

laSalle

RAMON LLULL UNIVERSITY

OFFICIAL UNDERGRADUATE DEGREES



240 ECTS



September



4 years



English Group
Trilingual Group



Campus Barcelona



Watch the video!



DEGREE IN ANIMATION & VFX

WHAT MAKES THIS DEGREE UNIQUE

- Advanced technology:** You will learn to work with the most advanced **3D animation technology and softwares:** Maya, Arnold, Adobe, Substance Painter, Mari, Nuke X, Zbrush, Houdini, Unreal, Marvelous Designer, Toon Boom Harmony Pro...
- Production process:** We place special emphasis on the production phases so that you learn about the technical aspects behind producing your idea, enabling you to execute it and guarantee success.
- Personalisation:** You will be able to choose from 29 electives to define your profile according to your preferences.
- You can create your own project** simulating a real production environment, from the original idea, to the screenplay and character creation, which you will need to integrate into a complete production. **Our Animation students own the intellectual property rights over their projects.**
- You will attend master classes with **internationally renowned professionals.**
- You will also have the opportunity to **travel to Annecy**, a world-renowned animation festival, and to **London**, to make contact with major production companies.

START YOUR JOURNEY INTO THE WORLD OF MAJOR ANIMATION AND VFX PRODUCTIONS.

Studying the official Degree in Animation & VFX at La Salle Ramon Llull University you will acquire a **complete education in the fundamentals and techniques of animation and special effects.** You will be trained in all phases of production to create your own project from start to finish, **capable of winning awards at international festivals.**

CAREER OPORTUNITIES

PRE-PRODUCTION:

- Concept Artist
- Previs Artist
- Character Designer
- Layout Artist
- Storyboard Artist

POST-PRODUCTION:

- Lookdev Artist
- Lighting TD
- Creature TD
- FX TD
- Composer
- Roto Artist
- Supervisor
- Producer
- Executive Producer

PRODUCTION:

- 3D Modeller
- Texture Artist
- 2D Animator
- 3D Animator
- Motionographer
- Rigger TD
- Pipeline TD

La Salle Animation graduates are working in companies around the world.

MINIMO

bluezoo

technicolor



SYLLABUS

1ST COURSE

Annual Subjects	ECTS
Sculpture, Anatomy and Digital Tools	10
Project I	6
Audiovisual Language and Narrative	8
Fundamentals of Animation	6
Cinematography and Color	6
Thought and Creativity I	2
Fundamentals of 3D Production Tools	6
Fundamentals of Drawing	10
Culture of Animation and VFX	6

2ND COURSE

Annual Subjects	ECTS
Thought and Creativity II	2
Project Management and Direction	4
Project II	9
First Semester	
Look Development	3
Animation I	3
3D Modeling	5
Audiovisual Script	4
Storyboard	3
Digital Composition I	3
Concept Art	3
Second Semester	
Lighting	3
Animation II	4
Textures	5
Rigging	4
Character Design	3
Digital Composition II	3

3RD COURSE

Annual Subjects	ECTS
Thought and Creativity III	10
Projects III	3
Market and Intellectual Property	3
First Semester	
Animation III	3
Digital Composition III	5
Shooting for VFX	3
Lighting II	5
Visual Effects-VFX I	3
Second Semester	
Virtual Production	5
Visual Effects-VFX II	5
Postproduction	3

4TH COURSE

Annual Subjects	ECTS
Showreel	6
Final Degree Project	30
External Internships	12
First Semester	
Management Skills	3
Second Semester	
Entrepreneurship and Business Creation	3

29 different elective subjects

WHAT WILL YOU LEARN WITH THIS DEGREE



PRE-PRODUCTION: You will work through the initial phases of a production, from **conception and screenplay to design and storyboard**. You'll also learn the principles of anatomy, movement, and performance.



PRODUCTION: You will work through all aspects of production to give form to **your idea**, from **3D modelling, textures, rigging and lighting to renders and FX**.

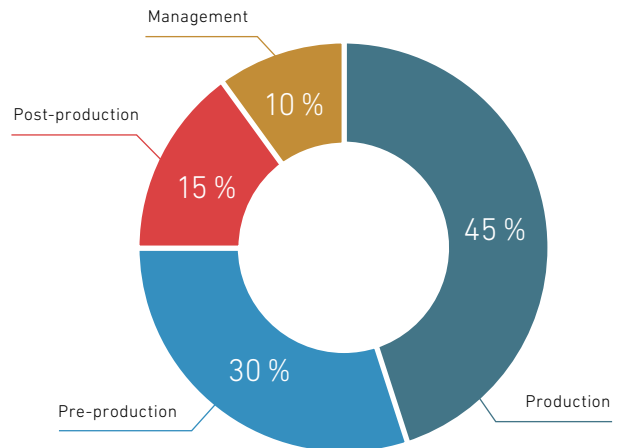


POST-PRODUCTION: You will learn to **unify all aspects of production to achieve a coherent finished project**. You'll work on composition, editing and color correction, 3D, VFX and Motion Graphics.



INDUSTRY: You will learn the fundamentals of the **industry and business**, meaning you'll be able to participate and negotiate your **own project at the business level**.

AREAS OF KNOWLEDGE



MAXIMISE YOUR TALENT AND CREATE A PRODUCTION FROM START TO FINISH

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BE REAL, BE YOU