

CHARACTER ANIMATION AND ANIMATED FILMMAKING

MASTER OF ARTS - Programme in English



● FULL-TIME

You wish to join the third year of the main Animation programme of Gobelins : you can either choose the French Track **CONCEPTEUR REALISATEUR DE FILM D'ANIMATION** or the English Track **CHARACTER ANIMATION AND ANIMATED FILMMAKING**.

This English-language two-year cycle enables students to be fully integrated into the Gobelins curriculum and reach a professional level notably in character design, character animation, directing and storytelling. After rigorous exercises in writing, design, storyboard and complex animation (mixed techniques, interacting characters), students will participate in an open-themed end of studies film in conditions that simulate a professional environment. Over 15 different nationalities have joined the course each year. They will work in project teams and gain an unrivaled level of versatility, which is recognized by professionals both in France and abroad.

AUDIENCE

- Students (no age limit)

DURATION

- 2 years, Full-time.

REQUIREMENTS

- Bachelor or equivalent in animation and/or professional experience in the field
- Excellent command of the drawing techniques related to the field of animation (dynamic and expressive sketching, perspective, graphic originality)
- Skills in drawn 2D Animation as well as 3D animation
- Skills in at least 2 of the following fields: background design, color, storyboarding, character design
- Knowledge of traditional animation tools and software such as Photoshop, Premiere, Flash, TV Paint
- Knowledge of composing with After Effects and of animation with Maya

CAREER OPPORTUNITIES

- 2D/3D Animator
- Storyboard Artist, Character Designer, Background Artist, Layoutman
- Evolution towards decision-making positions such as: Art Director, Animation Supervisor...
- Jobs within the animation industry (TV series, feature films) and audiovisual (special effects, advertising, documentaries) and sometimes in the video gaming industry (graphic design, character animation)
- More precisely, in animation studios or in postproduction, working for video gaming companies or as an independent worker worldwide

SKILLS

- Open minded and with solid general and artistic knowledge
- Ability to work in a team
- Advanced level in English

SKILLS YOU WILL ACQUIRE

- Strengthen technical and artistic skills in 2D and 3D animation (in particular character animation)
- Command of storytelling, writing, storyboarding, all pre-production and 2D and 3D animated films

COURSE CONTENTS

- Character animation is at the heart of the programme
- Advanced courses in character animation 2D and 3D
- Scripting and direction methodology, dividing the film into sequences, character definition and characterization, graphic design, storyboarding
- Filmmaking: 2D and/or 3D layout, character and background modeling, setup, skinning, rigging, acting, character and special effects animation, rendering, compositing
- Introduction to production context and framework
- Complying with specifications, choice of production pipeline according

to technical and artistic choices, assessing and monitoring production planning

- Teaching is centered on teamwork. During the master, teams will be encouraged to mix with students from the Character Animation and Animated Filmmaking programs in French - Immersive experience in the industry (internship report)

PROJECT

- Production, in multicultural groups, of an end-of studies short film

OUR ASSETS

- ✦ Lessons, conferences in English and hands-on exercises are offered by professionals from the world of animation cinema
- ✦ Students benefit from tailored follow-up
- ✦ Creation of a making of, demo reel, portfolio
- ✦ Equipment : HD and 3D equipped movie theatre, professional sound studio, multi-layer animation stands
- ✦ Each student has a dedicated workstation
- ✦ The school is located in the heart of Paris, close to museums and cultural sites
- ✦ 90% of faculty members are professionals of the sector of relevance
- ✦ Strong importance given to diversity and multicultural experience

GOBELINS organizes a speed-recruitment session during Anney International Animation Festival for the last year students and in Paris after the graduation jury for all the last year students. GOBELINS is a member of RECA (the French Animation School Network) and a member of IPAX network (schools selected by Sony Pictures).

PRACTICAL INFORMATIONS

ADMISSIBILITY

- Motivation personal video, demo reel

ADMISSION PROCESS

- Interview in English by video conference

ENROLMENT DETAILS

- Three rolling sessions
- Within limit of available places

OPENING OF ADMISSION PROCESS	PROCESS CLOSES	INTERVIEW DATES
<i>Session 1:</i> November 1 st	<i>Session 1:</i> January 6 th	<i>Session 1:</i> February 4 th and 5 th
<i>Session 2:</i> January 7 th	<i>Session 2:</i> February 22 nd	<i>Session 2:</i> April 1 st - 2 nd and 3 rd
<i>Session 3:</i> March 11 th	<i>Session 3:</i> April 8 th	<i>Session 3:</i> May 7 th - 9 th and 10 th

COURSE VALIDATION

- Master of Arts and RNCP level 1 (French state validation)

TUITION FEES

- 8 500 € for EU citizens
- 13 100 € per year for non EU citizens



OPEN DAYS

February 1st and 2nd - 10 AM to 6 PM
Campus Paris Saint-Marcel

GOBELINS, l'école de l'image, reserves the right to make the necessary changes to the programme if needs be. This programme description is not legally binding.

S'INFORMER, S'INSCRIRE www.gobelins.fr

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