

TORONTO



FILM

SCHOOL



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.



YOUR PATHWAY TO SUCCESS

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 creative passions into a craft—so that you can graduate confident, connected, and with a comprehensive portfolio of work.

**Toronto
Film
School**

Index

12

MESSAGE FROM THE SCHOOL'S PRESIDENT

18

WHY STUDY AT TORONTO FILM SCHOOL?

20

TORONTO STATS

28

STUDENT SPOTLIGHT

32

OUR PROGRAM LEADERS

40

OUR PROGRAMS

62

YORKVILLE UNIVERSITY BCA PATHWAY

66

ADMISSIONS CHECKLIST

70

LOCATIONS & CONTACT INFO



PART

01

**MESSAGE FROM
THE SCHOOL'S PRESIDENT**



**“WITH THE ADVANCES IN
DIGITAL TOOLS, THE EXPLOSION
OF CONTENT PLATFORMS,
AND STEADY GROWTH IN
CANADA’S PRODUCTION
SECTOR, THERE HAS NEVER
BEEN A BETTER TIME TO TRAIN
FOR A CREATIVE CAREER.”**

Andrew Barnsley

President, Toronto Film School
Emmy & Golden Globe award winner
Executive Producer, *Son of a Critch*,
Schitt’s Creek and *The Kids in the Hall*

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, possessing

the skills, insights, and connections essential for success in their chosen careers.

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 will read about our new state-of-the-art studio campus at 120 Bloor Street East in Toronto. And how 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. The industry is growing significantly, fueled in part by the development of two new studios—one of which will be Canada's largest.

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 work in this industry. I encourage you to read through these pages, talk to us about your career goals, and see how we can help you develop the skills needed to pursue your dream career.





PART

02

**WHY STUDY AT
TORONTO FILM SCHOOL?**



**“IT’S A SHORT
18-MONTH PROGRAM,
AND IT’S VERY HANDS
ON AND TECHNICAL,
WHICH IS WHAT I
WANTED SO I COULD
GET MY FOOT IN THE
DOOR AND INTO THE
FILM INDUSTRY.”**

Laura Loaiza

Film Production '18

2nd Assistant Camera, *Venom: Let There Be Carnage*,
The Man from Toronto and *What We Do in the Shadows*

WHY STUDY AT TORONTO FILM SCHOOL?

WE ARE A GLOBALLY-RANKED FILM SCHOOL

Toronto Film School has received international recognition for its programs from *The Hollywood Reporter*, CourseCompare, Applyboard, QS World University Rankings, and more. *MovieMaker Magazine* has ranked Toronto as the “#1 Big City to Live and Work as a Moviemaker” in 2026.

INSTRUCTION FROM INDUSTRY-ACTIVE PROFESSIONALS

You will receive instruction from experienced and working filmmakers, screenwriters, actors, graphic designers, and video game creators. They will teach you the industry’s best practices, while providing guidance and insight on how the industry operates.

OPPORTUNITIES TO ENGAGE WITH INDUSTRY

Connections are crucial to finding success in this industry. That’s why we arrange for our students exclusive networking opportunities and special events with successful industry professionals. This way you’ll graduate skilled, confident and connected.

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.

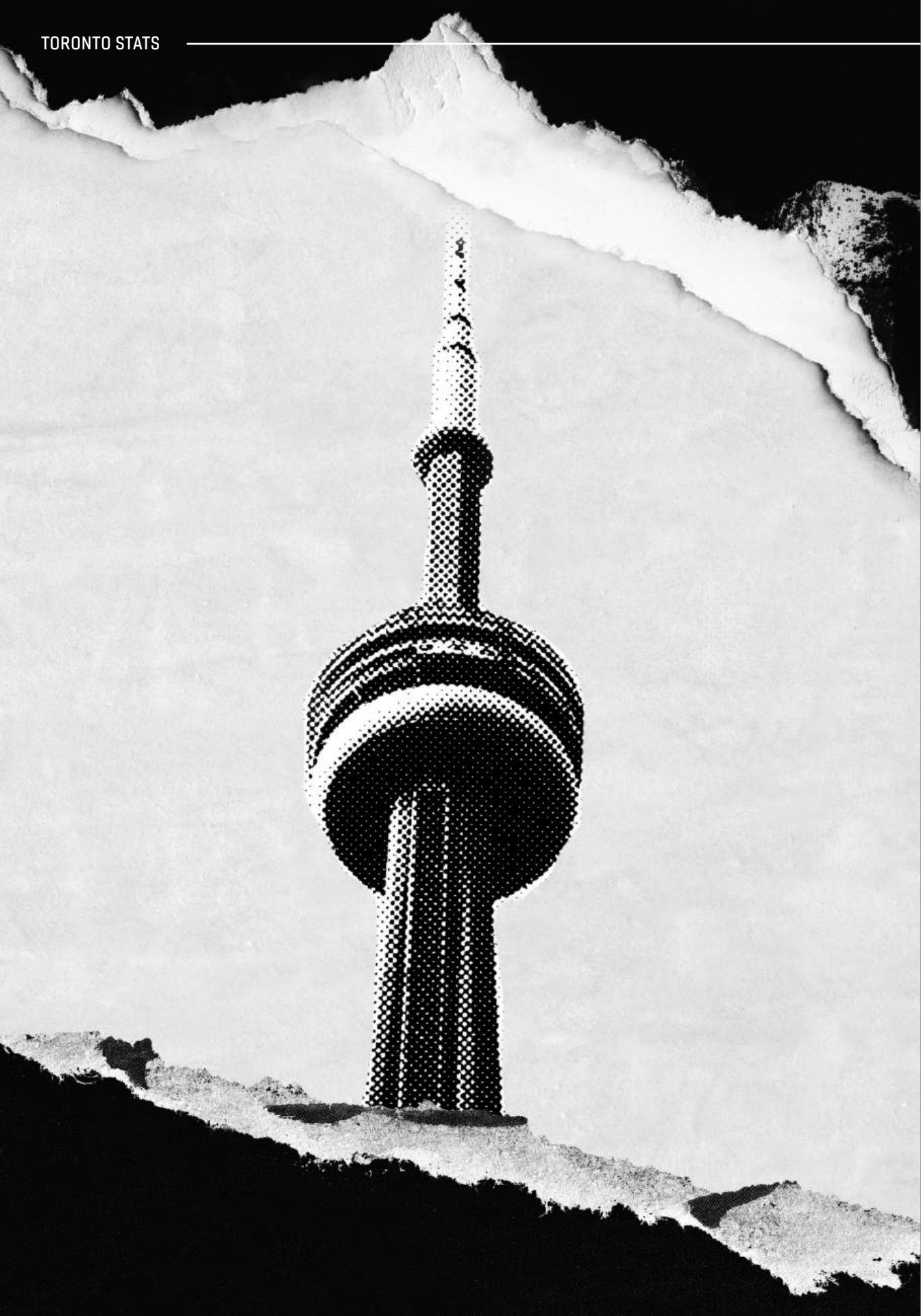
A PRIME LOCATION

Our campus is located in the heart of Toronto, Canada’s financial and creative capital—and one of the most liveable and multicultural cities in the world. Designed as a modern studio environment, it brings together industry-standard production studios, voiceover booths, makeup rooms, contemporary classrooms and computer labs under one roof—an ideal setting for building connections and launching a career in Canada’s creative industries.

BACHELOR OF CREATIVE ARTS (BCA) 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 62 for more details, and how our new Dual Enrolment Program can save you \$10,000 in tuition costs.





INDUSTRY STATS

FILM & TELEVISION

Canada's screen industry generated nearly **\$10.2 BILLION** in production volume in 2024/25

Employs **40,000 SKILLED WORKERS** in Toronto

Toronto is the **3RD LARGEST** screen-based production centre in North America

There is **3.85 MILLION SQ. FT.** of studio space in Ontario (and growing!)

GRAPHIC DESIGN

Generated **\$1.6 BILLION** in revenue in Canada in 2025

Close to **35,000** graphic designers & illustrators employed in Ontario

VIDEO GAMES

We employ over **34,000** full-time equivalents in Canada

Over **800 STUDIOS** across the country

SOURCES

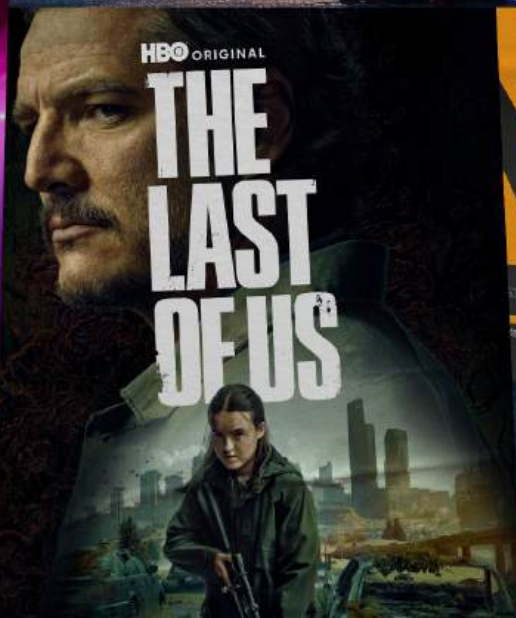
CANADIAN MEDIA PRODUCERS ASSOCIATION
CITY OF TORONTO
TORONTO GLOBAL
ACTRA TORONTO
IBISWORLD
GOVERNMENT OF CANADA
ONTARIO CREATES
ESAC



PART

03

STUDENT SUCCESS





**"TFS GAVE ME THE CONFIDENCE
AND TECHNICAL EXPERIENCE
I NEEDED TO EXCEL IN MY
CRAFT. THAT, PAIRED WITH
LIFE EXPERIENCE, TRULY
MADE AN ASTRONOMICAL
DIFFERENCE IN NAVIGATING
THIS BEAST OF AN INDUSTRY."**

Orville Cummings

Acting for Film, TV and the Theatre '15

Lieutenant Christopher, *Star Trek: Discovery*

FROM TFS & BCA GRAD TO STUDIO FOUNDER

WILLIAM GAUTHIER TURNED HIS FILM SCHOOL EXPERIENCE INTO A PRODUCTION COMPANY OF HIS OWN – AND BUILT IT WITH FELLOW ALUMNI.



Meet **William Gauthier**. After graduating from Toronto Film School's Film Production program in 2023, he took advantage of the school's degree pathway program with Yorkville University so he could earn a Bachelor of Creative Arts (BCA) degree. The BCA prepared him with the specialized skills needed for leadership and project-based positions in the creative sector. He received the degree in 2024.

William has wasted no time. With his new skills, he launched his own production company, Studio Vallion, and has already wrapped production on the studio's first short, *Resilient Hope*.

The studio was founded alongside fellow Toronto Film School alumni Alyssa Duncan and Josh Boutros. William said he created Studio Vallion as both a vehicle for the stories he wants to tell and as a home for the "invaluable collaborators" that make it possible for him to do so.

"Launching Studio Vallion is an important step in my career. It's more than just starting a company—it's about creating the foundations of what allows me to maintain my independence as a filmmaker and bring to life the stories I truly care about," William said.

In fact, he added, the studio's first short, *Resilient Hope*, featured a crew that consisted primarily of TFS Film Production graduates.

William credits his time at both TFS and Yorkville University for helping him make long-lasting connections with classmates and instructors he's confident he'll continue to work with into the future.

"The best part about Toronto Film School is the immediate opportunity to meet the people who can become your collaborators for decades to come," he said.

"I FEEL FORTUNATE IN THIS ENDEAVOUR TO BE SURROUNDED BY FRIENDS AND COLLABORATORS WHO ARE INVALUABLE TO WHAT WE AIM TO ACHIEVE—MANY OF WHOM I WAS LUCKY TO FIRST MEET DURING MY TIME AS A STUDENT AT TORONTO FILM SCHOOL."

WILLIAM GAUTHIER
Founder, Studio Vallion
Bachelor of Creative Arts '24
Film Production '23



PART

04

**OUR PROGRAM
LEADERS**

MEET OUR FACULTY



ANDREW BARNSELEY

**President
Toronto Film School**

Andrew Barnsley is an Emmy, Golden Globe and Canadian Screen Award winner and an acclaimed 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). He has also had executive producing duties on 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 York University and Toronto Metropolitan University (formerly Ryerson), a BAA from Toronto Metropolitan University's Radio and Television Arts Program and a BEd from St. Thomas University in Fredericton, New Brunswick.

EMILIJA
DAVIDOVIC

PROGRAM DIRECTOR
FILM AND TV PRODUCTION | VIDEO PRODUCTION ONLINE

Emilija is a producer, line producer, and production supervisor based in Toronto. She began her career by gaining foundational insights working on international co-productions, mastering film funding, budgeting, and delivery processes, and collaborating with international production companies based in Belgium, Germany, and the Netherlands. A dedicated educator, in 2023 she earned the Career Colleges of Ontario Award for Excellence in Teaching.



PHEINIXX

PROGRAM DIRECTOR
GRAPHIC DESIGN

With 30 years of experience, Pheinixx’s career has specialized in visual storytelling. She has worked with international brands Vogue, GQ, DKNY, Elle and Roberto Cavalli, and here in Canada with GustoTV, Warner Bros. Music, TD Bank, Toronto Fashion Incubator, and Mastercard Stylicity. She has also collaborated with chefs Rob Rossi and Rob Rainford, and spice guru Bal Arneson.



HART
MASSEY

PROGRAM DIRECTOR
ACTING FOR FILM, TV AND THEATRE

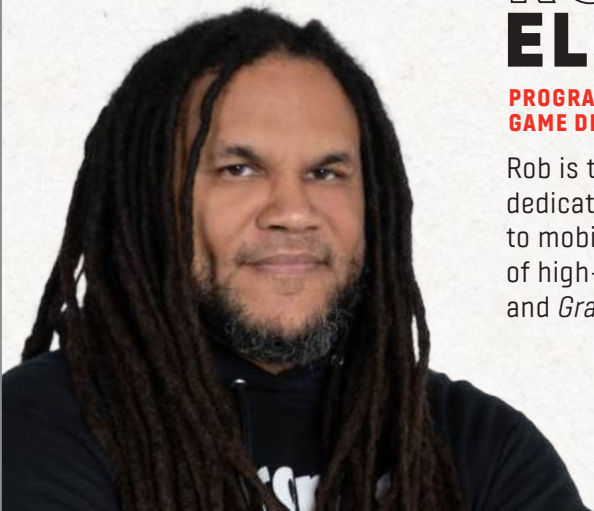
Hart Massey has been performing professionally across stage, film, and television since childhood. He created and starred in the television shows *Hart of the Annex* and *The Film Student*—both of which earned multiple industry awards. A University of Toronto-trained stage actor, Massey has performed nationwide in everything from classical Shakespeare to musicals, dramas, and comedies. As the creator of the Acting for Film, TV and Theatre program at Toronto Film School, he also serves as its program director.



ROB
ELSWORTHY

PROGRAM DIRECTOR
GAME DESIGN AND ANIMATION

Rob is the founder of Resistr 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
SCREENWRITING

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
GAME 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 FULL-TIME DIPLOMA PROGRAMS

YOUR PATH TO A CREATIVE CAREER

On-campus, Hybrid and Remote Live Instruction programs are offered through Toronto Film School, Ontario.



**“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

Film Production '18

Writer, *Saint-Pierre*

Writer, *Murdoch Mysteries*

FILM AND TV PRODUCTION

 **TORONTO CAMPUS**

INTAKES JANUARY, APRIL, JULY, OCTOBER *(Subject to change)*
DURATION 18 MONTHS / 6 TERMS
DELIVERY ON CAMPUS

OVERVIEW

Get ready to create, connect, and elevate your craft at our new studio campus at 120 Bloor Street East in Toronto.

Working filmmakers will train you on Hollywood-grade cameras and gear, guiding you through the creative and technical process of film and TV production. You'll also learn the business side of the industry—including how to market, finance, and distribute your work.

Graduate with a diploma and demo reel designed to showcase your new skills to networks, streaming services, production companies, and more.

CORE PROGRAM AREAS

THE 360° FILMMAKER

The Creative	The Logistics
Develop scripts, direct talent, shape visual storytelling	Plan shoots, schedule crews, manage production workflows
The Technical	The Business
Shoot, light, record, and edit with pro tools	Budget, pitch, distribute, and build industry relationships

YOUR CAREER OUTCOMES

- Producer
 - Production Manager
 - Director
 - Assistant Director
 - Director of Photography
 - Camera Operator
 - Assistant Camera
 - Gaffer
 - Grip
- Screenwriter
 - Picture Editor
 - Sound Editor
 - Colorist
 - Sound Engineer
 - Sound Recordist
 - Production Designer
 - Art Director
 - Set Decorator

TERM 1
Intro to Production
Intro to Storytelling
Production Fundamentals
Camera and Set Fundamentals
Cinematography Lighting and Grip
Intro to Editing
Intro to Audio

TERM 2
Film History
Intro to Screenplay
Intro to Producing
Directing and Visual Storytelling
Intermediate Cinematography
Intermediate Editing
Advanced Audio

TERM 3
Legends of Cinema
Capstone Screenplay
Advanced Directing
Production Design Fundamentals
Advanced Cinematography
Coloring for Post Production
Documentary and Docuseries

TERM 4
Factual Entertainment
Package and Proposal Development
Advanced Producing
Directing Talent and Set
Advanced Production Design
Cinematography and Storytelling
Advanced Editing: Picture and Audio

TERM 5
Legal Fundamentals in Media
Capstone Pre Production Workflow
Capstone Pre Production Creative
Capstone Production
Finance for Film and TV
Post Production Supervision

TERM 6
Canadian and International Cinema
Documentary Production
Distribution and Marketing
Capstone Post Production Picture
Capstone Post Production Sound
Career Development

**COURSES SUBJECT TO CHANGE*

TERM 1
Stage Acting 1
Voice 1
Movement 1
Camera Acting 1
Performance History 1
Film History 1
Consent, Boundaries, and Intimacy in Acting

TERM 2
Stage Acting 2
Voice 2
Movement 2
Camera Acting 2
Performance History 2
Writing for Actors 1

TERM 3
Stage Acting 3
Voice 3: Accents
Clown and Physical Theatre
Camera Acting 3
Basic Production Skills
Writing for Actors 2: Short Film Scripts

TERM 4
Improv & Sketch Comedy
Voiceover 1
Choreography
Auditioning for Camera
Producing and Directing 1
Singing and Vocal Performance
Stage Combat

TERM 5
Video Editing
Live Performance Play
Producing and Directing 2: Pre-Production

TERM 6
Short Film Production
Self-Tape Production
The Business of Acting
Voiceover 2: Animation & Video Games
Acting in Virtual Environments

**COURSES SUBJECT TO CHANGE*

ACTING FOR FILM, TV AND THEATRE

 **TORONTO CAMPUS**

INTAKES JANUARY, APRIL, JULY, OCTOBER *(Subject to change)*
DURATION 18 MONTHS / 6 TERMS
DELIVERY ON CAMPUS

OVERVIEW

Working, credited actors will teach you the artistic, technical, and business sides of the industry at our new studio campus at 120 Bloor Street East in Toronto.

You'll learn the proper techniques for camera and stage acting, voice-over work, and producing and directing. We'll teach you how to market yourself, self-tape production, and strategies for securing an agent.

Graduate with a diploma, an impressive demo reel of work, a headshot provided by us, a complimentary theWorkbook membership, and eligibility for your first ACTRA credit.

CORE PROGRAM AREAS

THE 360° ACTOR

The Creative	The Business
Build characters, analyze scripts, perform across mediums	Navigate casting, representation, and professional acting career
The Technical	
Train voice, movement, camera, and production skills	

YOUR CAREER OUTCOMES

- Stage & Film Actor
 - Acting Coach/Instructor
 - Voiceover Actor & Film
 - Dubber
 - Filmmaker
 - Talent Agent
 - Casting Director
 - TV Show & Podcast Host
 - Clown & Sketch Comedy
- Performer
 - Video Game Performer (Mocap Acting)
 - Musical Theatre Performer
 - Stunt Work
 - Intimacy Coordinator
 - Vertical Series Actor
 - Content Creator
 - Screenwriter
 - Public Speaker

SCREENWRITING

 **TORONTO CAMPUS/ REMOTE**

INTAKES JANUARY, OCTOBER *(Subject to change)*
DURATION 18 MONTHS / 6 TERMS
DELIVERY FLEXIBLE (ON CAMPUS, REMOTE OR HYBRID)

OVERVIEW

Welcome to the Writers’ Room–intensive, collaborative, specialized. Work with creative peers and accomplished screenwriters while you find your writer’s voice. Learn to write documentaries, studio broadcasts, sitcoms, dramas, feature films and more. Discover how to pitch, finance, produce, direct, market and showrun your own production.

Graduate with a diploma and a comprehensive portfolio of work that showcases your new screenwriting skills to networks, streaming services, and production companies.

CORE PROGRAM AREAS

THE 360° SCREENWRITER

The Creative

Craft stories, characters, and voice across genres

The Technical

Structure, develop, and iterate scripts through workflows

The Business

Package, pitch, and navigate industry development pipelines

YOUR CAREER OUTCOMES

- Screenwriter
 - Story Editor
 - Editor
 - Producer
 - Director
 - Staff Writer
 - Production Executive
 - Studio Executive
 - Narrative Designer (Video Games)
 - Content Creator (Short Form)
- Creative Producer
 - Content Writer
 - Content Editor
 - Copywriter
 - Development Coordinator
 - Researcher
 - Script Reader
 - UX Writer/ Content Designer (Video Games)
 - Web Content Specialist

TERM 1

Intro to Editing
Film History
Production 1
Production 1 Studio
Broadcast Writing
Scripts 1
Story Editing 1

TERM 2

TV History
Factual Entertainment
Production 2
Production 2 Studio
Writing for Social Media
Scripts 2
Story Editing 2

TERM 3

Animation
and Family Show Writing
Legal Fundamentals in Media
Comedy Writing 1
Drama Writing 1
Feature Writing 1

TERM 4

Finance for Film and TV
Writing for Video Games
Comedy Writing 2
Drama Writing 2
Feature Writing 2

TERM 5

Canadian
and International Cinema
Dialogue Writing
Comedy Writing 3
Drama Writing 3
Feature Writing 3
TV Movie Writing

TERM 6

Showrunning
and Creative Producing
Career Development for Writers
Comedy Writing 4
Drama Writing 4
Feature Writing 4

**COURSES SUBJECT TO CHANGE*

TERM 1

History of Art & Design
Visual Communications 1
Marketing & Communications
Graphics & Imagery 1
Layout Design 1
Design Technologies 1

TERM 2

Art Direction 1
Motion Graphics 1
Visual Communications 2
Graphics & Imagery 2
Layout Design 2
Design Technologies 2
Identity Design 1

TERM 3

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

TERM 4

Studio Practices 2
Interactive Design 2
Website Design 2
Content Creation
Portfolio
Capstone

**COURSES SUBJECT TO CHANGE*

GRAPHIC DESIGN

 **REMOTE**

INTAKES JANUARY, JULY AND OCTOBER *(Subject to change)*
DURATION 12 MONTHS / 4 TERMS
DELIVERY REMOTE WITH LIVE INSTRUCTION

OVERVIEW

Learn the critical thinking skills needed of graphic designers today, enabling you to create and implement digital solutions for print, digital, and new media channels. Work alongside creative peers and working designers on real-world projects. Use emerging and industry-standard tools to bring your ideas to life.

Graduate with a diploma and a diverse portfolio of work that showcases your strategic thinking and design skills to prospective employers in any industry.

CORE PROGRAM AREAS

THE 360° DESIGNER

The Creative

Build a distinct visual voice and design impactful brand systems

The Technical

Create across digital, print, and interactive using industry tools

The Business

Work on real-world assignments, apply marketing and art direction, and build a professional portfolio

YOUR CAREER OUTCOMES

- Graphic Designer
 - Art Director
 - Communications Designer
 - Web Designer
 - UX/UI Designer
 - Design Director
 - Motion Graphics Designer
 - Editorial Designer
 - Content Creator
 - Social Media Designer
- Storyboard Artist
 - Concept Designer
 - Presentation Designer
 - Animator
 - Interface Designer
 - Multimedia Producer
 - Surface Designer
 - Product Designer

GAME DESIGN AND ANIMATION

REMOTE
INTAKES JANUARY, APRIL, JULY, OCTOBER *(Subject to change)*
DURATION 18 MONTHS / 6 TERMS
DELIVERY REMOTE WITH LIVE INSTRUCTION

OVERVIEW

Conceive, design, model, and animate characters and worlds as you learn directly from working game creators.

This immersive program will give you hands-on experience with industry-standard tools and workflows. You will learn to model, script, program, design and animate your own stories, characters and worlds. And you'll explore motion capture technology and the latest AI workflows.

Graduate with a diploma and a comprehensive gaming portfolio, ready to showcase your new skills to AAA game studios.

CORE PROGRAM AREAS

THE 360° GAME ARTIST

The Creative	The Business
Create characters, environments, and immersive game worlds	Develop careers, collaborate in studio environment, and ship games
The Technical	
Build, animate, and optimize assets for real-time	

YOUR CAREER OUTCOMES

- Animator
 - 3D Modeller
 - Game Designer
 - Art Director
 - Level Designer
 - Texture/Surfacing Artist
 - Concept Artist
- Producer
 - QA Tester
 - Rigger
 - Technical Artist
 - VFX Game Artist
 - Facial Animator
 - Prompt Engineer (AI)

TERM 1
Digital Drawing 1
Game Modeling 1
Game Foundations
Video Game Production 1
Game Engines 1
Texturing 1
Principles of Art & Design
Game Production Project 1

TERM 2
Digital Drawing 2
Game Modeling 2
Game Design 1
Video Game Production 2
Game Engines 2
Texturing 2
Game Animation 1
Game Production Project 2

TERM 3
Concept Design 1
Game Modeling 3
Game Design 2
Character Modeling 1
Game Engines 3
Texturing 3
Game Animation 2
Game Production Project 3

TERM 4
Concept Design 2
Level Design
Game Design 3
Character Modeling 2
Game Engines 4
Texturing 4
Game Animation 3
Game Production Project 4

TERM 5
Career and Portfolio Development 1
Lighting & Rendering
Game Design 4
Game Rigging
Programming with AI
Art Direction for Games
Motion Capture
Game Production Project 5

TERM 6
Career and Portfolio Development 2
Capstone Project

**COURSES SUBJECT TO CHANGE*

TERM 1
Programming for Games 1
Programming Logic and Methodologies
Mathematics for Game Programmers 1
Game Design 1
Introduction to the Game Industry
History of Video Games
Art for Game Programmers
Game Production Project 1

TERM 2
Programming for Games 2
Game Engines 1
Mathematics for Game Programmers 2
Game Design 2
Physics for Game Programmers 1
Game Production Project 2

TERM 3
Programming for Games 3
Game Engines 2
Physics for Game Programmers 2
Game Design 3
Project Management and Quality Assurance
Game Production Project 3

TERM 4
AI Game Programming
Game Engines 3
Mobile Game Development
Physics for Game Programmers 3
Game Design 4
Game Audio
Game Production Project 4

TERM 5
Game Networking
Game Engines 4
Game Design 5
Game Business
Career and Portfolio Development 1
Game Production Project 5

TERM 6
Capstone Production Project
Career and Portfolio Development 2

**COURSES SUBJECT TO CHANGE*

GAME DEVELOPMENT

REMOTE
INTAKES JANUARY, APRIL, JULY, OCTOBER *(Subject to change)*
DURATION 18 MONTHS / 6 TERMS
DELIVERY REMOTE WITH LIVE INSTRUCTION

OVERVIEW

Working game creators will teach you the entire video game development process for console, PC, and mobile. This program will provide you with the practical experience required to take on challenges that video game designers, programmers, and developers face today.

You will learn to design and program your video games while working alongside driven peers and accomplished game creators.

Graduate with a diploma and a diverse portfolio of work, ready to pursue roles with leading AAA game studios—or with the skills to launch a studio of your own.

CORE PROGRAM AREAS

THE 360° GAME DEVELOPER

The Creative	The Business
Design gameplay systems, mechanics, and progression that shape player experience	Work in studio teams, manage production workflows, and build a technical portfolio
The Technical	
Build and optimize games in Unity and Unreal using C++, C#, and real-time systems	

YOUR CAREER OUTCOMES

- Programmer
 - Gameplay Programmer
 - Specialized Programmer
 - Technical Designer
 - Engine Programmer
 - Game Designer
 - QA Tester
- Entrepreneur
 - Software Developer
 - Virtual Production Programmer
 - Web Developer
 - VR Developer
 - UI/UX Programmer

COMPANIES HIRING

OUR GRADUATES



THE
ABNORMAL
BEAUTY
COMPANY.
DECIEM



NETFLIX



SSENSE



CBC



cineflix
Media



Indigo



TOURISM
TORONTO





"THE EIGHTEEN MONTHS OF THE PROGRAM ARE EXTREMELY INTENSIVE. IT'S ALMOST LIKE DOING A FULL DEGREE BUT IN A MUCH SHORTER PERIOD OF TIME. I REALLY FOUND A NICHE IN ANIMATION. I SPOKE TO CAREER SERVICES AND THEY HELPED ME ENGAGE MYSELF IN THE JOB SEARCHING FIELD."

Guillaume Lavoie

Video Game Design & Animation '22

Dev tester, Ubisoft Montreal



PART

06

ONLINE SELF-PACED DIPLOMA PROGRAMS

YOUR ONLINE PATH TO A CREATIVE CAREER

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

LEARN ONLINE, PART TIME, 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 Screenplay

TERM 8
Capstone Final Project
Career Development

VIDEO PRODUCTION DIPLOMA

 **ONLINE
PROGRAM**

INTAKES JANUARY, APRIL, JULY, OCTOBER *(Subject to change)*

DURATION 24 MONTHS / 8 TERMS

DELIVERY ONLINE SELF-PACED

OVERVIEW

This program is designed to teach you the skills to plan, shoot, direct, edit and market your own content—completely online, through asynchronous learning. On your schedule, you will learn from working content creators. They will take you through the process of video production from initial concept to final edit.

You'll graduate with a diploma and demo reel that showcases your new skills, ready to produce your own films, series, corporate videos, documentaries, music videos, and more.

CORE PROGRAM AREAS

- | | |
|-----------------------------|------------------------------|
| 01 Camera Techniques | 04 Motion Graphics |
| 02 Video Editing | 05 Portfolio |
| 03 Audio Production | 06 Career Development |

YOUR CAREER OUTCOMES

- | | |
|----------------|------------------------------|
| — Producer | — Video Editor |
| — Filmmaker | — Production Coordinator |
| — Director | — Post-Production Supervisor |
| — Sound Editor | — Videographer |

SCREENWRITING DIPLOMA

 **ONLINE PROGRAM**

INTAKES JANUARY, APRIL, JULY, OCTOBER *(Subject to change)*
DURATION 24 MONTHS / 8 TERMS
DELIVERY ONLINE SELF-PACED

OVERVIEW

Imagine becoming versed in the techniques that will enable you to effectively pitch and write your own screenplays. Through asynchronous learning, you'll learn to write screenplays for a variety of genres. You'll build compelling characters, write realistic dialogue, and map out story arcs. Guided by industry-active screenwriters, you'll learn how to act as showrunner for a series, and gain insight into the world of film and TV financing.

You'll graduate with a diploma and a diverse portfolio of work that proves your range as a versatile, industry-ready screenwriter.

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

- Screenwriter

— Story Editor

— 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

**COURSES SUBJECT TO CHANGE*

TERM 1
Marketing + Communications
Visual Communications

TERM 2
Graphics + Imagery 1
Layout Design 1
Design Technologies 1

TERM 3
Graphics + Imagery 2
Layout Design 2
Design Technologies 2

TERM 4
Design Composition
Identity Design 1
Art Direction 1

TERM 5
Identity Design 2
Art Direction 2
Motion Graphics 1

TERM 6
Motion Graphics 2
Interactive Design 1
Website Design 1

TERM 7
Interactive Design 2
Website Design 2
Studio Practices

TERM 8
Content Creation
Portfolio
Capstone

**COURSES SUBJECT TO CHANGE*

GRAPHIC DESIGN DIPLOMA

 **ONLINE PROGRAM**

INTAKES JANUARY, APRIL, JULY, OCTOBER *(Subject to change)*
DURATION 24 MONTHS / 8 TERMS
DELIVERY ONLINE SELF-PACED

OVERVIEW

Through asynchronous learning, you'll apply core design principles and industry-standard tools to shape brands and develop ideas that connect with audiences. From concept to execution, your work will span digital, motion, and interactive formats—reflecting how design operates in today's creative industries.

Graduate with a diploma, a diverse portfolio, and the strategic thinking and design skills employers seek.

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

- Graphic Designer

— Art Director

— Communications Designer

— Web Designer

— UX/UI Designer

— Design Director

— Motion Graphics Designer

— Editorial Designer

— Content Creator
- Social Media Designer

— Storyboard Artist

— Concept Designer

— Presentation Designer

— Animator

— Interface Designer

— Multimedia Producer

— Surface Designer

— Product Designer



"I STARTED AT TFS WITH ESSENTIALLY NO PORTFOLIO TO SPEAK OF, AND LEFT WITH A DIVERSE, PROFESSIONAL, INDUSTRY-READY BODY OF WORK. I'VE MADE INDUSTRY CONNECTIONS, HAD MY WORK SHOWCASED IN FILM FESTIVALS GLOBALLY, AND EVEN BECAME AN ENTREPRENEUR! I'M SO THANKFUL FOR THE PLUNGE I DECIDED TO TAKE WITH TFS."

Olivia-Autumn Rennie

Executive Director, Exuvium Productions Inc.

BCA, graduating 2026

Video Production '25

Writing for Film & TV '24



PART

07

**YORKVILLE UNIVERSITY
DEGREE 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

WHERE CREATORS BECOME LEADERS

Save \$10,000 with our Dual Enrolment Program!*

Earn your TFS diploma and seamlessly transition into Yorkville University’s Bachelor of Creative Arts (BCA) program. Through this dual enrolment pathway, you’ll gain leadership and management skills required for senior roles in today’s creative industries. Enrol in both programs at once, complete them back-to-back in just 3-4 years*, and save \$10,000 in tuition while graduating with two qualifications.

PROGRAM HIGHLIGHTS

- 

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

02 Expert Faculty
Learn from respected and active industry leaders.
- 

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

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

**\$10,000 bursary is applied evenly across all academic 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 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

**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

For a full breakdown of the admissions requirements, please visit torontofilmschool.ca/admissions

Film and TV Production

- Movie Critique
- Storyboard

Acting for Film, TV and Theatre

- Video Application
- Video Monologue Performance
- Interview and Cold Read may be required

Screenwriting

- Two (or more) Creative Writing Pieces

Game Design and Animation

- Personal Essay

Game Development

- Personal Essay
- Math Requirement / Assessment Test

Graphic Design

- Portfolio
- Personal Essay

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.



LOCATION

120 BLOOR ST E CAMPUS

120 Bloor St East
Toronto, ON, M4W 1B7
Canada

CONTACT US

ONTARIO PROGRAMS CONTACT DETAILS

Tel: 1.416.929.0121
Toll Free: 1.866.467.0661
Fax: 1.416.644.1903

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

BROCHURE TORONTO FILM SCHOOL CREATIVE PROGRAMS

