



Bachelor in Animation

The Bachelor in Animation is a 2-year curriculum designed by the University of Luxembourg Competence Centre and the Lycée des Arts et Métiers (LAM).

The Bachelor in Animation delivers an academic degree in **3D Computer Animation** with strong emphasis on employability, entrepreneurship and artistic and technical skills.

Theoretical courses are coupled with **project-based learning** within a professional setting and a **direct link to the industry** through internship modules and lectures by industry professionals and artists with first-hand production and film-making experience.

The programme aims at giving the students the means to master the fundamentals in order to enter the animation industry in Luxembourg or at international level.

Who should join this programme?

People who want to be part of a creative field, constantly learning new tools, and skills. Storytellers, cartoonists, film-makers, technically savvy geeks.

People who have a passion for solving problems by tapping into their artistic talents and using computer skills.

Admission Criteria

Candidates for admission are required to hold:

- › 60 ECTS accredited by the BTS Dessin d'Animation (*Lycée des Arts et Métiers, Luxembourg*) or an equivalent study programme or a 3 years' professional experience in the field of Animation
- › Oral and written skills in English or French

Programme Details

It's a 2-year programme for a total of 4 semesters.

Year 1: Foundation in making Computer Generated images

Year 2: Advanced techniques for Computer Animation that lead to a specialisation in animation or modelling and an internship period in an animation studio of your choice



Mobility Semester

- › It's an opportunity to continue studying at an international institution
- › It opens up your horizons, allowing you to meet new people and explore new places
- › A growing network of partner universities and schools is available to you (*subject to availability*)
- › ERASMUS subsidies are available to help you sustain relocation costs during the mobility semester

Internships and Professional Networks

Frequent contacts with the industry via:

- › 2 mandatory internship periods in a local or an international animation studio of your choice (*subject to availabilities of places*)
- › Industry Mixers events at festivals such as Annecy International Festival and LuxCity Film Festival
- › Meetings, lectures, events including industry professionals from animation studios

Career Opportunities

Entry level position as a: Concept Artist, Layout Artist, Animator, Background Artist, Storyboard Artist, 2D Generalist, 3D Modeler, Texture Artist, 3D Animator or become an Independent Filmmaker.

Continue your education in a Master in Computer Animation, Media Studies, Gaming, Cinema or related fields.

If you dream it, you can do it!

Contact: **Study Programme Administrators:**
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