laSalle
RAMON LLULL UNIVERSITY

Official Undergraduate Degrees

Watch the video!

- 240 ECTS
- 4 years
- Campus Barcelona
- September
- English Group / Trilingual Group

Degree in
Animation and VFX

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**.

WHAT MAKES THIS DEGREE UNIQUE

1 **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...

2 **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.

3 **Personalisation:** You will be able to choose from 38 electives to define your profile according to your preferences.

4 **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**.

5 You will attend master classes with **internationally renowned professionals**.

6 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.

CAREER OPORTUNITIES

PRE-PRODUCTION:
→ Concept Artist
→ Previs Artist
→ Character Designer
→ Layout Artist
→ Storyboard Artist

PRODUCTION:
→ 3D Modeller
→ Texture Artist
→ 2D Animator
→ 3D Animator
→ Motiongrapher
→ Rigger TD
→ Pipeline TD

POST-PRODUCTION:
→ Lookdev Artist
→ Lighting TD
→ Creature TD
→ FX TD
→ Compositor
→ Roto Artist
→ Supervisor
→ Producer
→ Executive Producer

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

#1 IN SPAIN
In the Rookies Global School Rankings 2023 in the Production Excellence - 3D Animation category.

MINIMO   bluezoo   technicolor

INDUSTRIAL LIGHT & MAGIC   MPC   Disney

SYLLABUS

1ST COURSE

Annual Subjects	ECTS
Sculpture, Anatomy and Digital Tools	10
Projects 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
Projects II	7

First Semester

Look Development	3
Animation I	3
3D Modeling	5
Audiovisual Script	6
Storyboard	3
Digital Composition I	3
Concept Art	3

Second Semester

Lighting	3
Animation II	4
Textures	4
Rigging	4
Character Design	3
Digital Composition II	3
Project Management and Direction	4

3RD COURSE

Annual Subjects	ECTS
Thought and Creativity III	3
Projects III	10
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	24
External Internships	6
Projects IV	6

First Semester

Management Skills	3

Second Semester

Entrepreneurship and Business Creation	3

24 ECTS to choose from 38 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

- Management 10 %
- Post-production 15 %
- Production 45 %
- Pre-production 30 %
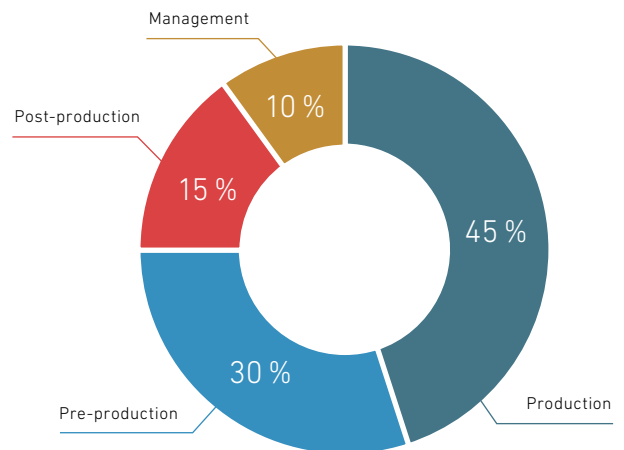
MAXIMISE YOUR TALENT AND CREATE A PRODUCTION FROM START TO FINISH

BE REAL, BE YOU.