

Bachelor of Arts in Animation



Bachelor **Animateur et Réalisateur de Films d'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.

CAREER OPPORTUNITIES



Storyboarder-Assistant
Background and Character
2D or 3D Animator **Designer**
Commissioned Film Director

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 (film writing, imaging, sound), digital tools specific to animation (TV Paint, Animate, Première, Photoshop, After Effects, Maya, Storyboarder)

- 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.

Projects :

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

Internships :

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

“ *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.

TARGET AUDIENCE

- Holders of a general, technological or professional high school degree within the year that follows graduation
- Graduates of the current year (2021) or the previous year (2020), possibility of derogation on request (see admission procedures)
- Non European students shall be at least 18 for the visa process. Graduates in 2019, 2020 and 2021

Expected qualities : applicants should show a regular practice of drawing with disposition to the expression of movement, volume and perspective. They should be open-minded, 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, 8.900 € per year for European citizens and 13.500 € for non European citizens - Scholarships opportunities (through Gobelins, Odon Vallet and/or CROUS)

Validation : Bachelor of Arts

Assessment mode : Continuous assessment

Length : 3 years

PURSUIT OF STUDIES AT Gobelins

Master of Arts in Character Animation and Animated Filmmaking



OPEN DAYS ONLINE
29 and 30 January 2021

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 Ancey festival in June for last year of the course (more than 50 companies usually attend)

ENROLMENT CALENDAR

Share competitive exam with the Animation Preparatory Year (PGA)

Admission process :

Pre-selection based on an online graphic portfolio created specifically for this competitive exam (details on our website : www.gobelins.fr)

Selection after an interview in French and in English

Opening of admission process :

13th november 2020

Closing of admission process :

2nd March 2021

Admission interview :

From 8th to 15th April 2021

INFORM, REGISTER www.gobelins-school.fr

CONTACT info-concours@gobelins.fr

Se préparer au concours : www.ateliers.gobelins.fr

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Gobelins
L'ÉCOLE DE L'IMAGE

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