

ARTFX

**SCHOOL OF
DIGITAL
ARTS**

3 Campuses
Montpellier - Lille - Paris



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

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



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Joining the school & financing your studies

ARTFX is a member of the following networks



One school, three campuses at the heart of the creative industries

Founded in 2004 by passionate professionals from the film industry, ARTFX trains young talents in 2D and 3D animation, special 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, students cultivate curiosity, creativity, technical skills and autonomy.


TOP 10
best creative schools
in the world*


95%
placement rate
after graduation


920
Alumni working
in international studios


+1100
festival
selections

*International ranking The Rookies 2022 / Animation Career Review 2022



In numbers:

- 4 state-recognized Masters (RNCP level 7)
- More than 1240 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

-  4 art studio
-  12 computer rooms
-  2 film sets
-  2 photo studios
-  1 projection room
-  7 Graduation projects rooms
-  1 calibration room
-  6 classrooms
-  1 sound studio
-  1 media library
-  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

Directed and supervised on a daily basis by professionals from the creative industries (cinema, video games, 2D and 3D animation), our schools share the same values and the same pedagogy. ARTFX is recognized worldwide for its high quality standards; our alumni work in the largest international studios.



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

6 000 m² for the school, 400 m² of film studios, 500 student apartments. The new 18,000 m² ARTFX campus will open in 2023, with a capacity to welcome more than 500 students.

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



Facilities

-  **8** art studio
-  **19** computer rooms
-  **1** multipurpose rooms
-  **1** projection room
-  **2** film sets
-  **1** decoration room
-  **2** photo studios
-  **1** rooftop
-  **1** relaxation area
-  **1** co-working room

Starting in September, students will be able to take advantage of a brand new campus, fully equipped and open to the professional world.



Alexandre Pagot Head of the Lille - Plaine Images Campus

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

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 the city center, offering countless cultural facilities.



Facilities

-  **1** filming and creation studio
-  **4** computer rooms
-  **1** practical work room
-  **1** relaxation area

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.

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. Kindness 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 the flipped classroom methodology. The objective is to make the essential notions of all learning available in video format. 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 acquire the tools to continue to train throughout their career and move quickly towards leadership positions.



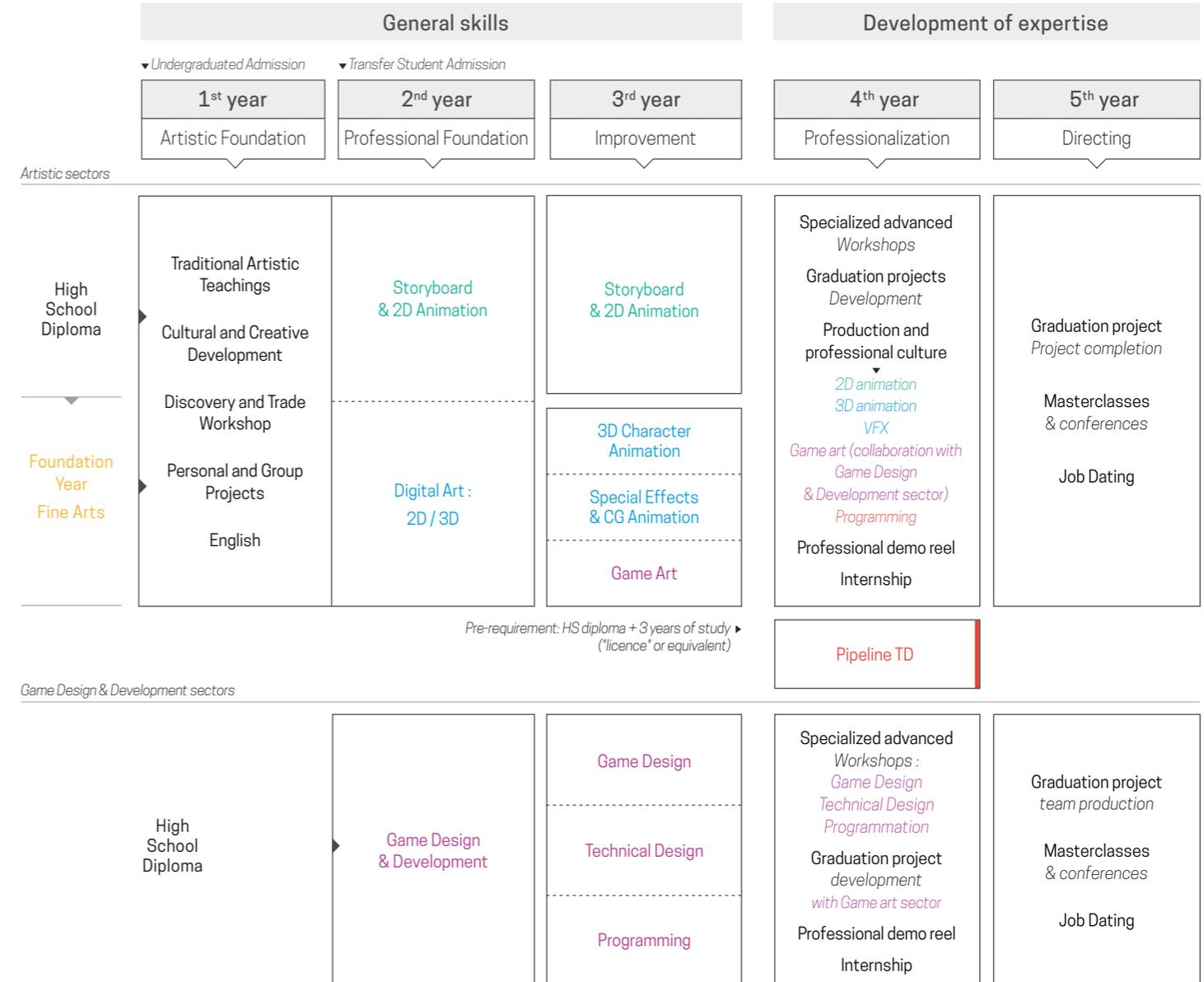
5. Preparing our students for jobs and their future careers

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 curriculum

ARTFX opens the path 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.



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 admission exams to the most renowned creative schools, including ARTFX.

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

ARTFX professors guide students throughout their learning of the fundamental subjects learn the fundamentals (especially drawing in all its aspects and Art History), while they experiment with professional practices such as 2D or 3D animation: 2D or 3D animation, special effects and video games.

Types of software used in class



- Class available in Montpellier and Lille
- Course are taught In French



Curriculum

SUPERVISED LEARNING

- Creative workshops: live model, observation drawing, sketching and illustration, space drawing and perspective, color and light, art history, anatomy
- Creativity and general culture
- Personalized follow-up
- Professional English

CREATIVE WORKSHOPS

- Introductory workshops: comics, character design, storytelling, video games, traditional animation, sculpture, digital painting
- 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 get a clearer picture of their orientation.

Career opportunities:

The artistic preparatory class is a gateway of choice to enter ARTFX and opens the pathway to 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.

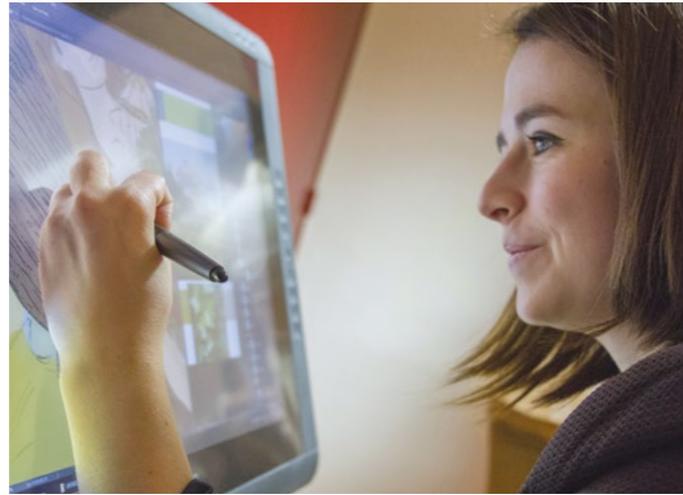


Adèle Deschamps 1st year student

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.

1 TO 5 YEARS

Five exciting years to train
with the best teachers.



ARTFX training courses are 5-year degrees and deliver the state-approved RNCP-registered title of Digital Producer (level 7). The High school diploma, all specializations combined, is an admission prerequisite.

1st year Artistic Foundation Course

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 filmmaking or game creation.

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 trade.

- Artistic foundation course: observational drawing, live model & anatomy, sculpture, perspective, color & light, digital painting
- Cultural development: creativity, storytelling, image grammar, photography, screenplay, culture and language of cinema and video games



- Workshops to discover the professions: film practice, introduction to 3D (modeling and animation), matte painting, programming, storyboarding, traditional and digital 2D animation, charadesign, video games
- Collaborative projects: preparation of an exhibition
Individual project: portfolio
- English



2nd year Professional Foundation

In the second year, the objective is both to continue the skills assimilated in the first year and to acquire the fundamentals of the profession, depending on the course chosen. Students continue to experiment with teamwork and practice the different stages of making a film or video game. They keep acquiring work maturity, organizational skills and other competences, before perfecting their skills in the 3rd year.

3rd year Improvement

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. 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 Professionalization

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 Directing

The 5th year is dedicated to completing of the end of studies project. This major project is carried out in teams of about 6 students, divided according to their skills. Throughout this project, students continue to develop their business expertise throughout this exercise.

2D ANIMATION MASTER'S DEGREE

Be part of the future 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.

Types of software used in class



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.

→ Course are taught In French



Curriculum

2nd et 3rd year - Professional Foundation & Improvement

- › Learning of animation techniques and story board
- › Character and set animation, puppet rigging, compositing
- › Staging and storytelling: script, storyboard, layout
- › Visual development: concept art, character design
- › Animation culture, anatomical drawing, staging drawing
- › Personal and collaborative project

4th year - Professionalization

- › Project: production of a professional demo tape
- › Project and team management
- › Masterclasses with partner studios
- › 6-week min studio internship
- › Specialized workshops: character animation, acting

5th year - Directing

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

Professions and Careers

2D animation is doing very well and speaks to an increasingly adult audience. While also the production of 2D animated images, recent technological developments have allowed for the relocation of productions to Europe, as well as an increase in quality and new artistic choices. The Netflix platform notably resurrected the genre with Klaus, nominated for the Oscar for best animated film in 2020. Everything seems possible today in animation, including a recent trend in 2D / 3D hybridizations, in productions.

career opportunities:

2D Animator, Story-boarder, Director, Assistant director, Layout artist, Background artist, Character designer, Concept artist...



Manon Mergnat Storyboard Artist Cube Creative - Class of 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

Materialize 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.

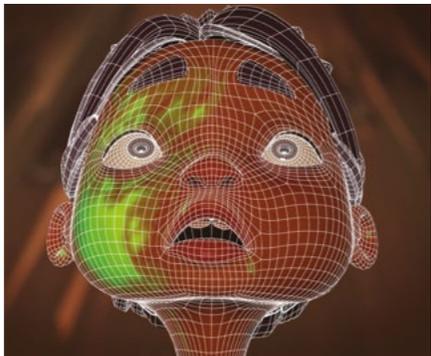
This know-how requires mastering the fundamental principles of animation, its theoretical and artistic bases (good knowledge of anatomy and movements, for a realistic animation)... and developing an expertise in 3D software.

Types of software used in class



Title of Digital Director of ARTFX level 7

- Course available in Montpellier and Lille
- Course are taught In French or English



Curriculum

2nd year

Professional Foundation

- › General 3D: modeling, rigging, texturing, lighting. Fundamentals of 3D animation. Visual development: concept art, character design. Animation culture. English.
- › Personal and team project

3rd year - Improvement

- › 3D character animation, rigging, acting
- › Visual development: concept art, character design
- › Directing and storytelling: script, storyboard, layout
- › Project: production of a 3D animation short film in team

4th year - Professionalization

- › Production of a professional demo tape

- › Management of projects and teams
- › Masterclasses with partner studios
- › 6-week min studio internship in a studio
- › Advanced specialized workshops : character animation, acting
- › Development of the Final Project
- › Culture of production and trade

5th year - Directing

- › Completion of a Final Year Project as a team: creation and production of a 3D animation short film for the final year of study
- › Masterclass and conference / professional meetings
- › Coaching in English
- › Presentation to a professional jury
- › 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...



Elise Bourgeois 3D Animator

Fortiche Animation - Class of 2021

I joined ARTFX to specialize in 3D Animation for 3 years. At the end of my studies, I immediately joined Fortiche Animation in Montpellier. I first did an internship as a 3D Animator on season 2 of Arcane. At the end of this internship I signed my first contract to animate the main characters of the series and I still work there today.

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.

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.

→ Course are taught In French or English



Curriculum

2nd year

Professional Foundation

- › General 3D: Modeling, Rigging, Texturing, Lighting, Fundamentals of special effects: shooting, compositing, FX, real time. Visual development: concept art, character design. Film and animation culture. English.
- › Personal and collaborative project

3rd year - Improvement

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

4th year - Professionalization

- › Production of a professional demo tape
- › Project and team management
- › 6-week min studio internship
- › Advanced specialized workshops: lighting, look Dev, compositing, tracking, FX Houdini, 3D environment, color grading
- › Development of the final project
- › Culture of the sector and its production

5th year - Directing

- › Realization of a Final Year Project in team: creation & realization of a short film of special effects
- › Masterclass and conference / professional meetings
- › Coaching in English
- › Presentation in front of a professional jury
- › Job dating

Professions and Careers

Today, you only need 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 set yourself up 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.



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!

ARE YOU PASSIONATE ABOUT VIDEO GAMES ?

MAKE IT YOUR PROFESSION !

The video game industry is booming and continues to attract users. We play on consoles, PC, smartphones, TV... The number of gamers is constantly increasing and becoming more gender inclusive. Video games are becoming a positive medium offering multiple career opportunities.



BAFTA STUDENT
FILM AWARDS
SHORTLIST

200 M\$

This is the world market
for video games

3 M^{ds}

players on
the planet

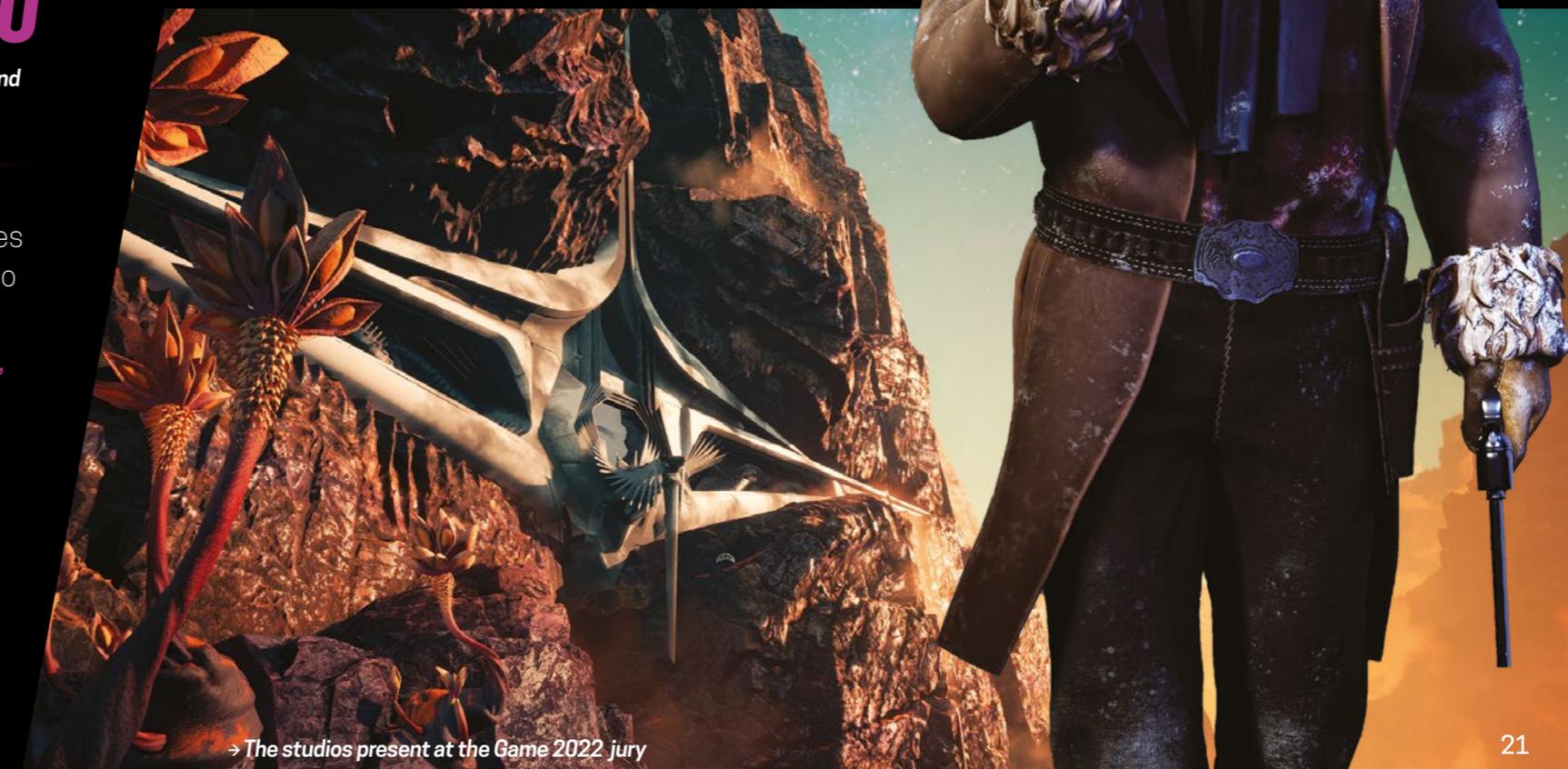
+2000

studios around
the world

ARTFX's Game training allows students to acquire required professional skills and guarantees immersion at the heart of the pacing and specificities of the various trades required to make a video game.

All the creative processes of the various trades are covered: **game art, game design, programming,** etc. and supervised by international professionals.

At the end of their training, students are equipped to join the most prestigious studios (see p.31).



→ The studios present at the Game 2022 jury



MASTER GAME ART

RNCP level 7 Title - ARTFX is a member of Game in and Push Start Occitanie

→ Courses available in Montpellier and Lille

→ Course are taught In French or English

The Master Game Art prepares students for the design and production of visual content (3D, 2D, animation, special effects, etc.) to be integrated into a video game engine. This Master's degree develops not only creativity and artistic skills but also understanding of the issues related to interactivity, gameplay and immersion.

Throughout this training, students simultaneously develop a general overview and specialization skills that are highly sought after in the gaming industry. Students become specialized professionals and are equipped to join the most prestigious game studios.

Becoming a Game Artist means working in collaboration with game designers to design a coherent and attractive universe. From concept art to modeling and animation, all the visual elements must reinforce the gameplay to allow a total player's immersion.



Paolo Dupuy

Junior Environment Artist

Ubisoft Montpellier - Class of 2022

I'm working on an unannounced AAA project on a mythical video game license with an extremely talented team that has participated in the creation of licenses like Assassins Creed. My studies at ARTFX allowed me to come ready to produce within the team.

With all the skills, vocabulary and experience to understand and achieve the artistic vision while responding appropriately to the technical challenges of the project.

Types of software used in class



Curriculum

1st year - Artistic foundation course

- › Common core to all courses, Artistic foundation course, artistic culture, workshops to discover professions (3D, 2D, animation, game art...)
- › Collaborative project

2nd year - professional foundation

- › Character design and environment design, Concept art 2D / 3D
- › 3D modeling character & environment, Surfacing, Animation, 3D & Rig, Unreal 5, 2D art, UX / UI

3rd year - Advanced

- › Environment modeling, character modeling, hard surface modeling, surfacing, FX, lighting, game engines, UX/UI design, Tech art, cinematics
- › Video game production in teams, personal development

4th year - Professionalization

- › Advanced specialized workshops: Game art
- › Houdini procedural and FX, game engine optimization, VR / AR, motion capture, 3D animation, law and economic development
- › Masterclasses with partner studios
- › Project and team management
- › Production of a professional demo tape
- › Collaborative and professionalizing projects

5th year - Production

- › Final team project: Design & production of a AAA video game
- › Production of a professional demo tape
- › Presentation to a professional jury
- › Masterclass and conference / professional meetings
- › Coaching in English
- › Job dating

Job opportunities:

3D Environment artist, 3D Character artist, Lighting artist, Surfacing artist, 3D Animator, Technical game artist...

GAME DESIGN & DEVELOPMENT

RNCP level 7 Title - ARTFX is a member of Game in and Push Start Occitanie

→ Courses available in Montpellier and Lille

→ Course are taught In French or English

The Master Game Design & Development trains students in design, development and integration of all game systems, gameplay and all functionalities included in a game, in Game Design as well as in Programming.

The pedagogical program includes the studying of the most used game engines in the industry

(Unity, Unreal) in a professional approach, while developing the student's sense of creativity and organization as well as the technical skills related to game production.

During their training, students will explore common issues in game production, and then consolidate them in their respective specializations.



Julián Macias Technical Artist
Virtuos Game - Class of 2022

Following the job dating, I accepted a job at Virtuos Game. I work as a Technical Artist on an unannounced game. I program hlsl shaders and create textures. At ARTFX, I got a good understanding of the overall production pipeline of a video game, which was very helpful in joining a major studio. The lessons we had on texturing, shaders and optimization were perfect for the work I do.

Types of software used in class



Curriculum

1st year - Professional Foundation

- › Workshops game & level design documents and development, fundamentals real time engine, fun factors, mathematics applied to 3D games, core mechanics, gameplay ingredients, C++ Basic, Unreal, game system, video game culture, Unity
- › Collaborative projects: production of 2 video games in teams

2nd year - Advanced training

- › User psychology, production, game system, mission design, world building, interactive storytelling, gameplay parameters programming, C++ Intermediate, AI, graphic programming and shaders, Unreal
- › Collaborative projects: team project + lab project

3rd year - Professionalization

- › Advanced specialized modules: game design or programming: level architecture, atomic design & game mechanics, economic design, playtests, Gamefeel, C++ advanced, engine programming
- › Round table discussions with partner studios
- › Production of a professional demo tape
- › Collaborative professional projects: making a game for a client
- › End of study project: AAA pre-production

4th year - Production

- › End of study project in team: design & production of a AAA video game
- › Production of a professional demo tape
- › Presentation to a professional jury
- › Masterclass and conference / professional meetings
- › Coaching in English
- › Job dating

Job opportunities:

Game designer, System designer, Mission designer, Level designer, Technical Designer, programmer, Technical Director.

FILM AND VIDEO GAME PROGRAMMING

Become an indispensable asset on projects!

Training in 4 years or TD pipeline training in 1 year.

→ Course are taught In French or English

In the studios, the programmer is an invaluable part of the production. The video game and film industries are looking for experts in rendering and software engineering. TD Pipeline programmers are some of the most sought-after profiles in the film industry. We are therefore opening a specific one-year training program, in parallel with the 4-year training program for film and video game programmers.

The major international studios are actively hiring: 2022, all of our students have received several offers and have been recruited in prestigious studios such as Ubisoft, Cinesite, Gearbox Interactive or Don't Nod. Programmers functions are essential within companies. They are exciting, high-paying, and they are offered worldwide.

Types of software used in class



Curriculum

1st year - Foundation courses

- › Core game design and programming, foundations of real time engine, fun factors, core mechanics, learning of C++ and C# languages, mathematics for 2D and 3D, stats and probabilities, video game culture, Unity and Unreal programming (blueprint).
- › 2 collaborative projects: creation of 2 video games in a complete team.

2nd year - Advanced training

- › Production, Gameplay parameters programming, intermediate C++, basic game engine creation, AI applied to video games, introduction to graphic programming and shaders, web tools programming, software engineering, Unreal programming (C++)
- › 2 collaborative projects: 1 full team project + Lab project with all ArtFX students.

3rd year - Professionalization

- › Advanced specialized workshops: advanced C++, engine programming, pipeline tools programming, optimization, parallelism and multithreading, advanced graphics programming, compute shaders, real-time engine architecture, computer sciences, AI tools: machine learning and deep learning.
- › Business round tables with partner studios
- › Production of a professional demo tape
- › Collaborative professional projects
- › Pre-production project for the end of studies, cinema or video game

4th year - Project completion

- › Final year team project: design & production of a AAA video game, a special effects film or a cinema pipeline
- › Conference and round tables / professional meetings
- › Production of a professional demo tape
- › Coaching in English
- › Presentation to a professional jury
- › Job dating

Pipeline TD One Year Training:

The training allows a programmer to enter the film industry in the highly sought after Pipeline TD profession.

- › Python programming, scripting for cinema tools, pipeline tool programming, web programming and shaders.
- › Worked on film graduation projects as a Pipeline TD.

Job opportunities:

R&D, Film developer, Technical artist, Gameplay programmer, Programmer tools, Technical director, Programmer Graphics.



Clément Ciranna Programmer Moteur Virtuos - Class of 2022

After finishing my studies at ARTFX, I was recruited very quickly as an Engine Programmer at Virtuos, where I have the privilege to work for productions of different very big video game studios. The school gave me the necessary tools and skills to enter the world of video games.



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 steps: the ceremony, during which the films are projected on a large screen in a cinema, to 600 people including members of the jury, professionals, recruiters from the studios, but also families and the teaching staff. The end-of-studies projects that ARTFX students

present 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 exemplify 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:



The graduation projects

Class of 2022

The poster of the final project must reveal the universe of the film or game without giving too much away. The students learn to compose an image to promote their project which will be submitted to the biggest international competitions and festivals. Scan these QR codes to discover the latest creations of the students and their making-of.

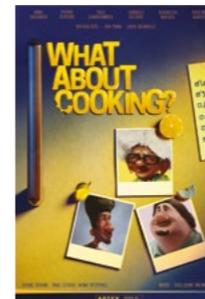
12 movies

Youtube



3 video games

Itch.io





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

Through its alumni networks, its management team and its speakers, ARTFX maintains privileged links with studios around the world. We can anticipate their needs, identify the latest technology trends among professionals and update, each year, the course content accordingly. In addition, a job dating day is organized each year, following the end-of-studies jury. Each student can interview with 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 Orliac **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."

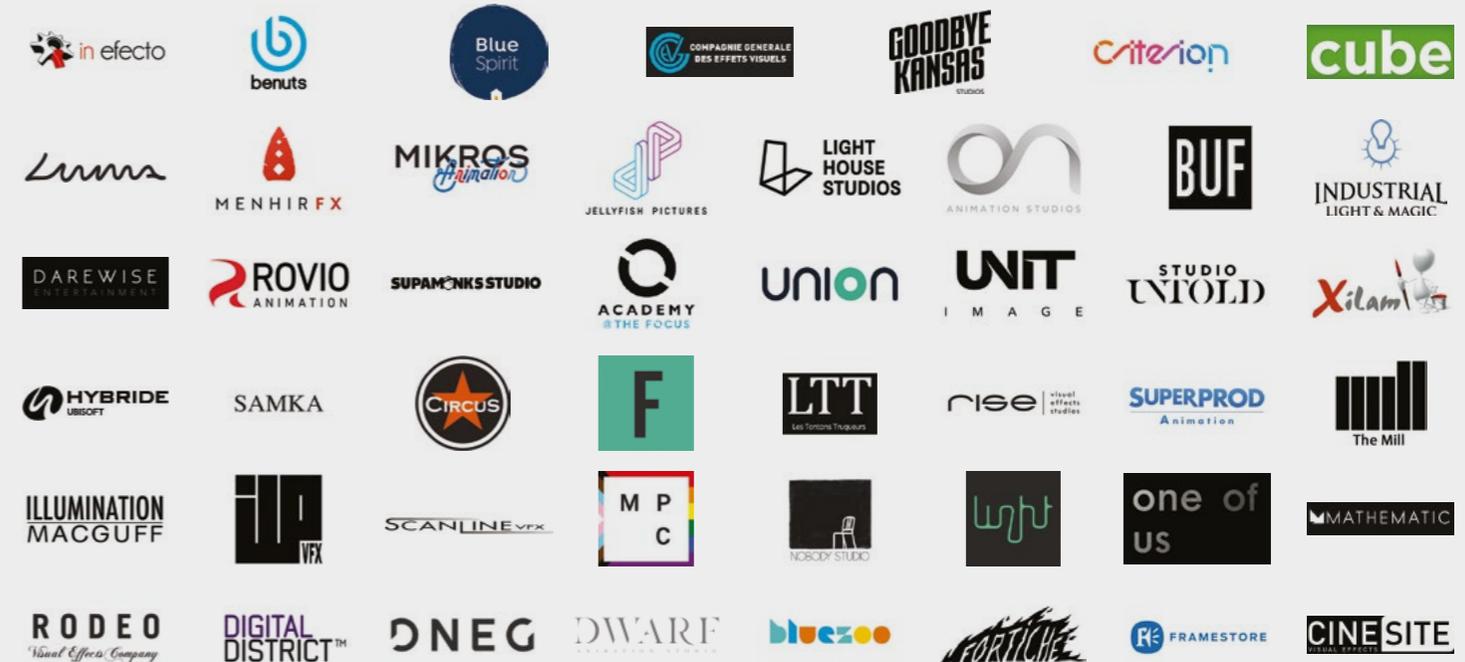
Julie Lottering **Education & Training manager** - Side FX

"The amount of work on FX for simulation is huge and mind-blowing."

Lucy Salter **Environment Generalist & Lighting Artist** DNEG

Les studios présents au jury de fin d'études d'ARTFX

VFX / 3D



GAME



An extensive alumni network

ARTFX has a network of 920 alumni, 70% of whom will be working abroad.

The most senior alumni have already spent over 16 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!

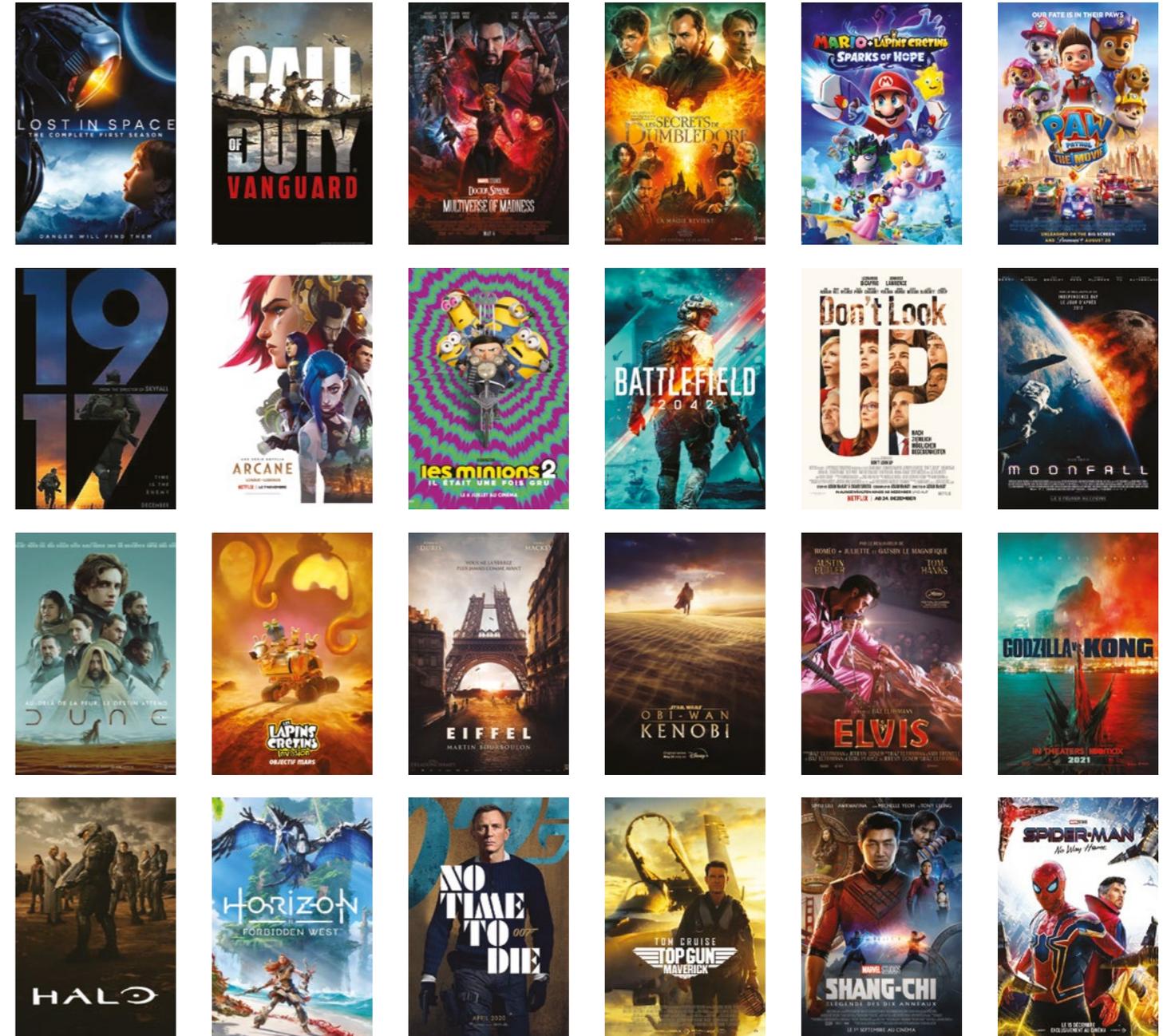
This network is open to ARTFX students, and remains accessible throughout their career.

This facilitates access to the biggest studios, whether to do an internship or to start their career.

ARTFX graduates working in the world



ARTFX alumni in the credits of the biggest productions



ARTFX

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