ART IS SERIOUS.

esma-artistique.com

esma

école supérieure des
metiers artistiques

The information contained in this brochure is non-contractual.

Course content may be subject to change from year to year, depending on the academic calendar and updates to the curriculum.

ART IS SERIOUS.

WE LIVE IN A WORLD OF IMAGES

From the first scroll down on social networks to our evening entertainment on the small and large screens, not forgetting advertisements in the streets, on signs, posters, on public transit... We are constantly in contact with artistic expressions.

From Guernica to Rabbids, from the FX in Spider-Man: Across the Spider-Verse to the bravery of the Guardians of the Galaxy, the impact an idea, a creation, a representation can have on our consciences, our wishes, our lives is global, enduring and fundamental.

Artistic expressions have the incredible power to disturb reality, dole out pleasure, stimulate imaginations, spark up debates, or even create shared horizons and goals.

Even more so than politics, finance, engineering or philosophy... Art changes our outlook on the world.

Working in art is a serious endeavour, skilfully mixing infinite ideas with impeccable technical standards.

Art is serious.

At ESMA, we have been convinced of this for over 30 years. And it is with the same conviction that we teach our students; with high standards and passion.

NO BIG SPEECHES HERE, ONLY REAL SKILLS

Welcome to ESMA
École Supérieure des Métiers Artistiques
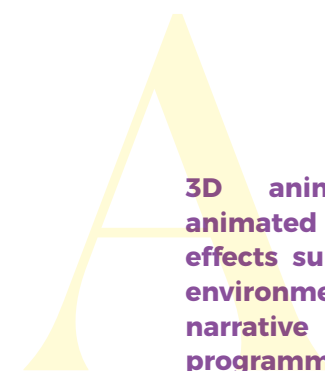
3D animator, 3D studio manager, animated film director, rigger, special effects supervisor, video game and virtual environment designer, game designer, narrative or character designer, gameplay programmer, concept artist, etc.
Guiding you towards your future career is our next challenge. Bordeaux, Lyon, Montpellier, Nantes, Rennes, Toulouse, Montréal... our campuses are spaces for discussion, experimentation and skill acquisition, offering a high-quality environment for optimal learning. Conferences, workshops, master classes; our teachings are provided with the help of experts from the industry, to facilitate the professional insertion and success of our students, right from the start of the course. Renowned for the quality and the depth of its training, ESMA offers courses in CG Animation & FX and Video Game Design. **Transforming each student's potential in skills recognised by the artistic and creative industries is our most beautiful objective!**

Isabelle Teissedre,
Educational Director

OUR RESEARCH AND INNOVATION LAB

Le Lab
from Écoles Créatives

A lab to tackle technological and societal issues

A lab to tackle technological and societal issues

In 2024, in collaboration with CinéCréatis, ETPA, École Pivaut and IFFDEC, ESMA launched the Écoles Créatives Lab. This research and innovation laboratory brings together researchers, teachers and industry professionals to meet the technological and societal challenges of the creative sector.

Two major themes in the spotlight: innovative production methods (#AI #Responsibility #Inclusivity) and the creation of engaging stories (#Imagination #Aesthetic #Emotion).

The lab thus positions itself as an observatory for Cultural and Creative Industries (#ICC). Through monitoring, analysis and experimentation, we explore emerging practices to equip our students with the skills, methods and tools they need to succeed in their future careers.

Our mission: Continuously adapt our educational methods to prepare our students for upcoming evolutions in the creation industry.

A network to support creativity

Our schools draw on their expertise by collaborating with key players in the research field, notably from CNRS (National Center for Scientific Research) and INRIA (National Institute for Research in Digital Sciences and Technologies).

Each year, the Impact Month, an event organised by the Lab, brings together researchers, professionals and key players in the Creative and Cultural Industries, to tackle an essential issue influencing the creation sector. Recently, we have explored "AI as a means for creation" and "Using emotion to create engaging stories".

The Lab's magazine, "Les cahiers des ICC", dedicates each issue to the themes broached during Impact Month. This publication shows the implication of our research lab towards creation and education.

+30

years of experience
teaching applied arts.

Over

3000

alumni
*behind the greatest
visual realisations
in the world.*

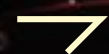> Your future career can't be predicted, but it can be prepared.

YOUR TALENT IS THE STAR- TING POINT

Your imagination is your best ally.

Perfecting your technique is your ambition.

You want to work as a creative.

Your name in the credits.

Your creations in the spotlight.

Your work winning awards in festivals.

Your creations changing the world.

And every day, feeling that your work is a pleasure.

This is the beginning of a serious relationship between ESMA and you...

Le Monde – 12/02/2022

" Studios have been fighting over graduates from animation schools "

Louis Clichy,
director of Astérix

5 good reasons
to prepare a career in creative and cultural industries
→

1 The audiovisual and entertainment universes are constantly expanding

2 In recent days, the figures have confirmed the sector's momentum.

3 Careers in those industries are a dream for many young people.

4 And these young people are a dream for professionals in those industries.

5 Much awaited on the market, graduates from the French art and entertainment schools will be the talent of tomorrow.

Watch out : many opportunities to be seized!

We are seeing a return of optimism: several studios are recruiting as early as this fall, and promising projects are multiplying, suggesting that teams will soon be reinforced

Why not you?

For the past twenty years, the CG Animation, FX and Video Game industries have been booming. The increasingly advanced technologies being developed in these fields require very specific training.

- Producing a 3D film can create up to 300 jobs over a period of up to two years

- In the field of video game development and publishing, France currently ranks among the world's top 10 and third in Europe in terms of revenue (source: sell.fr).

- In recent years, major global technology groups — Facebook, Amazon, Google, Apple, Microsoft, and Tencent — have made substantial investments in the video game industry.

Moreover, the production of animated films is practically the only artistic industry in which the demand for ultra-qualified profiles hasn't stopped growing in the past 20 years... and the salaries have followed the same trend! In the video game industry, the number of new hires has been constantly rising since 2015.
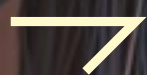
1400
job offers
in 2015.

2763
job offers
in 2022.

Le monde.fr

The big recruiters in the 3D animation, FX and video game sectors include a large number of French and international production companies. The key players in the industry - Disney, ILM, Fortiche Production, MPC, Illumination Mac Guff, Sony Pictures, TAT Productions, Framestore, Mikros, RodeoFX, Weta, Xilam... and for video games Ubisoft, Quantic Dream, Arkane Studios, Larian Studios, Spiders, Dontnod Entertainment,

The jobs offered by these major players in these highly attractive artistic fields are highly skilled, very well paid and long-term.

Among our alumni, many work as:

Lead or supervisor of 3D animation and/or FX, Technical Director, Director / founder of an animation / FX studio, Game Designer...

Many of them have also worked on world-class animation and video game projects in these past few years, both in France and abroad...

3D Animation

Mario Bros – Pinocchio - Minions 2: The Rise of Gru - Minions - Sonic 1 & 2 - The Secret Life of Pets 1 & 2 - Sing 1 & 2 - Love Death + Robots – Pil - Jungle Bunch to the Rescue – Klaus -The Mitchells vs The machines - Spider-Man : Into the Spider-Vers - Hotel Transylvania 3 & 4 - Madagascar 3 Shrek 4 - Total War : Warhammer III & II - Arcane -Unicorn Wars

FX

Avatar 2: The Way of Water - Wednesday - Black Panther: Wakanda - Game of Thrones: House of the Dragon - Nope – Thor: Love and Thunder - Thor: Ragnarok - Top Gun: Maverick - Doctor Strange in the Multiverse of Madness - Fantastic Beasts: The secrets of Dumbledore and The crimes of Grinderwald - The Batman - Maleficent: Mistress of Evil - Dolittle The Lion King - Godzilla 2 - King of Monsters - X-Men - Dark Phoenix - Pokémon - Detective Pikachu - Avengers: Endgame and Infinity - War - Ready Player One - Star Wars The Last Jedi - Blade Runner 2049 - Wonder Woman - Guardians of the Galaxy - Ghost in the Shell - Aquaman - The Book of Boba Fett - Transformers - His Dark Materials: The Golden Compass - The Jungle Book Kingsman: The Golden Circle - Alita Battle Angel - The Hobbit: Battle of the Five Armies – Troy

Video games

Total War : Attila - Total War : Thrones of Britannia - Star Wars Lego - La Saga Skywalker - Assassin's Creed : Valhalla - Beyond Good and Evil 2 - Star Wars Outlaws - The Division 2 - The Adventures of Tintin : Secret of the Unicorn - Rayman Adventures - Ghost Recon : Wildlands - Riders Republic - Dogs of War Online - Game of Thrones : The Wall – Wolcen - Under the Waves - Tell me Why

Who's hiring?

These studios put their trust in our students and hire them

Aardman	ANIMAL LOGIC	ARKANE STUDIOS	ATLANTIS ANIMATION	BARD
BLIZZARD ENTERTAINMENT	BLUE SPIRIT	bluezoo	BN JOR	BUF
CINESITE	CREATIVE ASSEMBLY	cube	DIGIBLUR STUDIO	DIGITAL DOMAIN
DNEG	DON'T NOD	DREAMWORKS	DWARF ANIMATION STUDIO	eden GAMES
ellipse ANIMATION	ETC	EXALTED STUDIO	FORTICHE	FRAMESTORE
FLOATING ROCK	Gaumont Animation	GHOST VFX	HARI	ILLUMINATION MACGUFF
ILLUMINATION STUDIOS Paris	Industrial Light & Magic	JELLYFISH PICTURES	L'ATELIER ANIMATION	LARIAN STUDIOS

LOCKSMITH ANIMATION	LUCASFILM Ltd	MADBOX	MATHEMATIC	method studio
MILFORD	mikros ANIMATION	EA MOTIVE	MPC	NOBODY STUDIO
nwave	outpost	PIXOMONDO	QUANTIC DREAM	ROCKSTAR
RODEOFX	SCANLINE VFX	SKYDANCE	imageworks	SPIDERS
STIM	SUPAMONKS	TAT	TeamTO	technicolor
UBISOFT	UNIT IMAGE		THE THIRD FLOOR	Voodoo
Walt Disney ANIMATION STUDIOS	weta DIGITAL	weta FX	Xilam	ZEILT productions

This list is not exhaustive and we apologise for the many studios that have placed their trust in us by recruiting our students and that we were unable to name.

ESMA stands OUT!

→

Our reputation extends beyond France, and our courses are recognised internationally by professionals and the general public.

And we can prove it :

RANKED
IN THE
TOP 20
BEST 3D
ANIMATION SCHOOLS
WORLDWIDE
IN 2025
ANIMATION CAREER REVIEW

4 ESMA MOVIES
among the top 5 best films
Rookie Awards 2025

Since 2012, the prestigious Animation Career Review website publishes an international ranking of the schools offering courses for the audiovisual industry. Every year, about 200 schools across the world are scrutinised: programme, teaching staff, reputation, hiring rate after graduation… no criterion is overlooked. Once again this year, ESMA reaffirms its position among the top schools in the 2025 rankings — in France, Europe, and worldwide.

THE BEST OPPORTUNITY OF YOUR LIFE

ESMA's courses have been lauded by the greatest animation, FX and video game studios in the world.

And their experts constitute the jury for our Grand Prix, in which they judge the graduation production made by our students. After you present your team's project, a time is set aside to exchange with those seasoned professionals, who are looking for new talents. Each creation is evaluated with regard to the level of skill expected of our students at the end of the course.

For our students, this is a unique opportunity to make themselves known by the best professionals in the industries for which they trained.

Will you rise to
the ESMA challenge?

Preparing for excellence means rising to meet challenges. ESMA has prepared an exciting, stimulating and multi-faceted test for your abilities: design and produce your own animated film or video game for the ESMA Grand Prix!

At ESMA, each course (CG Animation & FX, Video Game Design) always ends with highly anticipated events, gathering students, teachers and industry professionals: the ESMA Grand Prix.

**Teamwork,
human resources,
management decision
adapting to technical**

... step after step, you put the skills you acquired during the course to use, and discover the different aspects of your future career.

The ESMA Grand Prix in 3 steps:

- During several months, your idea blooms and takes shape.

- Prizes are awarded to the most talented creations, judged on their artistic, technical and narrative qualities.

- The day after the Grand Prix award ceremony, the students meet the industry experts. For example, in the Animated Film course, over 1 300 interviews are held each year during the event.

Our students win awards every year, all over the world

→

ESMA's alumni often receive awards for their work in CG animation and video games, both in French and international competitions. They have been nominated in the most prestigious festivals. Non-exhaustive list below.

CG Animation & FX Category

SIGGRAPH - Palm Spring International Animation Festival - Tokyo Anime Awards Festival - Animayo - MovieValley International Film Fest - Zlin Film Festival - Festival de Roanne - Athens International Festival - HollyShorts Film Festival -Riverrun Film Fest - VES Awards Underexposed Film Festival - SOFIE Awards - Festival de Clermont Ferrand Cleveland International Film Festival Sapporo International Short Film Fest Fantasia International Film Festival International Animation Golden Kuker SOFIA - Festival d'Annecy - ANNIE Award Rhode Island International Film Fest Animayo - Animafest Zagreb - Brussels Short Film Festival -Chilemonos - Tirana International Film Festival -Deadcenter Film Festival - Warsaw Film Festival -Spark Animation - Anima Mundi - ANIMAC International Short Film Festival in the Palace -New York International Children's Film Festival -INDY Shorts International Film Festival - Stuttgart International Festival of Animated Film Show Me Shorts Film Festival - Student Academy Awards

Video Game Category

VR Entertainment Award (at VRJAM 2022)
"Push Start " award (at the 2022 Montpellier Stream Show)
Nominated for the "Student Game" award at the 2023 Big Festival (São Paulo)
Nominated for the "Best Student Game" award at the 2018 Ping Awards (one of the largest video game award ceremonies)
Nominated for the 2018 Indie Game Grand Prix in Strasbourg. Awarded BEST STUDENT GAME at the Big Festival, the largest gaming festival in Latin America - Finalist in the BAFTA (British Academy of Film and Television Arts) competition, the English equivalent of the Oscars, made up of more than 6,000 professionals from the film, television and video game industries.

Swing to the Moon

Hundreds of nominations and awards around the world

Best Animated Short — Riverrun International Film Festival

Best Art Director Award — Animayo! Festival

Best Film for Kids — TAF Thessaloniki Animation Festival

Best Children Short Award — Sapporo Short Fest Japan

3D Animation Film of the Year — The Rookies Awards

Kids Audience Choice Award — Tirana International Film Festival

Jury's Choice — SIGGRAPH

Trickstar Amazon Audience Award — Festival of Animated Film Stuttgart

The Best Animated Short Film — Anishort

3D Animation Category — Animex Student Awards

Creativity Award — Chaniartoon

Poulain Noir d'Argent — Festival Fantasia Montréal

Special Jury Mention — Short of the Year Winter

Children Short Award Silver — Sapporo International Short Film Festival

Best Non Dialogue Short — Sapporo International Short Film Festival

Coup de Cœur du Jury — Festival Illumines

Prix du Jury — Tolosa Tourne

Best Student Film — Anima Mundi

Audience Award — Anima Mundi

Honorable Mention — Shockfest Film Festival

Best Animation — Kingston Film Festival

Best Animation — Kensington Film Festival

Best Animation Short — Cinequest

Best Animated Short Film The SOFIES — The Short Film Award

Best Character Animation — 2D & 3D Animation Film Festival

Storytelling Best Film — TAF Thessaloniki Animation Festival

Best Animation — Chicago International REEL Shorts!

Prix Jeune — Chouette Festival

Children's Audience Award — Taichung International Animation Festival

Corti Per Bambini — Umbria Film Festival

3D Student Film — Spark Animation

Coup de Cœur Benshi — Festival National du Film d'Animation

Student Competition — Athen Animfest

Best Student Project — SIGGRAPH

2nd Prize International School Film Competition — Chilemonos Festival

Korterraza Txiki — Korterraza Short Film

Audience Choice — SIGGRAPH

Prix du Public Les Nuits Magiques — Festival International du Film d'Animation

Jury Prize Children's Competition — Lago Film Fest

Prix du Jury — Ciné Festival en Pays de Fayence

Best Animation Short HollyShorts — Film Festival

Little Imp Award International Competition — Indie-Film Festival

Audience Choice — Soul 4 Reel Festival

People Choice — Cactus Film Festival

FESTinha Sub12 New Director — New Films Festivals

Prix du Public — Poitiers Film Festival

Irst Prize Student Competition — Athens Animfest

Honorable Mention International Students Maxi Anim!Arte International Student Animation Festival of Brazil

Best Movie Corto Animation Category — Visionicorte International Short Film Festival

Best Animation Short (13+ Years) IKFF — International Kids film Festival

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Best Visual Presentation in Short Animation Competition Category A — Aniwow

Prix Jeune — Festival du Film d'Animation de Tournus

GENIE Awards Meilleur Film Etudiant — PIDS

Toshima City Award — Tokyo Anime Award Festival

Best Student Film — Underexposed Film Festival NY

Meilleur court-métrage d'animation Jury Autres Regards — Festival du Cinéma Européen

Venus of Badalona — Badalona Film Festival

Audience Award Best Family Short Film — Gold Coast International Film Festival

Children's Jury Award — Encounters Film Festival

Best Kids — Festival Fantoche

Prix du Jury — CLAC Festival

Prix Jeune Public — Festival Bobine d'Or

Prix Coup de Cœur — Festival National de la Créativité Audiovisuelle

Audience Award — Animayo! Festival

Best Cinematography & Best Visual Effects — 2D & 3D Animation Film Festival

Best Student Film — World Festival of Animated Film

Prix du Public — Festival Court Mais Bon

3rd Prize Student Competition — Constantine Gold Coin

Coup de Cœur du Jeune Public — Festival International du Film Nature & Environnement

Best Directing — Aniwow

Best Animation — Belgrade International Film Festival

Best Short Film — Creative Vision Film Festival

Mention du Jury — Festival d'Annecy

Prix du Jury — Festival d'Annecy

Best Children's Short Film — Animage

Best Student Animation — Movie Screen Pro

Best of Fest Prize Elliott Donnelley Youth Center International Children's Film Fest

Student Films Award — IAFF Golden Kuker-Sofia

3D Drama: Sci-Fi Fantasy Adventure — Palm Springs Festival

Mention Spéciale Animation — Festival Ecran Libre

Best Animated Short — DeadCenter Film Festival

Honorable Mention — Deep Focus Festival

Honorable Mention Audience Award for Best Family Short — Gold Coast International Film Festival

Semi-Finalist — Student World Impact Film Festival

Best International Animation — MOVIEVALLEY International Short Film Festival

Grand Prix Festival du Film d'Animation pour la Jeunesse de Bourg en Bresse

Prix "Jeunesse" PIAFF — Festival International du Film d'Animation de Paris

Best Animation Film International Competition — Montreal Film Festival

Best Farm Animation — Farm Film Festival

Meilleur Film d'Animation — Festival International du Film de Vébron

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Animated Film Online Festival Special Diploma of T-Short

Aurora Junior for the best short TIFF Junior — Tromso International Film Festival

Zlin Film Festival — Audience Award

Audience Award Winner — Animation Volda Festival

Best Animation Film — Athens International Monthly Art Film Festival

Cartoon Kids Award — Cartoon Club Rimini Festival

1st Prize International Animation Category — FICA

Best Children's Film Award — Animocje International Animated Film Festival

Student - Character Animation Award — Animex

Prix du Jury — Festival Polycule

What if your future was built by studying at ESMA?

The industry will welcome you with open arms. This is our guarantee.

Art is Serious, our teachings are too.

- A study environment that exceeds our students' expectations.

- Training tailored to the industry's requirements.

ESMA is part of the Icônes network, a group of schools sharing and promoting the same educational values and philosophies, as outlined in a common ethical charter.

Our training is solid.

Our most beautiful objective: transforming each student's potential in skills recognised by the artistic and creative industries.

How? By combining lectures, practical tutorials, transversal projects, professional conferences and workshops, to expose our students to the reality of the industry.

The strengths of our teaching approach: opportunities to meet and talk with men and women who are recognised experts in their profession.

A large variety of advanced teachings, opening the doors to a vast array of possible careers.

Our support is

Each students is monitored and supported by the faculty on a regular basis. The tools implemented as part of the Bloom programme help prepare them for their search for internships and their entry into the job market (alumni platform, database of professionals, organisation of specific workshops, conferences and meetings with professionals, Bloom passport and soft skills guide.....). After graduation, they benefit from a strong network in their job search.

Our foothold in the professional world will be your best asset.

The teaching philosophy of ESMA is based on the expertise of our staff, composed of highly qualified professionals with extensive experience in the industry. The capacity of our teaching staff to integrate constantly evolving techniques and technologies allows the students to build up skills that are relevant to the market's current needs.

Faculty

**Over 300 professors teach in our campuses.
Some of them talk about our courses:**

Yann Pannetier, *Educational advisor*

CG Animation & FX Masters Course - Toulouse

ESMA's courses are focused on a coherent learning progression, actualised each year to match the evolution of the industry's techniques and processes as closely as possible. The students are trained in the use of several applications used by the sector's professionals. At the same time, they develop their knowledge of the art world and their creative skills. The last year, dedicated to the production of a film, combines all the skills they have acquired in a common project: making a short film that will become their business card as they enter the workforce.

Benjamin Deyries, *Educational advisor*

CG Animation & FX Masters Course Nantes

ESMA offers a comprehensive course, endowing our students with the fundamental artistic and technical skills, to meet the requirements of the CG industry. This educational dynamic aims to stimulate creativity, curiosity and personal standards, essential qualities in the professional sector. Encouraged by way of concrete projects, the students explore new ideas to create innovative images, with tools used by actual professionals. This way, they are trained to become fully-fledged 3D artists and technicians.

Speakers

Every year, we invite a large number of prestigious guest speakers to our schools.

Julien Fournet
Director, TAT Productions

Tasha Beddoe
Talent Coordinator, Studio Electric Theater Collective

Jérôme Denjean
Supervising Creative Director, Blur Studio

Amélie Paraïso
Head of Recruitment, MacGuff

Romain Puig
Talent Acquisition Lead, Rodeo FX

Alexis Wanneroy
Head of Character Animation, Fortiche

Bastien Grivet
Environment artist, worked on Spider-Man: Across the Spider-Verse

Célia Hodent
UX Director, Epic Games

Éric Viennot
Game Designer and founder, Lexis Numérique

Emeric Thoa
Wordwide Conception Director, Ubisoft

Yoan Fanise
Director, studio Digixart Entertainment

Anthony Simon
Character Artist, Ubisoft

And many others...

Our values
are everything

ESMA bases its training and operations on a number of values, which it shares with all the schools in the Icônes network. A common vision, **bold** and **innovative** in its **creativity**, ensure that we help our students build a bright future for themselves.
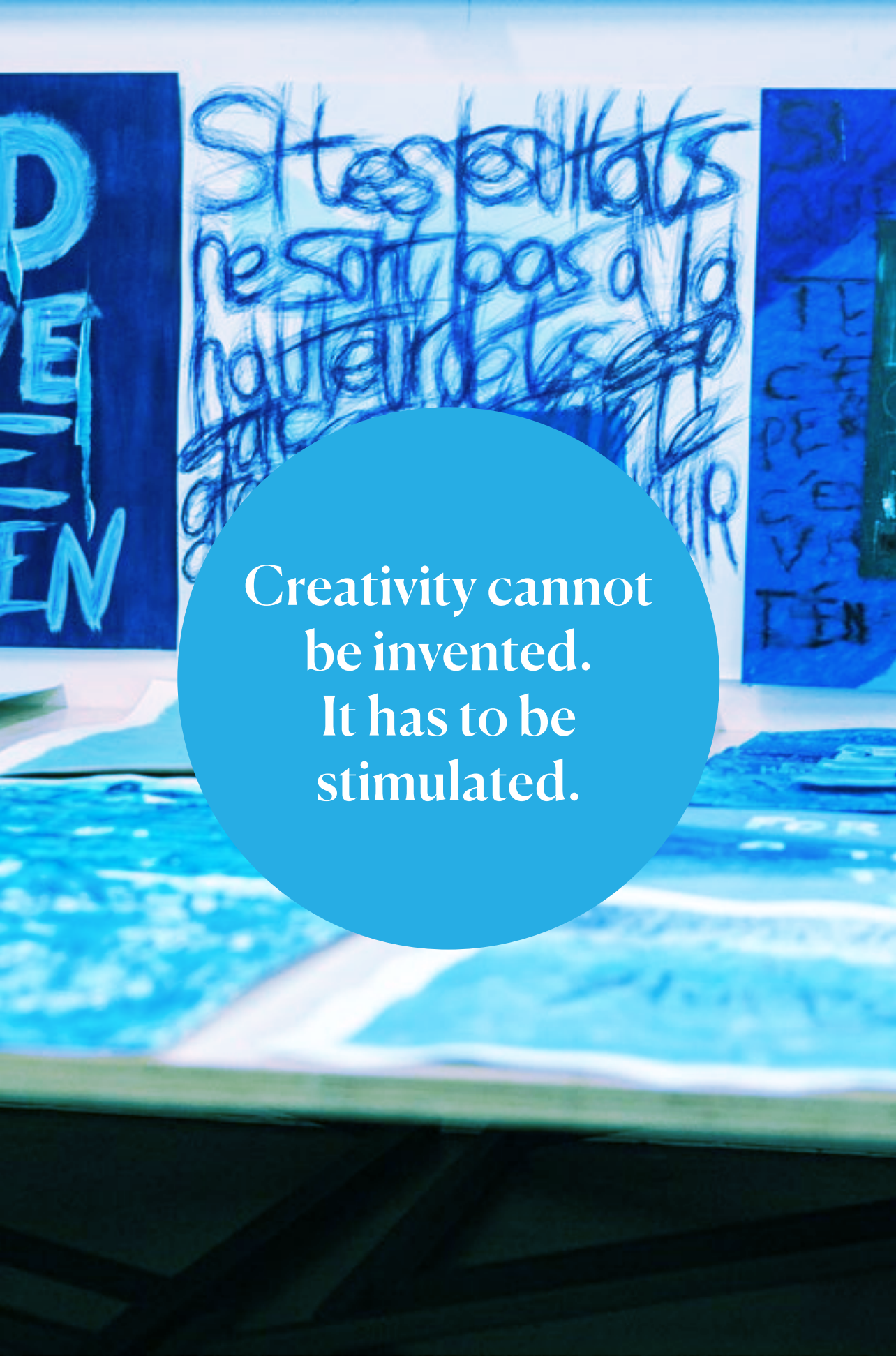
Inclusive courses, handicap, **accessibility**, hosting foreign students... our schools are **social and cultural centers**, open to everyone. Everything is done to promote **equal opportunities**, for every student.

Our future students are selected based on objective criteria, through the review of their academic and artistic records. This state of mind promotes **creative emulation**, and is our most beautiful asset. And as for you, your best asset to integrate the school will be your motivation!

Available aids

In order to facilitate access to some of our courses, internal scholarships are granted when conditions are met, starting in the second year of studies at ESMA.

> **Creativity cannot be invented. It has to be stimulated.**

OUR COURSES

Study in an ideal learning environment.

Meet the best professionals in the industry.

Your wishes made real by our advanced teaching.

The challenges will make you grow, the event will motivate you.

Your project will bloom, your dream will come true.

Your years at ESMA are your career taking shape...

A preparator year to put all the odds in your favour

THE ENTERTAINMENT PREPARATORY YEAR

For whom?

- For students who wish to join one of the following courses: CG Animation & FX Master's Degree or Video Game Design Master's Degree.

- For students who want to learn about CG Animation & FX and who do not have a satisfactory drawing level yet.

- For students who are not yet sure of their choice of course, who want to give themselves another year to make up their mind and choose the right course for them. It can be joined under the following criteria:

- Baccalaureate or equivalent title (EQF level 4)

- Review of Academic Record and Motivation interview

Why?

- To discover the creative entertainment industries.

- To acquire a comprehensive set of skills in applied arts and drawing.

- To learn efficient working methods and develop both creativity and artistic culture.

How?

- Classes and workshops, split over two semesters.

- A programme centred around drawing practice: perspective works, observation sketches, live model drawing, graphic and plastic practice, volumes, photography...

- Continuous assessment with learning and evaluation scenarios at the end of each semester.

- A Student Professional Project (PPE) initiated and supervised from the foundation year onward.
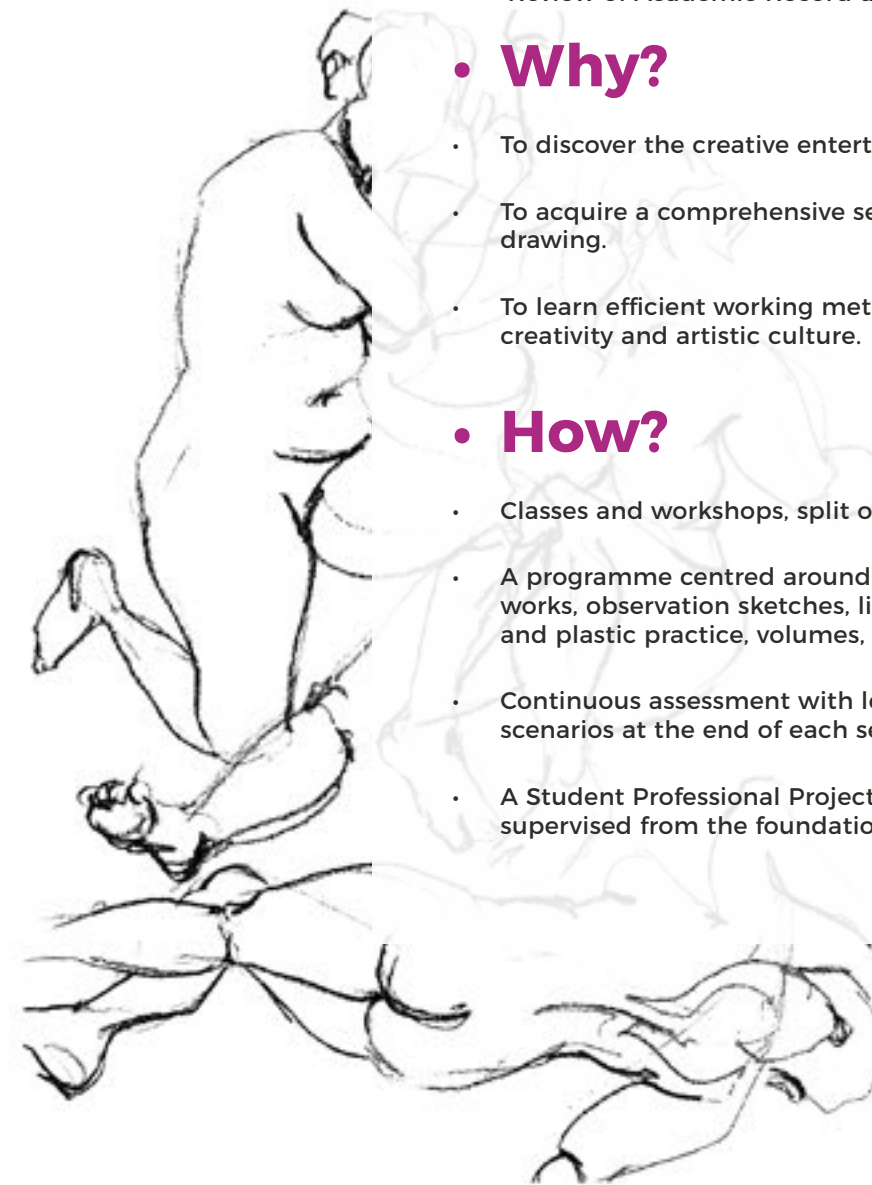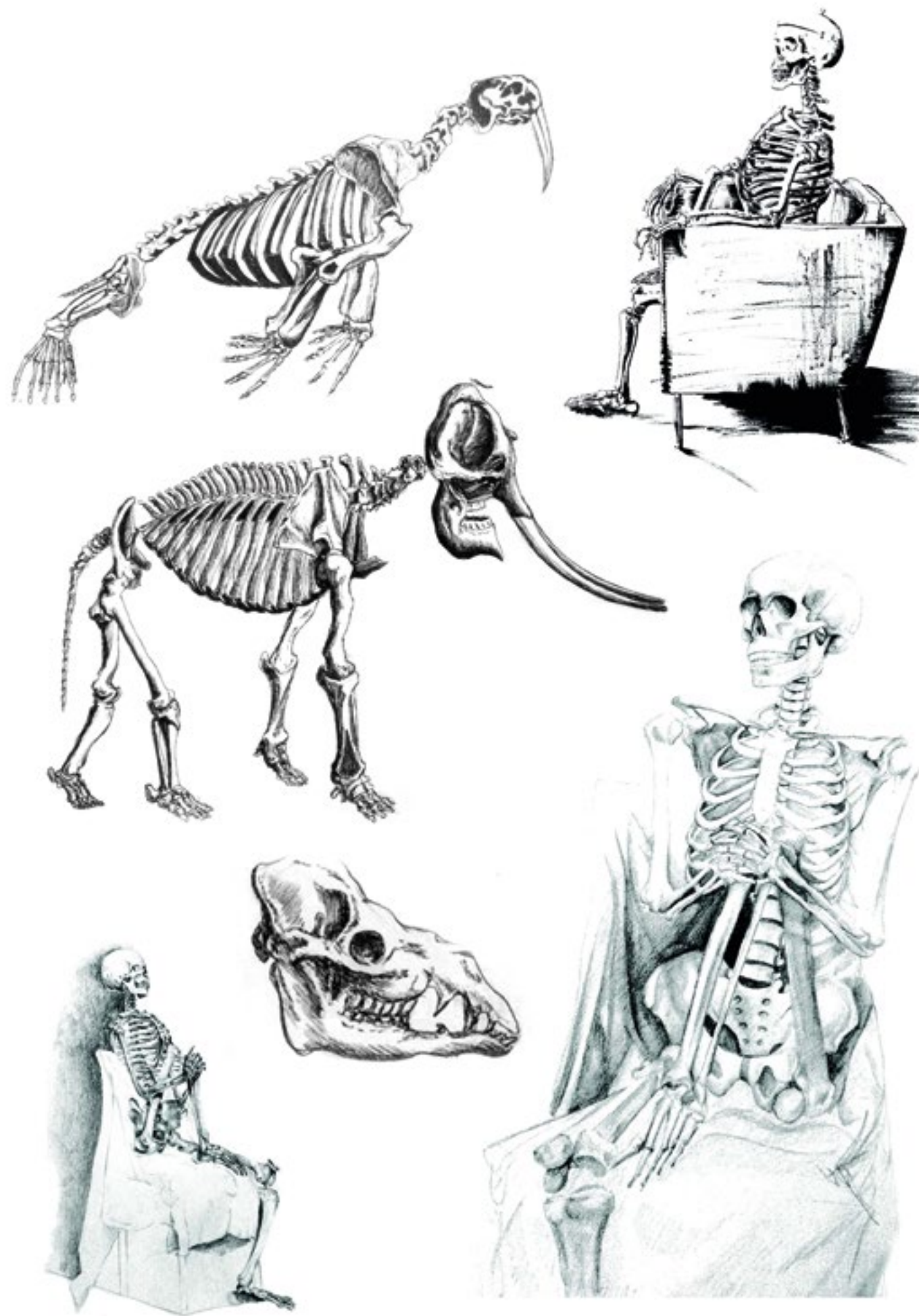
In English, please !

→

ESMA offers an English version of the Entertainment Preparator dedicated to non-French speaking. Its programme combines French language classes and the artistic classes of the Preparatory Year with additional classes taught in english.

The English-speaking Entertainment Preparatory Year also includes two study trips: one to Paris and another to a bordering French or European city.

It is accessible after obtaining a diploma equivalent to the Baccalauréat, upon review of the academic record and a motivation interview conducted in English... of course!

After completing the Entertainment Preparatory Year, students can join the CG Animation and FX Course in the English-speaking section of the 3D Animation Cinema program.

Portrait made from a collage

Graphic design research centred on creating a poster for a film

—— Sketch
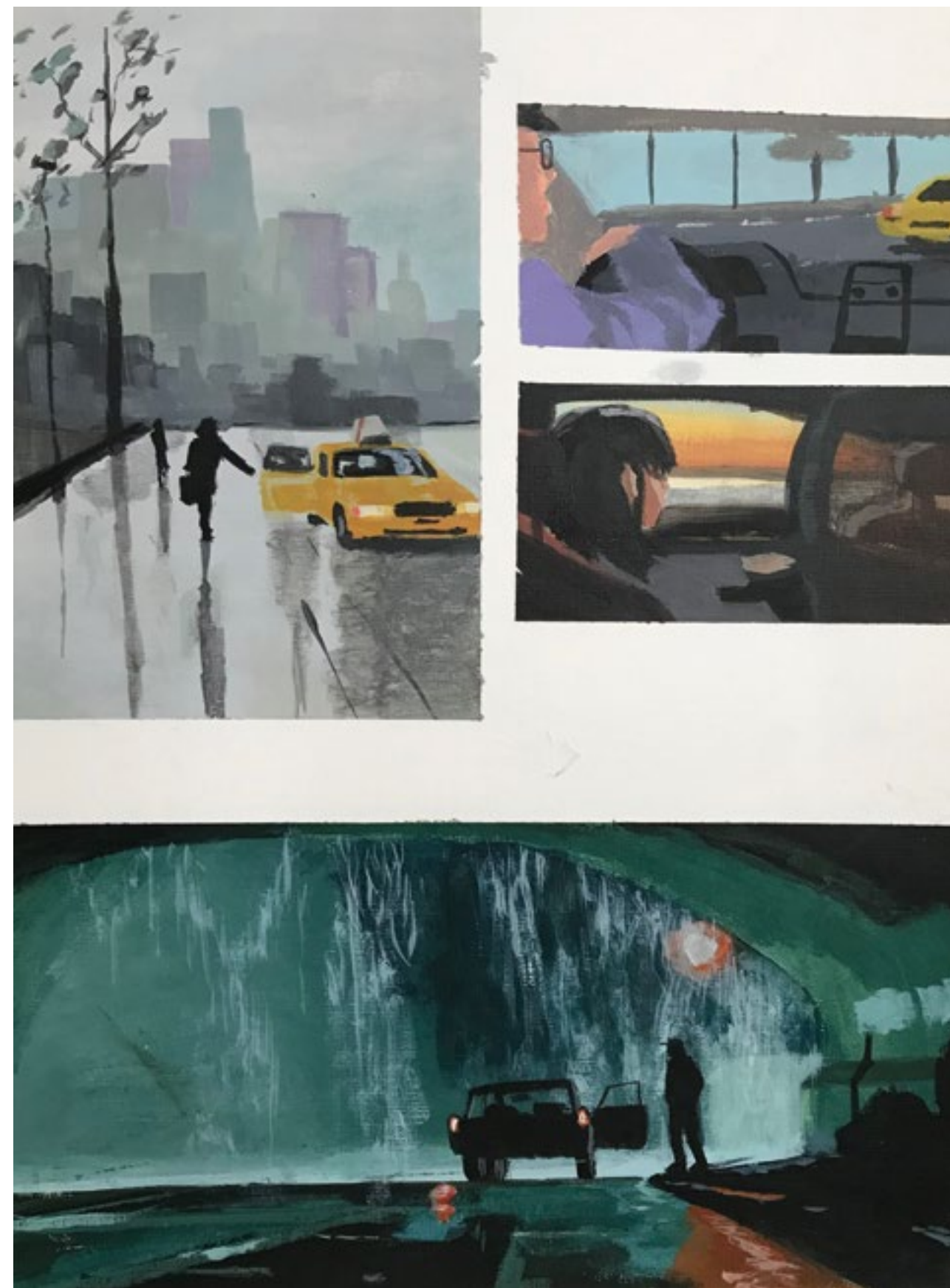
—— Traditional illustration
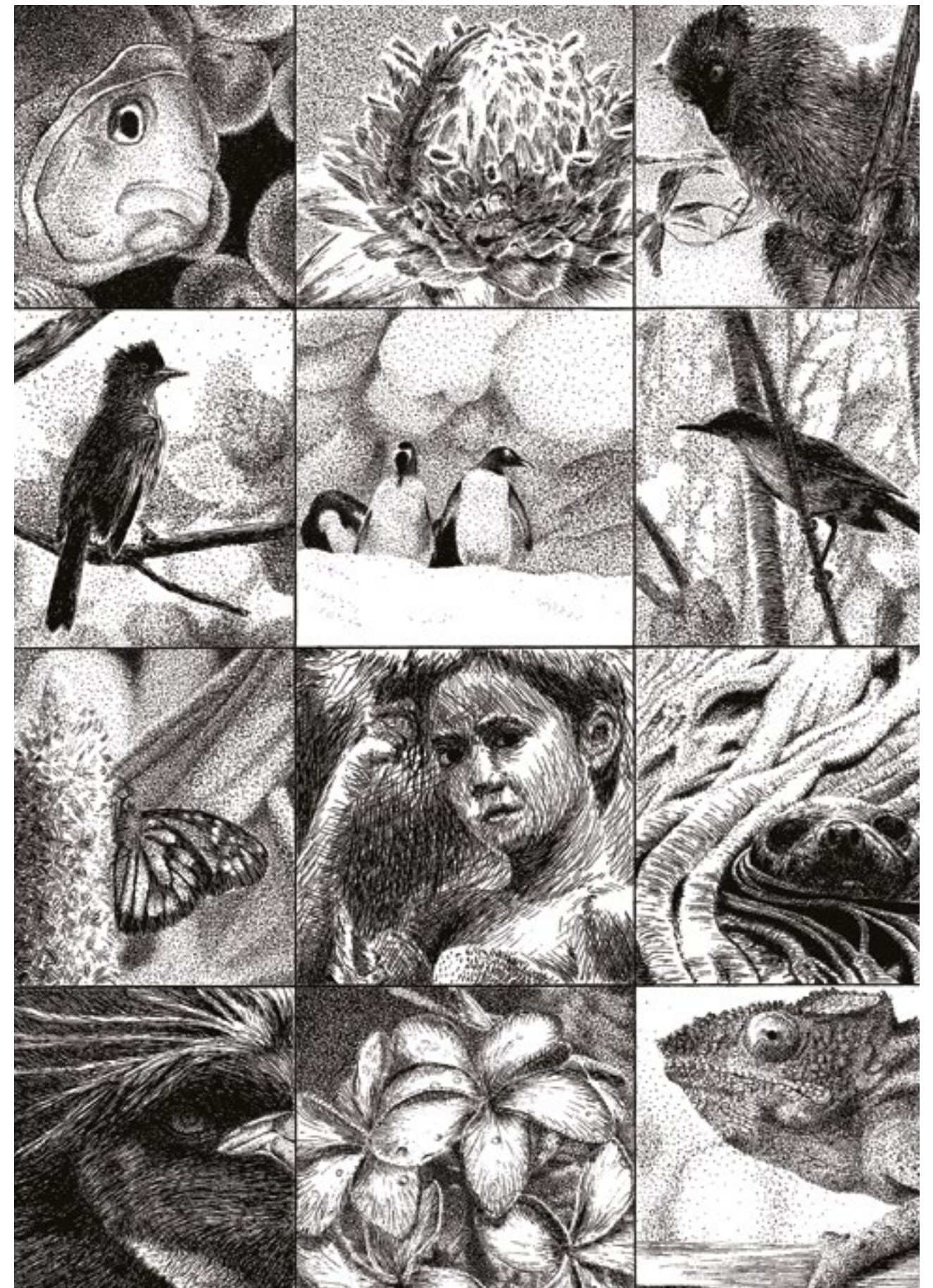
Plastic expression projects

Studies around the colour blue and liquids

Go from passion to Animation!

CG ANIMATION & FX

Bordeaux - Lyon - Montpellier
in **French and English**

Nantes - Rennes - Toulouse
only **available in French**

RNCP Level 7 Title
Equivalent to the French Baccalauréat +5

ESMA : over 250 films in 25 years.
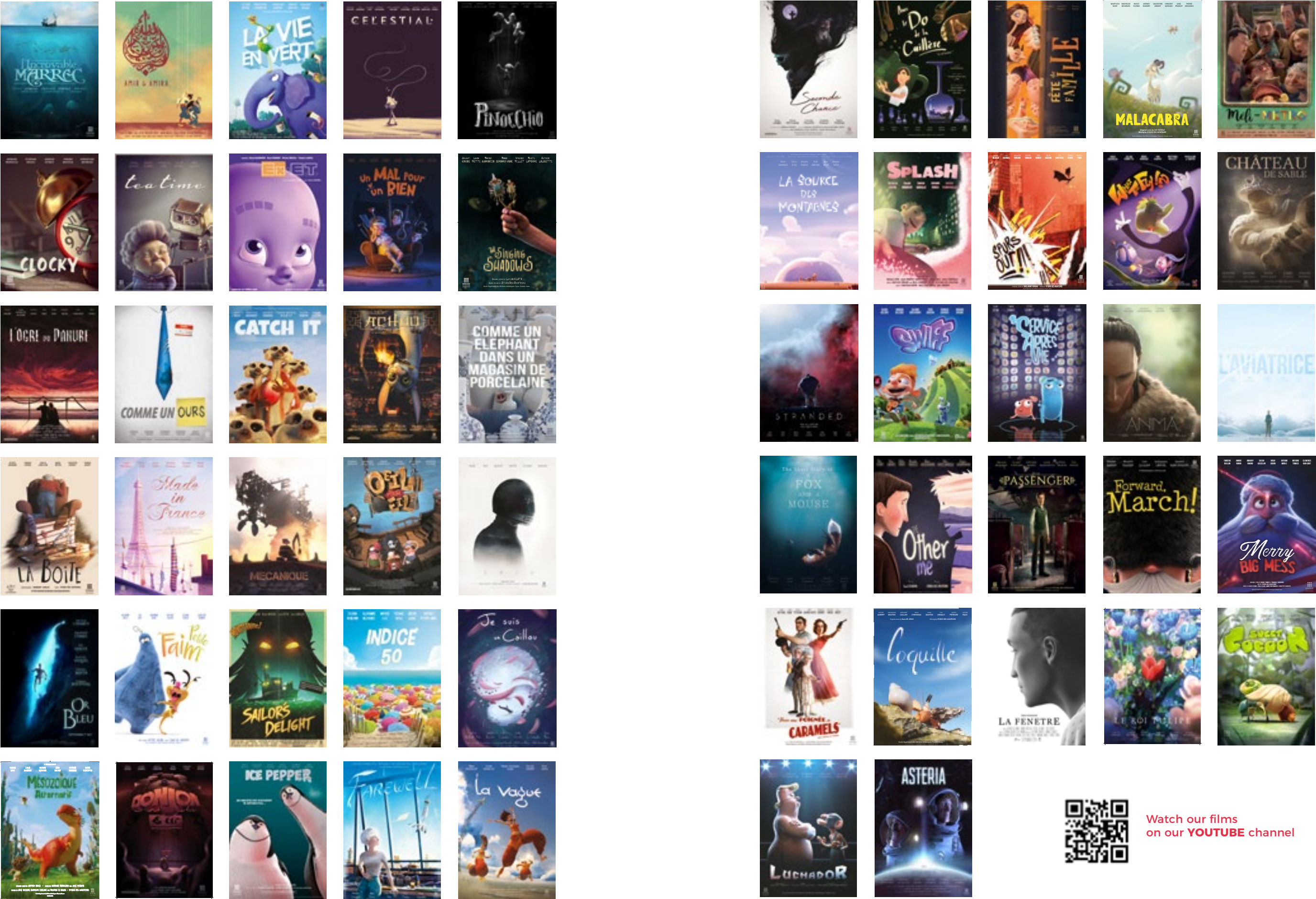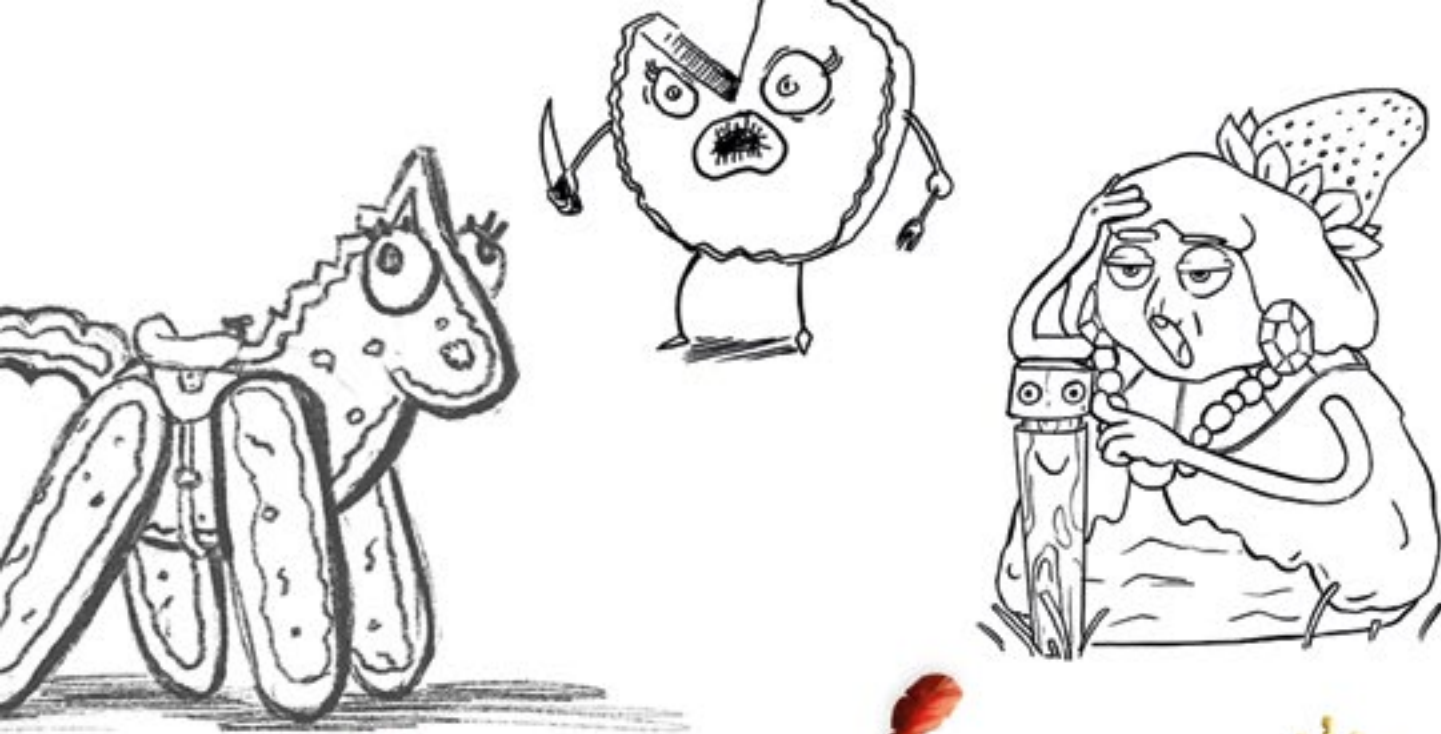
For whom ?

For all the creative types who like to follow their passion and work hard in order to make their dreams come true.

The first year in the CG Animation & FX Course (our Entertainment Preparatory Year) can be joined by students meeting the following criteria:

- They hold a baccalaureat or equivalent or apply to ENIC - NARIC for equivalence.

- A good level of English(B2) and non-French speaker

The second year can be joined by students meeting the following criteria :

- Holding a diploma equivalent to the Baccalauréat + 1 year in a similar domain, or having completed a preparatory year, or an EQF level 4 title depending on the profile (ie. baccalaureate in applied arts)

- Access after a review of the student's Academic Record, motivation interview and presentation of an artistic portfolio

Why ?

The complete course allows students to develop their creativity and artistic sense, and envisions a career in the CG Animation, FX, video game design or advertising industries.

How ?

- Entertainment Preparatory Year

- 2nd and 3rd year: fundamental learning

- 4th year: strengthening the chosen speciality

- 5th year: dedicated to the production of the graduation film, presented in front of a professional jury, and to the certification tests

- An internship of 8 weeks will be required during the 3rd or 4th year, either in France or abroad

- A coherent teaching approach built on a progressive, cross-disciplinary approach, with numerous projects to put all the skills worked on during the course into practice.
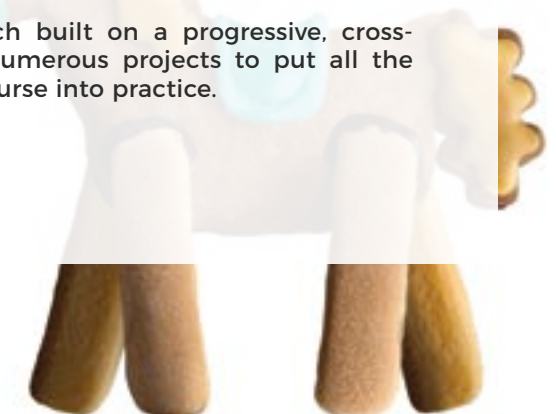
3D imagery is everywhere in our lives.

→

Both familiar and mysterious, it is an invitation to dream up new possibilities. Cinema, television, advertising and video games use it extensively, but it is also essential in a plethora of sectors: medical, industrial, architectural, regional planning, civil engineering, design...

The CG Animation & FX Course offered by ESMA aims to train the future professionals of the CG animation industry.

The four years of this course enable students to master all the production stages of a creative project incorporating digital imagery.

Renowned studios like Pixar, Dreamworks, Illumination Mac Guff, Mikros, Fortiche Production, MPC, The Mill, TAT productions, and professionals from all around the globe have appreciated the professionalism and skill level of ESMA's students for over 30 years.

ESMA's CG Animation & FX Course ensures the employability of our students in creative and technical lines of business, with quick opportunities for development towards senior positions in the creative industry. Many of our alumni quickly rose to lead and supervising positions, or created their own video games and studios.

—— **" Swing to the moon "**
In the forest, Temi, a small spider, dreams of catching the moon. It will stop at nothing to try and reach it.
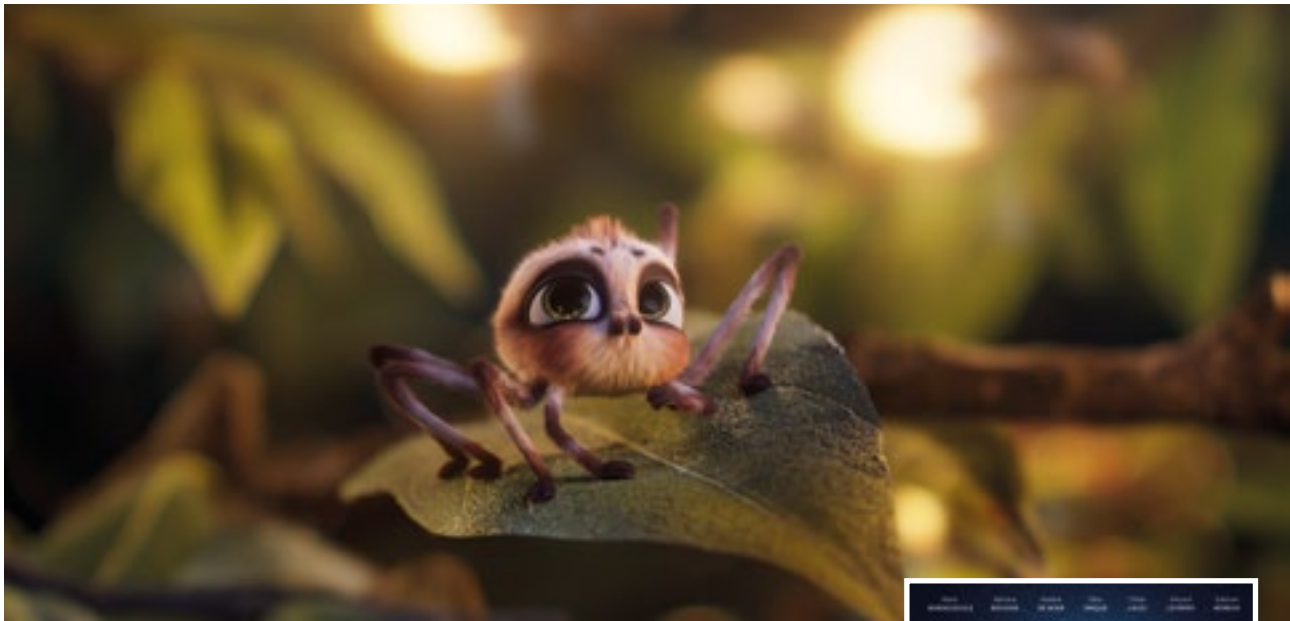
—— Marie Bordessoule // Adriana Bouissie // Nadine De Boer // Elisa Drique // Chloé Lauzu // Vincent Levrer
Solenne Moreau
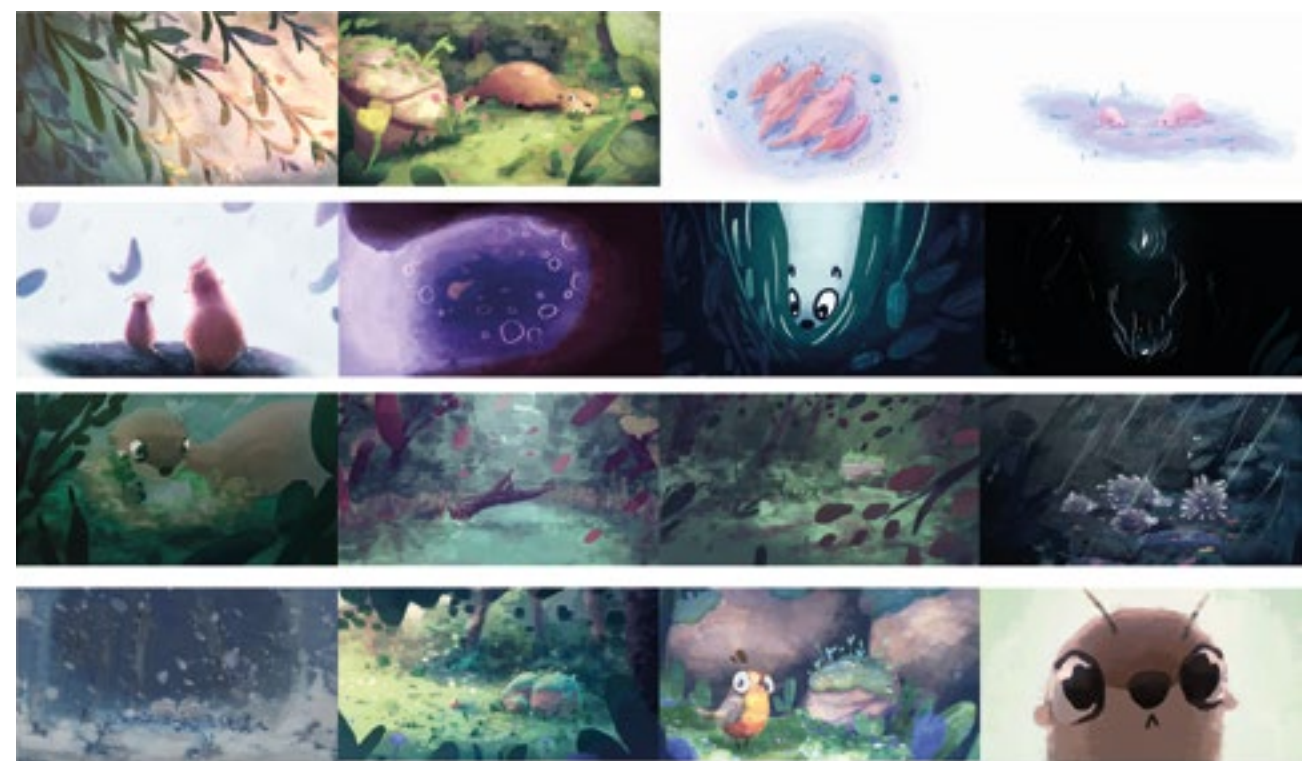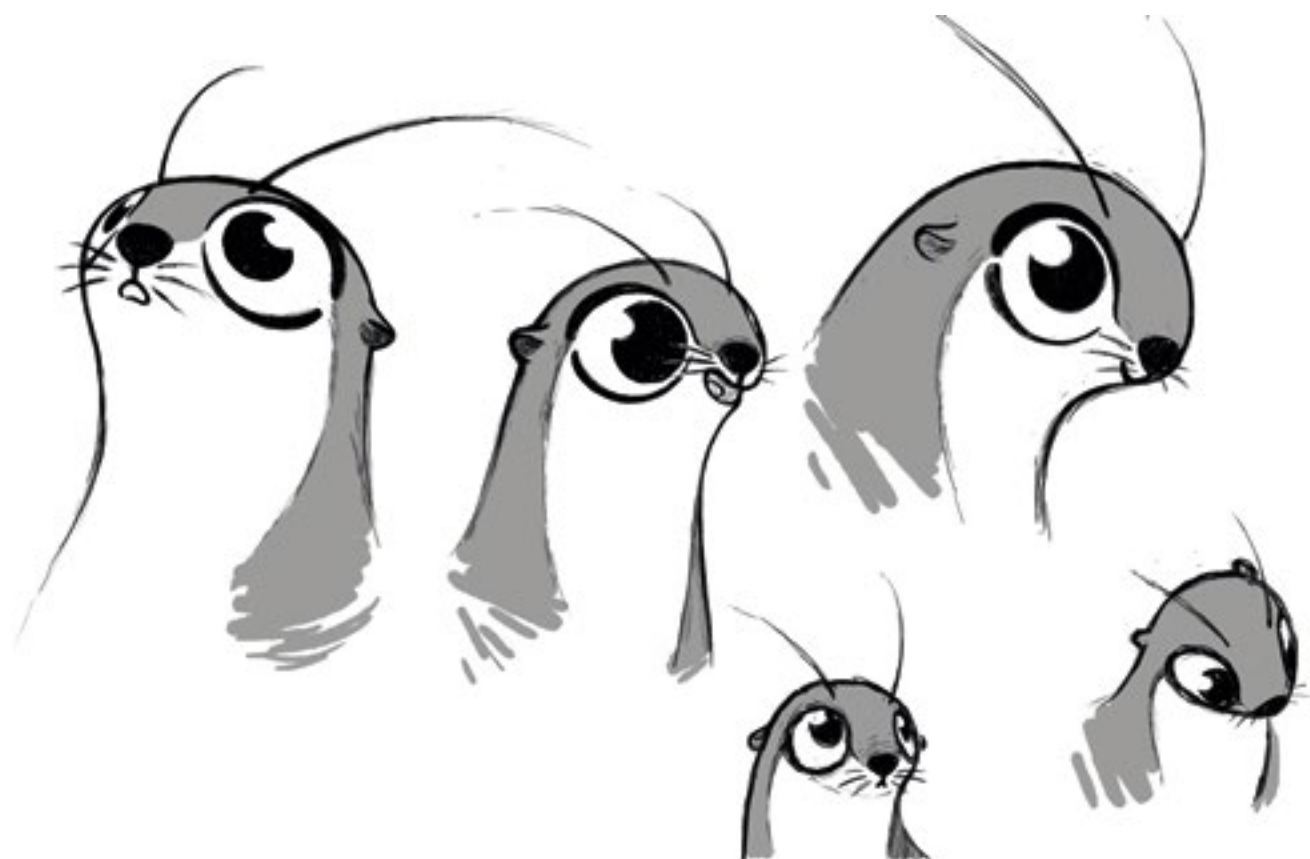
" I am a pebble "
Bulle, a young otter, lives with rocks, which she considers to be her family. She dreams that they are normal otters, but she slowly realises their real nature, and must face her own solitude.
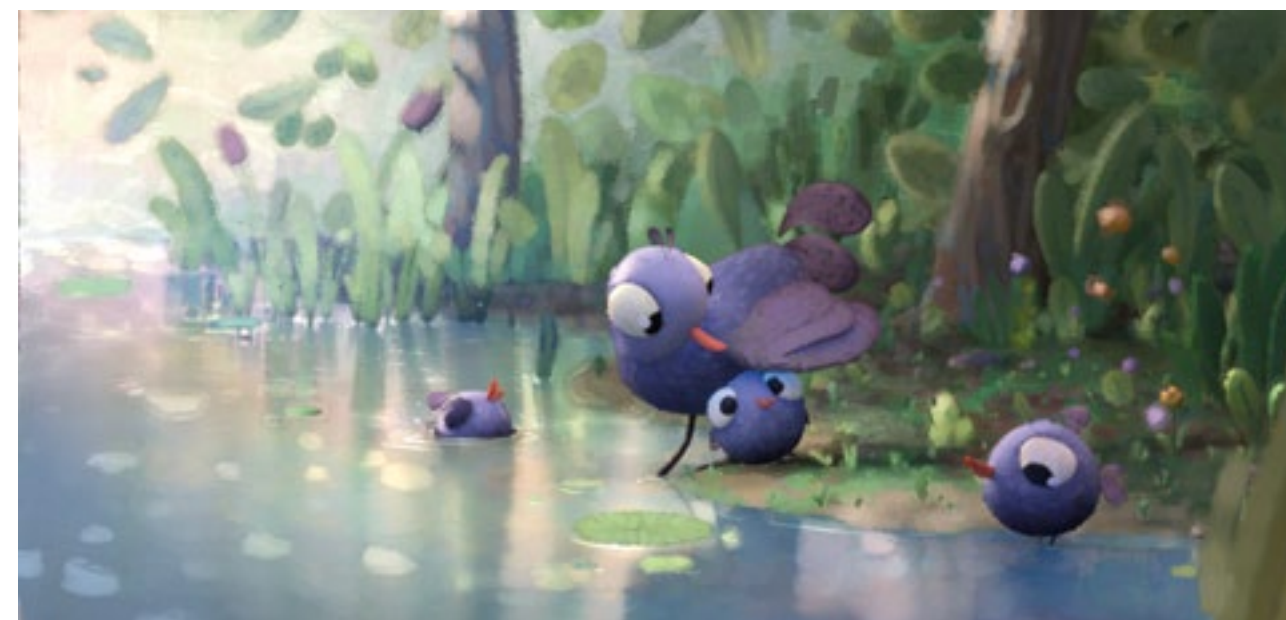
Mélanie Berteraut Platon // Yasmine Bresson // Léo Coulombier // Nicolas Grondin // Maxime Le Chapelain // Louise Massé.

LE ROI TULIPE

—— " The Tulip King "
Once upon a time, in a forgotten kingdom, a little King lived alone with his housekeeper. One day, while he was strolling around his royal garden, he discovers a new flower: a tulip.

—— Chloé Chapart // Agnès Dejean // Dorian Douaud // Flavien Duramé // Audrey Rioux // Alexis Rousseau

We do everything for our student's success...

→

Committed professionals
who help students develop their skills throughout the entire course.

Equipments and applications
which are the same ones used in professional studios, to help the students acquire a total mastery of the tools used in the industry.

Ready to take on the change of a lifetime?

GRADUATION PROJECT : MAKING AN ANIMATED FILM, STEP BY STEP

At the end of the course, students have to produce a film in teams. Together, They go beyond their creative limits and put all the skills they have learned in the previous years to use. After writing the scenario, they develop it from start to finish, step by step (pre-production, production, post-production). Immersed in conditions identical to those in professional studios, they are prepared to join the workforce in optimal conditions.

This major project starts as soon as the end of the 4th year, and continues during the entire 5th year, and comes to fruition at graduation, with the final projection in front of the international jury.

It's easier to understand with an exemple...

The CG animated film "Œil pour Œil", made by students in the CG Animation and FX programme at ESMA, Thomas Boileau, François Briantais, Robin Courtoise, Alan Guimont, Malcolm Hunt and Mathieu Lecroq.

Preproduction

The team then starts working on character and environment design

It all begins with an idea...

A one-eyed pirate captain keeps looking for treasure, having recruited other one-eyed sailors to help him...

« Our main objective was to make a film with a story that everyone could like.

We all worked together to write the script; there's a bit of each of us in that story. We brainstormed a lot, in front of a whiteboard where we threw ideas to see what stuck »

... that starts to come true on the storyboard

« We first made it on paper, but we quickly switched to 2D animatics (video version of the storyboard).

This helped us find a rhythm, evaluate the gags, know where to place our cameras and manage the length of the film. »

« We divided up the tasks to find a good coordination between us. To save time, we created a basic character, which was then duplicated to make several other characters. The tavern was our main setting, and the boat was both a character (on the water), and an environment (when the characters move on it). For our artistic direction, we researched the video game industry a lot. »

Production

When the scenario is ready, and the character and environment designs are refined, the team moves on to the next phase, with the modelling, a major step in order to complete the project..

« Modelling means giving shape to the concepts dreamed up during pre-production, and moving from 2D to 3D. It's like going from architectural plans to the actual construction of a house. We use applications like Maya and ZBrush to create those virtual sculptures.»

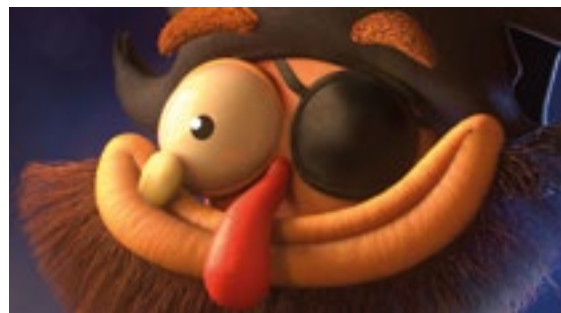## Then on to the texturing......

« Once modelled, the objects are completely grey. The texturing phase requires applying colour to these elements. »

... shading

« Shading is a way to simulate a given material, and give volume to an object. This way, the customer knows what it's made of. In our film, we had to style the materials while retaining a realistic feel to make the world believable. »

Production

Once these elements are fixed, on to the 3D animation

... rigging

« Rigging is creating a 3D skeleton for a character or an object, on which articulation points are placed, allowing for the model to be deformed and thus to be animated. This is the tool that the animator will then use. Our film has a specificity: We have distorted a character in order to make others. »

... and grooming

« Grooming is mainly about the animation of hair, the captain's beard or even eyebrows. The most complex aspect was that these elements have to follow the movements of the body. There was a strong connection between rigging and grooming.. »

« This step gives an overview of the characters' movements, and of the camera's position in a 3D space. This allows to highlight things that might not work when going from 2D to 3D and allows to adjust these points and find solutions. »

And finally, the Special Effects (FX)

« Creating water was the most important part of the special effects work. Once again, we wanted a cartoon rendering style, but had to respect the physical properties of water. To make that a reality, we mainly used the Houdini application. »

Post-production

Then, we have to turn our attention towards sound: music, effects and dubbing

Once all the artistic elements have been created, you have to bring them together: that's rendering.

« Jeffrey Brice started working on the film's soundtrack as soon as we started the 2D animatics phase. We kept in touch during the entire production. Studio des Aviateurs created the sound design which contributed to the general atmosphere of the film. Antoine Perichon, an ESMA alumni, took care of the dubbing, with grumbles and sounds that add to the humour of the film »

« You need to optimise the files so that the computer can quickly render the images. It is with this step that the scene will come alive in 3D. »

What's in store for tomorrow?

Fully trained in teamwork, project management and people management, ESMA students are ready to start working right after graduation. Able to adapt to the rhythm, work methods and processes of each studio's production, they are highly sought-after in the job market, both as employees or as independent contractors. They will also be able to rapidly advance their careers, in management positions, as leads, supervisors, or even found their own studio. This is the natural career path often seen for ESMA alumni, both in France and abroad.

Our students' future employers are :

- **Studios making animated films for cinema or television: feature films, short films and TV series.**
- **Post-production companies tasked with creating special effects for films, animated advertising, or TV station packages.**
- **Video game studios to produce trailers and cutscenes.**
- **Digital image creation studios for industrial, architectural, scientific and medical purposes.**

ESMA's courses: a wise choice for your long-term future

The examples of employers and professions given are not exhaustive. The courses at ESMA enable students to make rapid progress within the companies, studios and agencies they join. Many of them progress to management roles only a few years after graduating.

Lead 3D Animator

Employee or independent contractor

Both magician and technician, the 3D animator handles 3D animation software with unrivalled expertise. Thanks to them, characters come to life, their movements are fluid and realistic, the objects and environments with which they interact take shape.

They are – with the directors and other animators - responsible for the final quality of the animation.

to practice this profession, you must have:

- To be creative and original in your propositions.
- A good sense of observation to understand real movements and behaviours, and thus convincingly reproduce them.
- Lots of patience, to overcome technical hurdles, fine-tune every detail to produce high quality results.
- Mastery over 3D animation software, to manipulate models and creating movement.
- To like working with a team.
- Flexibility in order to adapt to the project's requirements and constraints.

Technical Director (TD)

employee

The Lead Technical Director is an outstanding technician who oversees all 3D animation projects and is responsible for implementing the production tools and pipelines.

It is also up to them to find solutions to technical problems.

to practice this profession, you must have :

- Advanced technical skills and mastery over 3D animation and programming software.
- Leadership qualities, to lead a technical team and take strategic decisions.
- Problem-solving skills to overcome technical challenges encountered during production.
- Flawless organisational skills to manage resources and ensure that deadlines are met.
- Strong communication skills to work effectively with artists and the production team.
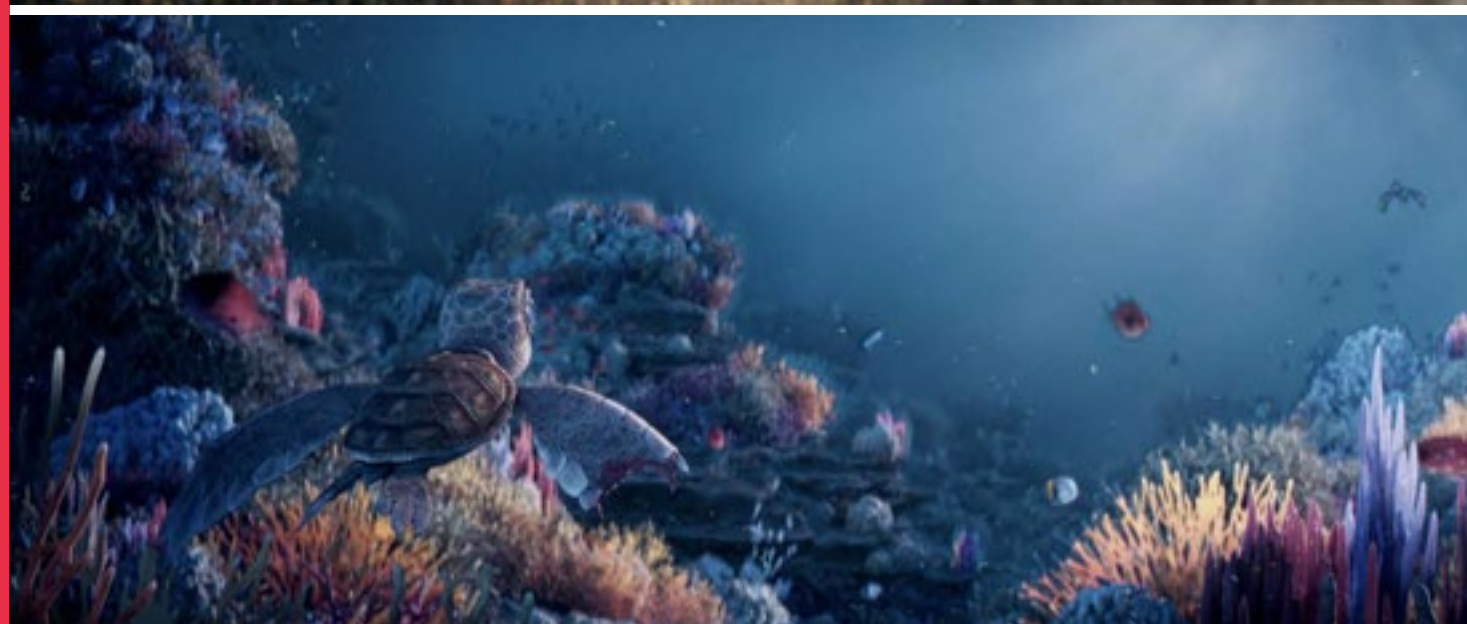
CG Supervisor

Employee or independent contractor

⟶

The CG Supervisor is the real conductor of the project, playing a key role in the production of an animated film, special effects, advertisement or video game. Multi-skilled, they weigh in on several issues. Creative, they define the graphical style, the atmosphere and the action rhythm. Technically skilled, they know how to meet requirements while respecting constraints. Resourceful, they have to deploy solutions that are pragmatic, technical and aesthetic all at once.

A good listener, they also need to match the director and the client's vision, while managing their team. They monitor the project and coordinate the different contractors to ensure a general coherence. They are responsible for the aesthetic and technical quality of the project, the meeting of deadlines and the respect of the imposed constraints..

to practice this profession, you must have:

- To practise this profession, you need:
- A developed artistic sense
- A good image culture
- Mastery over the professional software and processes
- The ability to meet technical challenges
- Good interpersonal skills and to be able to listen

—— Dawn

FX Supervisor

employee

⟶

Not one to back down from a challenge, every project is a chance to prove their skills. The special effects they create will make the film unique. To achieve such a level of quality, the FX Supervisor uses advanced software.

They skilfully and parsimoniously intervene on various animation sequences.

- to practice this profession, you must have:
- Perfect mastery of the adapted software to create convincing visual effects.
- Creativity, to design unique and stupefying special effects.
- The capacity to solve problems to overcome technical challenges that come up while creating FX.
- A real ability to work in collaboration with the artistic team and animators to integrate the effects harmoniously.
- An eye for detail, to guarantee that the final result is realistic.

Lead Rigger

Employee or independent contractor

→

The rigger is largely responsible for the characters' realism.

They create the characters' virtual skeletons, define constraints to facilitate animation and put in place structures and controls to enable characters to move fluidly and realistically.

To practise this profession, you must have :

- Technical skills to create complex structures and control systems.
- Anatomical knowledge to make the characters move realistically.
- A great sense of precision to optimise rigging and ensure fluid, natural animation.
- An ability to accept criticism and feedback in order to adjust the rigging according to the comments of the animation team.
- Intellectual and technical flexibility to adapt to different styles of characters and projects.
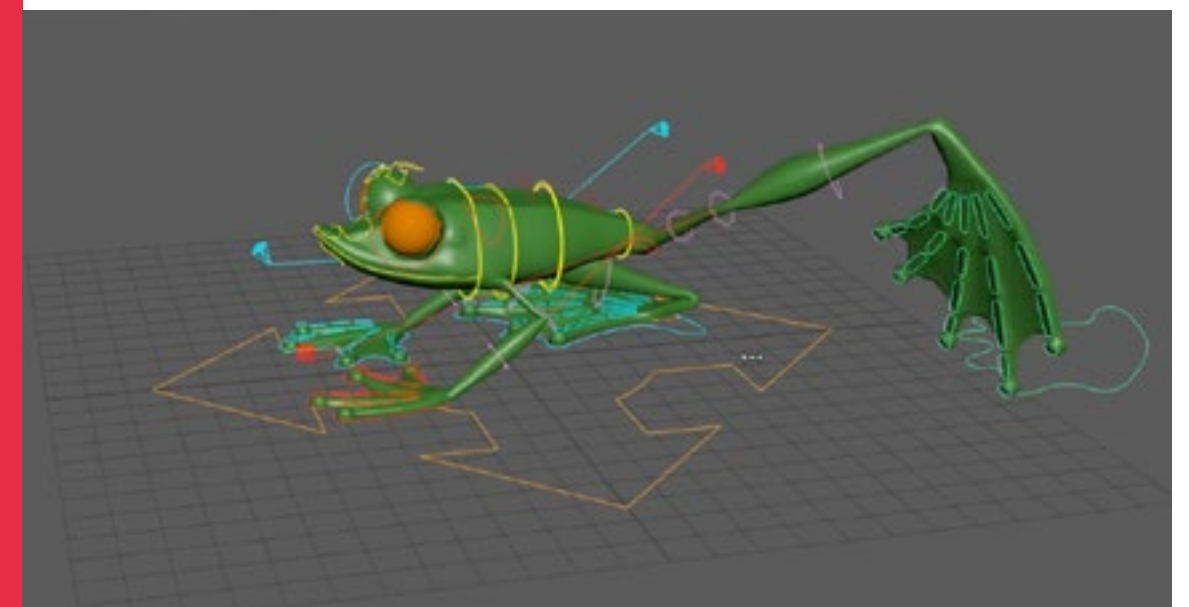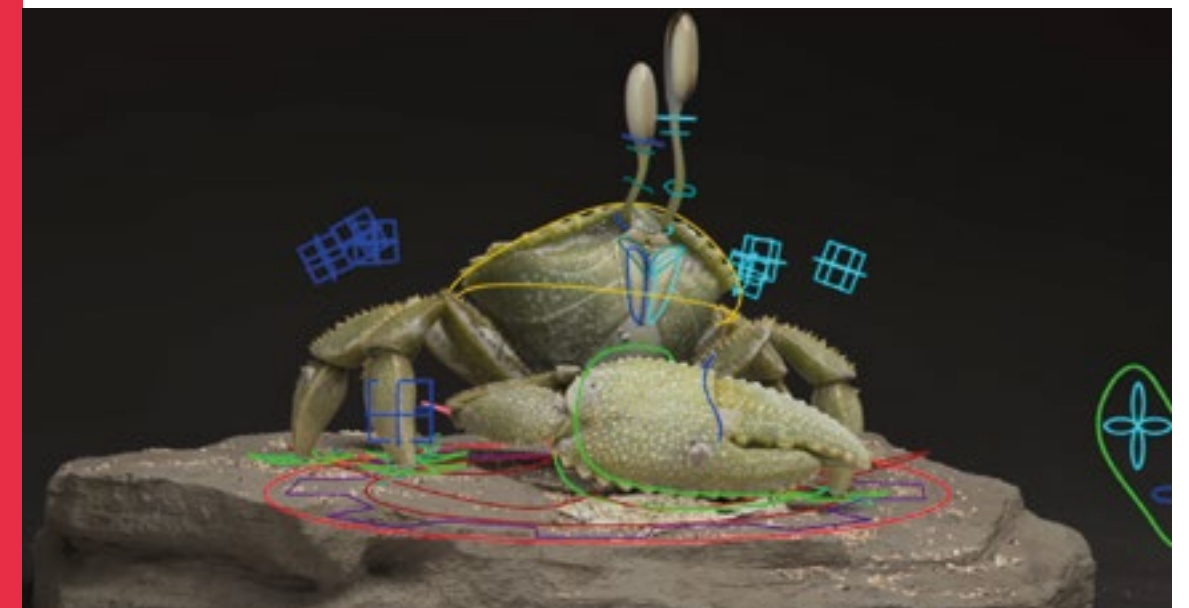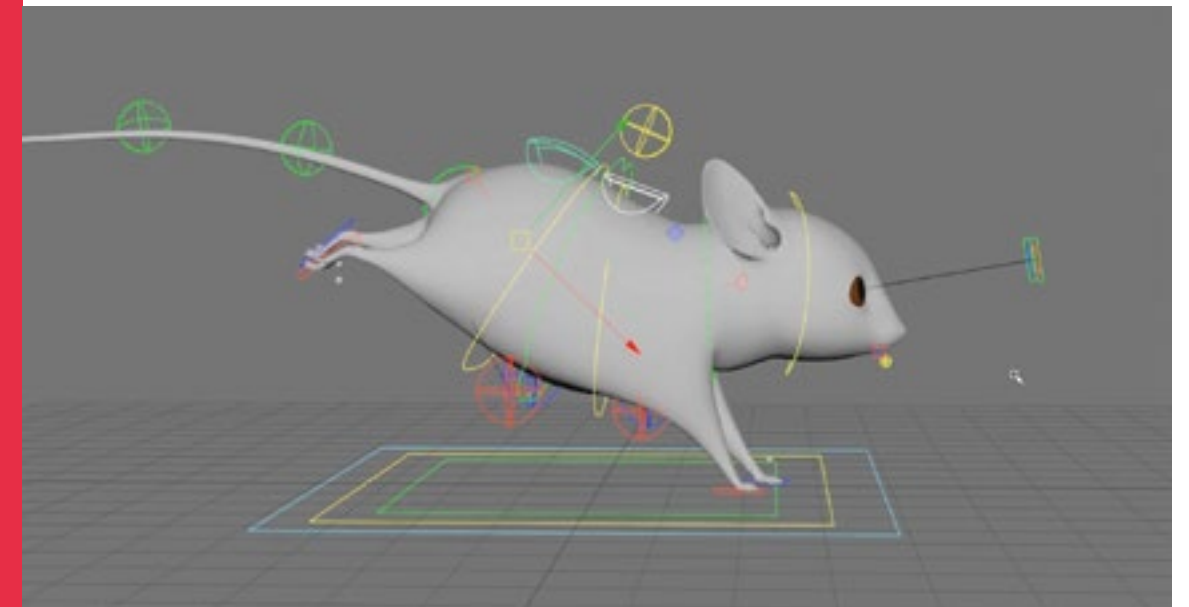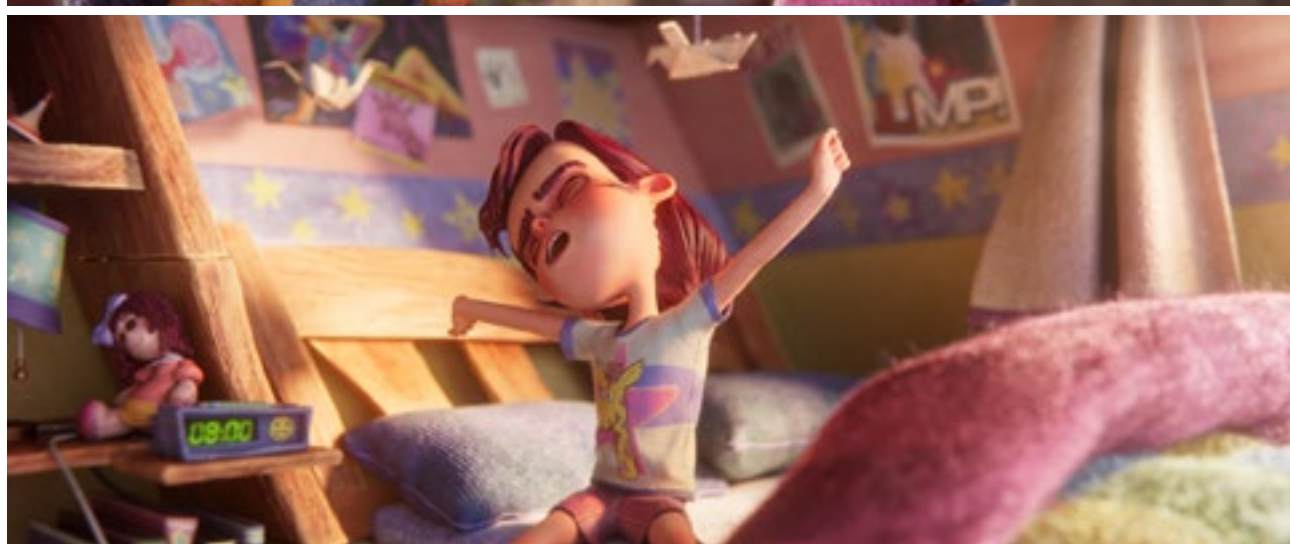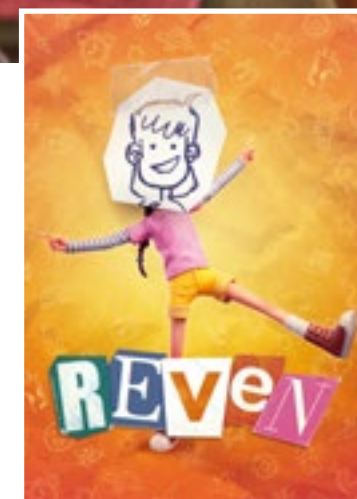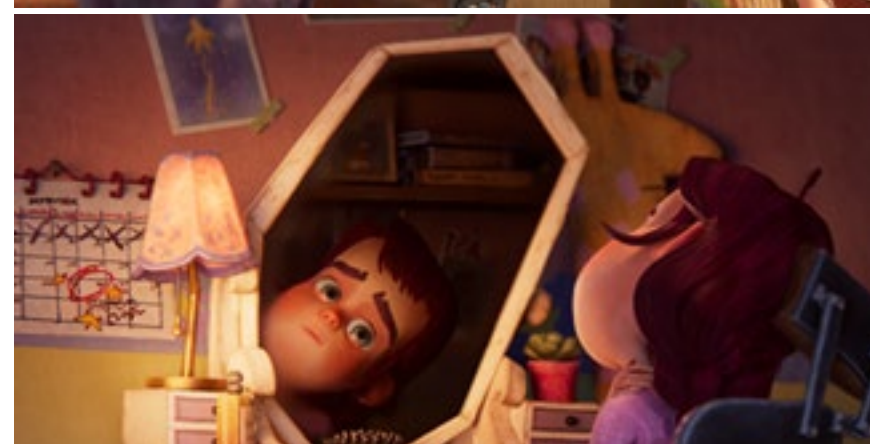
4 000

alumni in over

25

countries around the world

They are ESMA alumni and proud of it!

→

Our alumni are our best ambassadors.

Their varied and brilliant careers, in France and beyond, are proof that our courses have a promising future.

We maintain a close relationship with our former students.

Their attachment to ESMA is as strong as ESMA's pride in seeing them succeed in the industry they are passionate about.

Some come back to give lectures and animate workshops.

Others come back to teach here after a studio career.

Antoine Perrichon

ESMA CG Animation & FX Masters Degree

3D ANIMATOR 3D IN PARIS, LONDRES AND LYON, CURRENTLY WORKING WITH XILAM ANIMATION

Projects : Minuscule 2

Class 2017

What he gained from his studies at ESMA:

" Methods to work efficiently, the right reflexes to have when facing most situations and above all a sense of teamwork. If there's one thing to bear in mind, it's that personal talent is just as essential as the ability to work as part of a team! Our teachers made sure we understood that. "

Class 2017

What she gained from his studies at ESMA :

" All the knowledge I need to be an actual pro right after graduating: mastery over the software, the basics for all disciplines, rigour, perseverance and above all the experience of teamwork, the key to success, thanks to our project in the ESMA Grand Prix. "

Élise Carret

ESMA CG Animation & FX Masters Degree

MAIN CHARACTER ANIMATOR WITH ILLUMINATION MAC GUFF NOW WORKING AT WALT DISNEY ANIMATION STUDIOS

Projects : The Grinch (feature film), Xmas Minions, Super Gidget, Art show and Minions Monsters (short films). The Grinch, The Secret Life of Pets 2, Minions 2 (trailers), Migration, Despicable Me 4, Sing 2.

Portrait
Raúl Carbó

Raúl Carbó was one of the first students to enrol on ESMA's CG Animation & FX Course.

After being a freelance graphic designer, he quickly embarked on an entrepreneurial adventure of his own, opening in 2005 a studio called In Efecto.

His primary motivation was to create a structure that reflected his personality and his way of working: creativity, flexibility and responsiveness.

The company specialised in short-form 3D animation and worked for internationally renowned clients such as: Michelin, BIC, Haribo...

In 2019, Raúl takes a new turn and, alongside two other partners, Catherine Macresy and Dan Creteur, he co-founds the Atlantis studio, dedicated to the production of premium 3D animation series.

The studio's credits include series such as Miraculous Ladybug (season 5), Tara Duncan and the trailer for the upcoming series, Messi and the giants. At its peaks, the studio employs up to 150 people and aims to expand rapidly over the coming years.

This new chapter in Raúl's life as an entrepreneur is part of a renaissance movement, to be able to offer a studio with a more comprehensive range of services and to be able to work on longer, more complex projects than before.

And the future looks bright, with Atlantis aiming to develop its own projects in addition to its premium series production service.

A great prospect, given the strong demand from TV channels and video platforms currently. Raúl has not forgotten the ties that bind him to his former school either: he never hesitates to visit the various ESMA campuses to meet students and discuss their graduation films or give master classes.

He is also a regular member of the Jury 3D, which is an ideal opportunity to discover future animation talent to join the Atlantis adventure.

And these young recruits will certainly not be disoriented, as all the studio's departments include several former ESMA students.

Raúl concludes that for him "it's a source of pride to see these young graduates develop in a professional environment.

ESMA is, for me, one of the best animation schools, in Europe and even the world".

Portrait
Garrick Rawlingson

A lifelong film buff, Garrick Rawlingson wanted to become a director. It was after watching short films at ESMA that he was convinced to take the course to make his dream come true.

In 2013, it was with his graduation film, Forward March, that he took his first steps in the CG Animation industry.

Over the past ten years, this particularly rich career path led him to join some of the most prestigious international studios:

Passion Pictures, MPC, Animal Logic and Weta Digital. His name featured on the credits of numerous blockbusters, such as: The Hobbit: Battle of the Five Armies, Fast and Furious 7, Hunger Games: Mockingjay part.2, Spectral, Alvin and the Chipmunks: The Road Chip, Sonic, Peter Rabbit 2: The Runaway...

After a decade spent around the world, hopping from studio to studio, from project to project, he wanted to settle down and found his own studio.

Thus, along with three co-founders, he created Floating Rock. The young New Zealand studio specialises in animation and FX, taking on subcontracting projects as well as original creations.

One of the studio's spearhead projects is the Kyōryū series: set in post-apocalyptic Japan, where genetically modified dinosaurs have outlived humans and are trying to survive in this new world.

A groundbreaking project that will open up new perspectives for this young and ambitious studio, Floating Rock. For Garrick, "going from being a student to having his own studio and developing an IP is about hard work paying off and a dream come true".

The young director has not forgotten his Alma mater, and cherishes his memories from his ESMA years, praising the quality of the CG Animation & FX Course, covering a large array of skills and subjects, giving students a comprehensive understanding of the entire production line.

Moreover, several fellow ESMA alumni have joined the adventure, and flew across the world to be a part of Floating Rock.Surely, more will soon follow!

Motivated and confident about the future, Garrick Rawlingson remains passionate and committed to what he does, and will never give up on making his dreams come true.

And the game becomes reality !

VIDEO GAME

Bordeaux - Montpellier – Nantes
Rennes – Toulouse

RNCP level 6

Equivalent to bac +3/4

For who ?

For all video game fans who love taking on technical challenges and surpassing themselves creatively.

The first year of the Video Game cycle can be integrated subject to the following conditions:

- A baccalaureate or equivalent level 4 qualification (all sectors)
- Study of the student's academic record and a motivational interview (minimum level of coding and/or drawing required)

Why ?

This 4-year course offers students a global vision of video game careers. It gives them the assets to integrate a growing, dynamic cultural sector in constant search of qualified and passionate talent.

Because they have learned to develop a unique artistic identity, ESMA students are able to enter the video game industry both within a team and as an independent. Perfectly trained, they become versatile video game professionals, with one or more major technical expertise in Game Art or Gameplay Programming.

How ?

- 1st and 2nd years: acquisition of fundamentals
- 3rd year: deepening of the major of specialization
- 4th year: completion of the end-of-studies game judged by experts in the field

These 4 years are focused on the acquisition of skills in the 3 main families of professions: image, technology and design (design of fun and narrative mechanics).

Immersed in the reality of a studio, students develop their individual skills (organization, communication, relational skills, autonomy, etc.) in project and team management.

- Courses over 2 semesters and a mandatory 8-week internship at the end of the 2nd or 3rd year.
- A coherent and progressively structured teaching approach, integrating cross-disciplinary learning with numerous projects from the first year to apply the skills acquired in class.
- Conferences, workshops, and masterclasses to build a professional network and refine career goals by engaging with renowned creators.
- The 4th and final year is dedicated to the collective development of a video game, presented before an international jury of professionals. Each team member contributes specific skills based on the specialization chosen in the 3rd year.

—— Abadi
ABADI is a platformer/puzzler set in ancient Persia. Two
brothers will ask the God of Time for immortality.
The latter challenges them and changes their bodies into
sand. Cooperate and exploit the different properties of
sand to overcome the challenges it has prepared for you.
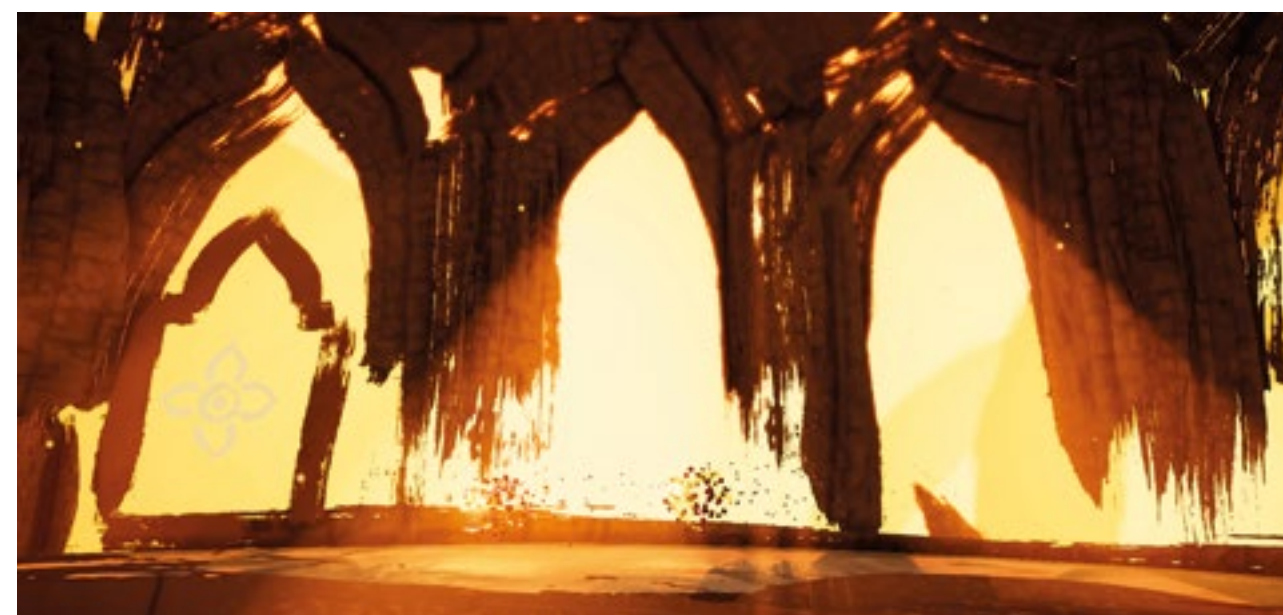
—— Charlène Ibos // Alexandre Lapostolle // Estelle Schweichler // Gauthier Vaillant

—— Abadi

Video game is more than a trend.

→

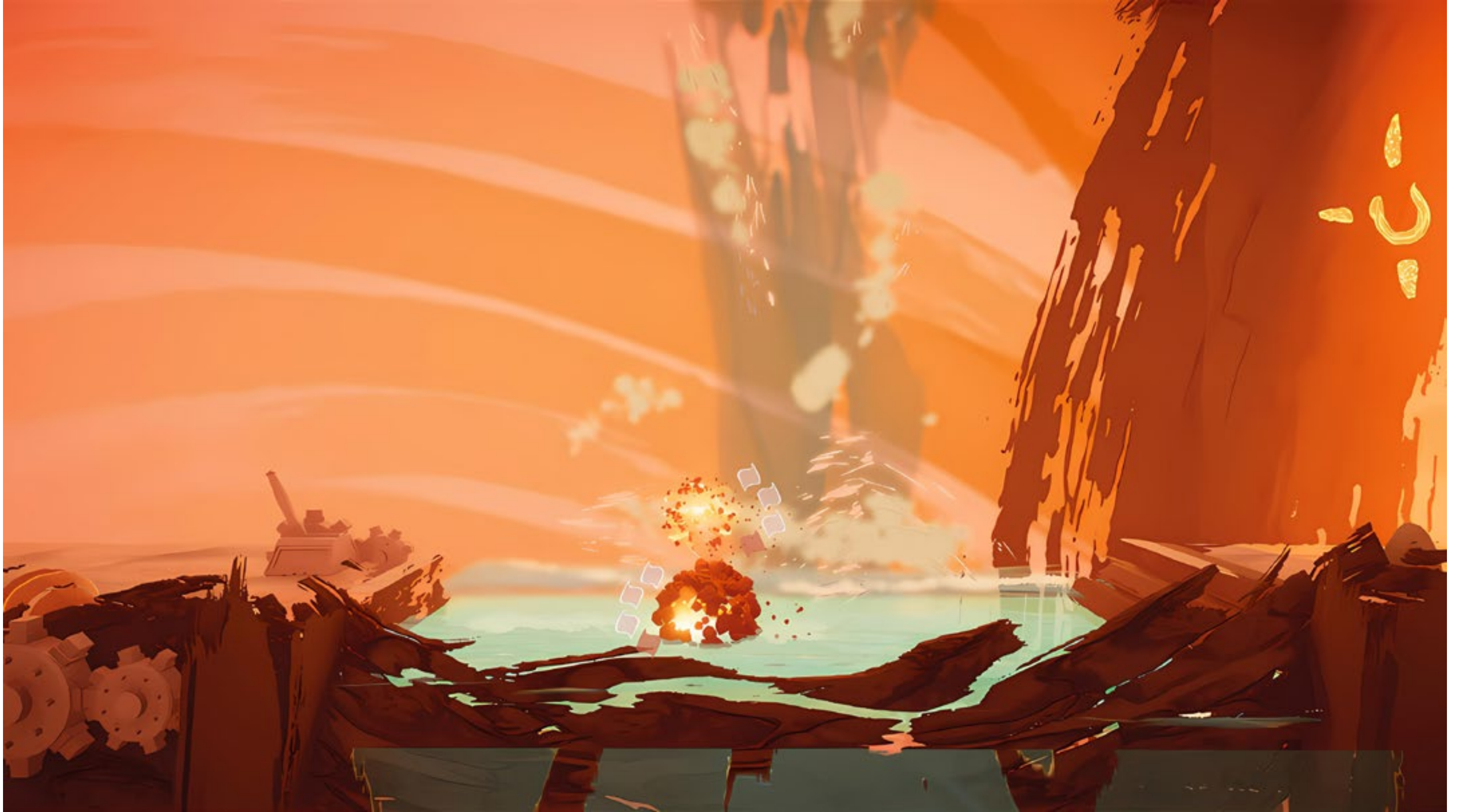In recent years, it has grown exponentially and its universe has been enriched thanks to permanent technical innovations and increasingly efficient software. It is a constantly evolving world that requires great curiosity, but also a thirst for learning and a furious desire to take on challenges.

The ESMA professional Video Game cycle is a versatile training course allowing you to acquire, in four years, the technical and artistic skills necessary to become a designer of video games and interactive multimedia content.

Our teams support our students in mastering creation tools and in developing the professional skills necessary for the development of video game animation projects. Their teaching constantly adapts to the needs, uses and developments in the sector.

Students trained at ESMA are recognized by all players in the video game world for their rigor but above all for their versatility and ability to adapt. So many assets sought after by production studios!
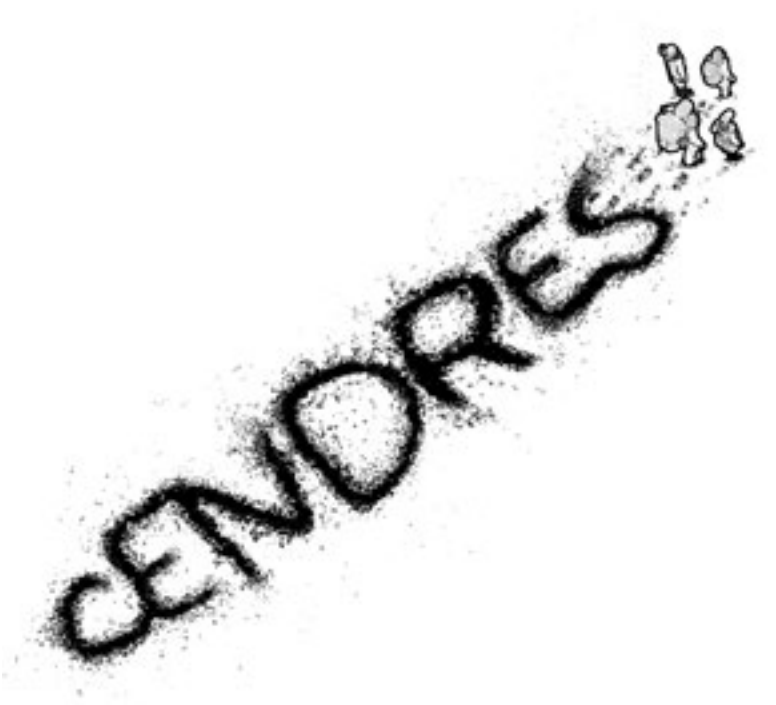
—— **Cendres**

Cendres is a survival game based on an immersive narrative. The world has been ravaged by a volcanic catastrophe of apocalyptic proportions. Part of the population managed to survive in a superstructure, called the Dome. The surface of the globe is still covered with ash suspended in the sky and on the earth. 200 years later, a group of survivors, exiles, will find themselves faced with the threat of a new catastrophe. With no other hope of survival, Petra, Zephyr, Alba and Maxwell will begin a journey back to the place from which they were exiled: The Dome.

—— Bastien Bagneris // Thomas Boyer // Tony Douezan // Matteo Gaulmier // Hugo Mitton // Julien Payssan // Ugo Zatta
Sound : François Rivere

All of our means are good to succeed...

➜

The pedagogical team
of the ESMA Video Game cycle is made up of involved professional speakers offering a coherent and progressive course.

Equipment and software
used intensively throughout school (creation software, programming, game engines, motion capture) are those used in professional studios. They allow students to acquire perfect mastery of the tools used in the industry.

Nirvana

A multi-faceted mystical temple, sacred rooms and forgotten crypts, all linked by a mysterious divine power...
During your quest, discover long lost artifacts, fight corrupted creatures and restore the sacred balance.

Hugo ROCHE // Nathan GATEAU-REUZÉ // Mathieu ABADIE // Lucas COULOMBEL // Andreas VANMEERBECK // Ilona DUPREY // Noa AFFAGARD / Antonin COUZINET
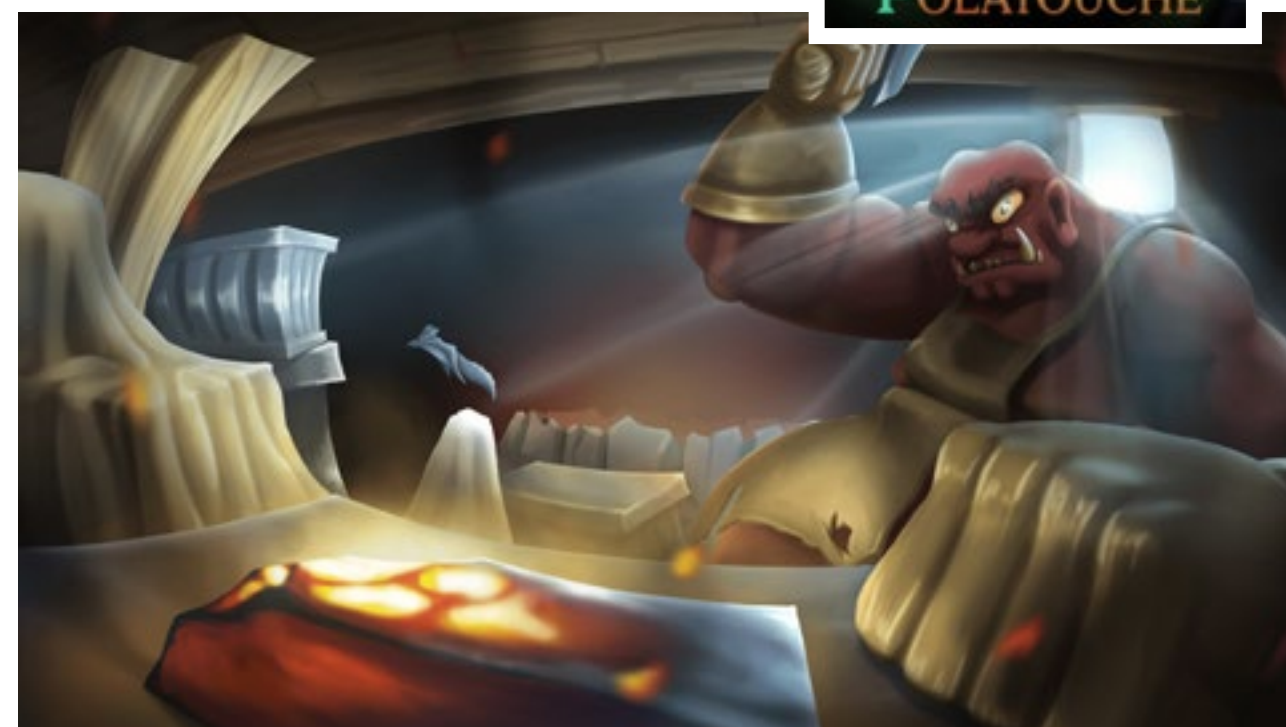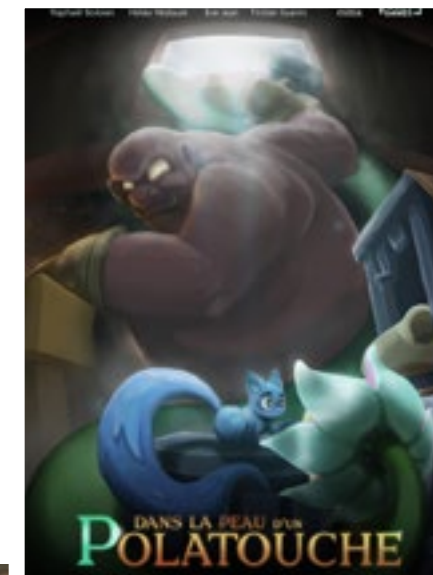
Polatouche

A little flying squirrel braves the forest to forage for food. He wakes up in the gigantic mansion of an ogre with a penchant for taxidermy. To escape, he will have to use both his agility and his brains.

Rayan RIFAI // Lévi LUCINA Alexandre MARTIN // Héléna HEDOUIN // Tristan GUERIN // Danny BEGUE Eve JEAN // Raphael BOIBIEN

And tomorrow ?

At the end of the ESMA Video Game cycle, our young experts will be able to join a studio as an artist designer, tech designer or tech artist or exercise their talents on a freelance basis, among other things.

They will then be able to progress to positions of responsibility, such as project manager, lead game designer or even artistic director. A natural and common development in the video game industry, in France or internationally.

The complete expertise, flexibility, adaptability and versatility of students in the Video Game cycle are highly sought after by large studios and smaller ones alike.

Future employers of our students are:

- The major video game creation studios: Ubisoft, Dontnod Entertainment, Quantic Dream, Spiders, Ankama, Voodoo, Kylotonn, Arkane Studios, Focus Home Interactive, Larian Studios...
- More modest-sized studios.
- Video game and board game publishers: toy manufacturers and electronic games.
- Communication, advertising and marketing agencies, gamification agencies.
- The developers of "serious games".

Game Designer

employee or self-employed

The game designer is the true master of the game! His inventiveness allows him to create the concept of a video game in its entirety. He invents the rules, levels, stages, checks the playability and ensures that the gaming experience is engaging and fun for the players.

To practice this profession, you must have :

- A good dose of creativity to design innovative and original game ideas.
- Storytelling skills to deliver captivating scenarios and immersive worlds.
- Design know-how to establish balanced and stimulating game mechanics.
- A sense of teamwork to collaborate effectively with programmers, artists and other project members.
- An ability to integrate feedback and comments from players and the development team which will improve and refine the game based on feedback.

VFX Artist

employee or self-employed

The VFX artist in video games creates immersive visual effects that enrich players' experience, such as explosions, smoke, magic spells or weather elements. Using specialized software, he designs and integrates these effects in real time so that they are perfectly synchronized with the action of the game. This professional works in video game development studios, often in close collaboration with game designers and developers, to ensure that each effect contributes to the atmosphere and the dynamics of the game universe.

To practice this profession, you must have :

- Master real -time VFX software
- Have great creativity and understanding visual dynamics
- Know how to optimize the effects for game performance
- Have an ability to resolve technical problems
- Like working as a team and knowing how to adapt
- Be passionate about universes

Programmer Gameplay

employee or self-employed

→

Lively mind, in-depth knowledge and global vision characterize the Gameplay programmer, a key player in the programming of game mechanisms. The Gameplay programmer is the guarantor of the playability of the video game and ensures that the player's interactions with the game are fluid and responsive.

To practice this profession, you must have :

- Strong programming skills to code gameplay features.
- Knowledge of game engines to use game development tools and engines.
- A detailed analysis to understand game mechanics and players' needs.
- A team spirit because the work is done in collaboration with designers, artists and other programmers.
- A good ability to resolve performance issues, identify and fix bugs.

Animateur 3D

employee or self-employed

→

Quality animation is his domain ! To bring characters, objects and environments to life, the 3D animator must ensure that movements are fluid and realistic. To achieve this, he works closely with designers and programmers.

To practice this profession, you must have :

- Excellent animation skills to create expressive and realistic movements.
- A great sense of observation to reproduce real movements and behaviors in a convincing manner.
- Good knowledge of 3D animation software and real-time rendering engines.
- An ability to work collaboratively with a team to adapt to project requirements.
- Lots of patience because 3D animation can be a long and complex process...

Heart Of The Abyss
Play as the Guardian of the Ocean. As sentinel and protector of the seabed, you will have to save the abyss from the evil that is consuming it. In this action game with a fantasy universe, the main part of your mission will be to face a giant crab, corrupted by a viscous material with destructive powers.

—— Brieux Caquelin // Alexis Heng // Jonas Champoiral // Anaïs Biscaras // Corentin Habib // Mickaël Flaesch-Perreau // Romain Coutellier // Julien Pawlowski // Valentin Chevrier // Theo Clavel // Matei Pouzet

—— Core Defenders

—— Crystal Moon
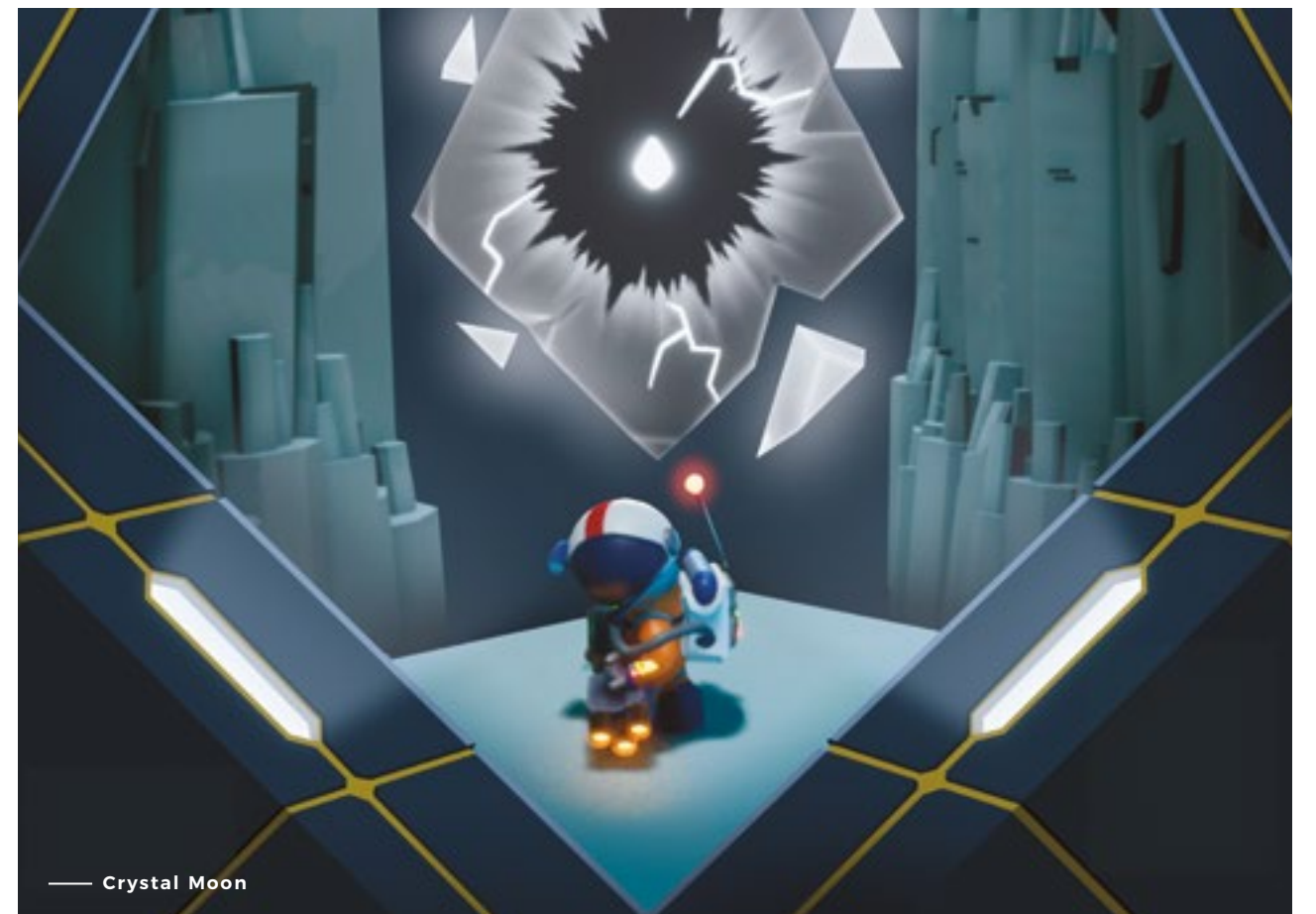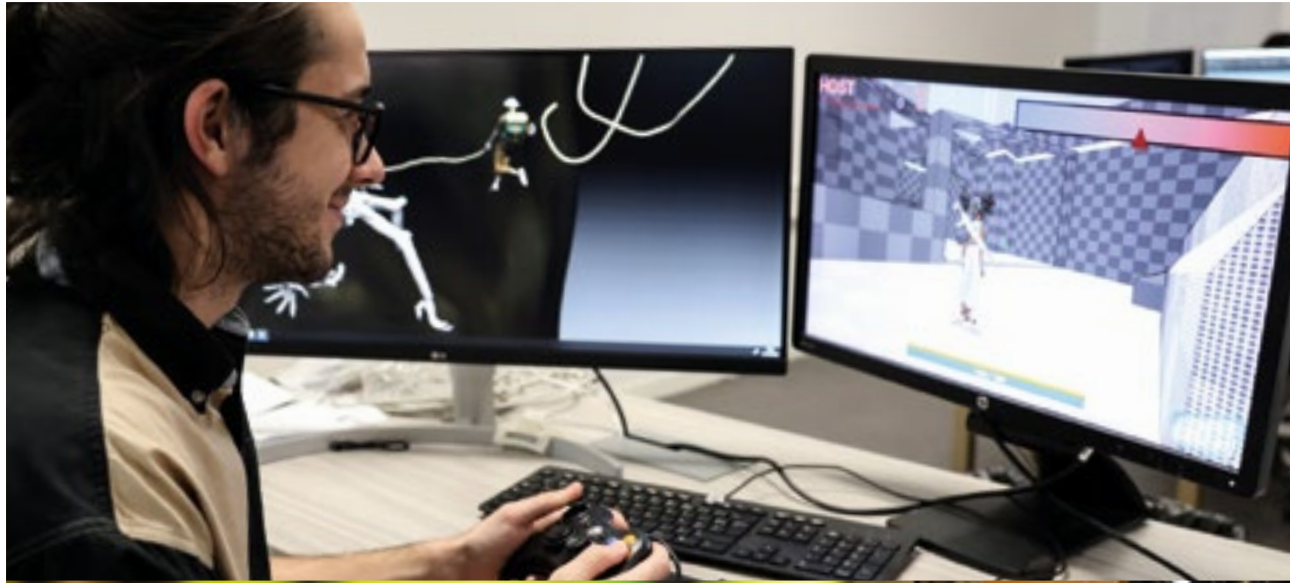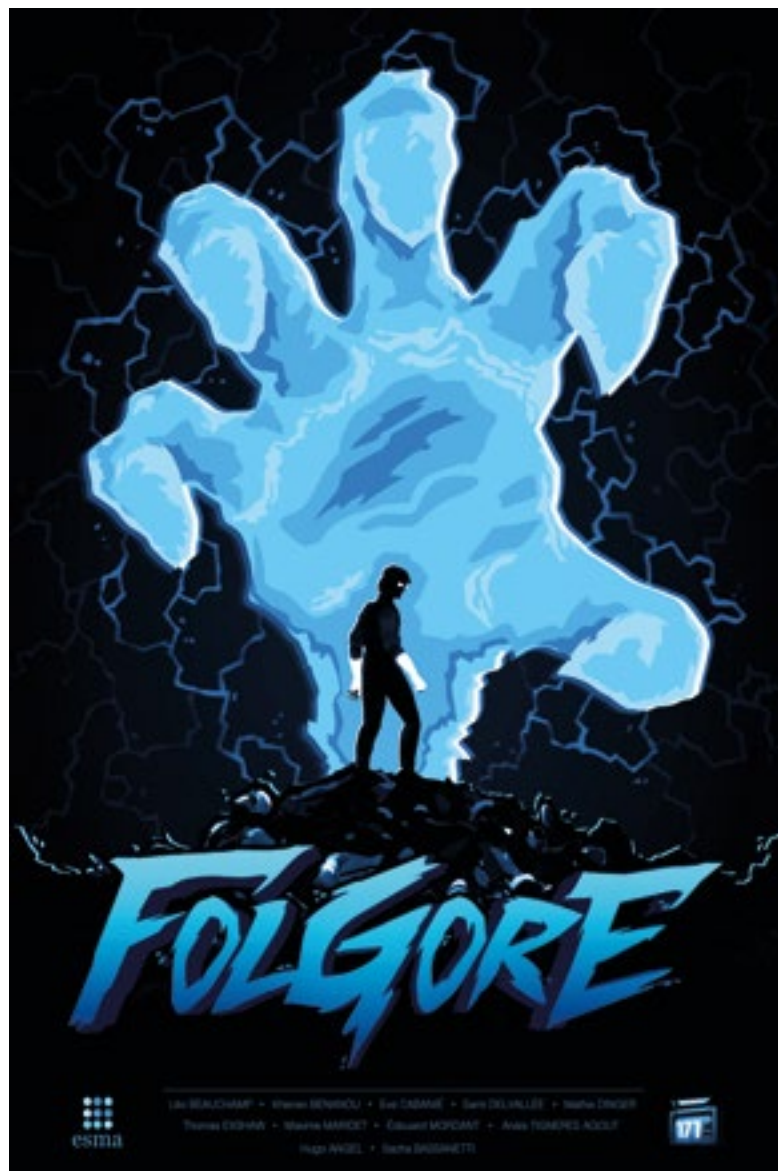
Folgore

Play as Giove Scadenza and, using your new powers, fight the Inferna mafia to save your kidnapped fiancée. Will you be able to tame the Folgore? Folgore is a fighting game inspired by comics and set in Italy in the 1960s. The player can attack by combining melee attacks and electric powers. He can also interact with his environment to get rid of enemies and progress through levels.

—— Léo Beauchamp // Khenan Benanou // Eve Cabanié // Sami Delvallée // Mathis Dinger // Thomas Exshaw // Maxime Maridet
Edouard Mordant // Anaïs Tigneres Agout // Hugo Angel // Sasha Bassanetti

Technical artist

employee or self-employed

→

An essential link in the creation of a video game, the Technical artist is a link between the artists and the programmers. It fixes technical issues related to the game's artistic elements, optimizes performance, and facilitates the integration of assets into the game engine.

To practice this profession, you must have :

- Advanced technical skills to understand the artistic and technical aspects of game development.
- Great creativity to find innovative solutions to the technical challenges encountered.
- Good communication skills to collaborate effectively with artists and programmers.
- Knowledge of game engines for smooth integration into the game.
- A strong ability to learn to keep up with technological advances and new tools in the sector.

Mayhem League

In a retro-futuristic universe, a popular game shakes the stadiums: "Mayhem League"! On a pitch strewn with pitfalls, two teams of two players compete for possession of the ball which will give them victory. Mahyem League is a PC game that recreates the conditions of a fictional sports game, multiplayer and online, played with two teams of two players. These are made up of a Striker and a Smasher, the goal is to go to the opponent's zone with the ball to score points.
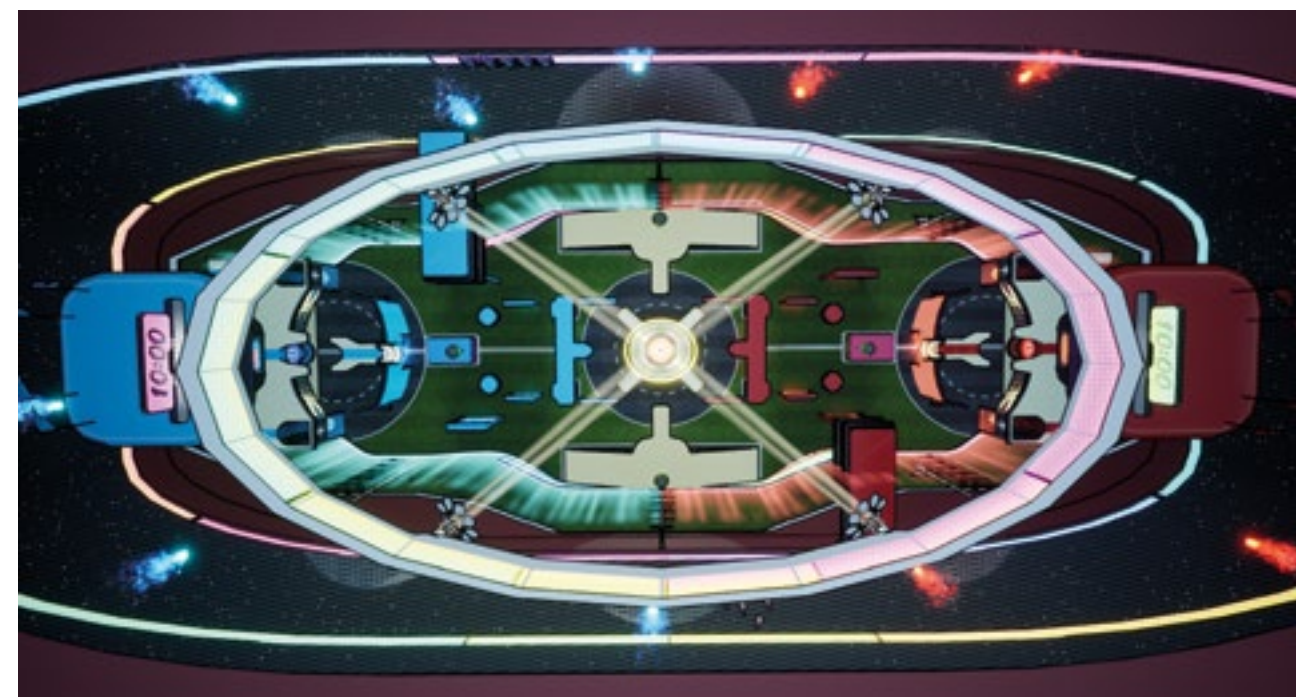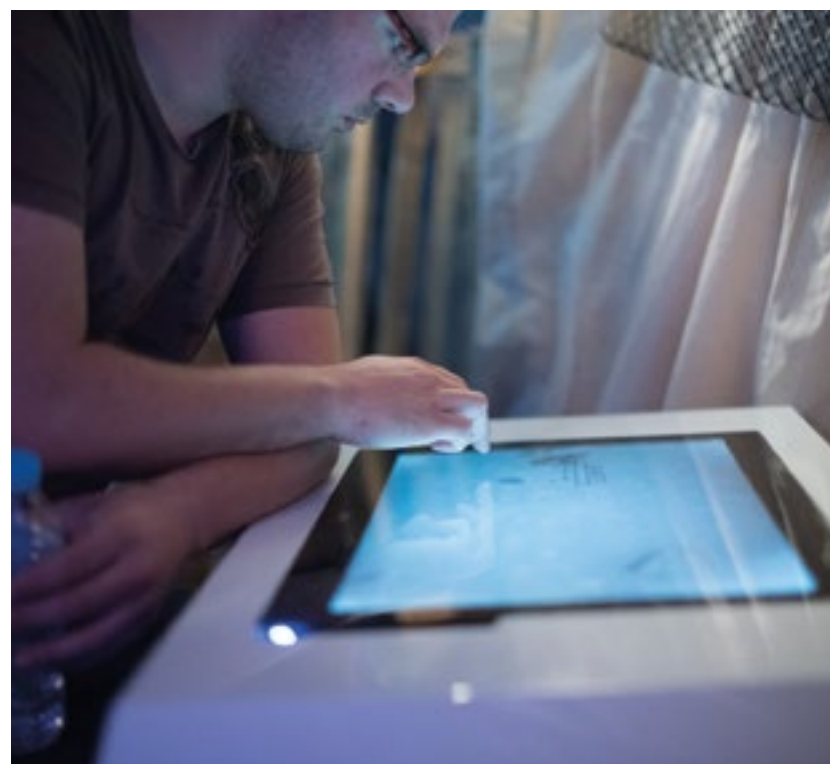
Loïc Barbato // Andrea Michel // Quentin Jeune-Lapanouze // David Borie // Vincent Gauthier // Vincent Callede
Antoine Douillet // Lucas Mazenc

Yann Regourd

ESMA Video game

**VFX Artist,
worked at TT GAMES
which made the Star Wars
Lego game The Skywalker
Saga, and currently
works at BEHAVIOR
INTERACTIVE in Montreal.**

Promotion 2019

What his training at ESMA
gave him :

" This training gives students the opportunity to touch everything in the process of creating a video game, even if game design remains at the heart of the lessons. And even without being specialized, it is important to know how everything works, to work better with the different poles of a studio. For example, at TT Games, I have been complimented several times on the fact that I have a foundation in all production disciplines and on my ability to be versatile. It allowed me to stand out and was a real asset to my team. "

What his training at ESMA
gave him :

" The ability to adapt that I acquired at school allowed me to quickly integrate into the Ubisoft team, because I had already seen almost all the fields, in addition to my specialization of course. And that's something the studio was looking for. So it matched perfectly! "

Promotion 2020
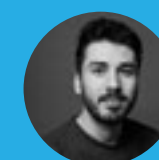
Angelo Pinho Dos Santos

ESMA Video game

**Technical Game Designer at
Ubisoft Annecy**

**(where he carried out his
internship directly after obtaining
his diploma before signing
a fixed-term contract then a
permanent contract)**

ESMA :
the power of a network

>

Partners
Agencies
Expert
Institutions
Professionals
Studios

The imaging industry has put its trust in ESMA for over 30 years.

Highly regarded by professionals in the field, ESMA has always surrounded itself with strong allies, and has set up partnerships with some of the biggest names in the world of imaging to enable its students to benefit from the best technical tools as part of our courses.

Every year, the ESMA network grows to recruit new teachers, promote the content of our courses and facilitate the integration of its students by increasing the number of gateways to the professional world.

Recognised by Sony

In 2009, ESMA obtained the IPAX label (Imageworks Professional Academic Excellence), an award presented by one of the giants of the film industry: Sony Pictures Imageworks. The label is based on very rigorous artistic and educational criteria, and has only been awarded to around twenty schools or universities worldwide. In France, it has only been awarded to two establishments - including ESMA!

Thanks to the IPAX label, ESMA had the chance to send some of its teachers and students to train with Sony, and to confront themselves with the professional requirements and the most advanced technologies in this field.

Supported by

For several years, ESMA has given access to Pixar's RenderMan rendering software to its students. Thanks to a partnership with the software's developer, the famous Pixar studio, the school benefits from regular and privileged support throughout the year. The Pixar teams make themselves available to our students and, last but not least, the famous American studio now presents ESMA student films at its conferences around the world.

Part of the RECA

ESMA is part of the RECA network - "Réseau des Écoles françaises du Cinéma d'Animation" - which aims to give clear and legible information to those who wish to join an animation course.

The Rookies

The Rookies is a contest recognised in the animation and FX industries. It evaluates the schools that have applied and rewards the most creative work done by students, enabling them to stand out in the market. ESMA is in the spotlight at The Rookies: we make the podium every year.

Partners

RENDERMAN

hp VICON ARRI®

AUTODESK. YETI

Houdini

MAV MARVELOUS DESIGNER

PROGISS 3DVF.FR

A word from the pros

Dylan Sisson
Technical Marketing Specialist, Pixar

"ESMA is an amazing school, the animation and FX produced by their students are remarkable in every aspect. I can't wait to discover their new projects."

Jason Figliozzi
Animation Director, Netflix

"To prepare for the professional world, students at ESMA learn about the importance of teamwork, and how to meet a deadline. They work with passionate and talented teachers and produce ambitious projects."

Shelley Page
Key Talent and Artist Liaison, Locksmith Animation

"I am flattered to have been associated with the works produced by this marvelous school for so many years, and when I mention it to my colleagues at Dreamworks Animation, I often tell them that ESMA is one of the two best schools, not just in France but in the entire world."
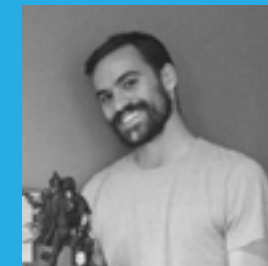
Kristof Serrand
Director of Animation, Netflix Europe

Young members in the jury were sitting behind me an exclaimed, while watching one of the films [produced by ESMA students]: "I can't believe it, the students are better than us!" Kristof Serrand, former Director of Animation at Dreamworks, now working for the Netflix studios

Mathieu Monsauret
Product manager, Crytekt

"As a studio, that's what we're looking for: people who are employable, able to think on their feet and ask the right questions when it comes to production. The students of ESMA have nothing to envy from their future colleagus in that regard."

Emmanuel Forsans
AFJV's president

« I have been part of the final-year juries for the Video Game program for several years now, and I can see a constant improvement in the level of work. Today, it is truly on par with a professional production, which is even more impressive considering they have only a few months to develop their game. »

Erik Smitt
Director of Creative Production, Skydance
(formerly Director of Photography, Pixar Animations Studios)
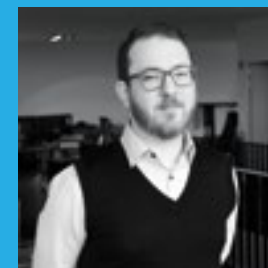**CG Animation & FX Course**

ESMA benefits from a strong animation programme, and that is exactly what we are looking for. What you get are extremely specialised graduates, who are career-focused. The students have passion, and are motivated by what they do.

Édouard Imbert
Associate Combat Design Lead, Larian Studios
Notably worked on Baldur's Gates 3, but also Divinity Original Sin 2 and Eden: Renaissance

"I have my favourite among the games I had the opportunity to try, but they were all amazing. There really is a great general level. While talking to the students, I could see that they really knew their stuff; they know their domains well, and are very enthusiastic."

Hervé Bonin
Director, studio Nameless XIII

"You can immediately feel that there's a strong connection between the students and their teachers. It's a perfect environment to create beautiful projects. I am always in awe to see students producing such high-quality games in such a short amount of time!"

Student happiness can't be taught. It's something you live!

Toulouse Campus

OUR CAMPUS

You'll learning in an exceptional environment.

Live your daily life in confortable surroundings.

Your experience will come from actual professionals from the industry.

Your technical skills will be honed on state of the art equipment.

On the ESMA campuses, your new life begins...

Campus : which one will be yours?

→

Bordeaux
Lyon
Montpellier
Nantes
Rennes
Toulouse
Montreal

— Rennes Campus

— Lyon Campus

— Lyon Campus

— Bordeaux Campus

— Montpellier Campus

— Nantes Campus
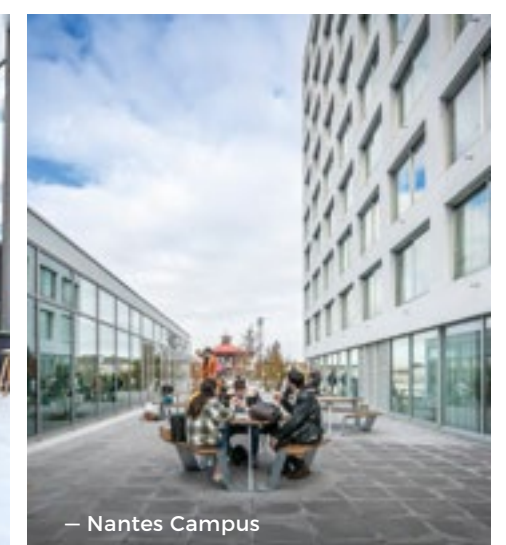
What if luxury for a student was having enough space?

Spaces to learn, spaces to relax... each ESMA campus was developed with the students' well-being in mind. Every detail was carefully considered. .

Our premises are modern, and our computer labs are regularly updated to include **the very latest technology.**

The technical tools provided to students **will match the height of their ambitions.**

COMFORTABLE INFRASTRUCTURE DRAWING ROOMS COMPUTER LABS CAFETERIA HIGH TECH EQUIPMENT ROOFTOP TERRACE AUDITORIUMS FILMING SETS WELL-BEING SOUND STUDIOS FITNESS CENTRE FULFILLMENT LARGE WORKSPACES STUDENT HOUSING WORKSHOPS
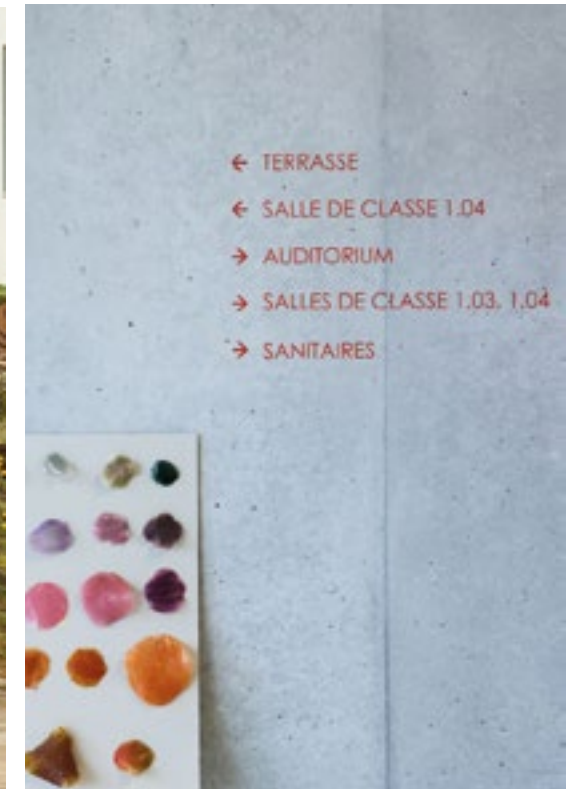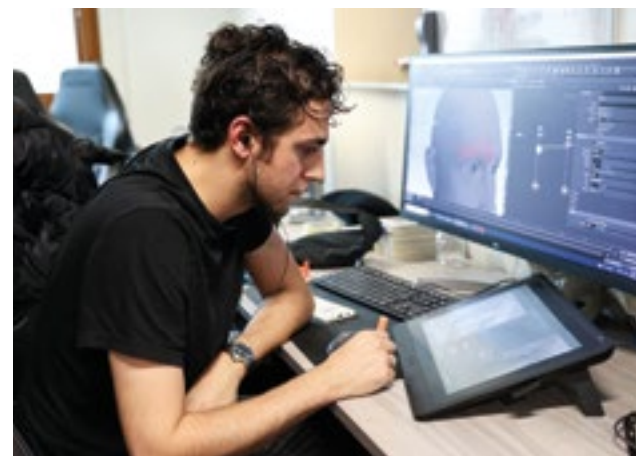
ESMA, it's 7 campus

In France and in Québec. Our campuses are in dynamic neighbourhoods. Students can get there easily on foot, by bike or with public transit.

ESMA Bordeaux
- **Entertainment Preparatory Year** (in French and in English)
- **CG Animation & FX** (in French and in English)
- **Video Game**

ESMA Lyon
- **Entertainment Preparatory Year** (in French and in English)
- **CG Animation & FX** (in French and in English)

ESMA Montpellier
- **Entertainment Preparatory Year** (in French and in English)
- **CG Animation & FX** (in French and in English)
- **Video Game**
- **Design Preparatory Year** (see the "ESMA Design" brochure)
- **Concept Art Illustration** (see the "ESMA Design" brochure)
- **Multimedia Graphic Design** (see the "ESMA Design" brochure)
- **Interior Architecture** (see the "ESMA Design" brochure)

ESMA Toulouse
- **Entertainment Peparatory Year**
- **CG Animation & FX**
- **Video Game**
- **Design Preparatory Year** (see the "ESMA Design" brochure)
- **Graphical Design** (see the "ESMA Design" brochure)

ESMA Nantes
- **Entertainment Preparatory Year**
- **CG Animation & FX**
- **Video Game**

ESMA Rennes
- **Entertainment Preparatory Year**
- **CG Animation & FX**
- **Video Game**

ESMA Montréal
- **Artistic Catch-up Course**
- **CG Animation and FX** (Six-quarter course specific to Québec)

You decide!

Come visit us and discover our school in one of the events organised by ESMA: esma-artistique.com

Art is a serious thing, and so is the future.

→

The students' future, of course, but also our planet's future. This is why ESMA is reducing its carbon footprint when building each of its campuses, and is favouring sustainable and energy-efficient building design.

- Soft and shared mobility around our campuses
- Eco-friendly buildings, both in their construction and in their usage
- Acoustic and energetic comfort, above the current standards

ESMA's green ideas*

- Shared urban heating
- Double flow ventilation systems
- Reduction of carbon footprint
- Installation of solar panels on roofs
- Reusing rainwater to water plants
- LED lighting and motion sensors to reduce energy consumption

* subject to variation between campuses

FAQ

I want to follow an artistic course after graduating high school: Do I have to go for an STD2A Baccalauréat (or equivalent) or take on an art optional class??

An STD2A Baccalauréat is a diploma designed for entry into applied arts studies, but as with the Art options in the Bac Général, only a few places are available. If you don't choose these options, either because your high school does not offer them, or because you're not completely confident in your

choice are afraid that this might close doors for you, don't worry, you can still get into a video game design, 3D animation, special effects course or any other artistic speciality.

The preparatory years (such as the Entertainment Preparatory Year at ESMA) will allow you to get up to speed for those courses and careers.

Does the school help us find an internship?

Our role is to support our students as best as we can in their career preparation. Looking for an internship is part of preparing to enter the workforce, and the student has to do it on their own. However, the school provides them with tools and CV-writing and interview preparing workshops. An alumni networking platform also enables students and alumni to find out about jobs and internships advertised by professional partners. That said, we remain there to help students that might have difficulties in finding an internship.

Do you need a good level of English to work in Animation or Video Game?

English is an essential tool in your future career. You will be in direct contact with professionals around the world during your entire career. Many students will find work in studios abroad right after graduating: England, Canada, Spain, Germany, New Zealand...

At ESMA, English is a skill that you will learn or strengthen during your entire studies.

A linguistic trip to an English-speaking country could be a plus to help you improve your language skills.

Which are the admission conditions to enter the Entertainment Preparatory Year at ESMA?

You need to have obtained a baccalauréat or equivalent diploma (any subject) at EQF level 4. After review of your academic records, you will have a motivation interview.

Presenting an artistic portfolio is not required to join the Entertainment Preparatory Year. However, if you bring drawings, works, projects completed in classes, know that you will not be judged on the quality of what you present.

Everything presented during that interview will only serve to illustrate your profile and prove your motivation.

I want to register at ESMA, do I have to register on parcoursup platform ?

ESMA is a private higher education establishment and is not eligible for enrollment via the Parcoursup platform.

To register at ESMA, you must send us your application through the online registration platform on our website.

I need to submit an artistic portfolio (for example, to apply for direct entry into the 2nd year of the CG Animation Course). What should it include?

During your interview, several points will be judged: your academic record, your motivation, and your artistic portfolio. It must include drawings: observation, still life, sketches, live models, perspective, colour, etc. These drawings can be personal, or made in an academic context. They can be complemented by any other artistic work (photography, volume, sculpture, video, computer production, coding, narrative production, artistic research, art history, etc.). During the first contact with your Educational Advisor before the motivation interview, the contents required for the artistic portfolio specific to each course will be outlined and explained.

I wish to join the Preparatory Year, but i've never practised drawing

I don't know if I'll be able to keep up because there's no one in my circle or my family who works in this field.

Many of our students have not had the chance to take drawing classes or to be surrounded by an artistic family atmosphere, but they have a strong interest in the creative industries. The Entertainment Preparatory Year is destined to those students, who wish to learn strong fundamental drawing skills, and develop their creativity and artistic culture. They will meet students from all walks of life, with very different backgrounds, they will learn from each other and with whom they will not be afraid to exchange ideas and share their common passion.

How do I choose a CG Animation or Game Design?

Several elements need to be considered to choose the right school:

The quality and quantity of productions made by its students can give a good feel of the quality of the courses offered. You can discover our students' productions on our YouTube channel, "ESMA movies".

The same number of years of study sometimes leads to very different levels of validation (if any), ranging from EQF level 5 qualification to EQF level 7 qualification (bac+2 to bac+5).

You should also be aware of the number of years of study: some schools offer 5-year courses, but require an additional preparatory year, i.e. 6 years of study.

And other schools can also be ambiguous, saying, for example, that a preparatory year for 3D animation is not compulsory but will still offer 5-year courses. Stay alert!

Private higher education establishment.

Montpellier

1 place Nikki de Saint Phalle

34070 Montpellier.

contact@esma-montpellier.com

04 67 63 01 80

Lyon

2 cours Bayard

69002 Lyon.

contact@esma-lyon.com

04 78 37 22 32

Bordeaux

2 parvis Gattebourse

33800 Bordeaux.

contact@esma-bordeaux.com

05 56 40 00 55

esma-artistique.com

esma

école supérieure des
metiers artistiques