

TORONTO



FILM

SCHOOL



CREATIVE



PROGRAMS

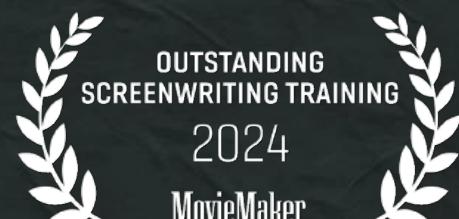
BROCHURE

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 | YOUR IN

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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 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. 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 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.

A large, handwritten signature in white ink, appearing to read "Aldo", is positioned in the bottom right corner of the page.



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 “One of the Best Places to Live and Work as a Moviemaker” in 2025.

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 three campuses and seven studios are located in Toronto, Canada's financial and creative capital—and one of the most liveable and multicultural cities in the world. We're an ideal location for those seeking connections and 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.



TORONTO STATS

FILM & TELEVISION INDUSTRY

Over
\$2 BILLION
spent yearly on
Toronto's film industry

Employs Over
30,000 PEOPLE

3RD LARGEST
screen-based production
centre in North America

68%
increase in studio space
projected by 2026 in
the Greater Toronto
& Hamilton area

GRAPHIC DESIGN INDUSTRY

Generated **\$1.6 BILLION**
in revenue in Canada in 2024

Close to
34,000
graphic designers & illustrators
employed in Ontario

CANADA'S VIDEO GAME INDUSTRY

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

Over
800 STUDIOS
across the country

SOURCES

CITY OF TORONTO
ENTERTAINMENT SOFTWARE ASSOCIATION OF CANADA
FILMONTARIO
GOVERNMENT OF CANADA
IBISWORLD
STATISTA
TORONTO GLOBAL



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 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). 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 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

PROGRAM DIRECTOR FILM 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 & INTERACTIVE MEDIA

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 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.



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*.



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*.



JEAN-PAUL AMORE

PROGRAM DIRECTOR VIDEO GAME DESIGN & DEVELOPMENT

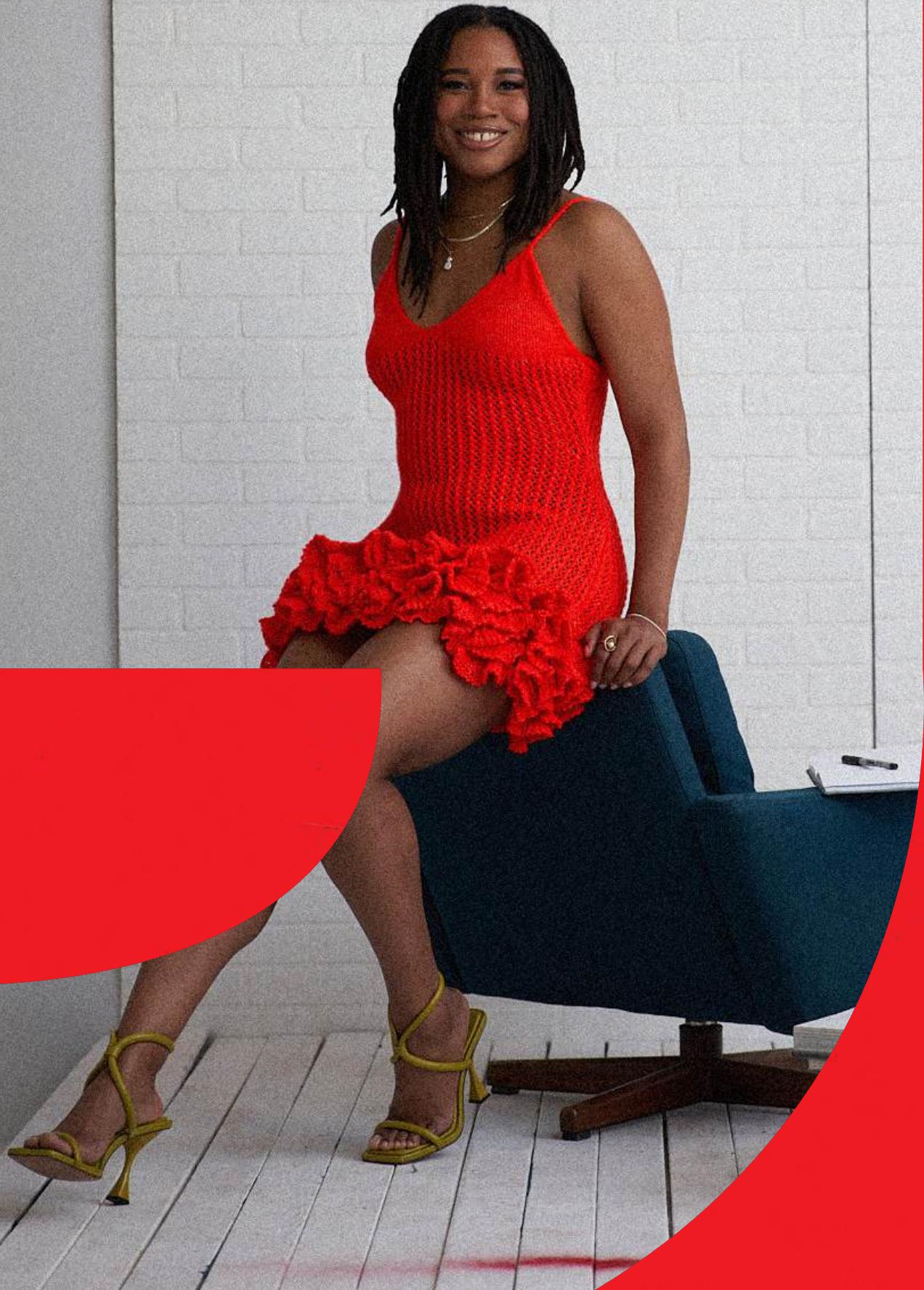
For over two decades, JP Amore has been producing and developing interactive media for Toronto-based software firms in entertainment, education, and medical industries. JP is an advisory board member for several game companies and organizations.



PART 05

OUR ON-CAMPUS PROGRAMS

YOUR PATH TO A CREATIVE CAREER



"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 PRODUCTION

 TORONTO CAMPUS

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

DURATION 18 MONTHS / 6 TERMS

DELIVERY ON CAMPUS

OVERVIEW

Experienced, working filmmakers will guide you through the creative and technical process of filmmaking as well as the business of industry—including how to market, finance, and distribute your own film. Thanks to a recent \$2.5 million investment in Hollywood-grade production gear, you'll have access to the latest in cameras, lenses, lighting kits, and more as you work on various projects and collaborations that will help you build an impressive demo reel for networks, streaming services, production companies, and more.

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

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

TERM 1

- Acting 1
- Voice 1
- Movement 1
- Camera Acting 1
- Performace History 1
- Film History 1

TERM 2

- Acting 2
- Voice 2
- Movement 2
- Camera Acting 2
- Performace 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



ACTING FOR FILM, TV AND THE 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. You'll learn the proper techniques for camera and stage acting, voice-over work, and self-tape production. You'll graduate with an impressive demo reel of work, ready to nail auditions, and eligible for your first ACTRA credit.

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

WRITING FOR FILM & TV

 TORONTO CAMPUS

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

DURATION 18 MONTHS / 6 TERMS

DELIVERY HYBRID

OVERVIEW

Imagine brainstorming your ideas in a Writers' Room! In this immersive program, you will learn how to write for all screen genres while you develop your own unique writing style. You will graduate in just 18 months with a portfolio showcasing your new skills and range.

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

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

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 (Subject to change)

DURATION 12 MONTHS / 4 TERMS

DELIVERY LIVE ONLINE

OVERVIEW

Become a pro at conceiving and designing visual solutions for digital, print, and new media channels. Working, industry-active professionals will be your instructors, with a curriculum based on today's industry challenges.

Graduate a design professional with a diverse portfolio in just 12 months.

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 (Subject to change)

DURATION 18 MONTHS / 6 TERMS

DELIVERY LIVE ONLINE

OVERVIEW

Conceive, design, script, model, texture, and animate characters and worlds as you learn directly from working video game creators. Try your hand at motion capture technology and learn the latest AI workflows.

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 Modelling 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 Modelling 2
- Game Platforms 2
- Art History
- Game Design 1
- Game Production and Pipeline

TERM 3

- Concept Design 1
- Character Modelling 1
- Game Platforms 3
- Game Animation 1
- Texturing 1
- Level Design
- Game Design 2
- Game Business

TERM 4

- Concept Design 2
- Character Modelling 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 Modelling 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 (Subject to change)

DURATION 18 MONTHS / 6 TERMS

DELIVERY LIVE ONLINE

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

COMPANIES HIRING OUR GRADUATES



cossette 

**THE
ABNORMAL
BEAUTY
COMPANY.
DECIEM**



media.monks

NETFLIX

 **ROGERS**  **SSENSE**



 **CFC**  **CBC**  **cineflix Media**

 **Disney**
General Entertainment Content



Indigo


**PUBLICIS
GROUPE**



 **RIOT
GAMES**

**TOURISM
TORONTO.**


**UBISOFT
MONTREAL**


**UBISOFT
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

OUR ONLINE PROGRAMS

YOUR ONLINE PATH TO A CREATIVE CAREER

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

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 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 LIVE ONLINE

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 (Subject to change)

DURATION 24 MONTHS / 8 TERMS

DELIVERY HYBRID

OVERVIEW

Imagine becoming versed in the techniques that will enable you to effectively pitch and write your own screenplays. You can learn all this, on your own schedule, with this 100% online program.

This is an immersive program for budding screenwriters taught by experienced screenwriters. You'll learn online (from anywhere) and graduate with a diverse portfolio of work that includes writing samples demonstrating your ability to write for any screen genre.

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

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 (Subject to change)

DURATION 24 MONTHS / 8 TERMS

DELIVERY LIVE ONLINE

OVERVIEW

Learn the critical thinking skills needed of graphic designers today with this 100% online program. Working graphic designers will teach you how to become a pro at conceiving and designing visual solutions for digital, print, and new media channels. All on your schedule.

Graduate with a portfolio, ready to influence, inform and entertain your target market through original creative solutions.

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



"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

BCA PATHWAY



YORKVILLE
UNIVERSITY

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 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

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

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



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

BROCHURE

TORONTO

FILM



SCHOOL

CREATIVE

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