This course doesn't require an excellent level of drawing. It is designed for young High school graduates who want to discover and get specialized knowledge in 3D character animation. Supervised by professionals working in renowned 3D animation studios, the programme is built around theoretical classes, practical simulation exercises and expert’s conferences aiming at developing professional skills in staging, movement and acting.

This course is delivered on the Annecy Campus.

**COURSE CONTENTS**

**Content:**
- History of Art
- Anatomy
- Live model drawing
- Film analysis
- Body mechanic
- Acting
- Animation of characters: humans, animals and toons
- Facial expressions and lip synchronization (for dialogues)
- 3D Layout
- Introduction to Motion Capture techniques
- International experts’ conferences on animation

→ Develop your creativity technique in character animation
→ Master various 3D animation techniques: Methodology and practice
→ Get professional skills in the animated film sector
→ Classes are taught in English and French (bilingual teachers)

**INTERNET AUDIENCE**

**TARGET AUDIENCE**

Highschool diploma holders

**Expected qualities:**
Interest for infography, open mindedness and creativity, ability to work in a team, strong taste in animation, knowledge in cinema. Good English level.
ENROLMENT CALENDAR

Admission process:
• Pre-selection based on graphic file
• Oral interview

Opening of admission process: 10 November 2021
Closing of admission process: 6 April 2022
Admission interview: Between 9 and 12 May 2022