ARTFX

SCHOOL OF DIGITAL ARTS

WINNER
Outstanding Visual Effects
in a Student Project

THE ROOKIES
SCHOOL OF THE YEAR
WINNER

Visual effects, 2D and 3D Animation Video games & Programming

4 Master's degrees – 1 Foundation Year
Admission with high school diploma

Contents

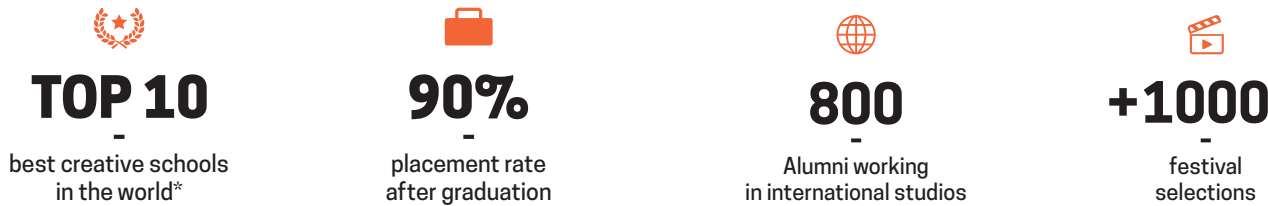ARTFX is a member of the following networks

One school, three campuses at the heart of creative industries

Founded in 2004 by professionals from the film industry, ARTFX trains young talents in 2D and 3D animation, visual effects (VFX), video games and programming.

Innovative teaching methods in line with the industry

The school is recognized for its high quality training, in total alignment with the needs of the studios, and for its extensive professional network. ARTFX is at the heart of innovation, combining high technology and traditional know-how. Designed around workshops supervised by professionals from all over the world, ARTFX's unique pedagogy challenges students to become active participants in their learning. Throughout their studies, they cultivate autonomy, curiosity, creativity and technical skills.

TOP 10
best creative schools
in the world*

90%
placement rate
after graduation

800
Alumni working
in international studios

+1000
festival
selections

*International ranking The Rookies 2021 / Animation Career Review 2021

In numbers:

→ 4 state-recognized Masters (RNCP level 7)
→ More than 1000 students
→ 40 nationalities
→ 46 employees
→ 120 courses

ARTFX Montpellier Campus : a land of creation

Today, the school's 3,500 square meters of space include drawing and sculpture rooms, computer labs, film sets, photo studios, mixing studios, stop motion studios and a cafeteria.

As of the start of the 2021 school year, the campus has expanded with a student residence with more than 200 apartments, a cinema, an exhibition hall and a sports center.

Facilities

6 art studio

9 computer rooms

2 film sets

2 photo studios

1 projection room

2 stop motion room

1 sound studio

1 cafeteria

The school is conceived as a place which combines creation, innovation and experimentation for both students and the teaching staff.

Dominique Peyronnet Director of the Montpellier Campus

Our schools share the same values, the same pedagogy, the same level of requirement and quality. They are directed and supervised on a daily basis by people from the creative industries: cinema, video games, or animation.

Campus ARTFX Lille - Plaine Images :
at the crossroads of Europe

Located in the heart of the Plaine Images district, Europe's leading hub dedicated to creative industries and digital image professions, the school is accessible from the center of Lille by metro (25 min) or by train (20 min).

The Lille - Plaine Images campus is today a school of 1000 m^2, that can accommodate up to 300 students in a magnificent building with an industrial past, that was recently renovated.

Villa ARTFX Paris : a villa in an exceptional setting

The Villa ARTFX in Enghien-les-Bains is specialized in 3D animation and special effects. This campus has a total capacity of 60 students and is housed in a villa with typical Belle Époque architecture.

Only 15 minutes from Paris Gare du Nord by public transportation, it offers an exceptional setting, 2 minutes from the lake and 5 minutes from a city center with countless cultural facilities.

Facilities

- ✏ **2** artistic workshop rooms
- 💻 **4** computer rooms
- ⚙ **2** multipurpose rooms
- 📷 **1** photo studio
- ☀ **1** rooftop
- 📖 **1** relaxation area

Facilities

- ✏ **1** filming and creation studio
- 💻 **2** computer rooms
- ⚙ **1** renderfarm
- 📖 **1** relaxation area

A NEW CAMPUS AT THE START OF THE 2023 ACADEMIC YEAR
ARTFX will open a new 18,000 m2 campus on the Plaine Images site: 6,000 m^2 for the school, 400 m2 of film studios, 500 student apartments. It will be operational by the beginning of the 2023 school year, with a capacity of over 500 students.

ENGHIEN-LES-BAINS, A DREAM SETTING FOR STUDYING
The city of Enghien-les-Bains has long been a pioneer in the digital arts. It has built up an expertise that is recognized in France and beyond. Betting on innovation, it has built a cultural policy as well as an ecosystem which has been recognized by the Unesco "creative city" label for digital arts.

The professors and lecturers on this campus are professionals who still work in major Parisian studios.

Pierre-Henry Laporterie Head of the Lille - Plaine Images Campus

The ARTFX Lille - Plaine Images campus is located in a district dedicated to creative industries, ideally located between animation, video games, new technologies such as VR and cinema studios, as well as a startup incubator.

Dominique Pochat Head of the Paris - Enghien-les-Bains Campus

Thanks to the proximity of the Villa to the capital city, students benefit from a high quality of teaching because the professors and lecturers come from prestigious studios in the Paris region such as Mikros images, Fortiche, Cube, Mac Guff Illumination, etc.

A benevolent **pedagogy**
at the service of its students

The values of ARTFX

1. Benevolence and mutual aid

ARTFX has developed an original pedagogy, which excludes competition and favors cooperation between its students. Team spirit is a necessary quality to participate in the making of a film or a video game, as well as technical excellence or creativity.

2. Innovation

ARTFX has chosen a pedagogy called the flipped classroom. The objective is to make the essential notions of all learning available in video format. Thus, students assimilate them at their own pace and in an autonomous way, freeing up time for practice, work, exchange and mutual help during face- to- face meetings.

3. Opening up to the international scene

All programs include courses in English to prepare for a possible international career.

4. Professionalization

ARTFX is both a school and an R&D center. The school encourages students to develop their curiosity and thus have all the cards in hand to continue to train throughout their career and move quickly towards supervisory positions.

5. Preparing our students for jobs and their future careers

Upon graduation, students are equipped with a true artistic sensibility, technical excellence and a good knowledge of the entire film or game production process. They have all the assets in hand to continue learning in a rapidly evolving industry.

The school's curriculum

ARTFX opens the doors to the most sought-after and dynamic professions in booming sectors. The school offers 5 programs, as well as a year of artistic preparation.

All ARTFX's Master's degrees deliver the state-recognized title of Digital Producer at level 7 (equivalent to Bac +5). Code NSF 323n registered in the Répertoire National des Certifications Professionnelles (RNCP) by order of September 14, 2020, published in the Journal Officiel.

	1st year	2nd year	3rd year	4e année	5e année
	Fundamentals	Refinement	Spécialization	Improvement	Professionalization
High School Diploma	Traditional Artistic Teachings / Cultural and Creative Development / Discovery and Trade Workshop / Personal and Group Projects / English Courses	2D Animation	2D Animation	Pre-production / 2D Character Animation	Projet de fin d'études / Creation of short graduation film in 2D
		CGI & Visual Effects	3D Animation / CGI & Visual Effects	3D Character Animation / CGI & Visual Effects	Creation of short graduation film in 3D
Foundation Year Fine Arts		Video Game	Game Design / Game Art	Game Design / Game Art	Creation of video game
			Programming	Video Game & Cinema programmation	Video Game & Cinema R&D
			Pipeline Cinema TD		

Undergraduated Admission ▼   ▼ *Transfer Student Admission*

Transfer Student Admission ▶

1 to 5 Years

Five exciting years to train with the best teachers.
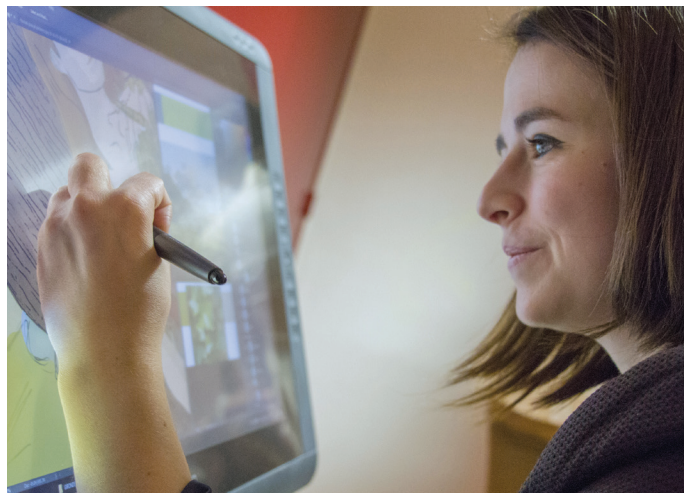
ARTFX training courses take place over 5 years and deliver the state-approved RNCP-registered title of Digital Producer (level 7). The BAC, all specializations combined, or high school diploma is an admission prerequisite.

1st year Fundamentals

The 1st year at ARTFX offers a common core for all courses. This system allows students to acquire a common base, but also to experiment, to discover and practice the different stages of making a film or a game.

The strength of this pedagogical choice is that through experience, the student will better understand the production chain, learn to collaborate with colleagues and discover the trades.

→ Fondamentaux artistiques : dessin d'observation, modèle vivant & anatomie, perspective, sculpture, couleur & lumière

→ Développement culturel : créativité, storytelling, grammaire de l'image, photographie, scénario, culture cinéma et jeu vidéo

→ Workshops to discover the professions: production, 3D modeling, matte painting, programming, storyboarding, 2D animation, charadesign, video games

→ Collaborative and individual projects

→ English

2nd year Orientation

In the second year, the objective is to perfect one's level of drawing, to continue to develop one's general culture, to improve work maturity, organization and autonomy. Students continue to experiment with teamwork and practice the different stages of making a film or a game in order to fully understand them.

→ Visual development: concept art, character design, anatomy, live models, sculpture

→ Directing and storytelling: script, storyboard, storytelling, image grammar, photography, film culture

→ English
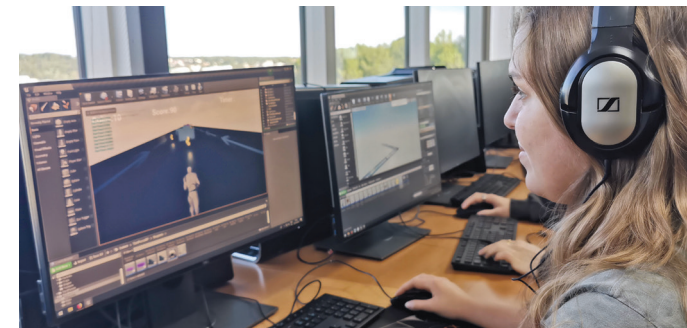
→ Workshops according to orientation: directing, 3D computer graphics, 3D animation, rigging, layout, green screen shooting, compositing, real time, visual effects, image and sound editing / 2D animation, puppet rigging / prototyping, modeling, lighting, texturing, real time

→ Making a short film or video game

3rd year Specialization

In the 3rd year, students refine their professional project by choosing a field of specialization. Several choices are possible according to the different courses offered (see the course pages on pages 14 to 23). At ARTFX, students keep defining and refining their professional project over the years. They become both generalists and experts in a field. This is what the studios appreciate in the profile of our students.

4th year Advanced training

In the 4th year, students refine a set of skills related to a profession. They become experts. They produce a professional demo reel for their internship, which is planned for the summer. The 4th year also marks the beginning of the development of the end-of-studies project, where collaborative work will take on its full meaning.

5th year Professionalization

Finally, the 5th year is dedicated to the realization of the end-of-studies project. This project is carried out in teams. Students continue to develop their professional skills and put them into use in a project.

FOUNDATION YEAR
Prepare to enter your dream school!

The ARTFX preparatory class offers students an upgrade in artistic disciplines after high school, with the aim of consolidating their choice of orientation and facilitating the entrance exams to the most renowned creative schools, including ARTFX.

The preparatory year allows them to build a solid portfolio, reflecting their artistic qualities and personality.

Guided by the school's professors, students learn the fundamentals (especially drawing in all its aspects and Art History), while experimenting with practices related to the professions prepared at ARTFX: 2D or 3D animation, special effects and video games.

Types of software used in class

AFFINITY PHOTO

→ Class available in Montpellier and Lille

The course of the training

SUPERVISED LEARNING

→ Creative workshops:
  live model, sculpture, sketching and illustration, space drawing and perspective, painting and color, art history and anatomy, writing and image grammar.

→ Creativity and general culture

→ Personalized follow-up

→ Professional English

CREATIVE WORKSHOPS

→ Introductory workshops:
  World development, comics, character design, storytelling, video games

→ Contemporary culture:
  meetings with professionals, exhibitions, conferences

→ Analysis of texts and psychology, semiology, communication

→ Follow-up and production of the personal portfolio

→ Speaking / presentation

The objective of the training

The objectives of this preparatory year: to reveal one's artistic talents, to develop one's creativity, to acquire working methods. Thanks to intensive practical and theoretical training, students are able to build a solid portfolio, which they can defend orally in front of a jury. They also have a more precise idea of their orientation.

Career opportunities:
The artistic preparatory class is a gateway of choice to enter ARTFX and opens the doors of the main international animation and video game schools, in particular the schools of the RECA - network of French schools of animation cinema - of which ARTFX is a founding member.

Adèle Deschamps 1st year student
My year of preparatory school allowed me to discover several techniques that I had never dared to explore before, such as watercolor, acrylic... Observation drawing helped me to refine my graphite pencil technique. The prep school also introduced me to the creative workshops, which consist in the realization of a project in one week on a given subject: they really motivated me to work.
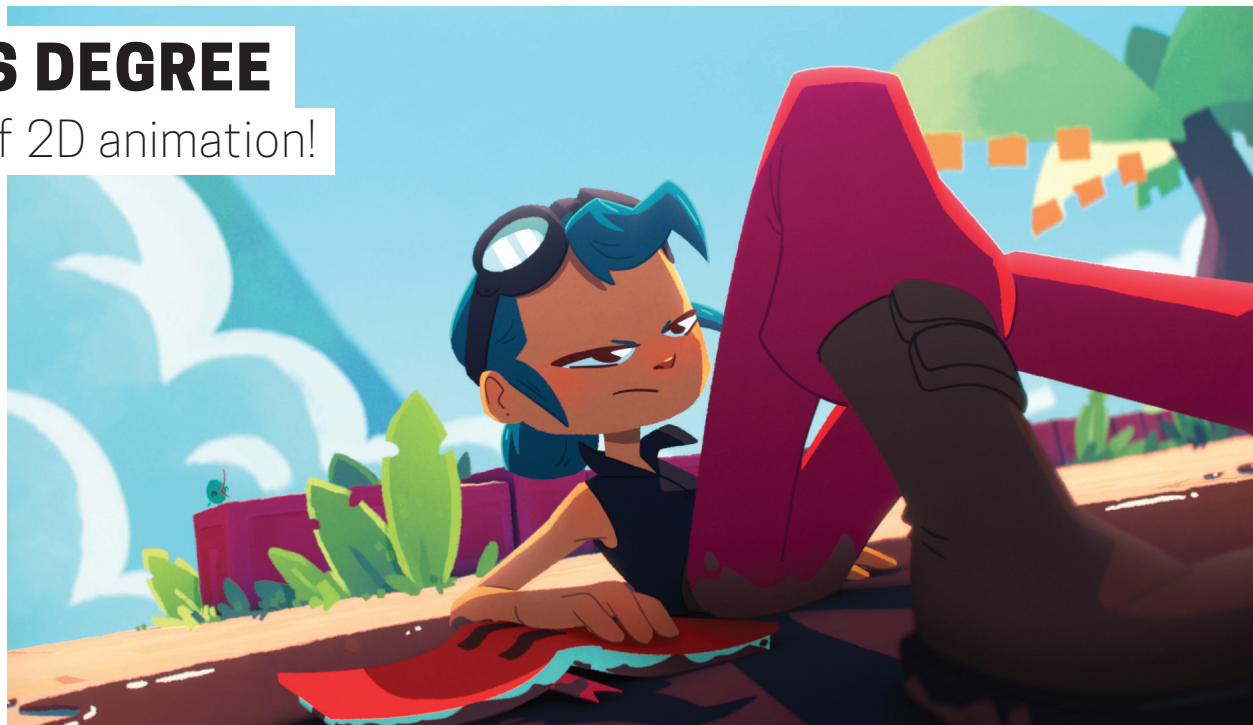
2D ANIMATION MASTER'S DEGREE

Take part in the strong comeback of 2D animation!

The Master's degree in 2D Animation Cinema trains specialists in 2D animation and pre-production. Storyboarding, staging, character research and definition of their attitudes and movements, creation of sets and character animation.

At the end of this program, students will master traditional animation techniques and their creative use in digital tools.

They will learn how to use these techniques in the service of the artistic universe they have developed through workshops supervised by professionals, which will lead to the production of a final film in teams, in real production conditions.

The course of the training

3rd year - **Specialization**

› Visual development: concept art, character design
› Staging: storyboard and 2D layout
› Professional workshops : character and props animation, puppet rigging, compositing
› Project: production of a short 2D animation film
› English courses

4th Year - **Advanced training**

› Project: production of a professional demo tape
› Project and team management
› Masterclass with partner studios
› Internship of at least 6 weeks in a studio

› Specialized workshops: advanced animation, character rigging, storyboarding, 2D layout

5th year - **Professionalization**

› End of studies project: creation and direction of a short 2D animation film
› Coaching in English
› Presentation in front of a professional jury
› Professional meetings
› Job dating

Professions and Careers

Traditional animation techniques are back in force! Modernizing the production of 2D animated images, recent technological developments have made it possible to relocate productions to Europe, to upscale them and to take new artistic directions. Netflix resurrected the genre with Klaus, nominated for the Oscar for best animated film in 2020.

Job opportunities:
2D animator, Storyboarder, Puppet animator, Layout artist, Background artist, Character designer, Concept artist...

Types of software used in class

Harmony   Storyboard Pro   Toon Boom   KRITA   AFFINITY PHOTO   DRAGONFRAME

Title of Digital Director of ARTFX level 7

➔ Course available in Montpellier and Lille
ARTFX is recognized as a **Center of excellence by Toon Boom.**

Manon Mergnat Storyboard Artist Cube Creative - Promo 2020

ARTFX has given me a lot, both in terms of technique and in terms of getting me in condition to work. There is also a very good atmosphere in the school. When I graduated, I worked for almost a year as a Storyboard Artist at Cube Creative, on the series Where's Chicky season 2 by William Hoareau, and Athleticus season 3 by Nicolas Deveaux.

MASTER'S DEGREE IN 3D CHARACTER ANIMATION

Give life to the heroes within you!

The Master's degree in 3D Animation prepares students for careers in 3D character animation. This master's degree aims to develop students' creativity and sensitivity as well as their technical skills.

They will experience the different aspects of the production chain of a 3D animated film, from storyboarding to post-production, with a particular focus on the techniques used to bring a 3D character to life.

A know-how that requires mastering the fundamental principles of animation, its theoretical and artistic bases (good knowledge of anatomy and movements, for a realistic animation)... and developing an expertise on 3D software.

Types of software used in class
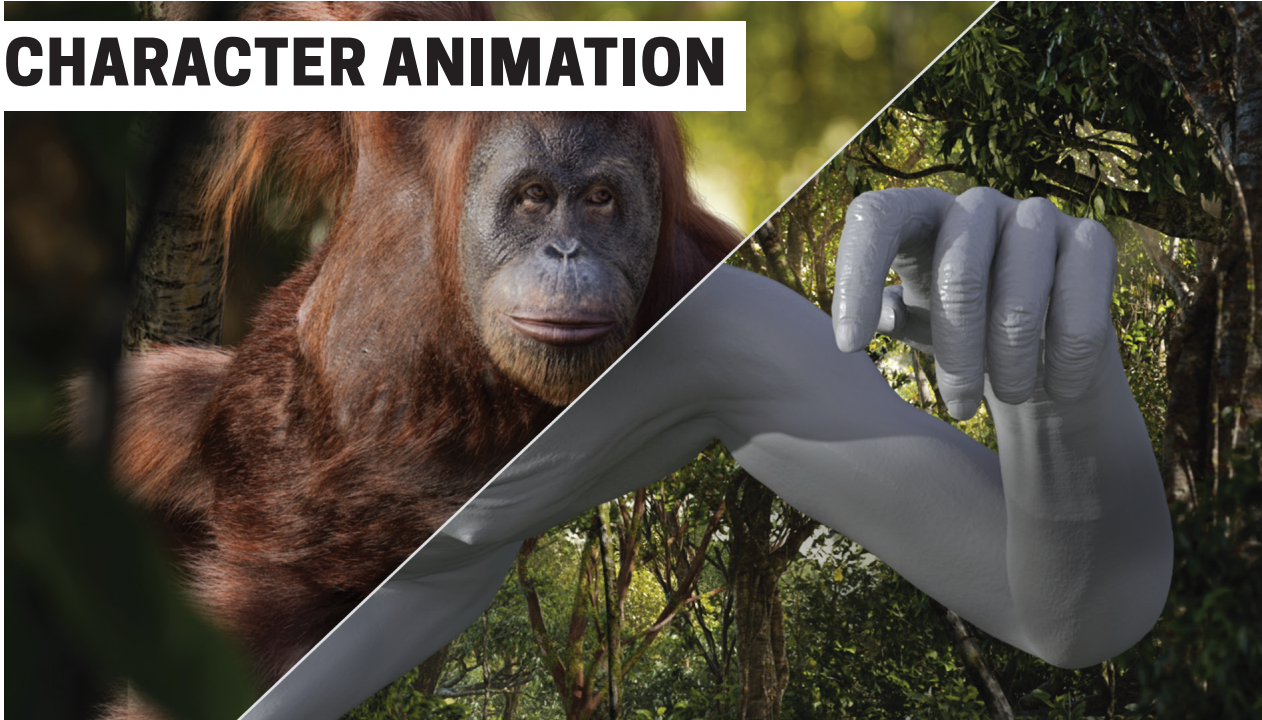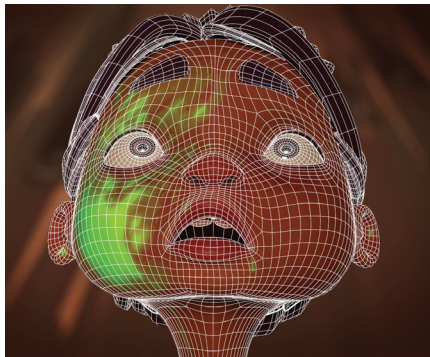
Title of Digital Director of ARTFX level 7
→ Course available in Montpellier and Lille

The course of the training

3rd year - **Specialization**
› Visual development: concept art, character design
› Directing and storytelling: script, storyboard, layout
› Workshops: 3D character animation, rigging, acting
› Project: production of a 3D animation short film as a team
› English

4th Year - **Advanced training**
› Production of a professional demo tape
› Project and team management
› Masterclasses with partner studios

› Internship of at least 6 weeks in a studio
› Specialized workshops: character animation, character animation, acting

5th year - **Professionalization**
› End of studies project: creation and direction of a 3D animation short film
› Coaching in English
› Presentation to a professional jury
› Professional meetings
› Job dating

Professions and Careers

France is Europe's leading producer and exporter of animated films. No less than 120 French studios supply international television channels, cinemas and video-on-demand platforms (Netflix, Disney+...). Over the past 10 years, roughly 25% of the animated films released in theaters have been made in France. This growth is due to the constant support of the CNC. The animation sector is growing rapidly and 7,500 people currently work in it. 10,000 jobs in the field are projected by 2025.

Career opportunities:
3D animator, 3D layout artist, art director, character designer, concept artist...

Stanislas Vincent 3D Animator Important Looking Pirates VFX - Class of 2020

The school provided a very solid technical background, which everyone then explored more thoroughly on their own, but I would never have been able to master anything without this base. Another strong and essential point is that it helped me develop an artistic and critical eye on what I was doing or watching. My studies and the internship completely prepared me to enter the studios..

MASTER VISUAL EFFECTS

Become a master of illusions!

The 3D & Digital Special Effects Master's degree trains high-level artists and professionals with all the skills required to join the most renowned French and international studios.

Through practice and teamwork, each student will discover the skills needed to produce a special effects film, such as the creation of sets and atmospheres, as well as 3D inlay.

From conception to post-production, including shooting and 3D production, the creation of a graduation film will allow students to choose their preferred specialization to guide their future career.

The course of the training

3rd year - **Specialization**
› Visual development: concept art, character design
› Directing and storytelling: script, storyboard, layout, shooting
› Workshops: FX, 3D environment, compositing, 3D procedural, tracking, character modeling, rigging, texturing, lighting, rendering, programming, management
› Project: making a short film with special effects in a team
› Teaching in English

4th Year - **Advanced training**
› Production of a professional demo tape
› Project and team management

› Masterclasses with partner studios
› Internship of at least 6 weeks in a studio
› Specialized workshops: lighting, look dev, compositing, tracking, FX Houdini, 3D environment, color grading

5th year - **Professionalization**
› End of studies project: creation and direction of a short special effects film
› Coaching in English
› Presentation to a professional jury
› Professional meetings
› Job dating

Professions and Careers

Today, you only have to watch a film or a series to realize that visual effects are everywhere. Behind each shot is a team of artists and technicians. The ARTFX school is known by all the major VFX studios in the world for the quality of its teaching and the excellence of its students. To study at ARTFX is to give yourself every chance to train for concrete jobs that are highly sought after and to be destined for an exciting career.

Career opportunities:
VFX supervisor, FX artist, Compositing artist, Rigging artist, Matte painter, Environment artist, Lighting-rendering artist, Concept artist, and more.

Types of software used in class

Title of Digital Director of ARTFX level 7
➔ Course available in Montpellier, Paris and Lille
ARTFX is a **2021 Houdini (SideFX)** certified school.

Cédric Moens de Hase CG generalist Industrial Light & Magic - Class of 2020
ARTFX allowed me to learn to work in a team, to approach projects, to communicate and receive constructive feedback. I was lucky enough to be hired before I even finished my degree. In less than a year, I joined the One of Us studio in London to work on the Matrix 4 movie and now I'm at Industrial Light & Magic!

MASTER'S DEGREE IN VIDEO GAMES

Bring out the big game!

The Master's degree in video games allows you to acquire the skills expected by the profession, and guarantees an immersion into the heart, pace and specificities of the various trades that are needed for the making of a video game.

The objective is not only to prepare students for the demands of the industry, it is also and above all to enable them to select an ambitious career.

At the end of their training, students will be able to join the most prestigious international publishers and studios. All the creative processes of the various professions are covered (game design, game art, programming, marketing, etc.) and supervised by international professionals.

The course of the training

3rd year - Specialization

› Game Art :
  environment modeling, character modeling, hard surface modeling, texturing, surfacing, VFX, lighting, game engines, UI design

› Game design & programming :
  game design, level design, user psychology, narrative design, system design, prototyping, UI, UX, tools programming, production pipeline, scripting language (c++, python), AI...

› projects: video game development in teams, personal development

3D engine animation, level architecture, core mechanics design economic design, playtests and iterations, law and economic development...

› Masterclasses with partner studios
› Project and team management
› Production of a professional demo reel

5th year - Professionalization

› End of studies project: Design & production of a AAA video game in team
› Coaching in English
› Presentation to a professional jury
› Professional meetings
› Job dating

4th year - Advanced

› Specialized advanced workshops: game design / programming or game art
› Houdini procedural, game engine optimization, VR / AR, motion capture,

Types of software used in class

Title of Digital Director of ARTFX level 7
→ Course available in Montpellier and Lille
ARTFX is a member of **Game in** and **Push Start Occitanie**

Professions and Careers

The video game industry is booming, and continues to gain users (2.7 billion worldwide). We play on consoles, PCs, smartphones, connected TVs... The number of players is increasing day by day and the sector is becoming more inclusive of women ... Video games are becoming a positive medium offering multiple opportunities beyond their primary function of entertainment. The skills developed by video game professionals are now of interest to many industries.

Job opportunities:
Game designer, System designer, Narrative designer, Level designer, UX designer, Gameplay programmer, Game economy designer, Game producer, Environment artist, Character artist, Texture artist, Surfacing artist, 3D animator, Technical game artist...

Sofie Chabrol Concept Artist Junior Artisan Studios, Inc. - Class of 2019

I loved discovering the different facets and professions of the video game industry through the different courses. Once I found what I really wanted to do, it was just a a matter of motivation! ARTFX is in direct contact with active members of the industry and this helped me develop my professional network.

FILM AND VIDEO GAME PROGRAMMING

Become indispensable on projects!

Training in 1 or 3 years.

In studios, the programmer is an indispensable link in the production chain.

The job requires a balance between technical rigor and creativity. Today, the convergence

between the technologies of video games and special effects cinema is increasingly strong.

Both sectors are looking for experts in the fields of rendering and software engineering. The profile of the programmer in the film industry is one of the most sought after.

The major international studios are in very high demand: in 2021, all our students received several offers in prestigious studios such as Cinesite and Raynault VFX. In the video game industry, this exciting position is essential and opens up many international opportunities.

Types of software used in class

The course of the training

Bachelor - 1 year

Year 3

Pré-requisites :
Entry to Bac +2
- BTS in computer science
- IUT in computer science
- Mathematical preparation
- 2nd year ARTFX

› Specialty fundamentals :
3D software upgrade, programming of cinema tools, 3D mathematics, introduction to real time tools, Python and C++ language

Professionalization Bachelor level
› Placement in a situation and immersion in a special effects
› Job dating
› Internship

Bachelor ARTFX (School certification school, not recognized by recognized by the State)

Job opportunity:
Pipeline TD Cinema

Preparation for entry to the Master's
› IIntroduction to graphic programming
› Introduction to AI
› Software engineering
› Real time programming / video game

Master's degree entrance

Master - 2 years

Year 4

Pre-requisites:
Entry at Bac +3
- Licence
- Bachelor's degree in computer science
or equivalent

Teaching:
› Advanced software engineering
› Advanced graphic programming
› Advanced mathematics
› Deep learning / Machine learning
› Introduction Engine programming
› Houdini special effects
› Choice of options:
R&D Cinema
Video game programming
Technical art
Project management
› Software / game development
› 6 weeks internship

Year 5

› End of study project of your choice:
R&D Cinema
Video game
› Coaching in English
› Presentation in front of a professional jury
› Professional meetings
› Job Dating

Master's degree: Title of Digital Director level 7

Job opportunities:
R&D, Film developer, Technical artist, Gameplay programmer, Programmer tools, Technical director, Graphics programmer

Lucas Dzuira Technical Artist Gearbox Software - Class of 2020

After completing the Technical Director program at ARTFX, I was quickly recruited at Gearbox Software in Quebec City, where I have the privilege of working as a Technical Artist on several AAA game productions such as Borderlands. The Technical Director training allowed me to prepare myself and meet all the expectations of the studios and recruiters.

The graduation projects: a major event in the life of the school and the students

At the end of the year, in June, the students present their final project to a professional jury.

This jury takes place in two stages: the ceremony, where the films are projected on a large screen in a cinema, in front of 600 people who bring together members of the jury, professionals, recruiters from the studios, but also the family and the teaching staff. The end-of-studies projects that ARTFX students propose each year deal with major contemporary issues (climate crisis, gender equality, conquest of space...) and demonstrate the complementarity as well as the variety of the techniques taught: VFX, 3D or 2D animation, video games. They also demonstrate the birth of true authors, who are capable of drawing the audience into their artistic universe.
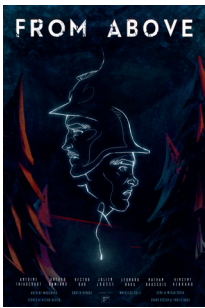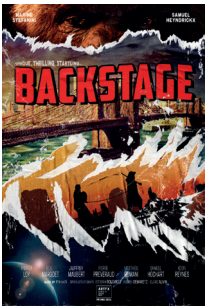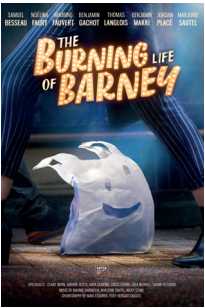
The end-of-study projects have been selected in the most important international festivals:

Youtube   Vimeo

Itch.io

FILMS
→ Youtube Vimeo channels

VIDEO GAME
→ itch.io page

The job dating day :
a crucial step to enter the working world.

Through its alumni, its management team and its speakers, ARTFX maintains privileged links with studios around the world. This is done in order to know and anticipate their needs, to identify the latest technology trends among professionals and to update, each year, the content of its courses accordingly. In addition, a job dating day is organized each year, following the end-of-studies jury. Each student can present himself or herself to the various studios invited to the school's premises.

ARTFX students are very actively sought after by recruiters

"The level of end-of-studies projects explodes every year!"
Charlotte Larive Digital compositor - Goodbye Kansas

"ARTFX is one of the rare schools that brings a real cultural background, sharp artistic skills and good cinematographic references."
Alban Orlhiac Head of texturing - Framestore

"The students who come out of ARTFX are not juniors, their level is much higher!"
Julien Meesters Deputy General Manager
Mikros Image

"ARTFX is unique: it masters animation, filming and special effects all at once."
Shelley Page Animation Talent Consultant - Dreamworks

"I was particularly struck by how well the students listened, how involved they were and how much progress they made in a very short time."
Jérôme Pelissier Lead artist - Ubisoft

"One of the things I appreciate about ARTFX is the autonomy and rigor that the students implement. They know how to surprise you."
Viktor Miletic Director

"I was completely blown away by the fluids and particles of the final projects. The quality is really crazy!
Ian Landman Senior Recruitment manager - Framestore

"All of the ARTFX games have a high level of graphics. The artwork is huge!"
Emmanuel Marquez Directeur technique - StarVR

"ARTFX is Houdini trainer certified because the instructors have a keen knowledge of the software and the student work is of high quality."
Julie Lottering Education & Training manager - Side FX

"The amount of work on FX for simulation is huge and mind-blowing."
Lucy Salter Environment Generalist & Lighting Artist DNEG

"We don't need to train the ARTFX juniors when they come into Rodeo FX, they already have the level!"
Julie Kubbillun Head of prod. , VFX producer - Rodeo FX

"ARTFX is very professional compared to other schools and the way they work is very studio - like."
Rob Hoper FX Head of department - MPC

"ARTFX students have the perfect profile to work on our VFX films.".
Ben Owen Crew Manager & Recruiter - One of Us

"Some of the games could go out on the market as is. It's very impressive to achieve this in such a short time!"
Victor Mourey Level designer - Ubisoft

"ARTFX games are very ambitious. I tested a VR game, nice and smart, and quite mastered in a student setting!"
Emeric Thoa Studio founder, Game designer & Producer
The Game Bakers

The studios present at the ARTFX graduation jury

An extensive alumni network

In 2021, ARTFX will have 800 alumni in place, 70% of whom will be working abroad.

The most senior alumni have already spent more than 15 years in the fields of visual effects, animation and video games, and now hold key positions in the world's largest studios. There is not a single big production released without an alumni's name in the credits!

This network is open to ARTFX students, and remains accessible throughout their career. A way to open the doors of the biggest studios, to do an internship or start their career.

ARTFX graduates working in the world

Asia → 30
Australia → 30
Americas → 150
EU → 590

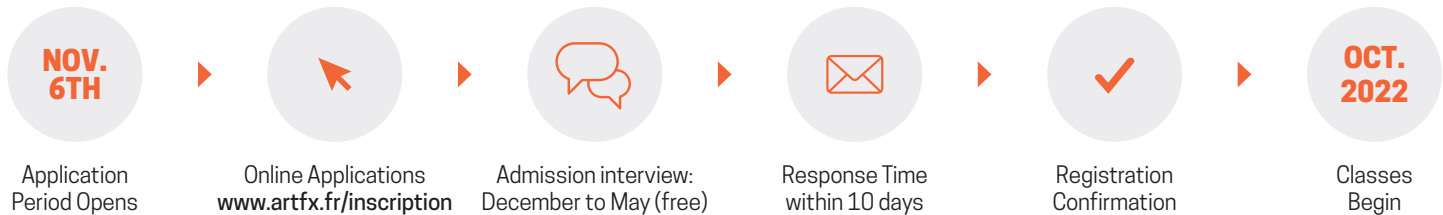# ARTFX alumni in the credits of the biggest productions
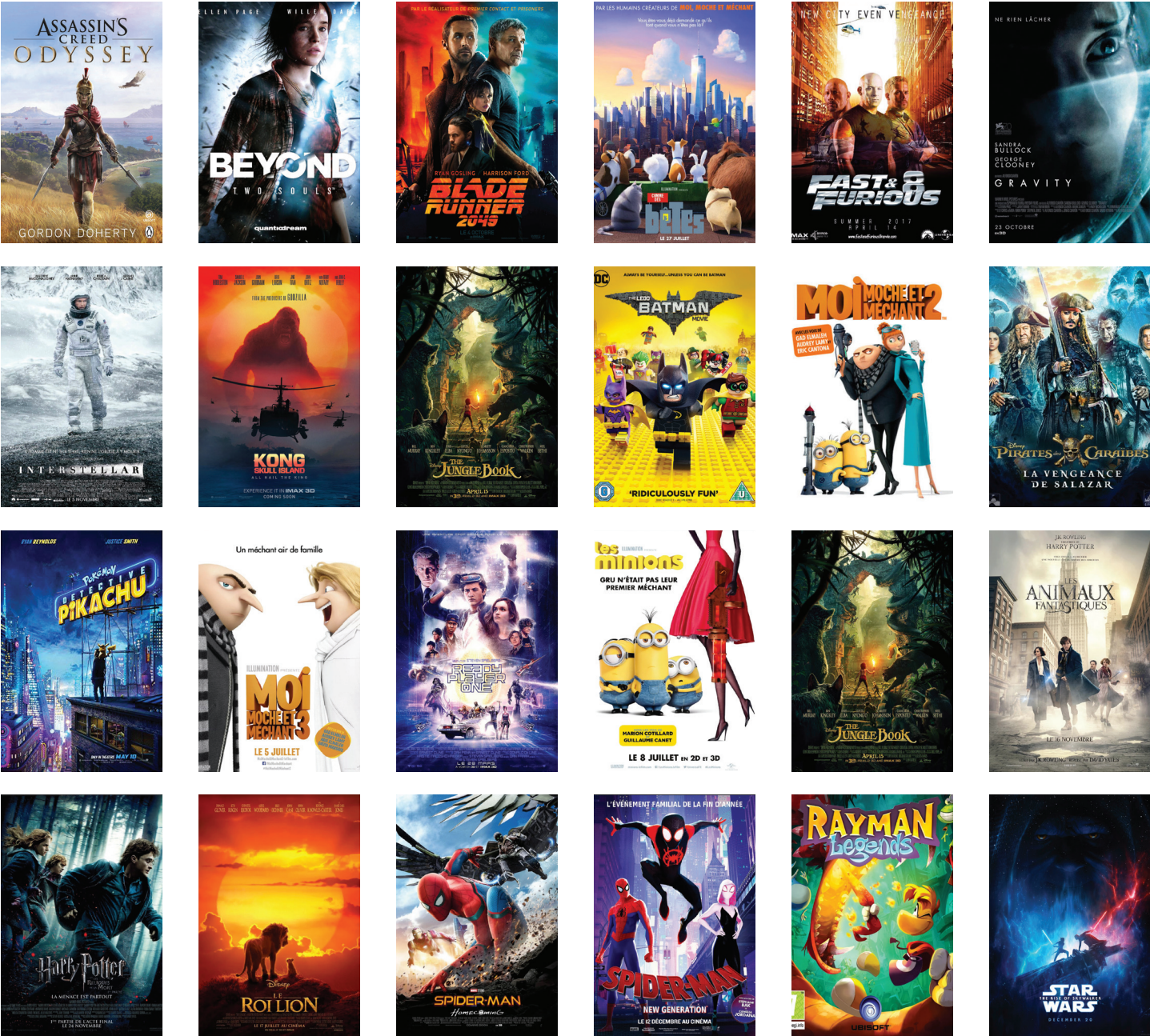
Join the ARTFX school

ARTFX is an **independent** private institution of higher learning

Tuition fees are the school's only resource to pay its teachers, finance its infrastructure and the equipment made available to students, from filming equipment to digital tools associated with the flipped classroom.

The financial independence of ARTFX, one of the few schools that does not belong to a private higher education group, allows the school to **invest most of its tuition fees in pedagogical innovation and the quality of its teaching.**

ARTFX is a non-Parcoursup school, you can apply from November:

NOV. 6TH		Online Applications		Admission interview:		Response Time		Registration		OCT. 2022
Application Period Opens	→	www.artfx.fr/inscription	→	December to May (free)	→	within 10 days	→	Confirmation	→	Classes Begin

How to register:
Registration for the ARTFX entrance exams is free. The selection of the candidates is based on an artistic file, an individual interview and a written test.

→ *Ask all your questions about admissions at* **apply@artfx.fr**

Financing your studies at ARTFX

An approach **to help students access** higher education

ARTFX offers its students the possibility of paying their tuition fees in instalments, at no extra cost (in 4 or 8 times).

The school has partnership agreements with several banking institutions, which facilitate obtaining student loans at reduced rates and preferential conditions.

The professional integration rate of ARTFX students within 6 months to 1 year after leaving the school is 95%.

Costs :

Foundation Year → **5300 €**

Year 1 → **7 200 €**

Years 2 to 5 → **8 200 €**

(+500 € for Villa ARTFX Paris)

Open House :

Every year, the school opens its doors!

Look out for the dates on **www.artfx.fr**

ARTFX

SCHOOL OF DIGITAL ARTS

ARTFX Montpellier

95 rue de la Galéra,
34090 Montpellier
04 99 77 01 42

ARTFX Lille Plaine Images

La Plaine Images,
25 rue Corneille, 59100 Roubaix
03 62 84 02 35

Villa ARTFX Paris

62 Avenue de Ceinture,
95880 Enghien-les-Bains
01 85 76 68 80

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ARTFX.FR

Watch the students' work
on our channels

@ArtFX   @artfxschool   @artfxschool   @ArtFX   @ArtFX School   @ArtFxOfficiel   @artfx