

RUBIKA MONTREAL



22/23

ANIMATION

VIDEO GAME



WELCOME TO RUBIKA !

RUBIKA Montreal is grounded in a tradition established by RUBIKA Valenciennes: to inspire and teach students which are open-minded, cultivated, skilled and responsible. We are committed to make you the best professionals in the fields of Animation, Video Game and Digital Effects.

RUBIKA Montreal is a human-size and dynamic community, fueled with efficient interpersonal relationships with our students. We are embracing a substantial role in their education as we help each student to bloom and reach their full artistic potential.

Combining high-spec technical training with soft-skills development, RUBIKA Montreal offers an exceptional learning environment for over 70 students. Our campus is located in the Mile-End district, close to many creative studios : Ubisoft, Gameloft, Framescore, Reel FX, Cinesite... Graduates of RUBIKA are equipped with all the knowledge and skills to make a critical contribution to their respective fields.

In Canada, more than a third of video game jobs are located on the Island of Montreal (more than 10,000 jobs in 2019). This city is known as an international hub for research, innovation and digital design.

On top of being known as the "Hollywood of Video Games", Montreal is more and more appealing to the movie industry. Local studios have indeed earned a strong reputation in visual effects (FX) and animated movies, with more than 60 Hollywood productions completed in 2019. These sectors have been experiencing, for six years in a row, an average annual growth of 26%, offering exponential opportunities.



More than a mere school, RUBIKA Montreal stand for a genuine life experience! We look forward to sharing and co-creating it with you !

Stéphane André
Directeur Général - RUBIKA

A handwritten signature in dark ink, reading "Stéphane André".

30 YEARS OF SUCCESS

RUBIKA is an international school founded in 1988 with 4 campuses in Valenciennes (France), Montreal (Canada), Pune (India) and Nairobi (Kenya).

We have been instructing in the fields of Animation, Video Game and Design for more than 30 years and we have developed a standing in the world of professional training. Using collaborative pedagogy that focuses greatly on respect and practice through the creation of projects, our methods combine artistic boldness and technical accuracy. We are ranked second of the 10 best animation schools in the world (Animation Career Review) and first video game school in France (Le Figaro Étudiant).

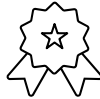
RUBIKA is strongly committed to a policy of openness and partnerships with local, national and international studios. More than mere partners, these companies are at the heart of our pedagogy and take an active part in the school's development.

We also partnership with foreign universities. Those collaborations are essential as they offer our students an opportunity to spend part of their studies abroad, giving a global dimension to their curriculum.

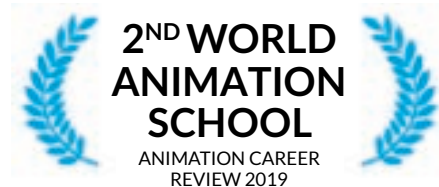
In addition, RUBIKA is proud to count on high-level lecturers from industry who are strongly committed to our motto : «Turn your passion into a profession!».



**+ THAN 4000
ALUMNIS
SINCE 1988**



**+ THAN 800
AWARDS
IN 30 YEARS**



**+ THAN 1500
STUDENTS
EVERY YEAR**



**+ THAN 800
PARTNER
COMPANIES**



**+ THAN 90%
EMPLOYMENT
RATE AFTER 1 YEAR**



**+ THAN 44%
ALUMNIS
WORKING ABROAD**



1 SCHOOL, 4 CAMPUSES

VALENCIENNES (FRANCE)

Founded in 1988, RUBIKA Valenciennes has a wide range of courses in 2D/3D Animation, Video Game and Design. Our campus offers an optimal working environment, with state-of-the-art equipment: 4K screening rooms, render farms, production studios...

Valenciennes is located near major European cities: Paris, Brussels, and Amsterdam. So much so that RUBIKA attracts students and professionals from all over the world.



MONTREAL (CANADA)

Launched in 2015, **RUBIKA Montreal** offers practical courses in Animation and Video Game. Our campus is located in Mile-End, known as a dynamic and artistic neighbourhood. It provides brand new premises, offering a stimulating environment for studies.

Montreal is a dynamic university city that attracts top talent from around the world. The city has the highest concentration of post-secondary students of North America.

RUBIKA PUNE (INDIA)

For more than 10 years, RUBIKA Pune has offered a wide range of postgraduate courses in Animation, Video Game and Design.

Pune has emerged as an important technological and industrial hub, whose influence extends throughout the Asian continent. The city is also known as the «Oxford of the East» due to the presence of numerous well-known educational institutions.



RUBIKA NAIROBI (KENYA)

In 2019, RUBIKA partnered with ADMI (**Africa Digital Media Institute**) to launch practical courses in Animation and Mobile Video Game Development.

Located in the heart of Nairobi's Central Business District, the campus offers a dynamic and innovative creative working space where young creatives get the training, tutorship and resources they need to turn their passion into a profession.

PEDAGOGY & VALUES



PEDAGOGICAL EXCELLENCE

RUBIKA is an innovative learn-and-practice school where young creatives get the training, tutorship and resources they need to **turn their passion for video game, animation or design into a profession.**

PROFESSIONAL APPROACH

The curriculum of each program is shaped following the need of its related industry (animation, video game or design) with the goal of achieving a 100% placement rate. Classes are taught both by teachers and professional lecturers, ensuring a balance between academic and professional teaching.

CREATIVITY

RUBIKA closely monitors its students and takes pride in offering an environment that nurtures creativity and personal growth.

SOFT-SKILLS

RUBIKA values interpersonal attributes as much as practical knowledge. Thus, our students are educated in problem solving, oral communication, teamwork, project management and ethic.

CULTURE-BASED CREATIVITY

RUBIKA places great importance on culture as we believe general culture shapes creativity. One of our goals is to get our students to learn to think originally and creatively, to challenge the conventional, and to spark innovation into their project

OUR VALUES

RUBIKA is committed to a set of core values that underpin the vision of the school : trust, respect, engagement and audacity. These principles have been designed for both students, staff and lecturers.

We thus encourage our students to express a bold creative vision, to work on challenging innovating projects, and to achieve the highest standards of professional excellence.

In addition, RUBIKA has signed an Ethics Charter committing us to transparency, equal opportunities and equity. The purpose is to achieve greater diversity within our students and staff. These issues are paramount to us since they are encountered in the fields for which we train.



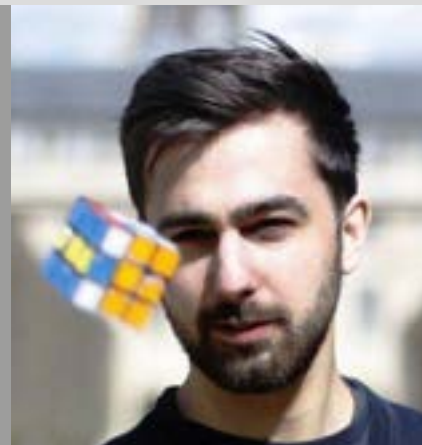
CLAIRE BRODELLE
Graduated in 2016
3D Animator
FORTICHE PRODUCTION

“ RUBIKA allowed me to explore all phases involved in 3D animation production. It prepared me to work as part of a team, brought me organizational skills and expertise. ”

“ Very early on, we learn all the aspects of video game production. Thanks to my end-of-studies internship and the school's professional network, I was able to find a job quickly. ”



LUC LETURE
Graduated in 2016
Technical Artist
VIRTUOS



BENOÎT LECAITTEL
Graduated in 2016
Lighting Technical Director
FRAMESTORE

“ The pedagogy provides an excellent combination of technical and artistic education. The curriculum is always up to date and proves to be a formidable springboard for professional life. ”

“ I have been working in Montreal since my graduation. I can say that RUBIKA prepared me very well for my professional life. Students come out with a lot of expertise which is appreciated by the studios. ”



ALICE LEPOUTRE
Graduated in 2018
Lighting Artist
REEL FX





SHELLEY PAGE
Animation Talent Consultant
AARDMAN ANIMATION

“ The excellence of RUBIKA is reflected in the superb films produced by graduating students. Its graduates are highly sought-after by all the leading animation and VFX studios. ”

“ RUBIKA's training is very complete. Its graduates are qualified professionals who add much to the quality and creativity of our productions. ”



RENAUD CÔTÉ
President & Executive Producer
SHED (MONTREAL)



EMMANUEL LAURENT
Production Manager
REEL FX (MONTREAL)

“ We have several RUBIKA graduates working in our studio. Their viewpoint is sharp and daring, thanks to a training that made them quickly productive. ”

“ Graduates of RUBIKA are teamwork-proven professionals accustomed to work on ambitious projects. Their training allows them to be operational in complex situations. ”



AMANDINE DOBROWOLSKI
Recruitment Officer
UBISOFT MONTREUIL



PARTNERS & NETWORK

INTERNSHIPS & EMPLOYMENT

Internships are an essential part of the training. They provide students with the opportunity to practice and apply learned skills in their respective fields. They can take place in France or abroad, in small, medium or large companies. By the end of their practice, students will have plenty of professional experience. **90% of our students find a job in their field within 6 months after graduation.** 30% of them are recruited by the company where they did their internship.

ALUMNI NETWORK

RUBIKA relies on a **powerful and dynamic network of 5,000 graduates** all over the world. The Alumni network welcomes new students as soon as they join the school and allows them to meet graduates so that they can benefit from their experience and advice, making it easier to enter professional life.

PRESTIGIOUS PARTNERSHIPS

RUBIKA benefits from established partnerships with many companies and educational institutions. These partners are involved in school life by **assessing our students, conducting conferences and workshops, participating in recruitment days, promoting job opportunities, sharing professional experience and network**, and so on...

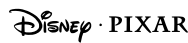


**+ THAN 800
PARTNER
COMPANIES**



**19 PARTNER
UNIVERSITIES
IN THE WORLD**

THEY TRUST US



PASSION

CREATIVITY

EMOTION

CHALLENGE

TECHNIQUE

IMAGE





STUDYING IN MONTREAL

Since its opening in 2015, RUBIKA Montreal has offered internationally renowned training programs in animation and video game production.

Montreal is a dynamic city that attracts top talent from around the world. Ranked **one of the most enjoyable cities in the world** by the Economist, it offers a stimulating environment for studies and work. It is also a vibrant metropolis, known as a **global hub for animation, visual effects (VFX), and video game production**.

In addition, Montreal is a **gateway to North America** and its **major production centres**: Los Angeles, San Francisco, Seattle...

RUBIKA MONTREAL

Our campus is a vibrant and creative working space, conveniently located in the Mile-End district, **among many prestigious companies** : Ubisoft, Framestore, Cyber-connect...

Our classrooms are fully equipped with computers and softwares such as Adobe Creative Suite, Maya Unity 3D, and Unreal Engine. Other facilities include projection and conference rooms, relaxation spaces with a selection of books, video games, television and table soccer table, locker rooms, kitchenettes...

PROMISING INDUSTRIES

ANIMATION



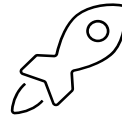
1 OF THE MAJOR CENTRES
IN ANIMATION & SPECIAL
EFFECTS PRODUCTION



+ 4 500
FULL-TIME JOBS
IN 2018

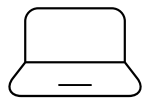


+ 63 500 CA\$
AVERAGE SALARY, HIGH
ADDED VALUE EMPLOYMENT

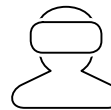


+ 65%
INCREASE IN JOBS
UNTIL 2020

VIDEO GAME



RANKED 5TH IN THE WORLD
IN VIDEO GAME PRODUCTION
WITH MORE THAN 470 STUDIOS



+ 10 000
FULL-TIME JOBS
IN 2018



+ 77 300 CA\$
AVERAGE SALARY, HIGH
ADDED VALUE EMPLOYMENT



+ 41%
JOBS IN CANADA
ARE IN MONTREAL

PROGRAMS & DIPLOMAS

PREP CLASSES IN DIGITAL ART

The Prep Class is a 1-year optional course designed for unprepared students wishing to join a training in digital arts. It aims at acquiring artistic development, digital drawing techniques, and initiation to video game and animation production. At the end of the course, students are given the opportunity to take the Tech-Art or Animation Program entrance examination, which is included in the tuition fees.

TECH-ART PROGRAM

The Tech-Art (Technical Art) Program of RUBIKA Montreal is a **three-year course** aiming to prepare graduates for a career in the video game industry. Students learn to conceptualize and develop video games from scratch, through the production of group projects. The course combines modeling, animation, game programming and project management. At the end of the course, successful students are granted with two diplomas, which are recognized respectively in Canada and Europe.

ANIMATION PROGRAM

The Animation Program of RUBIKA Montreal is a **three-year course** designed to prepare graduates for a career in animation. Students learn to create 2D/3D animated films through the production of group projects. At the end of the course, successful students are granted with two diplomas, which are recognized respectively in Canada and Europe.

2 QUEBEC ATTESTATION OF COLLEGE STUDIES CERTIFIED BY THE MINISTRY OF EDUCATION AND HIGHER EDUCATION

AEC TECH-ART

« Réalisation Artistique et Technique de Jeux Vidéo »
Reference : NTL.1M

AEC ANIMATION

«Réalisation d'un Film d'Animation Numérique»
Reference : NTL.1J

AEC is the acronym for «Attestation of College Studies». This degree allows you to obtain a work permit, an essential prerequisite for pursuing a professional career in Canadian studios.

Along with the AEC degrees, graduates of RUBIKA Montreal are granted a **RUBIKA Certificate of Achievement**, equivalent to 180 ECTS (European Credits System), guaranteeing students wishing to continue their studies / find a job in Europe that their qualifications are recognized.

COURSE OF STUDY

**PREP
CLASS**

1 YEAR



**ANIMATION PROGRAM
or VIDEO GAME PROGRAM**

3 YEARS



INTRODUCTION

+ 450 HRS
OF COURSES

FIRST HANDS-ON
EXPERIENCE OF
THE JOBS
AVAILABLE IN
VIDEO GAME
AND 2D/3D
ANIMATION



FUNDAMENTALS

+ 630 HRS
OF COURSES

+ 58 HRS
OF WORKSHOPS
PRODUCTION
INDIVIDUAL AND
TEAM PROJECTS

INTERNSHIP
OPTIONAL



CONSOLIDATION

+ 630 HRS
OF COURSES

+ 58 HRS
OF WORKSHOPS
PRODUCTION
INDIVIDUAL AND
TEAM PROJECTS

INTERNSHIP
OPTIONAL



LEADERSHIP

+ 630 HRS
OF COURSES

+ 58 HRS
OF WORKSHOPS
PRODUCTION
INDIVIDUAL AND
TEAM PROJECTS

INTERNSHIP
OPTIONAL



VIDEO GAME DEGREES



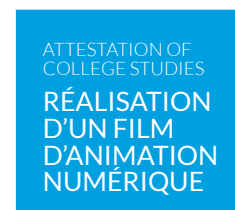
CERTIFIED BY MINISTÈRE DE L'ÉDUCATION ET DE L'ENSEIGNEMENT
SUPÉRIEUR



ANIMATION DEGREES



CERTIFIED BY MINISTÈRE DE L'ÉDUCATION ET DE L'ENSEIGNEMENT
SUPÉRIEUR



PROGRAM

→ DURATION : 1 YEAR → TUITION FEES : 9,250 €

→ ACCESS : ENTRANCE EXAMINATION + INTERVIEW + PORTFOLIO

DIGITAL ART
PREP CLASS**A ONE-YEAR IMMERSIVE COURSE DESIGNED TO BRING OUT THE CREATIVE POTENTIAL OF EACH STUDENT**

The Preparatory Class is an introduction to the fields of Animation and Video Game as well as an opportunity to develop technical and creative skills. Classes are taught both by professors and professional lecturers, ensuring a balance between academic and professional teaching. At the end of the course, students will have acquired all the fundamental knowledge needed to join an animation or a video game training program

Whether you already have a career perspective or whether you are still unsure, the course is an opportunity to test yourself and determine if these sectors are made for you.

**ADMISSION AND FURTHER EDUCATION**

Admissions are open to all students who are wishing to join a training in video game or animation. We propose an entrance exam to assess your profile and your creative potential.

At the end of the course, students are given the choice to take the Tech-Art or Animation program entrance examination, which is included in the tuition fees. They may also integrate other training in digital or applied arts : art, design, graphic design...

**EDUCATIONAL OBJECTIVES**

- Enrich your video game and animation culture
- Acquire artistic and technical skills
- Develop oral expression
- Experience teamwork and transdisciplinary collaboration
- Define your study project
- Build your portfolio

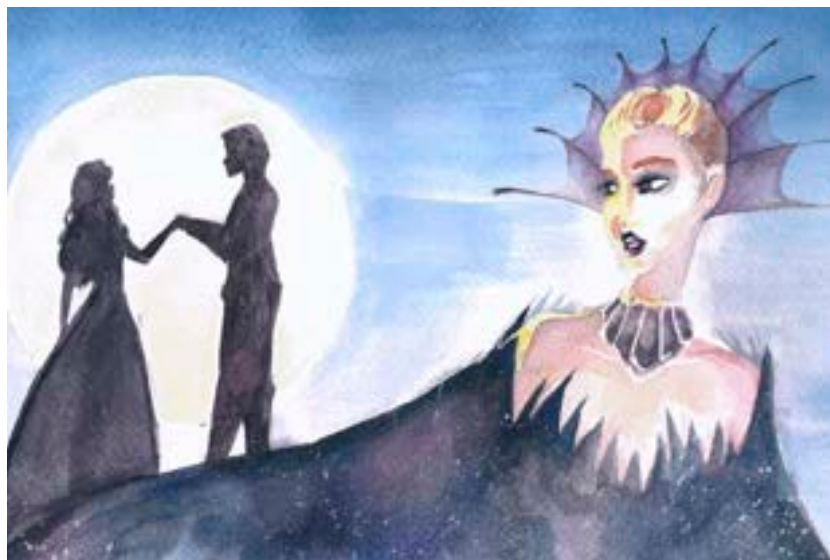
**PROGRAM DESCRIPTION**

GENERAL CULTURE : History of Animation — History of Video Game

ANIMATION : Observation drawing — Character Design — Color — Introduction to Sculpture — Typography — Perspective and Scenery — Introduction to Animation

VIDEO GAME : Introduction to programming — Introduction to the Adobe Suite — 3D graphics — Board Game — Introduction to Unity — Sound Design

OTHER : Creation of a personal project — Realization of your portfolio — Creation of a boardgame - Creation of a 2D platform game - Preparation for the entrance examination



PROGRAM

→ DURATION : 3 YEARS → TUITION FEES : 14,200 ^{CAS}
 → ACCESS : ENTRANCE EXAMINATION + INTERVIEW + PORTFOLIO

TECH ART

NTL1.M RÉALISATION ARTISTIQUE ET TECHNIQUE DE JEUX VIDÉO

AN IN-DEPTH TRAINING IN VIDEO GAME DEVELOPMENT FROM AN ARTISTIC AND TECHNICAL POINT OF VIEW.

This program is dedicated to the learning of the fundamentals in game development as well as developing artistic and technical skills. The course features the main softwares used by professionals : Adobe Creative Suite, Maya, Unreal, Unity, Zbrush, TV Paint... Students are also introduced to programmation languages such as Python, C# et C++.

Classes are taught both by professors and professionals lecturers, ensuring a balance between academic knowledge and immersion in a professional environment. Successful students will be joining a fast-expanding market with long-term perspectives.



JOB DETAILS

Technical Artist is a mixed profile between a programmer and an artist. In game development, they ensure performance, consistency, and workflow. A proficient Tech Artist will allow a project to ship faster and at a higher level of quality.



CAREER

Technical Artist
 Level Designer
 Level Art
 Modeler
 Texturer
 Grooming Artist,
 VFX Artist
 and many more...

ATTESTATION OF
COLLEGE STUDIESRÉALISATION
ARTISTIQUE ET
TECHNIQUE DE
JEUX VIDÉO

(NTL1M) CERTIFIED BY
 MINISTÈRE DE L'ÉDUCATION ET DE
 L'ENSEIGNEMENT SUPÉRIEUR



PROGRAM DESCRIPTION

YEAR 1 : Tech Art — History of Video Game — Introduction to Programming— Technical Writing
 3D Modeling / Assets — 3D Environment Creation — 2D Graphism — English

YEAR 2 : Programming on Unity — Communication — 3D Character Modeling — 3D Object Modeling
 3D Environment Creation — Project Management — English

YEAR 3 : Communication — 3D Character Modeling — 3D Object Modeling — 3D Environment Creation
 Game Engine Programming — Project Management — English



SOFTWARES

Adobe Creative Suite (Photoshop & Illustrator) — Programming (Python, C# and C++) — Unreal Engine
 Maya — Unity — Zbrush — TV Paint — and many more...

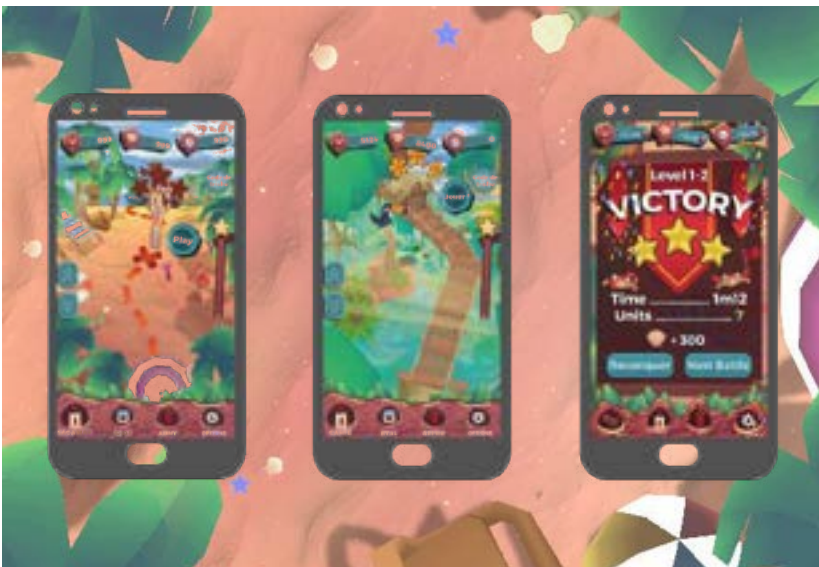
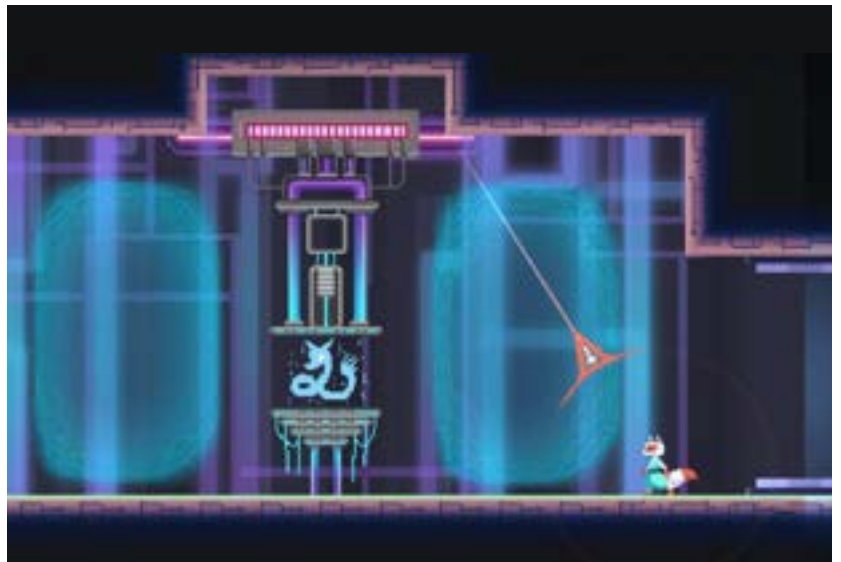
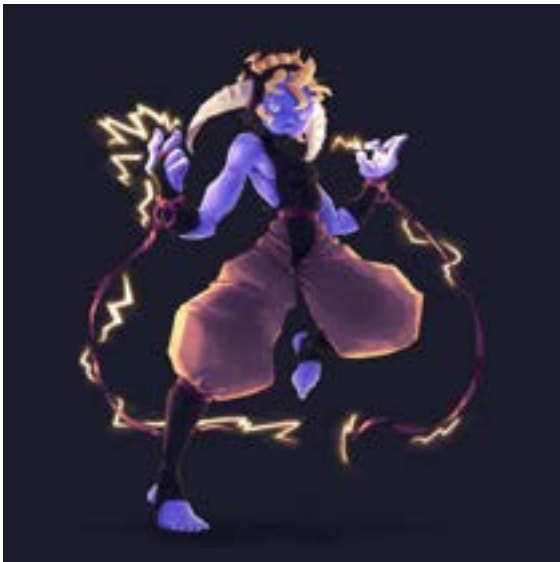
Maëlle Hanneton

Project « Yokais »

Project « Haut comme Trois Pommes »

Project « Krab-Maga »

Project « Kubika »



PROGRAM

→ DURATION : 3 YEARS → TUITION FEES : 14,200 ^{CAS}
 → ACCESS : ENTRANCE EXAMINATION + INTERVIEW + PORTFOLIO

ANIMATION

NTL1.J RÉALISATION D'UN FILM D'ANIMATION NUMÉRIQUE

AN INSIGHT INTO ALL STAGES OF ANIMATED FILM PRODUCTION FROM CONCEPT ART TO FINAL RENDER.

This program introduces students to all the stages involved in making an 2D/3D animated film. Using creativity and project management, students learn to model and texture objects, compose and light scenes, animate and render a character... The course features the main softwares used by professional studios : Adobe Creative Suite, Maya, Unreal, Unity, Zbrush...

Classes are taught both by professors and professional lecturers, ensuring a balance between academic knowledge and professional approach. Successful students achieve the course with advanced skills in digital animation and the option to continue their studies in Master's at RUBIKA Montreal.



JOB DETAILS

3D animators create animation with the aid of computer and software programs. They need strong technical and art skills, good observational skills, and must possess artistic talent, along with proficiency in computer technology. In addition, it is essential for 3D animators to be able to work as part of a team.



CAREER

2D/3D Animation
Compositing Artist
Lighting Artist
Artist FX
Matte Painter
Texture Artist
Layout Artist
Rigging Artist
Character Designer
and many more...



ATTESTATION OF COLLEGE STUDIES

RÉALISATION D'UN FILM D'ANIMATION NUMÉRIQUE

(NTL1J) CERTIFIED BY
MINISTÈRE DE L'ÉDUCATION ET DE
L'ENSEIGNEMENT SUPÉRIEUR



PROGRAM DESCRIPTION

YEAR 1 : Comic Strip — Character Design — Anatomic Drawing — History of Art — Perspective — 2D Graphism — Color — Introduction to Programming — Sculpture — Semiology — English

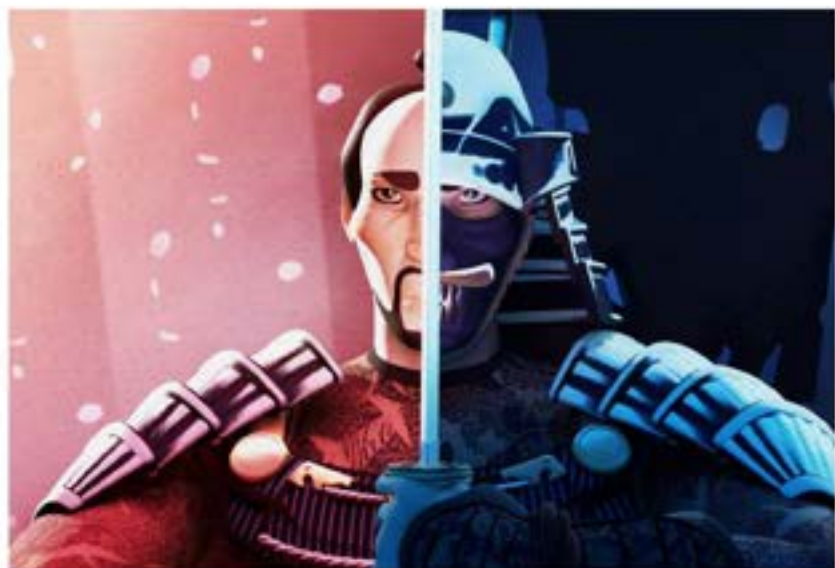
YEAR 2 : Production Management — Graphism & Animation — Anatomic Drawing — Histoire of Art Storyboard — Color — 2D Animation — Sculpture — Narrative & Scenario — Programming — Video Editing — English

YEAR 3 : 3D Animation — 3D Modeling — Compositing — Art Direction — Scenario — Character Design Production Management — English



SOFTWARES

Adobe Creative Suite (Photoshop & Illustrator) — Programming (Python, C# and C++) — Video Editing (AVID) — Maya — Unreal — Unity — Nuke — Toonboom — Zbrush — TV Paint — and many more...





ADMISSIONS

EXAMS & REQUIREMENTS



REQUIREMENTS

To be admitted in RUBIKA Montreal, you must have a **secondary 5 diploma + 1 year** (Quebec) or a **Baccalauréat** (France) or a **Grade 12** (Ontario). You must also pass the **entrance exam**, which aims to assess your profile and potential for the program.

Entrance examination takes place over 1 day and includes themes such as: drawing, writing, and general culture. Each subject is equivalent to a coefficient. **In order to be accepted on the Montreal campus, you must attain an average of 10/20.**

If you are not a canadian resident, RUBIKA Montreal offers you the opportunity to take the exam remotely. To do so, we will send you a convocation with a videoconference link to take the exam.

 **EXAMINATION FEE** : 215 ^{CA\$} FOR 1 ENTRANCE EXAMINATION ; 390 ^{CA\$} FOR 2 EXAMINATIONS

ENTRANCE EXAMINATION

PREPA CLASS

WRITTEN TEST		
OBSERVATION DRAWING	1 HOUR	15%
IMAGINATIVE DRAWING	40 MINUTES	14%
MATHEMATICS AND LOGICS TEST	1 HOUR	14%
ORAL TEST		
INTERVIEW WITH PORTFOLIO	20 MINUTES	40%

ANIMATION

WRITTEN TEST		
GENERAL AND ANIMATION CULTURE QUIZ	30 MINUTES	9%
OBSERVATION DRAWING	1 HOUR	17%
IMAGINATIVE DRAWING	1 HOUR	17%
NARRATION THROUGH DRAWING	2 HOURS	17%
ORAL TEST		
INTERVIEW WITH PORTFOLIO	20 MINUTES	40%

VIDEO GAME

WRITTEN TEST		
GENERAL AND VIDEO GAME CULTURE QUIZ	1 HOUR	10%
MATHEMATICS AND LOGICS TEST	1 HOUR	25%
ISOMETRIC MODELING	1 HOUR 30	25%
ORAL TEST		
INTERVIEW WITH PORTFOLIO	20 MINUTES	40%



READY
TO TURN
YOUR
PASSION
INTO A
PROFESSION?

RUBIKA-EDU.CA

