



CAMPUS VFX SCHOLARSHIP 2026



For graduating high school students
& recent grads

VANCOUVER- MONTREAL
CAMPUSVFX.COM

SCHOLARSHIP FOR CREATIVE STUDENTS




VALUE: \$4,000 CAD

Applied toward tuition for on-campus 12-month program

This scholarship is designed to support a passionate high school student who dreams of turning their creativity into a career in visual effects and is committed to developing their skills toward a professional career.

Campus VFX will award up to two scholarships per high school to eligible candidates.



ABOUT CAMPUS VFX

Specializing in career-focused VFX training

CAMPUS VFX school started as an award-winning visual effects studio in the 1990s, under the name Lost Boys Studios. We transitioned into a boutique visual effects school in 2006 with a curriculum created from our real-world studio pipeline and Hollywood client expectations.

At the time, this was an innovative approach that not only impacted the local VFX industry with new, studio-ready talent but also hailed by the students, alumni and industry for our commitment in setting up grads for employment advancement.

Twenty years later, the industry has evolved, as well as the technology and expectations. The same is true for our school.

OUR PRINCIPLES

Integrity and Support are at the heart of everything we do.

Campus VFX doesn't make decisions based on money, we make them based on **what's best for the student**. We've turned down students before, not because they weren't "*good enough*," but because we knew the program wouldn't be right for them.

We treat students as individuals. We get to know them, we meet them where they are, and we push them to grow in a safe, supportive environment. That's why mentorship is built into our teaching model.

Successful VFX is collaborative, and so is our school. We foster a tight-knit, creative community where people help each other, cheer each other on, and **hold each other accountable**.

We stay current with industry trends and update our curriculum regularly, because we know how fast this field moves, and we're committed to ***keeping our students ahead of the curve***.



ELIGIBILITY CRITERIA

We are looking for heart, dedication, and genuine curiosity,
not just perfect grades

To be considered, applicants must:

Education Status: Be Currently enrolled in Grade 12 (or equivalent) at a secondary school, or have graduated no more than two years prior to the program start date.

Program Admission: Meet the application and portfolio requirements for admission to one of Campus VFX's full-time 12-month programs in Vancouver (Compositing or FX).

Meet the Age: Be at least 18 years old by the program start date.

Passion for VFX / Related Fields: Show a clear interest in VFX, compositing, digital effects, 3D animation, film-making, game cinematics or related digital arts.

APPLICATION REQUIREMENTS

Applicants must submit:

Application Form: Completed Campus VFX scholarship application form (online or PDF).

Short Personal Statement: Tell us about your interest in VFX, animation, or film. What draws you to this field, and what do you hope to create or contribute? Please also share any challenges you've faced (financial, personal, or educational) and how this scholarship would help you pursue your goals.

Portfolio: 5–10 pieces of creative work (links to a website, ArtStation, Vimeo/YouTube, Google Drive, etc.) Portfolio can include: digital art, traditional art, short films, animation, photography, game mods or 3D work. School projects are welcome. Rough or in-progress work is okay if it helps show how you think and learn.

Reference Letter: From a teacher, counselor, mentor, or employer who can speak to your character, work ethic, and potential (PDF).

Recent Transcript or Grade Report: An unofficial transcript is acceptable. We are more interested in effort and improvement than perfect marks.

SELECTION CRITERIA

Artistic Potential & Portfolio (40%)

- Creativity, originality, and effort in the applicant's work.
- Potential for growth, not just technical polish.
- Portfolio can include: digital art, traditional art, short films, animation, photography, game mods or 3D work.

Passion & Motivation (40%)

- Clear evidence that the student is genuinely passionate about VFX and storytelling.
- Demonstrated curiosity, persistence, and a strong desire to learn.

Character & Community (20%)

- Demonstrated integrity, kindness, teamwork, and reliability.
- Participation in clubs, volunteer work, group projects, or helping others (at school, at home, or in their community).



KEY DATES

Program Start Date

Spring intake: **March 16, 2026** | Fall intake: **September 14, 2026**

Application Deadline

February 15, 2026 for Spring intake & **July 19, 2026** for Fall intake

Notification of Results

February 27, 2026 for Spring intake & **July 31, 2026** for Fall intake



**KNOW MORE
ABOUT US**

CANADA'S SCHOOL OF VFX



CAMPUSVFX

Aligning your career with precision and purpose.

APPLY NOW