

# ARTFX

SCHOOLS  
OF DIGITAL  
ARTS



**SPECIAL EFFECTS**  
**3D ANIMATION**  
**2D ANIMATION**  
**VIDEO GAMES**



**MONTPELLIER / LILLE / PARIS**

**ADMISSION WITH A HIGH SCHOOL DIPLOMA  
/ OUTSIDE OF PARCOURSUP**

Private Technical Higher Education Institution



**SIMON VANESSE**  
General director



ARTFX is a private school supported by the State as part of the «La Grande Fabrique de l'Image» initiative.

**Choosing ARTFX also means choosing to study in France, home to rich cultural heritage and innovation, ARTFX campuses are located across three dynamic regions: Occitanie, Hauts-de-France, and Île-de-France. Each of these regions offers students a vibrant environment to live, learn, and grow.**

For international students, ARTFX is part of the Campus France network, facilitating the application process through a streamlined platform that connects students from around the world with French schools.

Additionally, we support our students throughout their administrative procedures and assist them in settling into their new surroundings, ensuring a smooth and successful transition to their life in France.

**Welcome to our country and your new school!**



To shape the talents of tomorrow, ARTFX is developing a unique educational approach that blends creativity and advanced technical skills, while keeping our students at the heart of our focus. Learning, collaborating, and fostering a broad-minded outlook are key to the success of our students.

Before anything else, ARTFX stands out for the connections it has established with the biggest French and international creative studios. This year, our events attracted more than 80 studios from around the world. It is this unique proximity that guides us in designing our programs. To continue supporting our students in understanding and addressing the current and future challenges of the creative sectors, we offer a foundation year to prepare candidates for our studies. This year allows them to acquire the traditional knowledge required to pursue their studies at ARTFX. During the first year, which is common across our three campuses, students are encouraged to explore, experiment, and take the time to validate their chosen direction: special effects, 2D animation, 3D animation, or video games.

Over the course of their five years of study, students specialize and prepare not just for a job, but for a demanding and responsible career in the creative industries. This is why all of our Master's programs grant a Level 7 qualification (equivalent to a Master's degree), officially recognized by the State.

This dynamic has made ARTFX a highly sought-after school by creative studios, recognized as a unique place to develop and build expertise in creative professions. Joining ARTFX means becoming part of a community of passionate individuals, always open and available to collaborate on new creative projects... together.

\*NSF Code 323n registered in the National Directory of Professional Certifications (RNCP) by decree of September 14, 2020, published in the Official Journal..h

ARTFX is a member of the following networks:

AFCA / RECA / PARIS ACM SIGGRAPH / GAME IN / CAP DIGITAL / PUSH START / FRANCE VFX / NORANIM

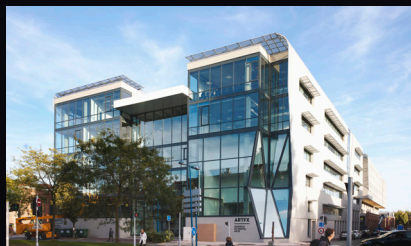
# 1 SCHOOL, 3 CAMPUSES

## AUTHENTIC PLACES OF LIVING AND CREATION



### ARTFX MONTPELLIER

95 rue de la Galéra,  
34090 Montpellier



### ARTFX LILLE PLAINE IMAGES

111 boulevard Constantin Descat,  
59200 Tourcoing



### VILLA ARTFX PARIS

62 avenue de Ceinture  
95880 Enghien-les-Bains

The ODALYS and ART CAMPUS residences offer student housing directly across from the ARTFX Montpellier and Lille Plaine Images campuses.

To contact us, write to [apply@artfx.fr](mailto:apply@artfx.fr)

## KEY FIGURES



### TOP 10 OF THE BEST CREATIVE SCHOOLS IN THE WORLD

Ranking The Rookies 2024



### 47 DIFFERENT NATIONALITIES

An open-minded approach  
towards the international



### UNIQUES PARTNERSHIPS

with prestigious international  
studios - such as The Yard VFX,  
One of Us, Framestore, Digital District, etc. These  
collaborations strengthen the employability of our  
students and open the doors to great careers.



### 60 STUDIOS VISITING ARTFX IN 2024

The largest network of partner  
studios



### THOUSANDS OF SELECTIONS IN FESTIVALS

A recognition and strong visibility  
of graduation projects



### + 1,000 FORMER STUDENTS

A strongly established alumni  
network worldwide



### 25 PERMANENT TEACHERS

Highly qualified professionals,  
monitoring educational quality



# SPECIAL EFFECTS

MONTPELLIER  
PARIS  
LILLE

Special effects are the art of illusion. Their credibility enriches storytelling and dramaturgy. Our program develops a fine sense of observation as well as a solid culture of cinema. This Master, created over 20 years ago, is recognized by the most major creative studios in the world. We are constantly enriching it with current innovative skills and technological tools that are already being used by the industry (3D simulation, AI, real time...).

## TRAINING

- 3D Generalist: modeling, texturing, lighting, rigging
- Special Effects: filming in real scenery and on a green screen, compositing, FX particles and simulation, matte painting & 3D environment, creation of characters, real-time preview
- Visual development: concept art, character design
- Direction and storytelling: scenario, storyboard, layout
- AI tools

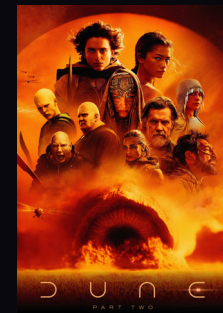
## PROFESSIONAL TOOLS\*



## PROFESSIONAL OUTCOMES

FX Artist, CG Generalist, Compositing Artist, Lighting Artist, Character Artist, Superviseur VFX, Superviseur CG...

\*Non-exhaustive list



## ALUMNI IN THE CREDITS! DUNE : PART TWO - 2024

EMERIC LAROCLETTE / Lead Environment  
Generalist TD (DNEG)  
MAXIME PILLONEL / Digital Compositor (DNEG)  
LOLA MARIE / Environment Generalist TD (DNEG)  
CHRISTOPHER GROS / Texture Artist (Rodeo FX)  
YOUSSEF NADERE / Lighting Artist (DNEG)  
MARA SIERRA PALOMINO / FX TD (DNEG)



# 3D ANIMATION | MONTPELLIER PARIS LILLE

3D animation combines creativity, sensitivity and technique. For the artists of the field, the challenge lies in the creation of stylized universes serving a story. Our program trains students to master visual film production synthesis. There they develop the art of creating and animating refined decors, objects and characters.

## TRAINING

- 3D Generalist: modeling, texturing, lighting, rigging (first 2 years)
- Visual development: concept art, character design, AI
- Direction and storytelling: scenario, storyboard, layout
- Strong specialization: 3D character animation, available from 3rd year in Montpellier and Lille

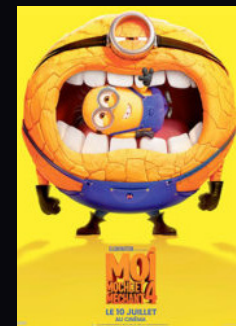
## PROFESSIONAL TOOLS\*



## PROFESSIONAL OUTCOMES

3D Animator, 3D Environment Artist, Character Artist, Texturing Artist, Layout Artist 3D, Rigging Artist...

\*Non-exhaustive list



## ALUMNI IN THE CREDITS! DESPICABLE ME 4 (2024)

JOHANNE KOFFI / Sets and Props Modeling  
(Illumination Mac Guff)

QUENTIN SAUVINET / FX Artist  
(Illumination Mac Guff)

THIBAUT RHEIN / Character Animator  
(Illumination Mac Guff)



# 2D ANIMATION | MONTPELLIER LILLE

Producing series that are targeted to both an adult and a young children audience, 2D animation is coming back full force, and requires great artistic adaptability, as well as particular sensitivity to the story. Our course requires and teaches great command of drawing, color and perspective, as it skilfully combines 2D artistic skills and 2D/3D mixed media skills. Our students also explore the latest technological innovations used on large productions (Klaus, Superman, Ninja Turtles, etc.).

## TRAINING

- 2D animation: character, setting/background, colorization, FX
- Direction and storytelling: scenario, storyboard, animatic, layout
- Visual development: stylization, concept art, character design
- Basics of 3D character design, real time, AI tools

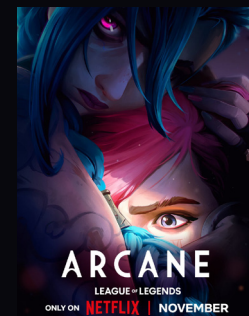
## PROFESSIONAL TOOLS\*



## PROFESSIONAL OUTCOMES

2D Animator, Storyboarder, Layout Artist 2D, Rigging Artist 2D, FX Artist, Color Artist, Background Artist...

\*Non-exhaustive list



## ALUMNI IN THE CREDITS! ARCANE (2021)

**DORIAN ROBERT** / Compositing Artist (Fortiche Studio)

**ELISE BOURGEOIS** / Animator (Fortiche Studio)

**LÉONARD HAUG** / Animator (Fortiche Studio)

**ROBIN LAGARDE** / Assistant Art Director (Fortiche Studio)



# VIDEO GAMES | MONTPELLIER

Video games are simultaneously industry, culture and entertainment. They are now recognized as an artform in its own right. The unicity of our training lies in its professional immersion and its technical, analytical and creative approach to a market that has been booming for several decades. Our teaching team is made up of industry professionals who are fully committed to provide an in-depth training to our students and prepare them to promising careers within the most successful recognized studios.

## TRAINING & SPECIALTIES

- Game Design
- Game Art
- Game Programming C++
- Tech Art
- AI tools

## PROFESSIONAL TOOLS\*



## PROFESSIONAL OUTCOMES

Game Designer, Level Designer, Narrative Designer, Gameplay Programmer, Graphics Programmer, Core-Tech Programmer, 3D Artist (Enviro, Chara), FX Artist...

\*Non-exhaustive list



## ALUMNI IN THE CREDITS! PRINCE OF PERSIA (2024)

PAOLO DUPUY - Environment Artist (Ubisoft)  
LOU CORTEZ - VFX Artist (Ubisoft)  
OLIVIER BABU - Real-Time VFX Artist (Ubisoft)



# ARTFX AN ADVENTURE



A STRONG INTERNATIONALLY ALUMNI NETWORK



OUR FORMER STUDENTS ARE IN BLOCKBUSTERS CREDITS



Find us online at [artfx.school/en/](https://artfx.school/en/)