ARTFX SCHOOLS OF DIGITAL ARTS



GUIDELINES FOR PRESENTING YOUR APPLICATION

2026 - 2027



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INTRODUCTION

A video game is not just about beautiful graphics.
At ARTFX, we place great importance on **game feel**, **mechanics** and **game systems**, **design choices**. And more broadly, on the player's experience.

Throughout their studies, our students develop numerous video games. In addition to their final year project, they design and produce several projects **supervised by professionals and former professionals from the industry**. This practical experience is essential. It allows them to learn from their mistakes, test ideas, iterate, adjust, and understand in concrete terms what works and what doesn't, controller in hand.

Our school **emphasises design, clarity of intent, system consistency, level design,** and above all, **depth and enjoyment of gameplay**, rather than focusing solely on aesthetics or low-interaction experiences (walking simulators).

These projects, **developed under production conditions and constraints similar to those in the industry**, are not mere technical or graphical demos. They aim for a level of quality that allows them to be released on Steam. Beyond the projects, we train our students to learn continuously. They develop a range of tools, methods, and languages that allow them to adapt to **an ever-changing industry**.

Our ambition is not just to train students for a job. **We train them for a career**. Our goal is clear: to support the emergence of developers capable of imagining, designing and finalising games that are meaningful, mechanically sound and appeal to their audience.

The games developed by our students remain our best showcase.
Feel free to visit our STEAM page and our ITCH.IO catalogue.

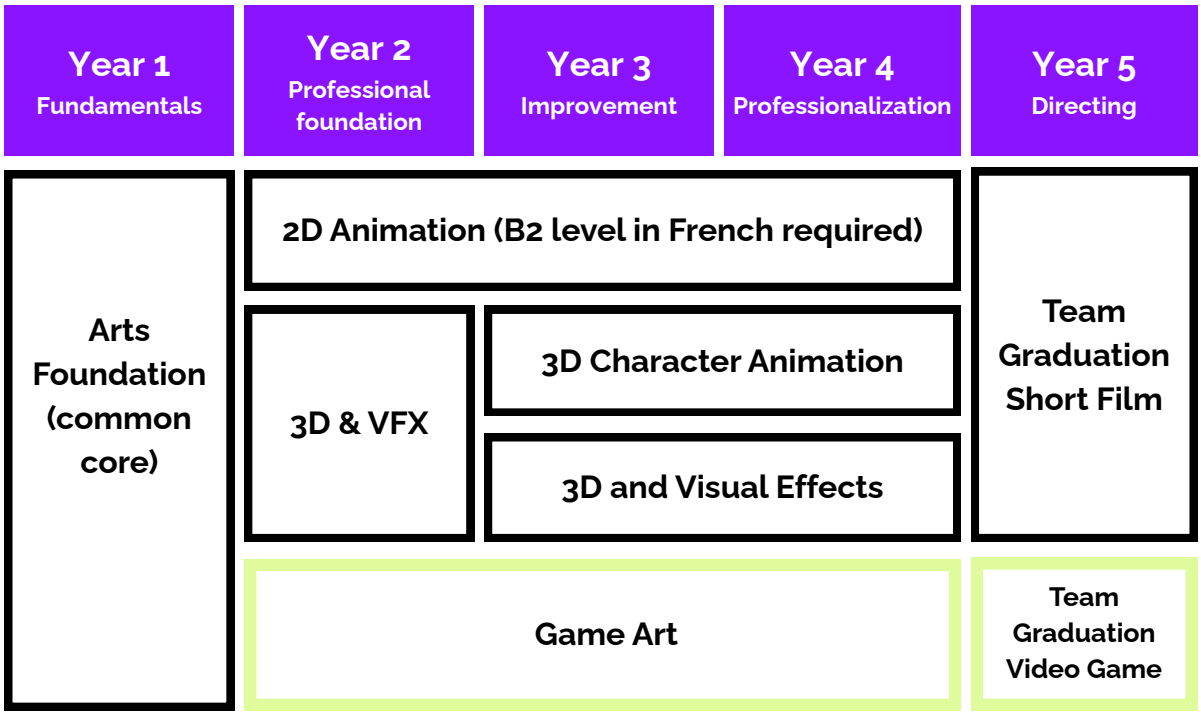
GAME ART
INTRODUCTION OF THE ADMISSION PROCESS

The main goal of this admission process is to **reveal your personality and motivations and artistic approach**. Every step, from the cover letter to the interview, aligns with the school's educational philosophy and aims to get to know you better and understand your commitment to this learning journey.

The creative portfolio is a collection of your personal work, intended to showcase your skills and creativity. It is **essential to prioritize quality over quantity** when selecting the projects to include. A well-structured and thoughtful portfolio not only demonstrates what you can do but also allows us to discover your unique vision.

This guide includes examples of projects you may choose to include in your application. However, none of them are mandatory or exclusionary.
Please note! If you use artificial intelligence tools, please acknowledge them and explain the various creative steps you took to come up to the final result.

To wrap up, let's have a look at our programs:



GAME ART

What work should you present?



To apply for 1st year: Art Foundation

The first year at ARTFX (Art Foundation) is a common core program, with specialization starting from the second year. There are **no specific prerequisites** for joining this class. We want to see what you have done up to now. **Show your passion**, bring **what you enjoy doing**. This creative file should highlight your **motivation** and your **interests**.

Type of works you can include in your creative portfolio:
(none of the items listed below are mandatory or eliminatory)
Photography, Videos (fiction, stop motion,...), Editing, Digital effects, Modeling with any type of software, Drawing in all its forms (characters, environments, all types of media: charcoal, pencil, pen, watercolor; life drawing, collages, observational drawings done indoors and outdoors, etc.), Sculpture, Model making and Anything you consider relevant

To apply for the 2nd year

All works showing your process and a **solid foundation in game creation**.

Types of work:
Sketchbook with indoors and outdoors , observation drawings, concept boards (characters, sets, props), mood boards (light, color), studies, still life images, sketches, perspective drawings, sculptures (photos), 2D animations, videos, etc.

To apply for the 3rd year

All works that demonstrate your techniques within the specialization of your choice. Your portfolio should highlight your **skills** and demonstrate the equivalent of a **Bachelor's degree level.** You must prove your **technical, cultural** and **artistic skills.**

Types of work:
Concept art (characters, environments, props), asset boards, turn-around of 3D assets in wireframe, textures, animation cycles (video files or atlases), 2D & 3D VFX, prototypes of video games, works that appeal to your artistic sensibility.

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GAME DESIGN
GAME PROGRAMMING
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GAME DESIGN & DEVELOPMENT

What work should you present ?



To assess your motivation and interest, we ask you to provide a **cover letter** explaining your goals and inspirations. It should reflect your desire to grow in this professional field. You must also send us your **CV** so we can learn about your academic background and any previous experience you may have.

To apply for the 1st year

Any additional material demonstrating your interest in video games is optional but will be welcome if you wish to include it in your application.

To apply for the 2nd and 3rd year

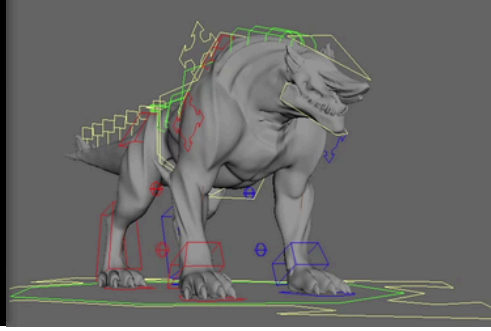
All works that demonstrate your techniques within the specialization of your choice. Your portfolio should highlight **your skills** and demonstrate the equivalent of a **Bachelor's degree level**. You must prove your **technical, cultural** and **artistic skills**.

Types of work:
Game design documents (mechanics, game systems, objectives, interactions), *mod / map creation documentation, mod/map videos, game prototypes (using RPG Maker, Game Maker, Construct, Unity, Unreal), a playable prototype (if you coded it yourself that's even better!), level design documents (level descriptions, paths, interactions, intentions), game mechanics charts or level charts, video game or role-playing game scenarios, critical analyses of existing games, playtests protocols, Excel balancing tables, analysis of video game data, works that appeal to your artistic sensibility.*

Test Game Design & Development:
Instructions will be sent to you by email after you register. The test contains general knowledge questions, along with analysis questions and the creation of a game concept for applicants entering the 3rd year.

GAME PROGRAMMING

What work should you present ?



To assess your motivation and interest, we ask you to provide a **cover letter** explaining your goals and inspirations. It should reflect your desire to grow in this professional field. You must also send us your **CV** so we can learn about your academic background and any previous experience you may have.

To apply for the 1st year

Any additional material demonstrating your interest in video games is optional but will be welcome if you wish to include it in your application.

Types of works:

- *GitHub repositories or other links to your projects (web, mobile applications, games, automation scripts, etc.), in any programming language (C, C#, C++, Java, Python, etc.)*
- *Prototypes created with simplified engines (Scratch, PICO-8, GameMaker, etc.)*
- *Mods for existing games (Baldur's Gate 3, The Witcher 3, Fortnite, Minecraft, etc.)*

To apply for the 2nd year

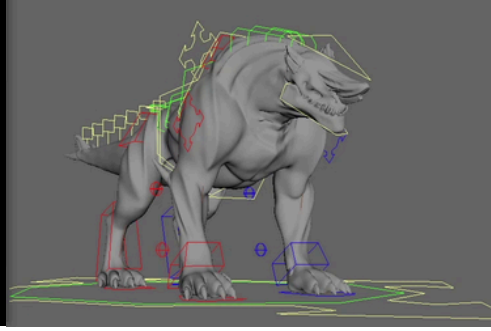
The second year focuses on building skills with Unreal Engine, group work, and exploring different specializations (engine creation, graphics programming, physics programming, AI, etc.).

You may present school, personal, professional, or collaborative projects. Mention if you had the opportunity to work in a team on your projects, whether with other programmers or with artists and designers.

Present functional programs accompanied by source code. The source code will be reviewed during the interview; we do not retain a copy of it unless explicitly requested, and only to seek an opinion from another instructor than the one conducting the interview.

GAME PROGRAMMING

What work should you present ?



Types of works :

- *GitHub repositories or other links to your projects (web games, mobile games, etc.) using object-oriented programming (C, C#, C++, Java, etc.)*
- *Projects created with engines (Unreal Engine, Unity, Godot, etc.) with source code*
- *Game Jam projects (created in a limited time as a team) with source code*

To apply for 3rd year

Admission to the third year requires a **Bachelor-level proficiency.** You may present programming projects that reflect your technical skill level and theoretical knowledge.

Present functional games accompanied by the source code. The source code will be reviewed during the interview; we do not retain a copy unless explicitly requested, and only to seek an opinion from another instructor than the one conducting the interview.

It is essential to have experience working in a team and to be able to work with Unreal Engine within a team of programmers.
Knowledge of engine programming and/or graphics programming is a plus, as this is a specialization year.

Types of work:

- *Complete Unreal Engine projects with executables*
- *Game Jam projects and/or projects on other engines (Unity, Godot, etc.)*
- *Specialized programming projects (engine, physics, graphics, etc.)*

NARRATIVE COVER LETTER

THE MOVIE OF YOUR LIFE

Tell us your story

We don't expect you to write a conventional cover letter. Write a story instead, in which you are the main character. Tell us why you want to join ARTFX. What brought you to us? What do you expect from your higher education at our school?
Be creative, be generous and be honest. We'd like to get to know you through your letter and find out what drives you.

Here are a few questions to help you structure your story:

Paragraph 1 :
Tell us more about your career aspirations. What do you aspire to? What drives you?
Tell us what drew you to animation, digital effects or video games. An anecdote? A moment or a life experience? Or a desire you've had since you were a child?

Paragraph 2 :
Why did you choose ARTFX in particular?
What led you to us?
How do you identify with the school's values and why?

Paragraph 3 :
How do you envision your career path after ARTFX?
What's next after your studies?
What about your dream job?

Don't let Chat GPT or the AI do the writing for you. We want to get to know YOU, and what makes you unique.

Language used (your choice): **English** or **French**.

- Length: **1 page, font size 12**

INTERVIEW

Recommendations



Why have an admission interview?

What matters most to us is to talk with you to **get to know you better**, **understand your motivation** and see together **if ARTFX aligns with your projects**. This interview is primarily an exchange, with no trick questions or eliminations.
Be yourself and feel at ease. Also, feel free to ask us questions during the interview; we will be happy to answer them!

How will the interview go ?

You will begin by **introducing yourself** and sharing **what you are passionate about.**
Then, take the time to **present the work you included in your application**: your approach, the creation process, and the thinking behind your projects.
Finally, explain **why you want to join ARTFX** and what you expect from the program.
Your presentation will be followed by a **discussion** to explore certain points in more depth.

How should you prepare for my interview?

- Choose a place where you feel comfortable, and make sure your internet connection is stable
- Familiarize yourself with current events around film and video game productions.
- Learn about existing studios.
- Read, watch films, play video games.
- Go to art exhibits.
- Prepare to talk about why you are interested in pursuing a career in this field.
- Prepare discussion topics around the areas that interest you.