

# BACHELOR OF ARTS IN ANIMATION



Relying on its expertise and to meet the needs of professionals, Gobelins now offers a new 3-year course to encourage the direct entry of young French and English speaking undergraduates. It provides a direct access to the labour market or the pursuit of studies in the Master of Arts in Character Animation and Animated Filmmaking. The purpose of this course is to enable students to master all traditional and digital animation techniques (2D and 3D) from pre-production to post-production, using professional methods from animation film studios in France and abroad. Teamwork also plays a major role in the implemented pedagogy

## COURSE CONTENTS

### Content :

- Anatomical drawing, sketches of living models, perspective, history of animation, film analysis, command of softwares
- Animation drawing : volume construction, sketching, morphology, perspective, image composition, motion analysis
- Character and background design
- Animation : acting analysis, traditional and 2D/3D digital animation
- Direction : cinematographic and dramaturgical language, storyboard, layout, editing
- Colour research and analysis of light and atmosphere
- Techniques specific to the 3D pipeline: layout, modeling, rendering
- Collaboration in sound design and discovery of the the sound production pipeline
- Special effects and compositing
- Scriptwriting, film editing, character definition and characterization, graphic and sound design research, storyboard writing
- Compliance with specifications, manufacturing methodology, production planning
- Command of the dynamics of movement, scriptwriting (filmwriting, imaging, sound), digital tools specific to animation (TV Paint, Animate, Première, Photoshop, After Effects, Maya, Storyboarder)

## 2D OR 3D ANIMATOR STORYBOARDER ASSISTANT

### BACKGROUND AND CHARACTER DESIGNER

### COMMISSIONED FILM DIRECTOR

- Command of professional techniques throughout the production pipeline in animation
- Fluent English adapted to the professional environment
- An important place is given to the international dimension of the animation industry

During those 3 years, the project teams are often mixed and include students from the French-speaking class

### Internship :

2 mandatory weeks in France or abroad leading to the writing of an internship report

### Projects :

Production of short films in teams: commissioned films as part of a partnership

## TARGET AUDIENCE

- Highschool diploma holders from 2021 or 2022
- For 2020 Highschool diploma holders : possibility of derogation on special request (see admission procedures)
- Non European students shall be at least 18 y.o. for the visa process

## Expected qualities :

Applicants should show a regular practice of drawing with disposition to the expression of movement, volume and perspective. They should be openminded, creative and capable of imagining graphic worlds and stories. They should have a good general and artistic culture, aptitude for teamwork and a real motivation for learning animation film techniques, both 2D and 3D

## PRACTICAL INFORMATION

### Full-time :

9.300 € per year for European citizens and 14.000 € for non European citizens

Scholarships opportunities (through Gobelins, Odon Vallet and/or CROUS)

### Validation :

Bachelor of Arts

### Assessment mode :

Continuous assessment

**Length : 3 years**

## ENROLMENT CALENDAR

### Admission process :

- Pre-selection based on graphic file
- Oral interview

Opening of admission process: 10 November 2021

Closing of admission process : 3 March 2022

Admission interview : Between 13 and 21 April 2022

## PURSUIT OF STUDIES AT Gobelins

Master of Arts in Character Animation and Animated Filmmaking

## OUR ASSETS

- Students benefit from tailored follow-up
- Equipments: HD and 3D equipped movie theatre, professional sound studio, multi-layer animation stands. Each student has a dedicated workstation. Led animation tables, Cintiqs
- Gobelins is a member of RECA (the French Animation School Network) and of IPAX (the US network of schools recognized by Sony Pictures)
- High-level faculty members, professional well-established studios
- International mindset required to work on multicultural projects and in multicultural contexts (courses and conferences in French and in English)
- Participation in a speed-recruiting event organized during the Annecy festival in June for last year of the course (more than 50 companies usually attend)

Gobelins has become the epicenter for artists who are interested in animation. You will share a lively and unforgettable experience with students from all different backgrounds but all driven by the same passion. What makes this programme so special is its international dimension and also its context: you will be studying in the heart of Paris, in the world-famous school Gobelins, which ranked n°2 Animation School worldwide this year...

Kyle Balda, co-director of Minions, Despicable Me, etc

## OPEN DAYS

February, 11th and 12th 2022

[www.gobelins-school.fr](http://www.gobelins-school.fr)

Contact : [info-concours@gobelins.fr](mailto:info-concours@gobelins.fr)

Campus Paris Saint-Marcel - 73 Boulevard Saint-Marcel 75013 Paris