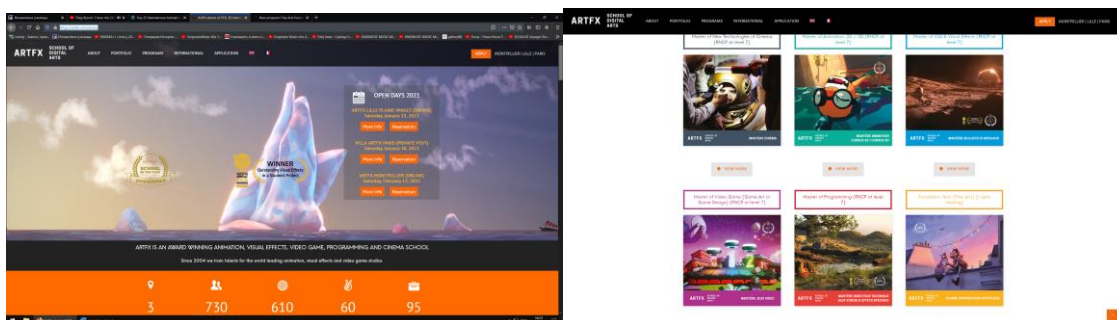


Top 25 International Animation Schools - 2020 International Rankings

Ranking	School	Country
1	Sheridan College	Canada
2	Gobelins	France
3	Rubika	France, Canada, India
4	Bournemouth University	England
5	Ecole Superieure des Metiers Artistiques (ESMA)	France
6	MoPA	France
7	Animation Workshop/VIA University College	Denmark
8	RMIT University	Australia
9	Media Design School	New Zealand
10	Griffith University	Australia
11	Emily Carr University of Art + Design	British Columbia
12	University of Technology Sydney	Australia
13	Royal College of Art	England
14	Teesside University	England
15	ArtFX	France
16	ChungKang College of Cultural Industries	South Korea
17	Image Campus	Argentina
18	Escape Studios	England
19	University of Hertfordshire	England
20	Frameboxx 2.0	India
21	Beijing Film Academy	China
22	University of Melbourne	Australia
23	School of Digital Arts	Canada
24	Bezalel Academy of Arts and Design	Israel
25	University of the West of England	England

<https://artfx.school/en/>





“ONE YEAR OF FOUNDATION COURSES BEFORE APPLYING TO A VISUAL ARTS PROGRAM AT A HIGHER EDUCATION SCHOOL”

FINE ARTS FOUNDATION YEAR

One year program | Classes available in French
ADMISSION PROCESS : BAC (or Equivalent), Niveau BAC (niveau 1^{er} RNCP)
Interview + Portfolio

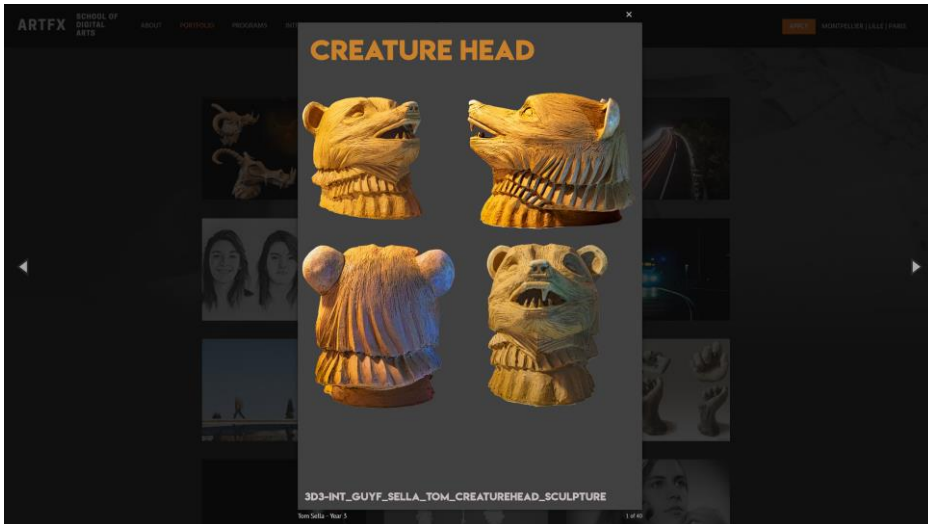
The ARTFX Fine Arts Foundation Year offers students a refresher course in artistic disciplines at the end of high school, with the aim of consolidating their choice(s) of orientation and facilitating the competitive entrance exams to the most renowned creative schools, including ARTFX. The preparatory year enables them to build up a solid artistic portfolio, reflecting their talent and the quality of their creative research. Guided by the school's teachers, students will learn the fundamentals (notably drawing in all its forms and the History of Art), while experimenting with practices related to the trades prepared at ARTFX: 2D animation, visual effects and video games. The objectives of this preparatory year: to reveal one's artistic talents, develop one's creativity, acquire working methods, gain self-confidence, build a portfolio and mature one's choices of orientation among the creative professions.

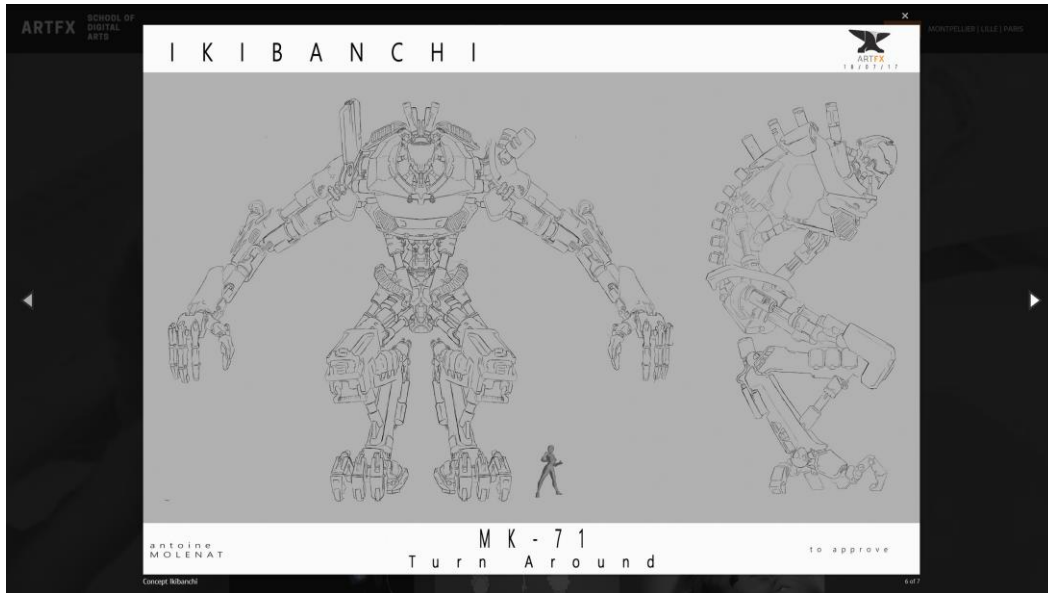
PREREQUISITES :
BAC (or equivalent) - Admission process: Artistic portfolio review, individual interview & level assessment exam.

APPLY



<https://artfx.school/en/portfolio/>






ARTFX SCHOOL OF DIGITAL ARTS

ABOUT PORTFOLIO PROGRAMS INTERNATIONAL APPLICATION

APPLY MONTPELLIER | LILLE | PARIS


- Assistants Director / Director
- Scriptwriter and dialogue writer
- Assistant Operator, DIT (Digital Imaging Technician) and Chief Operator
- Assistants Set Designer and Set Designer
- Pre production and Post Production Manager

LUC POURRINET
Cinema Program Director



TUITION FEES

YEAR 1 annual fees	7 100 €
YEAR 2 TO 5 annual fees	8 100 €



reca

ARTFX PRIVATE HIGHER EDUCATION SCHOOL
VFX - 3D ANIMATION - CG - VIDEO
GAMES - PROGRAMMING - FINE ARTS - CINEMA
MONTPELLIER - PARIS - LILLE (FRANCE)

APPLY

DOWNLOAD OUR BROCHURE

<https://artfx.school/en/cinema/>

Here are just a few of the positions you can obtain after ARTFX:

- 3D Animator
- VFX Supervisor
- CG Artist
- Artistic Director
- Director of Production
- 3D Lead
- Game Designer
- Game Artist
- Character Designer
- Level Designer
- Rigging Artist
- Matte Painter
- Environment Artist
- FX Artist
- VFX/Game Programmer
- Motion Designer
- Compositing Artist
- Gameplay Designer, etc.

VIA University College

The Animation Workshop

Programs and courses Artist residency Research and Development About

Do you want to improve your illustration skills?

Read more

What's going on right now

Open House Spring 2021
02.12.20
February 11 we go LIVE! Join us online for presentations, Q&A, tours and a one-on-one portfolio review. Every six months TAW opens its doors for aspiring artists.

Science Visualization and Animation in Science Dissemination - conference in November!
10.11.20
November 27 the Sci-VI Conference 2020 is hosted online!

New Head of Studies for the Bachelor program in Animation at TAW
09.10.20
Lotte Kronborg Thomsen is the new Head of Studies for the Bachelor in Animation at The Animation Workshop / VIA University College. She will start her new

<https://animationworkshop.via.dk/en/programs-and-courses/gallery>

VIA University College

The Animation Workshop

Programs and courses Artist residency Research and Development About

Admission for bachelor programs Video Gallery Meet our students Student life

Bachelor films 2018

Bachelor films 2017

Admissions and recruitment teams are not available by phone. We are available via live chat, which you can find at the bottom of future.mcmaster.ca, or through our social media channels @MacAdmit.



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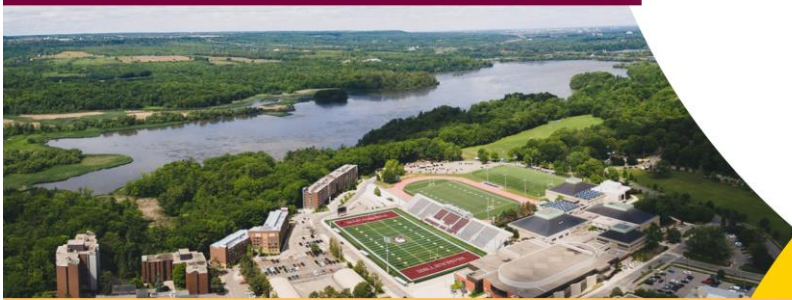
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Explore McMaster

McMaster's self-contained campus is in the heart of one of Canada's most multicultural and affordable cities. Hamilton combines a cosmopolitan, big-city experience with the safety and reassurance of living in a close-knit community.

Location, Location, Location

A Safe Space

Multicultural

WHY McMASTER?

World-Class Rankings

Ranked 89th in the world and 4th in Canada, McMaster offers a world-class education in one of the world's safest countries.

More Info

Teaching Excellence

We take teaching and learning seriously, and it shows. It's the reason the U.K.-based Higher Education Academy awarded McMaster the Global Teaching Excellence Award. It's the reason our graduates are critical thinkers who love to learn, and it's the reason we're known as one of the world's top universities for research and innovation. It's all part of our commitment to creativity, innovation and excellence in education.

More Info

Supporting Our Students

We are committed to creating a welcoming and supportive learning environment. For every step on your journey, from COVID-19 information, to advice on immigration to tutoring and career support, we're here to help.

More Info

Explore McMaster

Safe. Welcoming. Multicultural. Vibrant. Learn about our campus, our city and our country.


More Info


Start Your Career

Sa'ida, Jordan
 Chemical Engineering Student

"McMaster is where I found myself. I like the person I am becoming here."

[Play Video](#)





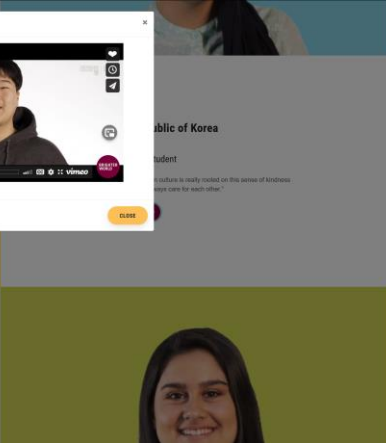
Sonny, Republic of Korea
 Biochemistry Student


"I think that Canadian culture is really rooted on this sense of kindness and altruism, and always care for each other."

[Play Video](#)

Monserrat, Bahamas
 Honours Social Psychology

"Coming to university and moving to a different country at 17 is terrifying. It's more of an obstacle, so that was definitely hard. But I think that I've grown, in that respect. I think I've learned that I'm stronger than I thought I was."





[Play Video](#)



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International

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- MEET US



MoPA- the school



A brief history

The history of MoPA is intrinsically linked to that of Supinfocom, created in Valenciennes in 1988. It was the first French school entirely dedicated to CG imaging. In the year 2000, it opened in Arles.

Over the next few years Supinfocom Arles forged its own path, gaining a reputation for excellence and winning its first international prizes. Since then the school has trained over 500 top-level professionals who are now working throughout the world and the list of prestigious prizes continues to get longer. Our graduates are sought out by industry professionals from studios throughout the world who also make up our graduation jury.

In 2015, Supinfocom Arles became MoPA. A new name and a new brand reflecting the maturity of its teaching programme and its independence.

Creativity and passion, an alliance between art and technology, a strong team spirit, demanding standards and innovation, and an international reputation, these are the values that characterise MoPA and have given it the reputation for excellence that it has today.




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The MoPA community

Teaching staff

Training is championed by experienced industry professionals who alternate their professional activities with teaching. Motivated by the passion for handing on their know-how and knowledge, the teaching staff demand high standards from our students but are also characterised by their generous, supportive approach.






Graduate network


Made up of over 6000 graduates present in all major international studios, our graduates are also ambassadors for the school and welcome interns and fresh graduates into their organisations. Gull attached to their old school, they take great pleasure in returning to the school to take part in juries, to organise training, and present conferences.

The studios








With a loyalty and trust generated over a relationship spanning the 30 years of the school's existence, they regularly come to MoPA to take part in our juries, for conferences and projects.





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Staff

 <p data-bbox="590 1877 646 1904">Anne Basse Director</p>	 <p data-bbox="702 1877 790 1904">Catherine Marlay International Admissions and Relationships</p>	 <p data-bbox="813 1877 901 1904">Anoukova Tsest Art Tutors Coordinator / Drawing & Visual Arts Tutor</p>	 <p data-bbox="925 1877 1013 1904">Jean Baptiste Toulis Tuition Coordinator 3D/CG</p>	 <p data-bbox="1037 1877 1109 1904">Florence Pichard Administrative Assistant</p>
 <p data-bbox="590 1975 646 2002">Fabien Berret IT Manager</p>	 <p data-bbox="718 1975 774 2002">Damien Fiala IT Assistant</p>			

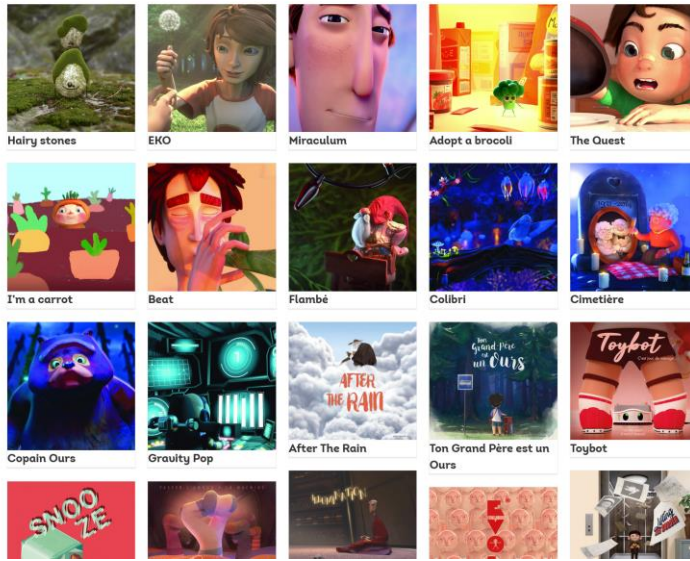





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CONTACT

Films MoPA

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CONTACT

Bienvenue

La classe préparatoire est destinée à faire une année de transition entre le lycée et un cursus d'animation diplômant. L'école MOPA, forte de son expérience, propose un programme pédagogique spécifique et original. Une prépa artistique généraliste avec une dominance: cinéma d'animation permettant de se préparer à intégrer les grandes écoles formant notamment à l'animation.



L'objectif

L'enseignement alterne des matières fondamentales artistiques avec des workshops de projets dans les domaines de la photographie, de la vidéo et du cinéma d'animation.

La formation

Notre but est de révéler votre potentiel créatif, d'enrichir vos connaissances culturelles et artistiques, de vous faire acquiescer des méthodes de travail et surtout de vous donner confiance en vos acquis. Cette année vous permettra d'acquiescer un socle de compétences solides, de constituer un dossier qui vous ressemble et de confirmer des choix d'orientation.



Le programme

- ★ Dessin d'observation / Modèle vivant / Anatomie
- ★ Perspective
- ★ Couleur / Illustration
- ★ Infographie
- ★ Volume
- ★ Atelier d'écriture
- ★ Anglais
- ★ Histoire des arts et du cinéma
- ★ Photographie
- ★ Cinéma d'animation
- ★ Dessin graphique

Le marché de l'animation :

La France est le 3^{ème} producteur mondial après les USA et le Japon.
Le 1^{er} producteur européen.
Avec le plus grand nombre de studios, les plus techniques, les plus innovantes et les plus productives.
Le marché de l'animation est en constante croissance et se développe rapidement en France.

Les secteurs d'emploi :


Le Web

- Production de longs métrages d'animation
- Production de programmes télévisés interactifs

Le jeu vidéo

- Effets spéciaux cinéma
- Jeux vidéo
- Les films d'animation traditionnels
- HD/4K/8K TV

Le publicitaire



... et où l'on découvre de nouvelles matières au travers de nombreux projets

On apprend à observer et à reproduire ...



Dessins d'observation à partir de modèles vivants avec ou sans costumes

On apprend à imaginer et donner vie à un personnage ...





Computer Graphics Animation School

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Discover the MoPA school



FIND US ON FACEBOOK






CONTACT

2 rue Yvon-Audouard
13200 Arles
Phone: Tél. 04 76 41 83 22
Web: MoPA



<https://www.yoobee.ac.nz>





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Wonder what it's like to study at Yoobee?
Join us at one of our campus open days.

REGISTER NOW






Certificate in Creative Media


Level 4. 20 weeks.

Discover which creative discipline you enjoy the most. Explore graphic design, film-making, animation and web design. If you want to jump right into animating, you can start with one of our level 5 Diplomas above.


LEARN MORE...




ASK A QUESTION



GET MORE INFO



APPLY NOW





Diploma in Digital Design – Web and Graphic Design

Level 5. 40 weeks.

An excellent starting point to master digital design skills. You'll get hands-on with learning design elements like brand identity, typography, image creation and layout – while at the same time, developing core-skills in graphic design, web design and interface design.


LEARN MORE...



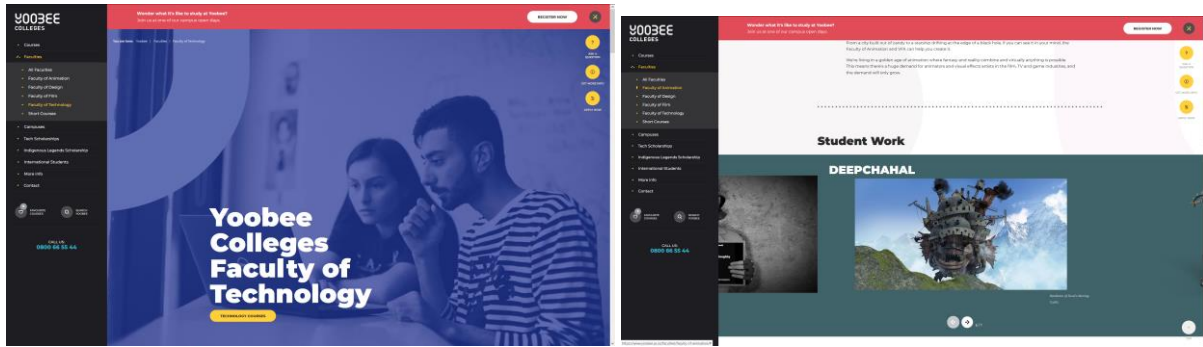


Diploma in Creative Digital Design

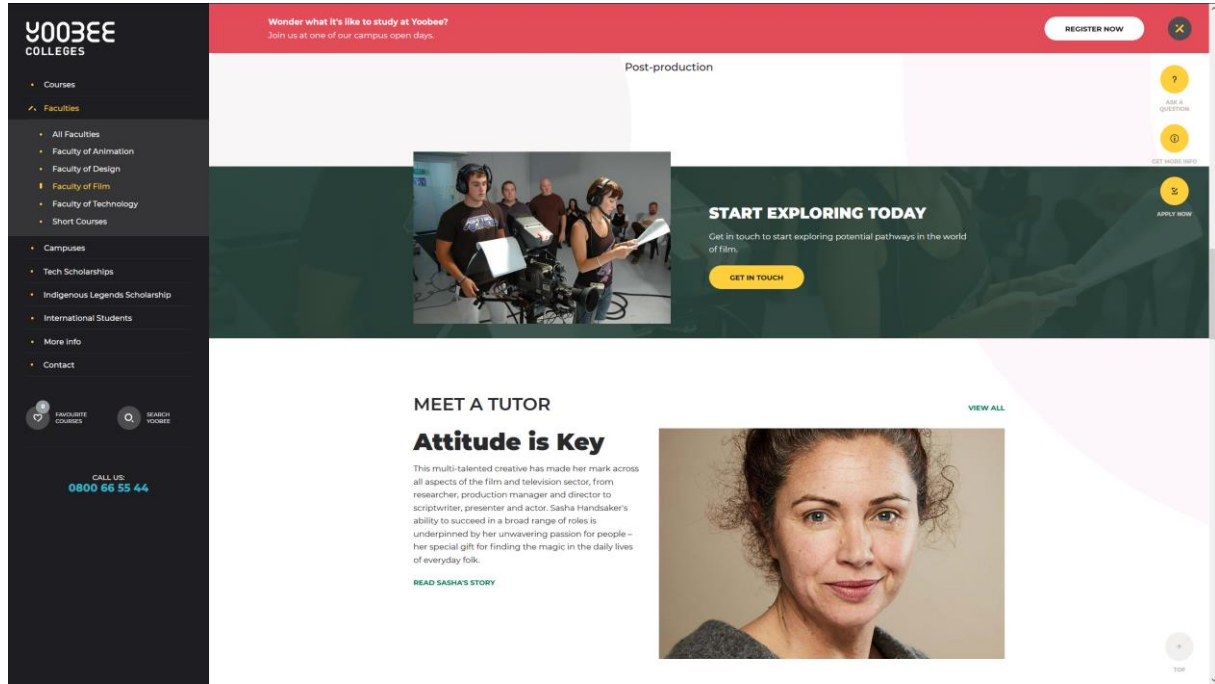
Level 6. 40 weeks.



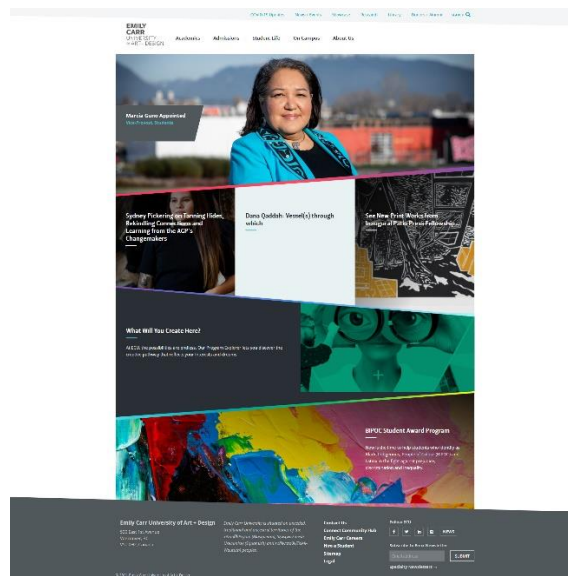
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EMILY CARR UNIVERSITY OF ART + DESIGN

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Teen Programs

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- Spring Break Art Camp
- Junior Art Intensive
- Summer Institute for Teens
- Schedule + Studios
- Registration + Fees
- FAQs
- Teen Art Group
- Youth Art + Culture Lab
- Contact Us

Summer Institute for Teens

REGISTRATION IS NOW OPEN!

The Summer Institute for Teens 2021 runs online from July 5-30, 2021, Monday through Friday, from 9am-4pm (Pacific Daylight Time, GMT -7). [View studio offerings and detailed schedule here.](#)

The Summer Institute for Teens (SIT) is an intensive pre-university program featuring small classes taught by professional, practicing artists to prepare students for the next step in their creative career.

This immersive, one-month experience engages students through intensive studio practice and visual culture.


Studio practice is complemented by discussion and in-class critique to engage with the diverse art and design community of Vancouver. The program culminates in a final exhibition of student work.

[View the inspiring and exciting work produced during the Summer Institute for Teens 2020 - conducted entirely online! \[summer teens.ecuad.ca\]\(#\)](#)

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Teen Programs


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- Communication Design
- DIY Printmaking
- Expanded Painting
- Graphic Novel
- Intro to Surface Design
- Life Drawing
- Portfolio Workshop
- Perspective Drawing
- Tapestry Weaving

Courses + Workshops




Communication Design for Teens

Develop a basic knowledge of communication design, experimenting with, and exploring fundamental design concepts.



DIY Printmaking for Teens - New Course!

Explore monotype printing, trace prints, paper alterations, rubbings, and alternative relief techniques. Approaches will range from printing found objects to direct transfer prints.




Expanded Painting for Teens

Exploring a range of media, techniques and scale, you will learn an expanded vocabulary of painting and refined skill set through experimentation.

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- Tapestry Weaving

DIY Printmaking for Teens

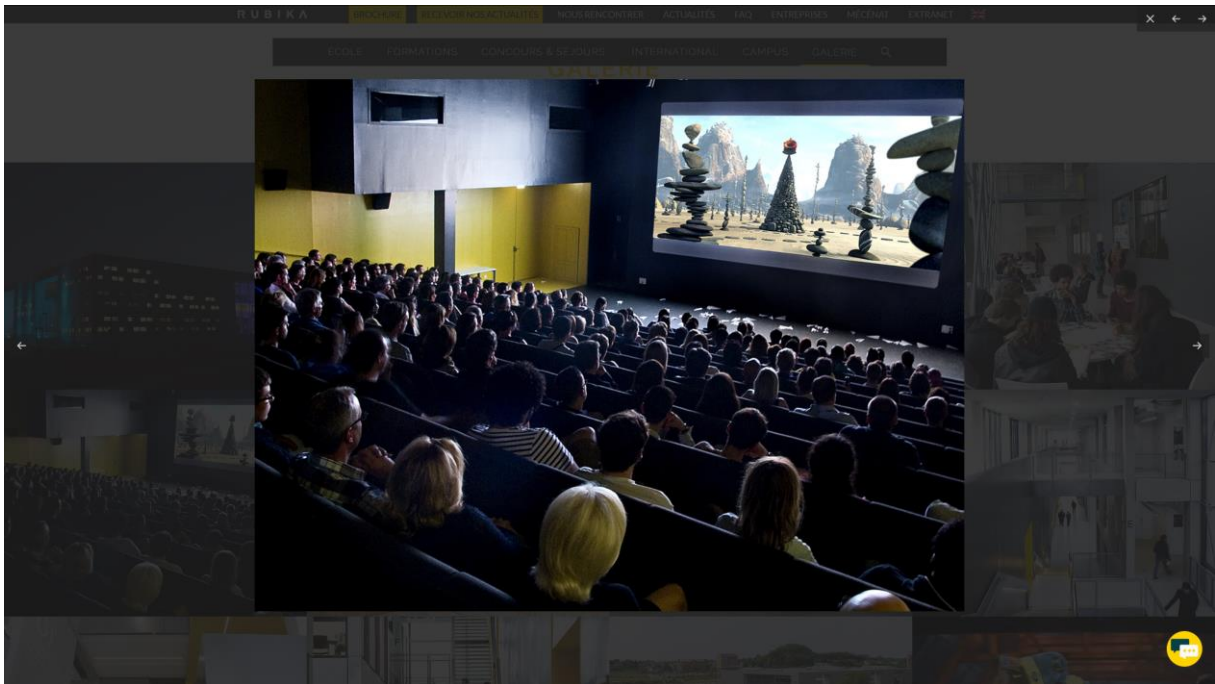
Unleash your creativity through versatile DIY printmaking techniques. In this exciting workshop, you will explore monotype printing, trace prints, paper alterations, rubbings, and alternative relief techniques. Approaches will range from printing found objects, from one's home or immediate surroundings, to direct transfer prints. Discover the many deep, enriching, intersects with other creative practices by combining these printmaking approaches with drawing or photography. By the end of the program, you will have developed unique prints for your portfolio.

Upcoming Sessions

"There are no scheduled sessions for this workshop. Please check back for updates!"

Due to the online nature of the program this year, students participating in the DIY Printmaking intensive will need to have their own access to the hardware and materials required for the course. **Students can expect to spend \$55-\$65 in supplies.** The complete list of supplies will be provided upon request and at the time of registration.

<https://en.rubika-edu.com>





WHAT'S UP?



VOUS EN SAVIEZ-VOUS ?

THE REFERENCE SCHOOL OF ANIMATION | VIDEO GAME | DESIGN

+1200 STUDENTS PER YEAR 4 campuses (MONTREAL, QUEBEC, PARIS, LISBON) +4000 ALUMNI IN 150 COUNTRIES



A FULL RANGE OF PROGRAMS

Four program cards: 1. 3D ANIMATION (3D ANIMATION), 2. VIDEO GAME DESIGN (VIDEO GAME DESIGN), 3. VIDEO GAME DEVELOPMENT (VIDEO GAME DEVELOPMENT), 4. CHARACTER DESIGN (CHARACTER DESIGN). Each card includes a brief description and a 'LIRE EN FRANÇAIS' button.

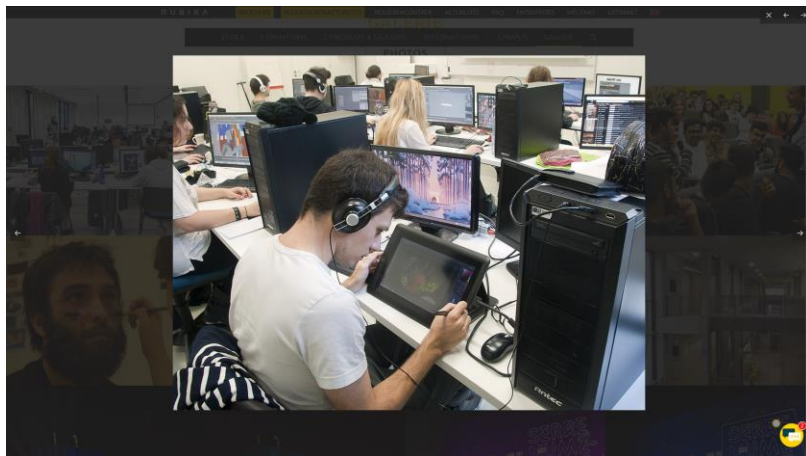
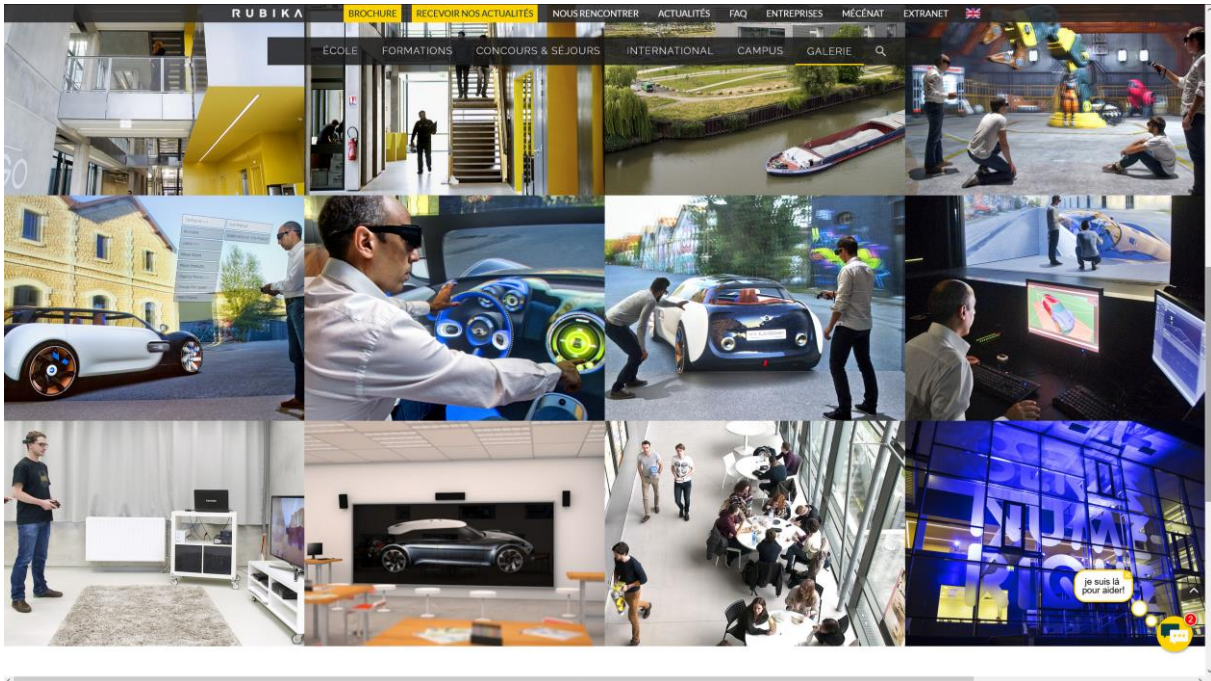
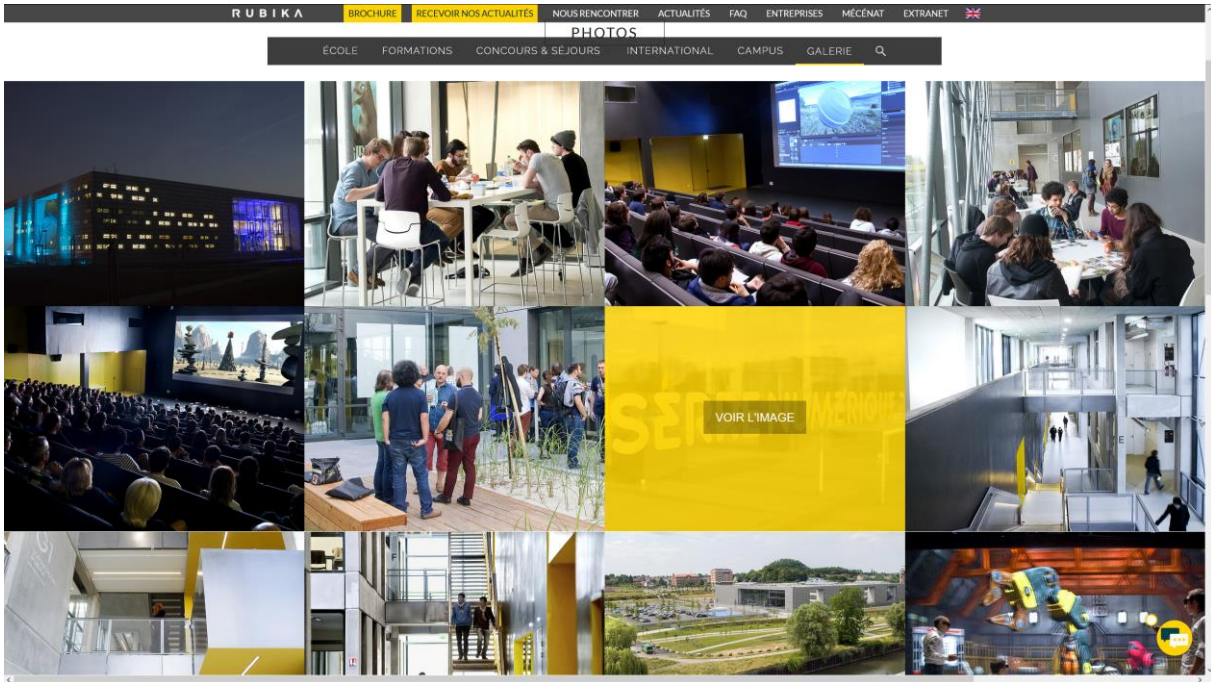
PARTNERS

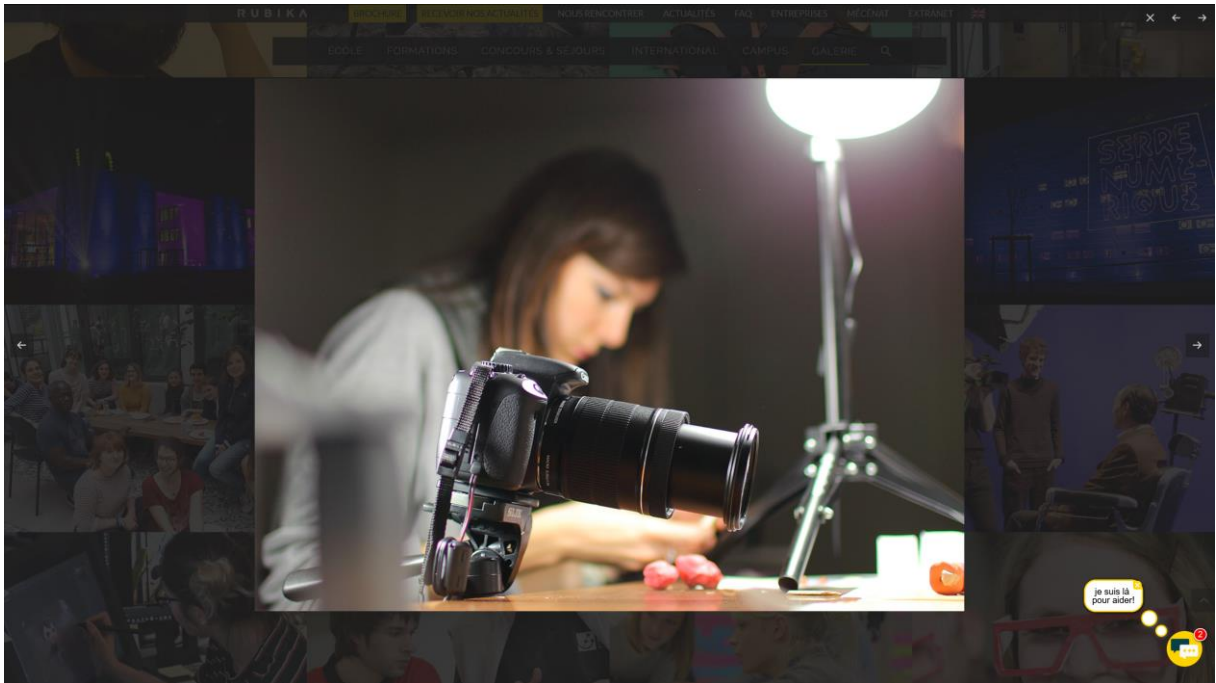


SUIVEZ-NOUS !

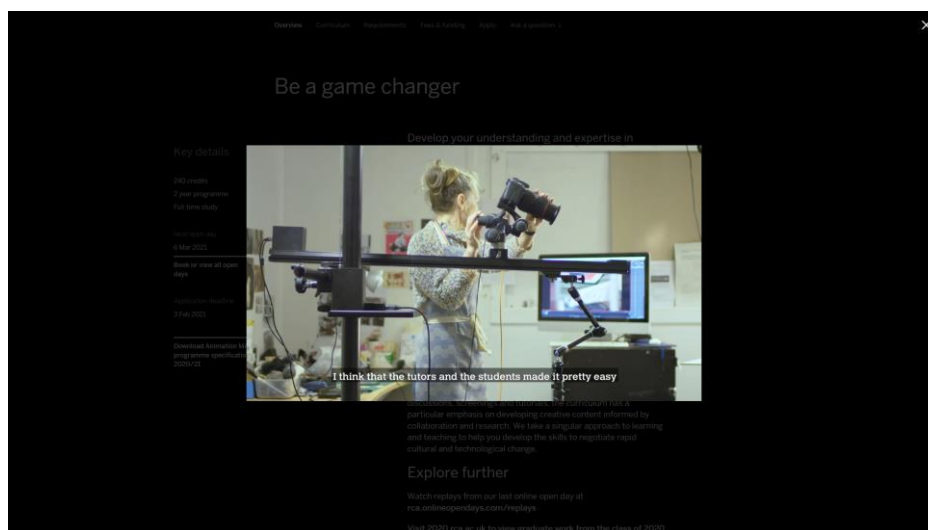
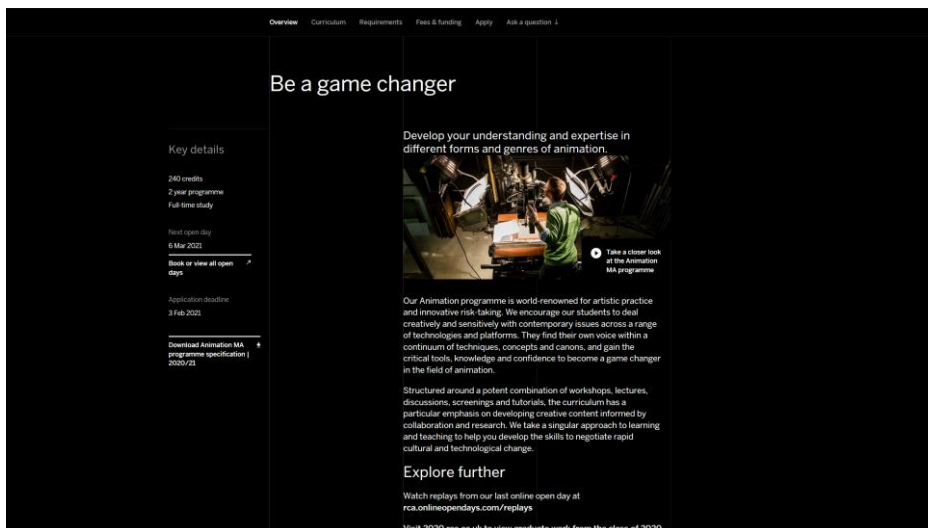
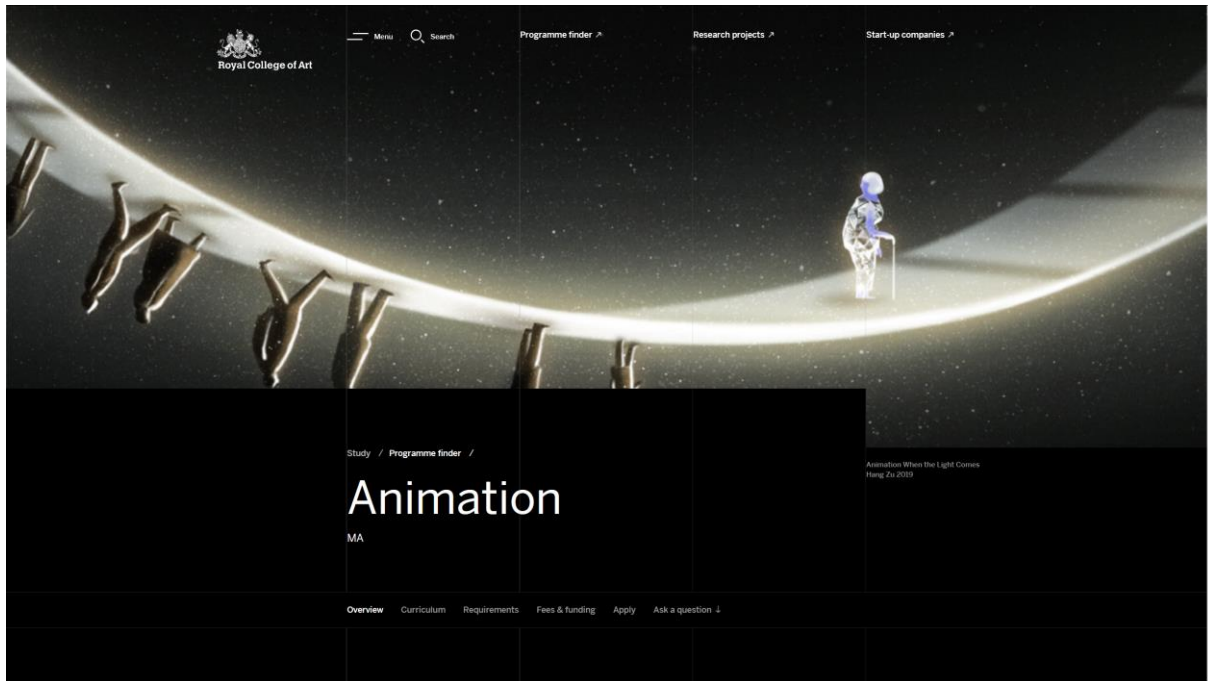


Footer section with contact information for three campuses: CARTELLIERES (MONTREAL), CARTELLIERES (QUEBEC), and CARTELLIERES (PARIS). Includes the Rubika logo and website URL.





<https://www.rca.ac.uk/study/programme-finder/animation-ma/>




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London's newest research and creative quarter.

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craft and technical workshop areas and excellent technical support in the College. These include well-equipped computer studios for print and digital moving-image production, sound editing, a letterpress and book-binding workshop.



Group discussion, animation studio Photograph Richard Haughton


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Ask a question

Get in touch if you'd like to find out more or have any questions.


[Email us at animation@rca.ac.uk](mailto:animation@rca.ac.uk)



More opportunities to study at the RCA

Related programmes

Digital Direction MA	Develop a deep understanding of critical and experimental media production, creation and design practice.
Visual Communication MA	Encouraging distinctive voices in communication practice.
Information Experience Design MA	Create multi-media experiences that transform individuals and society.



<https://digitalartschool.com/>

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GRADUATE PORTFOLIO LOUNGE

VIEW PORTFOLIOS

CENTRE FOR ARTS AND TECHNOLOGY

DIGITAL ARTS COLLEGE IN KELOWNA BC CANADA

Centre for Arts and Technology is one of the top Canadian post-secondary schools offering diploma programs in audio engineering, digital film, animation, interior design, photography and graphic design. Our campus is located in Kelowna BC, Canada and boasts dedicated film, photography and interior design studios as well as digital audio recording studios and 2D/3D animation labs.

Our digital art school programs bring industry-leading talent into the classrooms as instructors and mentors and connect students with real-world projects alongside businesses and organizations in these communities.

LEARN MORE ABOUT OUR COLLEGE COMMUNITY

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3D ANIMATION & VISUAL EFFECTS
AUDIO ENGINEERING & PRODUCTION
DIGITAL FILM PRODUCTION
DIGITAL PHOTOGRAPHY
GRAPHICS & WEB DESIGN
NETWORK ADMINISTRATOR SPECIALIST
NETWORK SECURITY SPECIALIST

3D ANIMATION

3D ANIMATION & VISUAL EFFECTS
AUDIO ENGINEERING & PRODUCTION
DIGITAL FILM PRODUCTION
DIGITAL PHOTOGRAPHY
GRAPHICS & WEB DESIGN
NETWORK ADMINISTRATOR SPECIALIST
NETWORK SECURITY SPECIALIST

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3D ANIMATION

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Overview Course Flow Faculty Student Work Graduate Success Get Answers

Overview

New Announcement! CAT Partners with BCIT to offer Degree Pathway Programs

Other Program News! We are proud to announce that Centre for Arts and Technology has now partnered with Langara College, Continuing Studies to offer our Animation for Game, Film & Visual Effects Program at Langara's downtown Vancouver campus in

Sorry, we are offline. Message us.

Campuses

Kelowna

Program Length

18

Application Deadline



GRAPHIC & WEB DESIGN

GET INFO NOW!

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REQUEST COLLATERAL INFO

Overview

EXCITING NEWS!

Centre for Arts and Technology has an articulation agreement with the University of Gloucestershire in England. Read our blog for an interview with University of Gloucestershire instructor Don Parker.

It goes without saying, you've got a keen eye for design. You know that when images and words come together in just the right way, it's magic on the page. You want to make an impact on the world by combining cutting-edge design principles with emerging technology. This isn't just THE future...it is YOUR future.

Graphic & Web Design is an extremely well-rounded program that prepares you for a number of career paths including Graphic Design, Creative Direction, Production and Interactive Design, Layout Design and more! Our graduates are highly sought after by employers because of their ability to multitask in highly collaborative spaces and offer creative design solutions. Now enroll!

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Campuses

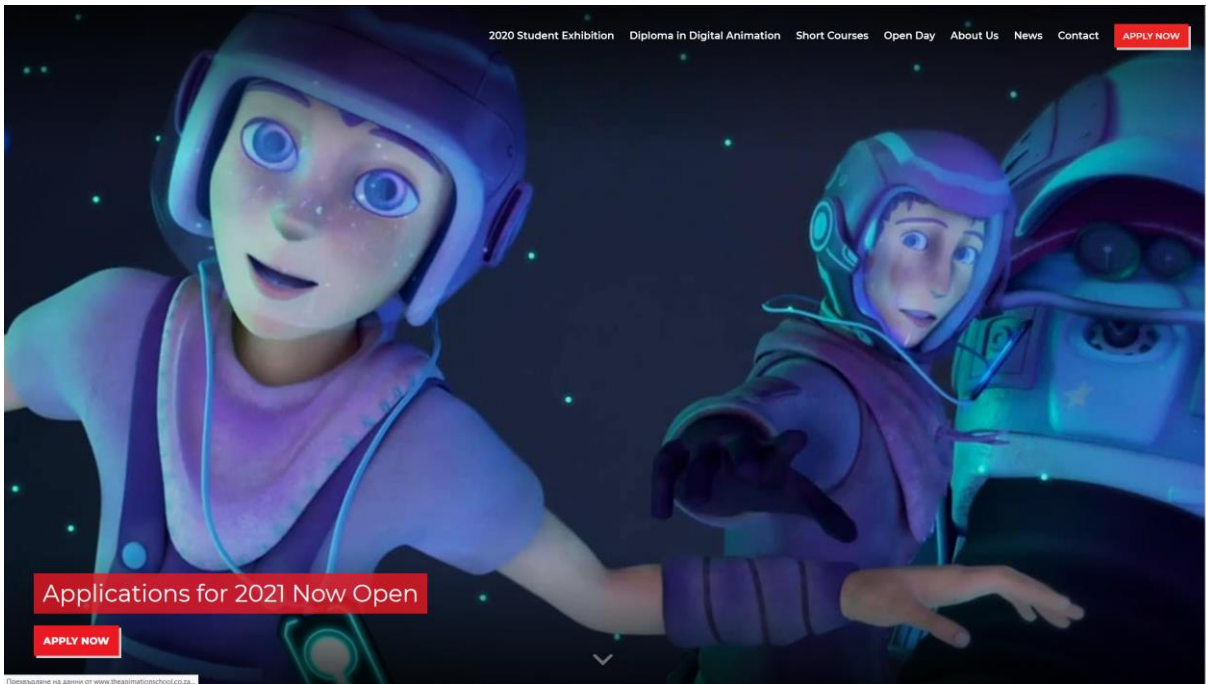
 Kellowna

Program Length

 15

Application Deadline

<https://www.theanimationschool.co.za>



Applications for 2021 Now Open

APPLY NOW

Telephone no. given on www.theanimationschool.co.za



Second Year Work

[VIEW INTRO VIDEO](#)

[Comic](#) [Character Surfacing](#) [Character Turnables](#) [Character Portrait](#) [Character Study](#)

This team assignment tasks small groups of students with the creation of a short comic. Students work in collaboration on story development and comic scripts. The series of panels must convey a coherent narrative over a passage of time, so pacing and clarity of both plot and character development are pivotal. Each student completes their share of panels through the production pipeline in alignment with character, world, colour and inking guides made by the team. Style flexibility and consistency are a big challenge in bringing these pages of sequential art together.



Diploma in Digital Animation

- › Applications NOW OPEN for 2021
- › Accredited 3 Year Programme (full-time)
- › [Apply Here!](#)

[VIEW PROGRAMME](#)



Short Courses

- › Starting in May 2020
- › Introduction to 3D Animation
- › Introduction to 3D Sculpting
- › Scripting for Artists
- › Digital Drawing Courses

[VIEW SHORT COURSES](#)



Open Day Presentations

- › Cape Town: Virtual Open Day - Saturday, 28 November 2020
- › Johannesburg: Virtual Open Day - Saturday, 28 November 2020

[ATTEND AN OPEN DAY](#)

