

- 300-500 word essay on your career aspirations
- Grade 11 course in visual arts required
- Grade 11 courses in physics & computers/digital media are recommended

Video Game Design & Development

- 300-500 word essay on your career aspirations
- Grade 11 math course or math camp required
- Grade 11 courses in physics & computers/digital media are recommended

Video Production

- Critique of film, TV episode or web series

ENGLISH LANGUAGE REQUIREMENTS

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

International English Language Testing System (IELTS) Academic

*In addition to the above, Acting for Film, Television and the Theatre requires a minimum IELTS score of 7 in Speaking. Writing for Film and Television requires a minimum IELTS score of 7 in Writing.

Overall 6.0

(no band below 6.0)*

PTE

50

Test of English as a foreign language (TOEFL - IBT)

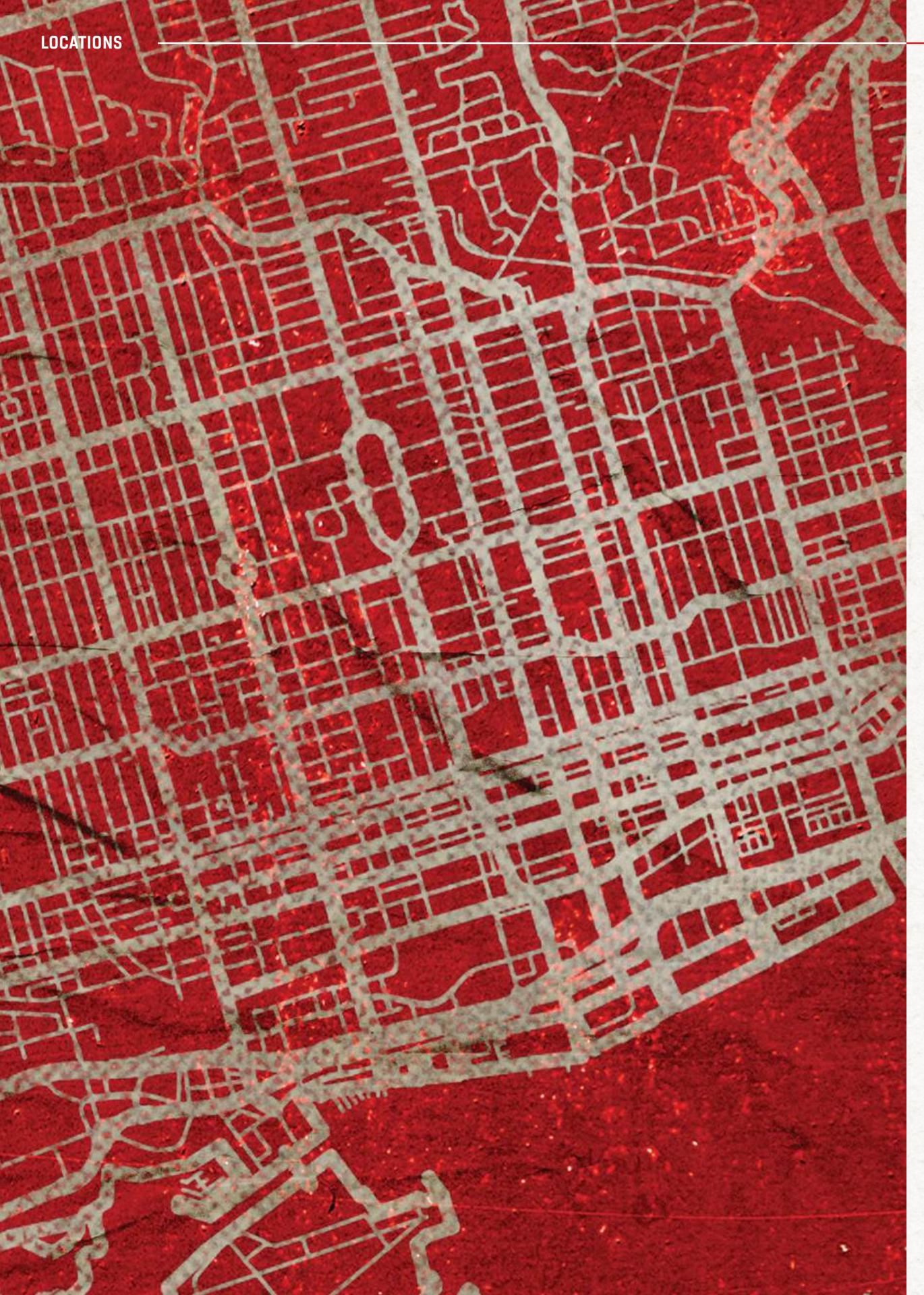
60

Duolingo

105

Disclaimer:

For the latest English requirements, visit the Toronto Film School website. Requirements may change, and we recommend contacting your Admissions Advisor for updates.



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

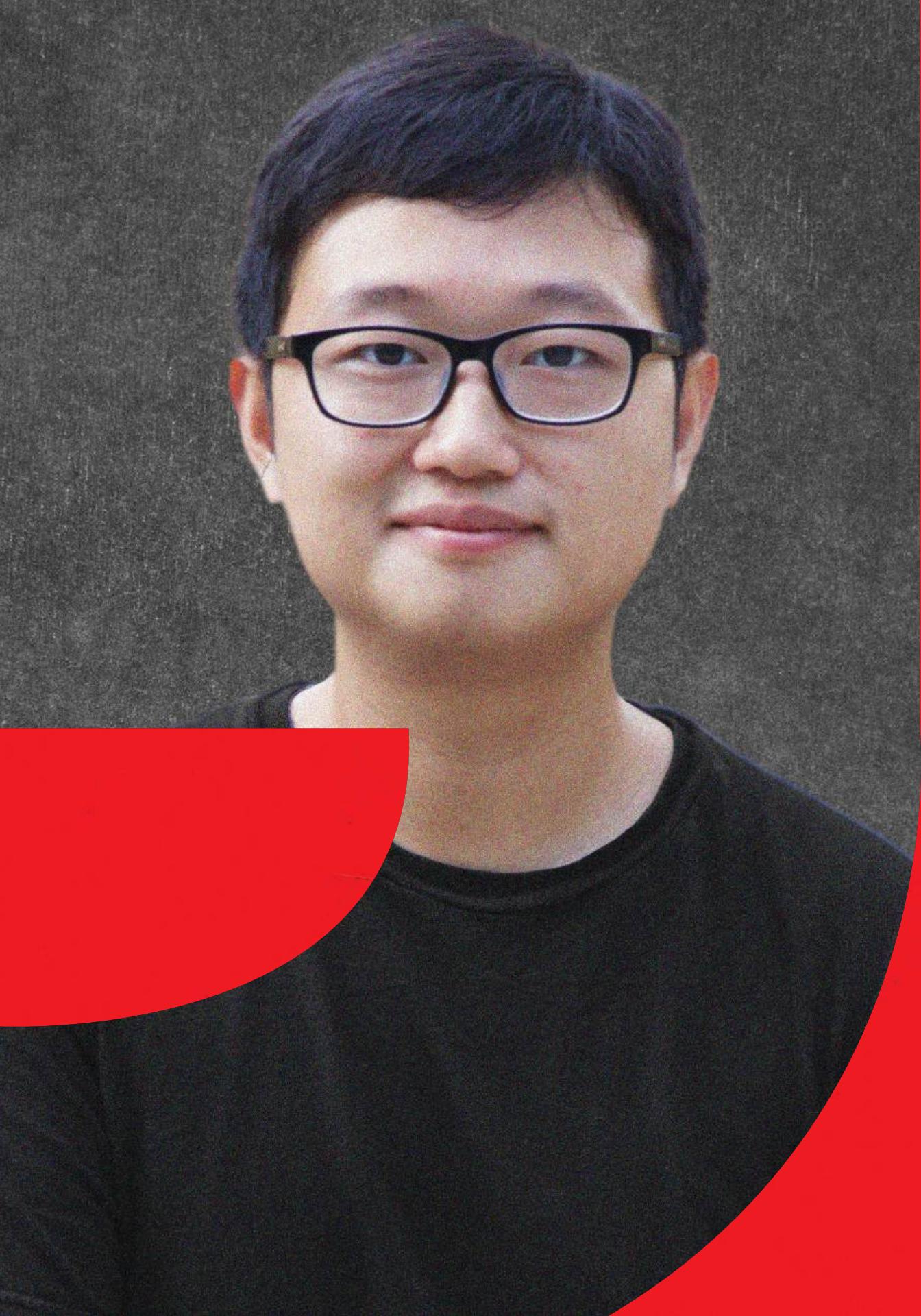
Tel: 1.416.929.0121
Toll Free: 1.866.467.0661
Fax: 1.416.644.1903

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



**“TORONTO FILM SCHOOL
IS A PLAYGROUND FOR
INDUSTRY PROFESSIONALS,
AND THIS IS YOUR
CHANCE TO PLAY ON IT.”**

Yu Chen,
Film Production '18

