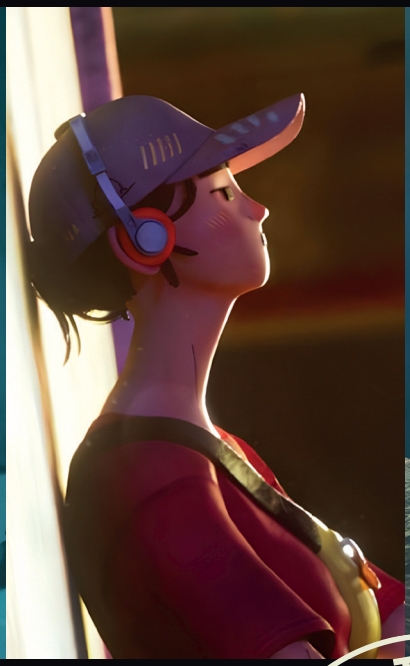
ARTFX

SCHOOLS OF DIGITAL ARTS






SPECIAL EFFECTS
3D ANIMATION
2D ANIMATION
VIDEO GAMES

ARTFX
SCHOOLS OF DIGITAL ARTS
ANIMATION - VFX - CINEMA - VIDEO GAMES

MONTPELLIER / LILLE / PARIS

ADMISSION WITH A HIGH SCHOOL DIPLOMA / OUTSIDE OF PARCOURSUP

Private Technical Higher Education Institution

1 SCHOOL, 3 CAMPUSES
VIBRANT PLACES OF LIVING AND CREATION



ARTFX MONTPELLIER
95 rue de la Galéra
34090 Montpellier



ARTFX LILLE EURACREATIVE
111 boulevard Constantin Descat
59200 Tourcoing



VILLA ARTFX PARIS
62 avenue de Ceinture
95880 Enghien-les-Bains

The ODALYS and AFT-R residences offer student housing directly across from the ARTFX Montpellier and Lille EuraCreative campuses.

ARTFX IN NUMBERS

TOP 10 OF THE BEST CREATIVE SCHOOLS IN THE WORLD
The Rookies 2025 Rankings

48 NATIONALITIES
A welcoming international education

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.

70 STUDIOS VISITED ARTFX IN 2025
The largest network of partner studios

+1200 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 excellence



SIMON VANESSE
Chief Executive Officer

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 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.

International students' applications and visa process are facilitated by our membership to the Campus France network, through their streamlined platform. Additionally, we simplify and facilitate students' administrative formalities and assist them in settling into their new surroundings, ensuring a smooth transition to their new life.

Welcome to France and your new school!

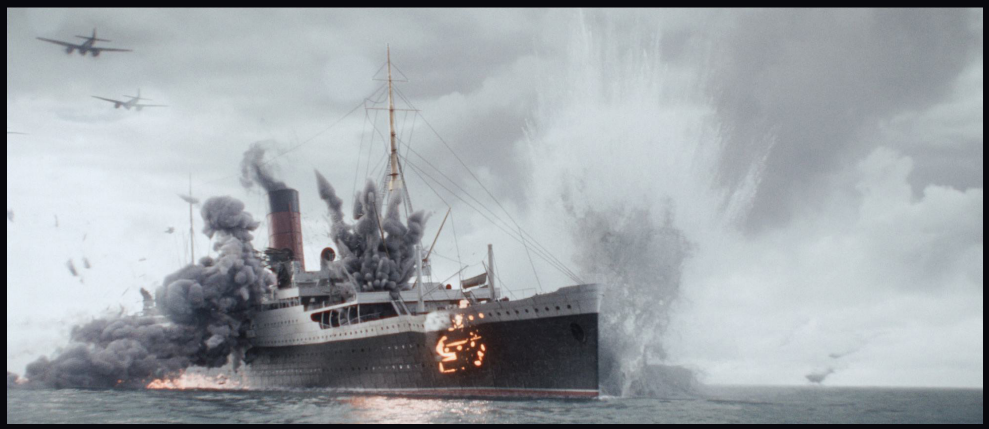
To shape the talents of tomorrow, ARTFX is developing a unique educational approach that blends creativity and advanced technical skills, keeping at heart a student-center teaching approach. Learning, collaborating, and fostering a broad-minded outlook are key to the success of our students.
Above anything 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. During the first year, a common feature to all 3 campuses, students are encouraged to explore, experiment, and take the time to validate their chosen study path: 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 dynamic has made ARTFX a highly sought-after pool of candidates for hiring studios and is recognized as a unique school to develop and build expertise in creative professions. Joining ARTFX means becoming part of a community of passionate individuals, always open and approachable to collaborate on new creative projects... together.

ARTFX is a member of the following institutionnal and professional networks:

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

RECA (Montpellier campus)





SPECIALS 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 Masters, created over 20 years ago, is recognized by the most prestigious creative studios in the world. Our programs are constantly updated with current innovative skills and technological tools 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*

Houdini · NUKE · ZBRUSH · SUBSTANCE PAINTER · MARI · UNREAL ENGINE

PROFESSIONAL OUTCOMES

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

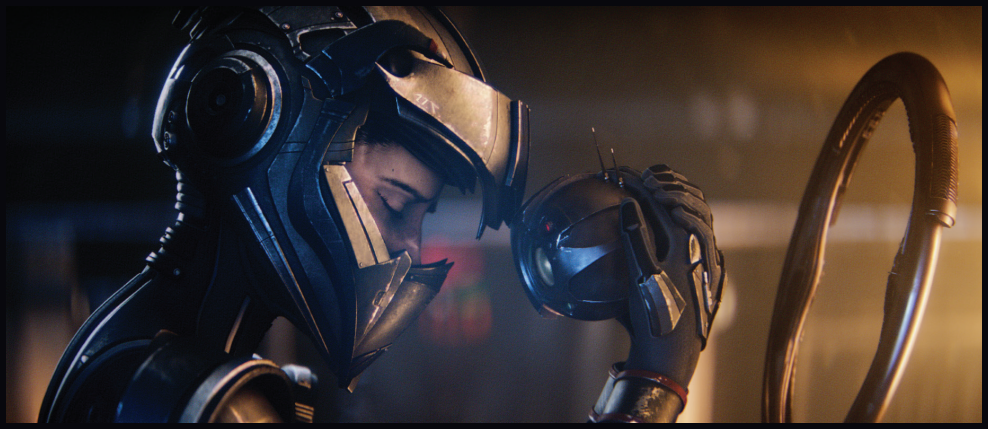
*Non-exhaustive list

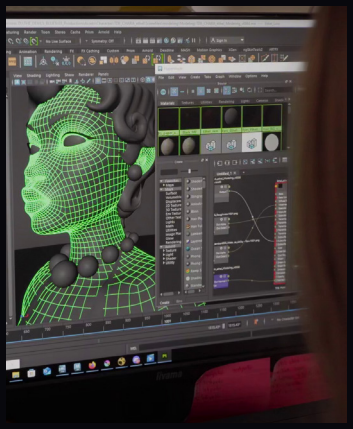


ALUMNI IN THE CREDITS!

FALLOUT - 2024

FLORIAN COQUAZ / FX Artist (Rise)
CHARLOTTE LARIVE / Digital Compositor (One of Us)
HUGO MEDDA / FX Artist (Important Looking Pirates)
LOTHAIRE RIALHE / Matchmove Artist (One of Us)
MAXIME RICHARD / Animator (Framestore)
LEO COHEN / Lighting TD (Important Looking Pirates)
JONATHAN BACHETER / Modeler Environment Artist (Important Looking Pirates)
BASILE DELILLE / 3D Generalist (One of Us)





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. 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*

Maya, ZBrush, NUKE, Unreal Engine, Houdini, Substance Painter

PROFESSIONAL OUTCOMES

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

*Non-exhaustive list



ALUMNI IN THE CREDITS!

SUPER MARIO BROS (2023)

JULIEN TROUCHET / Compositing Supervisor (IMG)
MICKAEL BOIXADERA / Environment Artist (IMG)
PERRINE GAY / Environment Artist (IMG)
KENZA CHEHADI FONDERFLICK / Recruitment Coordinator (IMG)
ROMAIN PERON / Crowd Animator (IMG)
PAULINE CAMENSULI / Character Surfacing Artist (IMG)
VALENTIN TUIL / Lead Compositing (IMG)
TRISTAN EVEN / Animation Technical Supervisor (IMG)
AKRITI BACHA / Technical Director (IMG)
JEAN-EDOUARD MARCONNET / Houdini Environment Artist (IMG)





2D ANIMATION | MONTPELLIER LILLE

2D Animation is making a full force comeback, producing series that are targeted to both adult and young children audiences. Being a 2D Animator 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...)*.

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

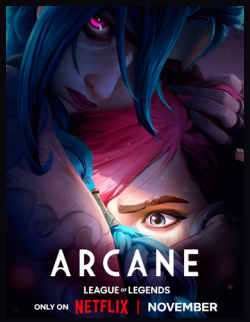
PROFESSIONAL TOOLS*

Storyboardi · Harmony · blender

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 - SEASON 2 (2024)

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 an industry, a culture and a form of 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

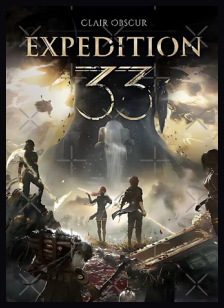
PROFESSIONAL TOOLS*

ZBrush Houdini blender UNREAL ENGINE unity Visual Studio

PROFESSIONAL OUTCOMES

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

*Non-exhaustive list



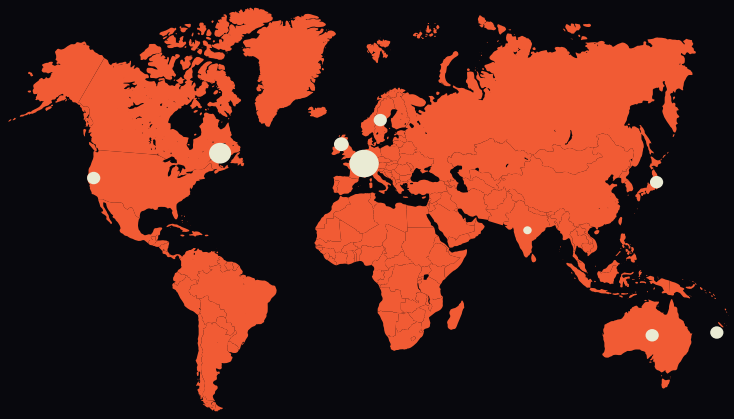
ALUMNI IN THE CREDITS!

CLAIR OBSCUR - EXPEDITION 33 (2025)

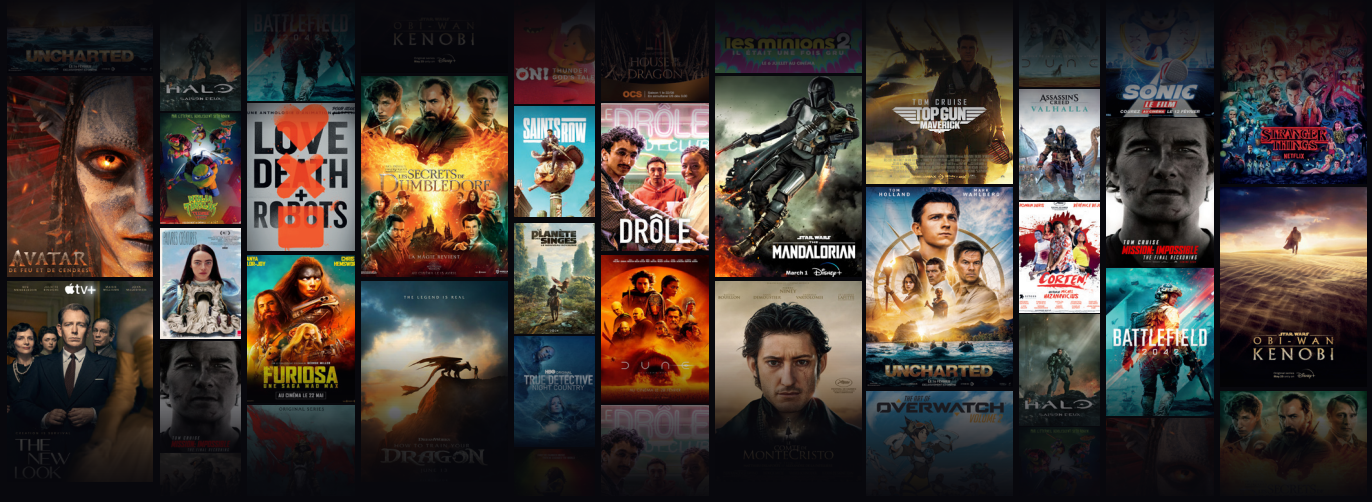
THIBAULT LEBLAN / Level Designer (Sandfall Interactive)
LUCIE HENNET / Cinematic animator (Sandfall Interactive)
CARLA DEVEZE / Lead Environment Artist (Sandfall Interactive)
AMANDINE MAREST / Hair & Technical Character Artist (Sandfall Interactive)

THE ARTFX ADVENTURE

A STRONG INTERNATIONAL ALUMNI NETWORK



BLOCKBUSTERS FEATURING OUR STUDENTS IN THE CREDITS



To contact us, write to apply@artfx.fr

Find us online at artfx.school/en/