This two-year course taught in English is designed to enable students to reach a professional level notably in directing and storytelling in a multicultural environment. In addition to exercises in writing, storyboarding and complex animation (mixed techniques, interacting characters), students participate in an open themed end of studies film in conditions similar to a professional environment.

**COURSE CONTENTS**

**Content:**
- Advanced courses in 2D and 3D Character Animation
- Scriptwriting and directing, character definition and characterisation, graphic design, sound design, storyboarding
- Filmmaking: 2D and/or 3D layout, character and background modeling, setup, skinning, rigging, acting, character and special effects animation, rendering, compositing
- 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 course, teams will mix with students from the French Programme in Character Animation and Animated Filmmaking

**Projects:**
- Production, in multicultural groups, of an end of studies short film
- Written report on a reflective work related to an experimental project

**TARGET AUDIENCE**

- Bachelor in Animation or Animated Filmmaking and/or 3 years of professional experience in the field
- No age limit

**Expected qualities:**

2D and 3D animation, modeling and 3D rendering, design and background, color, storyboard or character design, proficiency in compositing with After effects. Animation with TV Paint, Animate, Toon Boom, Maya, ability to work in teams. Solid command of English
**PRACTICAL INFORMATION**

**Full-time programme:**
9,300 € per year for European citizens and 14,000 € for non-European citizens - Scholarships opportunities (through GOBELINS, Odon Vallet and/or CROUS)

**Double Validation:**
Master of Arts
- « Concepteur et réalisateur de films d’animation »
- professional diploma (5-years post high school degree, level 7) certified by the French National Ministry of Education in September, 1st 2021 (published by the Official Journal on the 08/04/2021)

**Assessment mode:**
Continuous assessment

**Length:** 2 years

**ENROLMENT CALENDAR**

**Admission process:**
Pre-selection based on demo reel, motivational video and selection based on an oral interview in English

Opening of admission process: 10 November 2021

Closing of admission process:
Session 1: 3 January 2022
Session 2: 10 March 2022

Admission interview:
Session 1: Between 25 and 27 January 2022
Session 2: Between 7 and 12 April 2022

**OUR ASSETS**

- Production of a making of, demo reel, graphic portfolio...
- Students benefit from tailored follow-up
- Equipements: 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, professionals coming from 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)

**OPEN DAYS ONLINE**
February, 11th and 12th 2022

**INFORMATION MEETING ONLINE**
January, 18th 2022

www.gobelins-school.fr
Contact: info-concours@gobelins.fr
Campus Paris Saint-Marcel - 73 Boulevard Saint-Marcel 75013 Paris

What a privilege to spend time with some brilliant young people, the best and most exciting of their generation. Their command of the skills and crafts of animation is prodigious. Their drawing, storytelling, design and performance all inspire awe - and a little jealousy: why wasn’t I as good as these people I was their age?

Peter Lord,
Director of Aardman Animations studios and sponsor of the promotion 2020