

# VFS Corporate Fact Sheet

Vancouver Film School (VFS) is a post-secondary entertainment arts school. In just one intensive year at VFS, students receive a comprehensive education balancing theoretical instruction and hands-on production. This experience includes lectures, tutorials, productions, collaborations with other departments, mentorship with working professionals, and guest speakers from the industry. VFS is known as “the studio that teaches”.

## WHY VFS? A LIFE-CHANGING EXPERIENCE

During their year at VFS, students create a body of work to showcase their abilities and launch their career. This portfolio or demo reel is designed to demonstrate their creative and technical abilities to potential employers and collaborators. Whether they're making films, video games, and commercials, or bringing 2D and 3D characters to life, our students leave school industry-ready.

## WHERE WE ARE

Vancouver is more than just a beautiful, cosmopolitan city. Its entertainment culture is driven by robust industries for film, design, TV, animation, video games, and sound production. With a population of 2.2 million and growing and consistently named one of the world's best and most livable cities, Vancouver is the ideal place to launch a career in the entertainment arts.

## OUR RESULTS

VFS alumni work for companies like Pixar, Lucasfilm, and Electronic Arts. Some contribute to films like *Lord of the Rings*, *Iron Man*, *Pirates of the Caribbean*, and *Enchanted*. Others are entrepreneurs, writing pilots for comedy series, or cutting documentaries. Or they're artists, screening their work at Cannes, Siggraph, Sundance, and Annecy. Regardless of their path, our graduates are equipped for success. VFS, like the entertainment industry, values the ability to produce quality results above all else.

## BENEFITS OF VFS

- **VFS is a gateway to the entertainment industry**
- **Students network with:**
  - Other Students: up-and-coming entertainment industry leaders
  - Faculty: leaders currently working in the industry
  - Regular Guest Speakers and Industry Partners
- **Vancouver is “Hollywood North”.** Students train in the city that's the 3rd largest in North America for film and a game production hub.
- **Advisory Board** Industry leaders advise VFS on how to best create comprehensive programs that give students an advantage in the evolving marketplace.
- In many programs, final projects are viewed and evaluated by **industry panels**.
- **Scholarship programs** are regularly available to the best and brightest students.
- **Workplace preparation** Portfolio creation and employment and team preparation.

## OUR PROGRAMS

- 3D Animation & Visual Effects
- Classical Animation
- Digital Character Animation
- Acting for Film & Television
- Acting Essentials
- Digital Design
- Entertainment Business Management
- Film Production
- Game Design
- Makeup Design for Film & Television
- Sound Design for Visual Media
- Writing for Film & Television
- Foundation Visual Art & Design

## VFS VALUES

At VFS, we are driven by passion, innovation, experience, and the results. We believe that *Results Matter*. Those results are what we aim to give every student: a life-changing year, an arsenal of high-level skills and know-how, and a great career to show for it.

[vfs.com/pressroom](http://vfs.com/pressroom)

VFS

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TOLL FREE: 1.800.661.4101 (in North America)

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## HISTORY OF VFS

VFS opened its doors in April 1987 to a class of twelve eager film students. More than twenty years later, the school now graduates over 1300 students a year. Since its inception, VFS has become the premier private post-secondary arts and entertainment school in Canada.

- **April 1987:** VFS open its doors, launching the Film Production program
- **February 1994:** Classical Animation program launches
- **February 1994:** VFS launches North America's 1st Multimedia Program
- **February 1995:** 3D Animation & Visual Effects program launches
- **May 1996:** Acting for Film & Television program launches
- **June 1998:** Digital Character Animation program launches
- **May 1999:** Writing for Film & Television program launches
- **January 2000:** Makeup Design for Film & Television program launches
- **April 2002:** Sound Design for Visual Media program launches
- **May 2003:** Foundation Visual Art & Design program launches
- **August 2004:** Digital Design program launches
- **October 2004:** Game Design program launches
- **February 2006:** Entertainment Business Management program launches
- **August 2006:** VFS launches its new 1-year Makeup Design for Film & Television program
- **August 2006:** VFS offers \$1 Million in scholarships to celebrate its 20th anniversary
- **October 2006:** VFS YouTube channel ([youtube.com/vancouverfilmschool](http://youtube.com/vancouverfilmschool)) launches
- **March 2008:** VFS and YouTube present "What Matters to You" Scholarship Competition

## CAMPUSES

VFS has five campuses that span the entire Vancouver downtown core.



### 198 WEST HASTINGS STREET

Admissions  
Acting Essentials  
Acting  
Entertainment Business Management  
Makeup Design for Film & Television  
Writing for Film & Television



### 1380 BURRARD STREET

3D Animation & Visual Effects  
Classical Animation  
Digital Character Animation  
Foundation Visual Art & Design  
Sound Design for Visual Media



### 420 HOMER STREET

Digital Design  
Game Design  
Student Services  
VFS Café



### 1248 FRANKLIN STREET

Makeup Design for Film & Television



### 400 WEST HASTINGS STREET

Film Production

*At VFS, I had a great working atmosphere with relevant curriculum, staff, and equipment to reach my full potential.*

**Ben Sanders**, Animation & Visual Effects Graduate Animator, *PIRATES OF THE CARIBBEAN: AT WORLD'S END, THE GOLDEN COMPASS*

## VFS MEDIA CONTACT

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### THUY KHUC

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# VFS Program Descriptions

Vancouver Film School (VFS) offers 13 production-oriented programs in all areas of film, media, and design. Here is a brief overview of what students can expect in our programs. All programs are one year in duration unless otherwise noted.



## 3D ANIMATION & VISUAL EFFECTS

3D students learn that computer animation is an instrument for classical forms of storytelling. They study motion, life drawing, composition, character design, sculpture, storyboarding, lighting, and art direction in order to create a compelling animation, modeling, or visual effects demo reel.



## CLASSICAL ANIMATION

Students learn the entire animation process from concept development to finished product, including the cornerstones of animation technique – drawing, storyboarding, layout, background and character design.



## DIGITAL CHARACTER ANIMATION

In this six-month program for experienced classical animators, students broaden their repertoire by combining cinematic storytelling skills, classical animation technique, and digital operating environments. Students develop a short film to showcase their abilities.



## ACTING FOR FILM & TELEVISION

Acting students prepare for a professional acting career by studying in a studio environment how to perform in front of a camera. Students learn how to interpret stories, refine the use of their voices, and see their bodies as instruments of self-expression.



## ACTING ESSENTIALS

Created for beginners, this four-month course prepares students to enter the Acting program. Students learn how to interpret stories creatively and how to use body and voice to communicate with other actors and with an audience.



## DIGITAL DESIGN

Digital Design students work with live video, Flash, animation, print, and all the other essential tools that drive today's entertainment and media projects. Students use typography, colour, composition, motion, interactivity, and sound to build truly compelling user experiences.

*It's a school that really helps open a lot of doors, the teachers are amazing, and it is literally boot camp for your creative soul and tech skills.*

**Caitlin Kaposhilin,**  
Sound Design for Visual Media Graduate  
Catalog Department, PUMP AUDIO

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# VFS Program Descriptions



## ENTERTAINMENT BUSINESS MANAGEMENT

In Entertainment Business Management, students experience the business side of the entertainment arts – from film and TV to games to music – as they produce major projects, develop new ventures, and gain the know-how to bring the next great entertainment properties to market.



## FILM PRODUCTION

Film students learn the disciplines of directing, producing, cinematography, art direction, and editing as they collaborate on dramatic and documentary film projects in both studio and location environments.



## GAME DESIGN

Students train to be part of any video game development team by learning all aspects of game design, from visual storytelling, to level design principles, to the production process, ultimately creating playable games themselves.



## MAKEUP DESIGN FOR FILM & TELEVISION

Makeup students learn everything from set etiquette, script breakdown, and film terminology, to a thorough study of glamour makeup, film and television makeup, and special effects makeup, so they are prepared to be part of any production team upon graduation.



## SOUND DESIGN FOR VISUAL MEDIA

Sound Design students learn to unite sound and image by using producing, editing, and engineering skills to create sound effects, ambient noises, and music to match images in film, animation, and video games.



## WRITING FOR FILM & TELEVISION

Writing students learn the screenwriter's role in the film industry by writing, workshoping, and collaborating on a variety of storytelling forms, including feature and short film screenplays, episodic TV scripts and pilots, sketch comedy, and documentaries.



## FOUNDATION VISUAL ART & DESIGN

Foundation combines traditional theories of arts education with training in modern visual media, such as film, animation, and digital technologies. Students learn how to work with new mediums and grow as artists while preparing for other VFS production programs.

*“Because I make independent films, I need to see the complete picture from beginning to end. That's what VFS has taught me.”*

**Bertrand Normand**, Film Production Graduate  
Director, *BALLERINA*, SCREENED AT VANCOUVER  
INTERNATIONAL FILM FESTIVAL

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# VFS Alumni Stories



Vancouver Film School (VFS) graduates work for leading companies worldwide, win awards for their projects, and have their films screened at international film festivals. Here are a few achievements by alumni pursuing their dream careers.



## AWARDS

**Chad Moffitt**, **Digital Character Animation** grad, was on the Oscar-winning animation team behind the **Lord of the Rings** trilogy.

**Alec McClymont**, a graduate of the **3D** program, won an **Emmy** in 2007 for Outstanding Special Visual Effects in **Battlestar Galactica**. He also won a Gemini and a Visual Effects Society Award that same year.

**Film Production** grad **Neil Kopp** won a 2008 **Independent Spirit Award** for producing Gus Van Sant's **Paranoid Park** as well as the acclaimed 2006 film **Old Joy**.

**3D** graduate **Mark Shirra's** VFS short film **A Great Big Robot from Outer Space Ate My Homework** was an official selection at **Siggraph**, won Best Student Production at the **Leo Awards**, and, most impressively, got him hired at **Pixar**. He worked as a layout artist on **Wall-E**.

**Parallels**, a documentary about draft dodgers made by **Paul St. Amand** in the **Film Production** program, won the 2008 **Triggerstreet Online Short Film Festival's** top prize. The judges included Robin Williams, Jeff Goldblum, and Sam Mendes.

**Digital Design** graduate **Cesar Montero's** commercial **Sex and the Socket**, made at VFS, won Gold in the Best Student Marketing category at the prestigious **M16 Advertising Awards**.

## FILM & TV

**3D** graduate **Neill Blomkamp** has directed award-winning TV ads for **Nike** and **Citroen**. He was attached to direct the big-screen adaptation of the **Halo** video game, and co-wrote and directed the 2009 sci-fi film **District 9**, produced by Peter Jackson.

After **Janelle Henderson** graduated from the **Makeup Design** program, she returned to her island home, Dominica, and worked as a makeup artist on **Pirates of the Caribbean: Dead Man's Chest**.

**Jeremy Bowker** and **Jessica Lemes da Silva** were both hired by **Skywalker Sound** straight out of the **Sound Design** program. Jeremy was on the Oscar-nominated **Ratatouille** sound team and worked on the hit Disney musical **Enchanted**. Jessica's credits include **Beowulf** and **Iron Man**.

**3D Animation & Visual Effects** alum **Lino Di Salvo** was **Supervising Animator** on Disney's hit animated film **Bolt**. He also lent his voice to the **Vinnie the New York Pigeon**, prominently featured in the film's advertising.

**Tara Spencer-Nairn** attended VFS's **Acting** program. She starred in the **Genie Award**-nominated film **New Waterford Girl**, and held a lead role on the hit Canadian comedy **Corner Gas** for the entire series.

**Lon Molnar**, a graduate of the **3D** program, founded the Toronto-based visual effects studio **Intelligent Creatures**. His long list of credits includes **Chicago, Mr. & Mrs. Smith, Babel, Stranger Than Fiction**, and **Watchmen**.

*It's quite amazing where my strength and success comes from, and I must say that most of it comes from what I learned at VFS.*

**Bonnie Lee Bouman**,  
Acting for Film & Television Graduate  
Casting, POSEIDON ADVENTURE (TV)

*VFS made it easy to connect with various companies in the industry. Although the onus was on us to foster the relationships that would lead to jobs, the staff at VFS provided a 'foot in the door' that gave me an opportunity to prove myself.*

**Armando Troisi**, Game Design Graduate  
Cinematic Designer, MASS EFFECT

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**Katherine Walker**, **Film Production** alum, served as associate producer on **The Amazing Race** and has twice been nominated for Emmys for producing **The Apprentice**.

**Writing** graduate **Jason Young**'s short film **How to Disappear Completely** was produced by **Coffee Films** in Britain and later screened at the prestigious **Cannes Film Festival**.

**3D** graduate **Kolby Jukes** is well-known among toy collectors as one of the main sculptors of **DC Direct**'s line of **Dark Knight** collectibles, including action figures and busts. He is also an established 3D artist in the video game industry.

**Scott Weber**, a graduate of **Film Production**, has directed short films, commercials, music videos, and industrial films. His first feature film was the thriller **Desolation Sound**, starring Jennifer Beals and Ed Begley, Jr.

**Acting** graduate **Niall Matter** has had lead roles in the TV series **The Best Years** and the Sci Fi original series **Eureka**. He appeared in **Watchmen** as the character **Mothman**.

**David Luce**, a graduate of the **Writing** program, develops documentaries and reality TV series for **Fremantle Media** in Los Angeles.



## GAMES

There are **Game Design** grads working at virtually every major studio in Vancouver. In 2009, four – **Francois Chaput**, **Mbuso Radebe**, **Brock Robin**, and **Mike Wilson** – worked on **Relic Entertainment**'s hit PC game **Dawn of War II**. The development team also included six **Animation & Visual Effects** graduates and one **Sound Design** graduate.

**Joseph Lawrence** of **Sound Design** has worked for **Blizzard Entertainment** since 2004, on **Diablo II**, **World of Warcraft**, and **WoW** expansions. He currently holds a Lead Sound Designer position.



## VISUAL MEDIA

Immediately after graduation, **Digital Design** alumnus **Mark Miller** was hired by New York's Firstborn Multimedia. He's gone on to serve as creative director at **thehappycorp** and now runs his own studio, **Dark Igloo**, with clients including MTV and Pepsi.

**Duelity**, a motion design project by **Digital Design** students **Ryan Uhrich** and **Marcos "Boca" Ceravolo** won a PopVox Award and screened at the Art of Digital show in San Diego. They were both hired by **Thank You Motion Graphics** in Copenhagen soon after graduation.

The award-winning marketing and design firm **Blast Radius** was founded by VFS graduates **Gurval Caer**, **Lee Feldman**, and **Steve Harmer**. The company's clients have included **BMW**, **Heineken**, **Nike**, and **Nintendo**.

VFS measures its success by the accomplishments of its students. We're proud to be a part of a life-changing experience for alumni the world over.

See [vfs.com/blog](http://vfs.com/blog) for countless more examples.

*All the teachers were professionals, my classmates were great – and then, Vancouver. I fell in love with the city and snowboarding in the winter.*

**Daniel Osaki**, Animation & Visual Effects Graduate  
Lead Modeler and Emmy Nominee,  
**BATTLESTAR GALACTICA**

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# Did You Know?

There are all sorts of amazing things about Vancouver Film School (VFS) you may not know. Here are just a few reasons why VFS is head of the class.

## THE SCHOOL

Over a thousand students graduate from VFS every year.

VFS has **green screens** for Animators to do motion capture; a **Dolby 5.1** theatre for Sound Design; multiple computer labs and industry-standard software for all students; **editing suites and HD cameras** for Film; and **two movie theatres**.

The **cost of tuition** at VFS is a clear savings over a four-year program offering a similar education.

VFS is always **On Location**, visiting cities across the globe in countries like Brazil, India, Japan, Mexico, South Korea, United States, and across Canada.

In early 2008, VFS was named the **top school in Canada** and **fifth worldwide** in **3D World Magazine's 'Ivy League' ranking** of animation schools.

VFS has the top **school channel on YouTube** ([youtube.com/vancouverfilmschool](http://youtube.com/vancouverfilmschool)), with more than 35,000 subscribers. The VFS student films shown on YouTube have combined for over **26 million views**.

Vancouver is the perfect place to study media, arts, and entertainment. We've been home to productions like **X-Men** and **Battlestar Galactica** and game companies like **Electronic Arts** and **Propaganda Games**. Students study just blocks away from major film and television production companies, casting agents, game developers, web developers, animation houses, and post production houses.

In October 2008, the **Los Angeles Times** called the VFS Game Design program one of the top 10 "favoured by video game industry recruiters."

VFS student projects are submitted to national and international **competitions and festivals** at no cost to the student.

The VFS website, [vfs.com](http://vfs.com), has a **free job board** that any graduate of the school can access for hot job prospects.

## THE PEOPLE

VFS graduates worked on seven of the ten highest grossing films of 2008, including **The Dark Knight**, **Iron Man**, and **Wall-E**, and some of the most successful video games in recent years, including **Halo 3**, **Metal Gear Solid 4**, and **Gears of War 2**.

VFS instructors don't just teach – they're **active in their fields**, working on TV series, films, advertising and branding, and video games.

LucasFilm, Pixar, Sony Pictures Imageworks, Electronic Arts, Digital Domain, BioWare, PBS, and many other major organizations are members of our esteemed Advisory Boards.

Kevin Smith attended the Film Production program at VFS. He didn't graduate, but it was at VFS that he met his longtime producer, Scott Mosier, and cinematographer, David Klein.



*You need to be able to deal with sustained periods of long hours and hard work, so VFS really prepared me.*

**Chad Moffitt**, Animation & Visual Effects Graduate  
Senior Animator and Oscar Winner, LORD OF THE RINGS, KING KONG

And there's MUCH more to know! Got questions about VFS? Just ask.

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# VFS Program Leaders



From Film and Animation to Makeup and Games, VFS faculty share our students' enjoyment of creative accomplishment. Drawn directly from their respective industries, Program Leaders are accomplished professionals selected for their ability to help students develop relationships with the people, industries, and ideas shaping their artistic disciplines.

They remain deeply connected to their fields by pursuing their own work producing, directing, writing, or designing. Occasionally, Senior Administration will also oversee a program during periods of growth or evolution to ensure VFS's high educational standards continue to be met. As our highly experienced educational leaders, these individuals create a bridge from the school to the industry by guiding students through the production of their reels, films, portfolios, and performances.



**MARTY HASSELBACH**  
MANAGING DIRECTOR  
ACTING HEAD OF ANIMATION & VISUAL EFFECTS

As VFS's Managing Director, Marty Hasselbach is primarily concerned with how to make the overall student experience the best it possibly can be. He brings more than 30 years of entertainment production and private post-secondary education experience to the school, and is a leader who passionately cares about student and grad success. Currently, he is the Acting Head of the Animation & Visual Effects department.

Marty's hands-on style and drive to "get things right" allow him to relate to a classroom of passionate students, speak with a board room of studio heads, and direct his team of Program Leaders with equal ease and understanding. His knowledge and expertise in media-based programming and education have been – and continue to be – instrumental in developing and driving VFS as a centre of creative excellence for aspiring entertainment industry professionals.

Production industry-related awards he's received include two Gold Albums, one Platinum Album, a Clio (for excellence in advertising), and the AMPLEX Golden Reel Award.



**BILL MARCHANT**  
HEAD OF ACTING FOR FILM & TELEVISION  
AND ACTING ESSENTIALS

An actor, director, and writer, Bill's feature film *Everyone* won Best Canadian Film at the **Montreal World Film Festival** and played to sold-out houses at over thirty festivals around the world. Nominated for four **Leo awards**, the film was also released in the United States and Britain. Bill's most recent short film, **By The Hour**, premiered at the Toronto International Film Festival.

Bill played the recurring role of Don Marcos on the popular Canadian television show *Da Vinci's Inquest* and previously had a recurring role as Adrian Conrad on the sci-fi series *Stargate SG-1*. He was one of the leads alongside Adam Arkin and Amy Madigan in *Murder on Pleasant Drive*, had a role in *Mount Pleasant*, and in the last few years has appeared on *Intelligence*, *Blood Ties*, *Painkiller Jane*, *The 4400*, and *The Dead Zone*.

He has written and directed numerous short films and plays, including *Clown Elections*, *A Cure for Happiness*, and his latest – the epic family drama *Ashes*. In addition to filmmaking, Bill is an accomplished musician. In 1999 he co-released the album *Odlum*, songs from which have played on **FOX's Higher Ground**, **Queer as Folk**, **CBC**, and the feature film *Suspicious River*.

As a fiction writer, Marchant has published several short stories and numerous poems. 2005 saw the release of his first book of poetry entitled *Auguries*.

*The time I spent at VFS was awesome, it was exactly what I needed. With these new skills along with the ones I had, I managed to get hired as Technical Director Generalist on the post production for "Harry Potter and the Order of the Phoenix". That was exactly what I was looking for.*

**Pietro Ponti**, Animation & Visual Effects Graduate  
Technical Director (Generalist), HARRY POTTER AND THE ORDER OF THE PHOENIX

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**AMBER BEAHLER**  
HEAD OF DIGITAL DESIGN

Prior to joining Vancouver Film School as the Head of Digital Design, Amber Beahler was the managing director of Vancouver, Canada-based **Tribal DDB**. Her over fifteen years of industry experience have been devoted to creating branded engagements, for clients such as **BMW, Electronic Arts** and **Nike**, that push the limits of interactive and extend big ideas across all channels.

Prior to joining **Tribal DDB**, Beahler was vice president of experience design at **Blast Radius** where she led a global team of over 100. Beahler holds over 70 communications awards (including Cannes Cyber Lions, Clio and One Show) and has been cited in *IdN* magazine for her exceptional approach to developing brand identities.



**JESSICA LEIGH CLARK-BOJIN**  
HEAD OF ENTERTAINMENT BUSINESS MANAGEMENT

A passionate advocate of convergence in the entertainment space, Jessica Leigh Clark-Bojin has focused the last several years of her career on helping entertainment executives in the traditional disciplines of film, television, and games capitalize on new opportunities made possible by digital media. In her capacity as a founding executive of Zeros 2 Heroes Media, Jessica has worked with **CBC,**

**Aboriginal Peoples Television Network (APTN), Seven24 Films, Halifax Film, BioWare, Rainmaker Entertainment,** and many others to develop strategies that capture increasingly fragmented audiences, take advantage of emerging revenue models, and in several cases, garner industry awards.

In addition to more than 30 comic properties for clients as diverse as the **Canadian International Development Agency, the Province of New Brunswick,** and **ATB Financial,** Jessica has also produced an original digital media pilot for **CBC (Solar Flair)** and a television series for **APTN (Animism).**

Jessica is the co-author of "Digital Strategies for Film and Television Properties" aimed at demystifying the digital world for film, television, and broadcast executives, and is currently working on a second publication for independent filmmakers with a major American book publisher.

To further extend her reach as a proponent of convergent content, Jessica has partnered with funding agencies and industry organizations such as **British Columbia Film, the National Screen Institute, the Canadian Film and Television Producers Association,** and **The Bell Fund** to produce a cross-country seminar series that will bring together producers and executives from all realms to discuss the evolution of their medium. Jessica has spoken at seminars and festivals throughout North America, including lecturing at **San Diego's Comic-Con International** and the **Toronto International Film Festival** as a featured new media consultant.

*The biggest thing I learned is that it's all connected – from Accounting and Marketing to Music Business and New Media, there was something to be learned and applied from every class and instructor.*

**Nicky Forsman,**  
Entertainment Business Management Graduate  
Program Development & Production,  
SHAVICK ENTERTAINMENT

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## SEBASTIEN DE CASTELL DIRECTOR OF STRATEGIC PROGRAM DEVELOPMENT ACTING HEAD OF FILM PRODUCTION

As Director of Strategic Program Development, Sebastien is responsible for enhancing the overall educational vision at Vancouver Film School. Through working with students, school administration, and the Program Leaders from every department, he ensures that the student experience and outcomes are consistent with the mission, vision, and values of VFS. Currently, Sebastien is the Acting Head of Film Production.

As the former Head of VFS's Digital Design program, a certified PMI Project Management Professional, and a former university ombudsman, Sebastien brings an awareness of how the VFS educational model combines with production-focused work to create a unique student experience.

Sebastien's diverse career has allowed him to work in many of the fields that VFS students study, from leading the experience design for interactive campaigns for television series such as **ReBoot** and **Heartland**, designing the fight choreography and directing the action for **Richard III** in London, consulting on acting with weapons for the video game **Lord of the Rings: The Third Age**, and playing the lead in the independent film **The Harvest Project**. His broad industry experience enables him to work with students in improving their prospects for success upon graduation, as well as providing guidance to maximize their projects' potential for industry recognition and awards.



## TED JONES HEAD OF FOUNDATION VISUAL ART & DESIGN

Ted began his career in television 25 years ago while working as a weather personality, promotions manager, and as voice over talent for **CHAT Television, a Canadian Broadcasting Corporation (CBC)** affiliate in Medicine Hat, Alberta. Ted moved on to become a successful assistant director, director, and production manager. By 1985, he was hired as an assistant director by **Access Network**, where he quickly acquired directing and production manager roles.

In 1990, Ted directed the Access Network documentary **Petroleum: River of Energy**, which received the coveted Prix de Lausanne at the **International Film Festival on Energy** in Lausanne, Switzerland.

Ted has continued to work as a director and production manager on numerous award-winning television productions. After teaching TV production for eight years, Ted moved to Los Angeles and founded **E.G. Communications**, a digital multimedia production company. In 2000, Ted received recognition from the **Directors Guild of America (DGA)** for his directorial abilities in the motion picture and television industry. Ted is a voting member of **The Academy of Canadian Cinema and Television** in the Television Director Division.

*Filmmaking is a business as well as an art. VFS prepares students for the business obstacles independent filmmakers face. The art comes from those special instructors and the creative synergy among students.*

**Matthew Nie,**  
Film Production Graduate  
Director, **GOOD STUFF**,  
AWARD WINNER AT TRIBECA FILM FESTIVAL

## VFS MEDIA CONTACT

If you are a journalist and would like to learn more about Vancouver Film School, please refer to the contact information below. We'll be happy to help you.

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# VFS Program Leaders



## DAVE WARFIELD HEAD OF GAME DESIGN

A game designer who has worked in the industry for fifteen years, Dave comes to VFS directly from **Electronic Arts**, one of the most successful video game companies in the world. As a senior producer for EA, Dave helped produce and design **NHL 2005**. In addition to **NHL 2005**, he has worked on 24 published video game titles including EA's **NBA Live** and **Skitchin'**, **Konami's**

**NFL, Mission: Impossible, Top Gun: Danger Zone, Teenage Mutant Ninja Turtles,** and **NEC's Champions Forever Boxing.**

Before starting his career in gaming, Dave educated himself for over a decade in the arcades of Vancouver cutting his teeth on such classics as **Asteroids, Zaxxon,** and **Space Invaders**. He worked four years selling games and computers just as **Nintendo** and **Sega** were revolutionizing the video game industry, and his knowledge of every game on the market led to his being noticed and hired by **Distinctive Software** (now EA). Having worked his way from retail through production, Dave is intimately familiar with all the dimensions of video game production. His experience with project planning, competitive analysis, sound design, quality assurance, legal issues, and developing working relationships with leagues and players gives him the perspective needed to direct the multidisciplinary VFS Game Design program.



## STAN EDMONDS HEAD OF MAKEUP DESIGN FOR FILM & TELEVISION

Stan Edmonds has been a motion picture Makeup Artist for over 25 years. He has over 50 film and television credits and has served as Head of Department on such films as **I, Robot, The Butterfly Effect, The Five People You Meet in Heaven, Scary Movie,** and Clint Eastwood's Academy Award-winning film **Unforgiven**.

Originally from Calgary, Alberta, Stan has worked across Canada and the United States, gaining a diversity of experience that he brings to VFS. Working with well known actors like **Sylvester Stallone, Drew Barrymore, Angelica Huston,** and **Ashton Kutcher** has provided him with unique insights to pass on.

Currently, Stan looks forward to advancing the industry via his work in developing digital makeup design techniques.

*The experience and exposure I got through the Game Design course was amazing. I was able to learn from the best and generate long-lasting friendships with many of my instructors, who I'm now able to join as peers in the same industry.*

**Kee Won Ahn, Game Design Graduate**  
GAME DESIGNER, BACKBONE ENTERTAINMENT

*To be a respected makeup artist in today's film world requires more than a standard makeup education – it requires attending the VFS Makeup Design program and learning from the best.*

**Howard Berger, ACADEMY AWARD WINNER**  
FOR MAKEUP IN *THE CHRONICLES OF NARNIA*

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# VFS Program Leaders



## SHANE REES

### ACTING HEAD OF SOUND DESIGN FOR VISUAL MEDIA

Prior to joining VFS, Shane worked at **Sharpe Sound Studios** as a Re-Recording Mixer, where he mixed Foley and backgrounds, music, effects mixes for various TV shows, ADR recording, laybacks and quality control. After leaving Sharpe Sound he started his own mobile ADR recording company that works on shows like **Smallville**, **Dead Zone**, **Reaper**, and **Aliens in America**. He received a **Leo Award** as a Re-recording Mixer for his work on a local independent film and three

nominations for his work for local television shows. He recently returned from the industry where he was the Head Engineer at **Western Post Production**.



## MICHAEL BASER

### HEAD OF WRITING FOR FILM & TELEVISION

Michael has consistently worked as a writer/producer in American primetime television and films for 33 years.

Graduating from City College of New York (CCNY) in 1974, he made his way West to Hollywood and began a career that has entailed writing, producing, creating, and showrunning TV series including **Good Times**, **The Jeffersons**, **One Day At A Time**,

**Maude**, **A Year At The Top**, **Carter Country**, **Three's Company**, **9 to 5**, **What's Happening**, **Melba**, **Full House**, **We Got It Made**, **Campus Cops**, **Rhythm & Blues**, **Smart Guy** and **So Little Time**, as well as at least a dozen half-hour and hour-long pilots for **ABC**, **NBC**, **CBS**, and **Fox**.

Excited by the prospect of sharing his experiences with VFS students, Michael views his position as a natural extension of his career and an opportunity to give back. He hopes to both inspire and advance the next generation of successful screenwriters.

*Honestly, I wouldn't be talking about this opportunity if it weren't for the Sound Design program at VFS.*

Jessica Lemes da Silva,  
Sound Design for Visual Media Graduate  
Sound Effects Recordist, BEOWULF

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