

CREATE THE EXTRAORDINARY

With a focus on cloud-based workflows vs. in-house work models, Calgary's animation & visual effects industry is attracting talent who not only want great career opportunities but also want to take advantage of an affordable city with the Rockies in its backyard.

THE FUTURE OF THE ANIMATION AND VFX INDUSTRY IN CALGARY

Calgary's creative industries sector will spend

\$566M

on digital transformation between 2022 and 2024, making way for animation and visual effects to be key engines of growth.¹

The global spend for the Animation & VFX market is expected to reach **US \$289.4B BY 2026²**

The Animation & VFX industry in Alberta generated a total of **\$10M IN GDP IN 2021³**

Work in the **3RD** most livable city in the world.⁴












Post-Production Grant: Funding to help cover labour expenses for Alberta organizations involved in the development and delivery of post-production services in Alberta, including visual effects and digital animation.

Quickdraw Animation Society: Member driven not-for-profit that fosters a creative community through resources and opportunities that further animation arts and culture.

Source:
 1 Calgary Economic Development & IDC Canada
 2 3 Key Frames: A Growth Strategy for Animation & VFX in Alberta (Unreleased, tentatively planned for release January 2023)
 4 Economist Intelligence Unit, 2022

THE NEXT GENERATION

-  **UNIVERSITY OF ALBERTA** Animation, 3D graphics, 3DS Max, 3D modeling
-  **NAIT** Digital media and IT program
-  **Red Deer Polytechnic** Bachelor of Applied Arts in Animation and Visual Effects
-  **VCD VISUAL COLLEGE OF ART AND DESIGN** 3D modeling animation art and design and game development in design
-  **Alberta University of the Arts** Enterprise and studio practices for animators
-  **Bow Valley College** Advanced 3D animation and 3D modeling
-  **pixelblue** 3D animation & special effects and 2D animation & illustration
-  **CAMPUS MAX** Multimedia, graphic arts, 2D classical, 3D animation, visual effects, game development
-  **MacEwan UNIVERSITY** Design and digital media

