

A JUGGLERS TALE | REGIE: STEFFEN OBERLE & ENZIO PROBST, PRODUCER: DOMINIK SCHÖN

ENGLISH

ANIMATIONSINSTITUT

FILMAKADEMIE BADEN-WÜRTTEMBERG



SIX REASONS TO STUDY AT ANIMATIONSINSTITUT



Animationsinstitut at Filmakademie Baden-Württemberg trains outstanding talents at the highest level in the fields of animation, visual effects, technical directing, animation/effects producing and interactive media. In addition, the institute runs a research & development department and organizes the annual international conference FMX.

- 1. INTEGRAL APPROACH & SPECIALIZATION**
We provide our students with an understanding of the overall context of animation. On this basis, we enable them to specialize step by step.
- 2. PERSONAL DEVELOPMENT**
We encourage and support our students as they discover and develop their authenticity.
- 3. PROJECT WORK AND TEAMWORK**
Working in teams, our students develop and realize projects of exceptional quality.
- 4. TECHNOLOGICAL ADVANTAGE**
Close links with national and international research projects also give our students a decisive advantage on the forefronts of technology.
- 5. TALENT PROMOTION & NETWORKING**
We make it easy for our students and alumni to get settled in the industry, define their roles, network, and develop their skills.
- 6. HEIMAT & INTERNATIONALITY**
Animationsinstitut is the home base. FMX is where the community meets. It is also a career springboard for our students and alumni.



FILMAKADEMIE BADEN-WÜRTTEMBERG

■ INTERDISCIPLINARY FILM & MEDIA EDUCATION

Animationsinstitut is part of the Filmakademie Baden-Württemberg, one of the world's leading educational institutions in film and media.

From first year on, training in theory and practice is organised in interdisciplinary teams. The teams consist of students from several courses such as Animation, Cinematography, Documentary Directing, Screenplay, TV Journalism, Film Music, Film Sound/Sound Design, Interactive Media, Montage/Editing, Motion Design, Production, Production Design, Fiction Directing and Advertising Film.

This means the school produces over 250 film and media projects every year. Our 500 students are supported by over 300 visiting lecturers and 120 staff. They help our students to find their unique style and develop the courage to take risks in their work.

■ UNIQUE & GLOBALLY CONNECTED CAMPUS

The Filmakademie is located on a campus which is shared with Animationsinstitut, the Academy of Performing Arts Baden-Württemberg and the Atelier Ludwigsburg-Paris, a one-year programme of continuous education for European filmmakers in the fields of production and distribution. That is why the Filmakademie offers students a broad and unique interdisciplinary qualification. Further, our partnerships with universities and international programmes mean our students have access to international networks of creatives.

www.filmakademie.de

www.animationsinstitut.de

www.adk-bw.de

www.atelier-ludwigsburg-paris.com



FILMAKADEMIE BADEN-WÜRTTEMBERG | CAMPUS

STUDIES

■ FIELDS OF STUDIES

Animationsinstitut at Filmakademie Baden-Württemberg offers the following fields of studies:

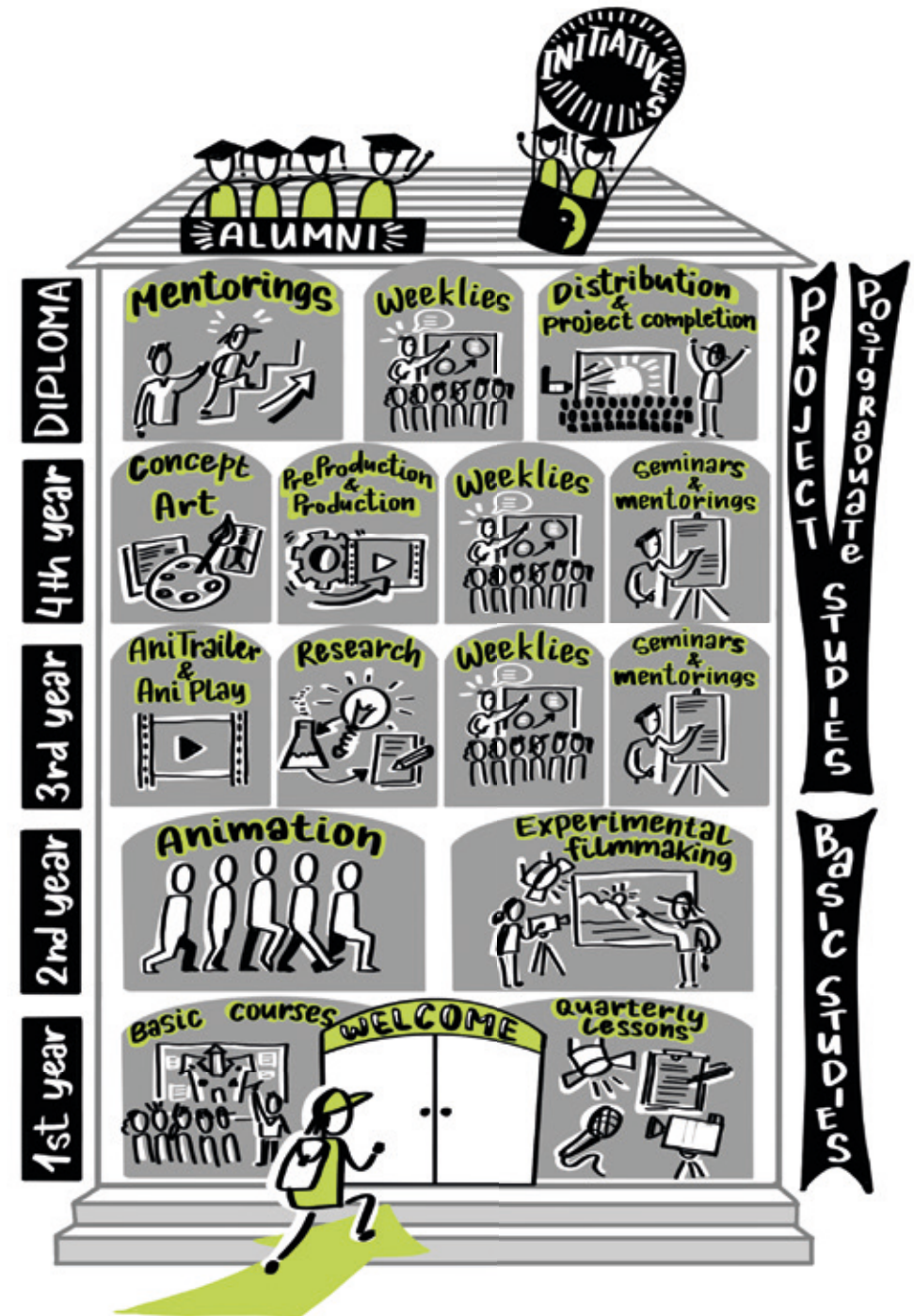
- Animation (i.e. Character Animation)
- Visual Effects
- Animation/Effects Producing
- Technical Directing
- Interactive Media

■ BASIC STUDIES & PROJECT/POSTGRADUATE STUDIES

During their two years of basic studies (1st and 2nd year), all students of Filmakademie receive training collectively and in an interdisciplinary manner to learn the basic concepts and methods of filmmaking. During the following two and a half years of project/postgraduate studies (3rd and 4th year), the students work on their own projects in their chosen specialization. Direct entry into project studies is possible. In order to qualify, candidates for project or postgraduate studies must already hold a degree in a relevant subject area or provide proof of sufficient work experience.

Animation/Effects Producing, Technical Directing and Interactive Media are offered as postgraduate studies and no tuition fees are charged for EU citizens. Candidates must already hold a degree from a university or equivalent institution (Bachelors, Masters or Diploma) and provide proof of practical experience.

Training at Animationsinstitut is hands-on and project related. The students receive support through seminars, weekly classes and mentoring as well as individual supervision. All fields of studies at Animationsinstitut are full-time courses and start in the winter semester. Upon successful completion of their studies, students receive the Filmakademie's diploma. The diploma is legally equivalent to those offered by other public art schools.





AUGENBLICKE | DIRECTOR/PRODUCER: KIANA NAGHSHINEH

ANIMATION



In the subject area Animation, students acquire the artistic and technical skills to transform exciting stories into animated films. They can try out different production techniques such as 2D and 3D computer animation, stop motion and motion capture.

"There are no limits to animation – anything we can imagine can be brought to life through animation." **Prof. Andreas Hykade, Director Animationsinstitut & FMX Conference Chair**

"For me, my studies had exactly the right mixture of structure and freedom. On the one hand, there was the very professional infrastructure and high-quality technical equipment. On the other hand, creative teaching, workshops and a motivating environment that enables you to realize your own projects." **Christoph Sarow, Alumnus Animation**

Course of study	Film & Media
Entry options	Basic Studies (BS) & direct entry into Project Studies (PS)
Duration	BS 2 Years, PS 2 ½ Years (Full-time study)
Teaching language	German & English
Tuition fees (per Semester)	EU Citizens: BS & PS € 0 or € 650 (second degree) respectively Non-EU: BS & PS € 1,500
Job profiles	Concept Artist, Animation Director, 2D/3D Artist, CG Artist, Stop Motion Director, Character Animator



ROLLIN' WILD | REGIE: KYRA BUSCHOR, CONSTANTIN PAEPLOW, PRODUCER: PAUL MARESCH

CHARACTER ANIMATION

NEW



Within the Animation course, Animationsinstitut offers unique training in Character Animation in all its forms and functions. Students learn the art of breathing life into characters for the film and game industries using performing arts, traditional animation and modern techniques.

"As a result of a growing worldwide demand for highly qualified Character Animators, this specialization is an important part of Animationsinstitut's curriculum and is unique in Germany. Industry renowned lecturers and cutting-edge technology give students the opportunity to develop expertise in a key skill, which helps them kick-start a successful career."

Urte Zintler, Senior Lecturer in Character Animation

Course of study	Film & Media
Entry options	Basic Studies (BS) & direct entry into Project Studies (PS)
Duration	BS 2 Years, PS 2 ½ Years (Full-time study)
Teaching language	German & English
Tuition fees (per Semester)	EU Citizens: BS & PS € 0 or € 650 (second degree) respectively Non-EU: BS & PS € 1,500
Job profiles	Character Animator, Animation Director



LOVE AND FIFTY MEGATONS | REGIE: CORNELIUS SCHICK, PRODUCER: MARVIN MARTE,
VFX SUPERVISION: DENIS KREZ, VFX PRODUCING: JOSEPHINE ROSS

VISUAL EFFECTS



Visual effects are an essential creative factor of filmmaking – through VFX, there are no longer any limits set to storytelling. We are able to create cities and landscapes, foreign galaxies and fantastic worlds on our computers. At Animationsinstitut, students acquire the knowledge they need to start their careers in the VFX industry.

“The specialization VFX deals with the planning and creation of visual effects from script to final image at the highest level.” **Prof. Juri Stanossek, Senior Lecturer Visual Effects**

“The most important thing I learned here was teamwork and multi-faceted thinking. Everyone brings special skills to their studies so that everyone learns from each other.” **Pascal Schelbli, Alumnus Visual Effects**

Course of study	Film & Media
Entry options	Basic Studies (BS) & direct entry into Project Studies (PS)
Duration	BS 2 Years, PS 2 ½ Years (Full-time study)
Teaching language	German & English
Tuition fees (per Semester)	EU Citizens: BS & PS € 0 or € 650 (second degree) respectively Non-EU: BS & PS € 1,500
Job profiles	VFX Supervisor, VFX Artist, Digital Matte Painter, Lighting/Shading/Texturing Artist, Previz Artist, Modeling Artist, VFX Compositor, VR Director



PARIS YOU GOT ME | DIRECTOR: JULIE BOEHM, PRODUCER: ALEKSANDRA TODOROVIC & ANN-KATRIN BOBERG

ANIMATION/ EFFECTS PRODUCING



Animation/Effects Producing focuses on creativity and organizational skills. Animation/Effects Producers control the technical production of animation and effects projects, with the focus on learning through project work during their studies.

ENTRY REQUIREMENTS

Candidates should hold a first degree in economics, media, design or communication and provide proof of similar practical experience. Ideally, candidates have already acquired some working experience in production.

"By working on various animation projects the future producers, creative producers, and line producers get to know their tasks first hand. They will be trained in teamleading and project management as well as various animation techniques (CGI, VR/AR, games etc.). In addition, there are lectures and workshops about producing, tools, financing etc." **Prof. Lilian Klages, Senior Lecturer Animation/Effects Producing**

Course of study	Film & Media or Production respectively
Entry options	Basic Studies in Production at FABW (BS) & Postgraduate Studies (PGS)
Duration	BS 2 Years, PGS 2 ½ Years (Full-time study)
Teaching language	German & English
Tuition fees (per Semester)	EU Citizens: BS € 0 or € 650 (second degree) respectively, PGS € 0 Non-EU: BS & PGS € 1,500
Job profiles	Animation Producer, VFX Producer, Production Coordinator, Production Manager, Project Manager

TECHNICAL DIRECTING



Technical Directors are responsible for the technical supervision of animation and VFX film projects. In addition, they develop suitable tools and plug-ins, automate processes, and define workflows and pipelines.

ENTRY REQUIREMENTS

Candidates should hold a first degree in computer science or a similar subject and be interested in animation and VFX projects.

"The students learn to master the technological challenges that are required for the realization of projects in the fields of animation, VFX, virtual production and immersive media. They will use current methods from research and development, and pursue their own research projects." **Prof. Volker Helzle, Senior Lecturer Technical Directing, Head of Research & Development Department**

Course of study	Animation/Technical Directing
Entry options	Postgraduate Studies (PGS)
Duration	PGS 2 ½ Years (Full-time study)
Teaching language	English
Tuition fees (per Semester)	EU Citizens: PGS € 0 Non-EU: PGS € 1,500
Job profiles	Technical Director (TD), Technical Artist, Creature TD, Pipeline TD, Research TD, Shading & Lighting TD, FX TD, Virtual Production TD, Rigging TD



(UPPER IMAGE) VIRTUAL FILMMAKING WORKSHOP
(LOWER IMAGE) IMMERSIVE EXPERIENCES WORKSHOP



INTERACTIVE MEDIA



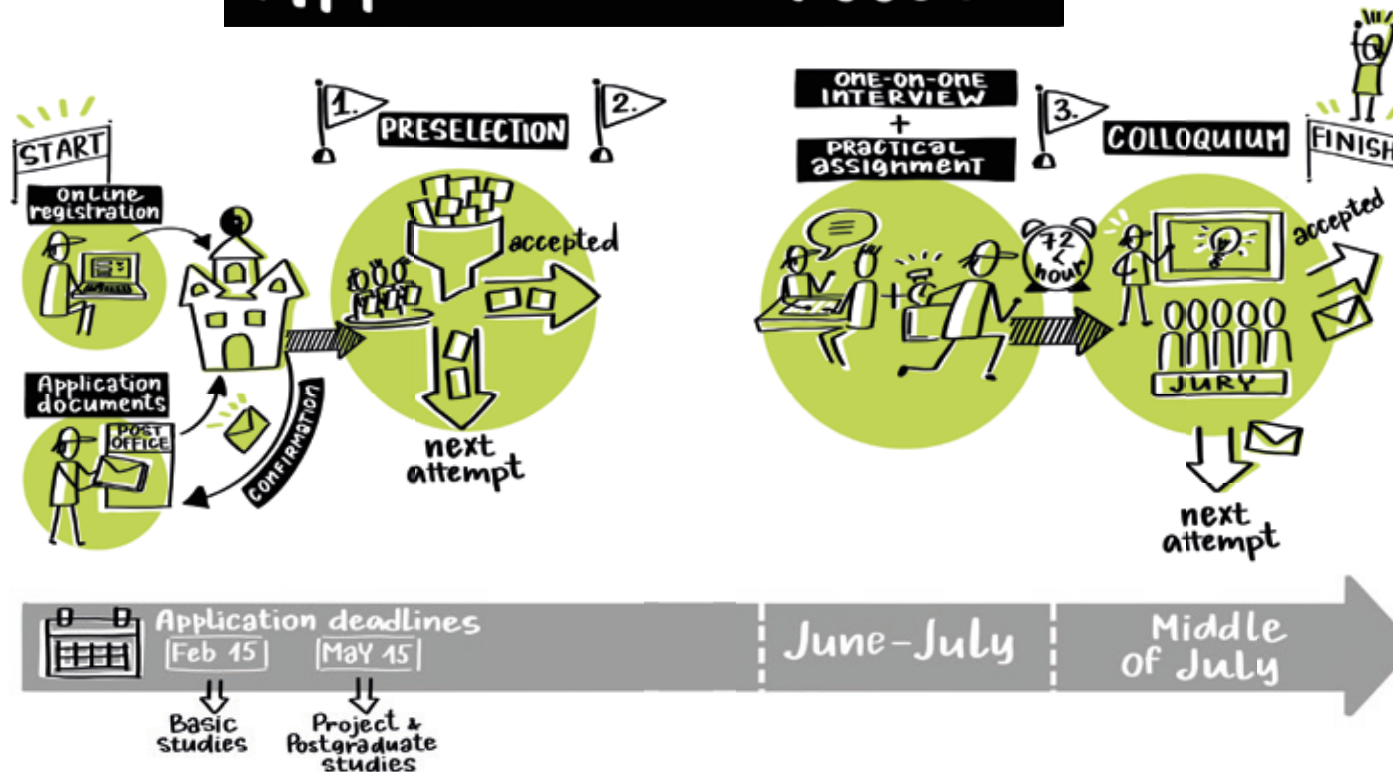
The subject area Interactive Media trains students in the conception, production and artistic as well as technical design of interactive experiences. The focus is always on the creative idea from which the suitable formats – e.g. games, apps, VR/XR experiences, media installations or audio books – are derived. In keeping with the motto “Games & Beyond”, gamification forms the leitmotif of interaction.

“Format openness, curiosity, eagerness to experiment – interactive media are a playground of possibilities.” **Anna Brinkschulte, Senior Lecturer Interactive Media**

“At Animationsinstitut, the great influence of other creative students creates very individual ideas and ways of looking at the usual design processes.” **Dominik Schön, Student Interactive Media**

Course of study	Film & Media or Production respectively
Entry options	Basic Studies (BS) & Postgraduate Studies (PGS)
Duration	BS 2 Years, PGS 2 ½ Years (Full-time study)
Teaching language	German & English
Tuition fees (per Semester)	EU Citizens: BS € 0 or € 650 (second degree) respectively, PGS € 0 Non-EU: BS & PGS € 1,500
Job profiles	Game Designer, UX Designer, Content Director, Creative Director, Creative Technologist, Art Director, Artist, Tech Artist, Media Producer

Application Process



■ WHICH REQUIREMENTS DO I NEED TO MEET TO STUDY AT FILMAKADEMIE?

In general, applicants need a high school diploma equivalent to the German Abitur. Practical experience in the media sector (basic studies: 12 months, project/postgraduate studies: 6 months) must be proven. If applicants do not possess a university entrance degree, they have the option of proving their specific artistic proficiency in a particular test. In addition, all applicants must prove their suitability by submitting a work sample. Candidates for postgraduate studies should hold a first degree in a related field.

■ WHAT IS THE MAIN TEACHING LANGUAGE?

German is still the primary on-site language at Animationsinstitut, however, in the project and postgraduate studies an increasing number of lectures and workshops are held in English by international lecturers. You still need to obtain

a DSH German certificate to apply at Animationsinstitut, except for Technical Directing, which is taught exclusively in English.

■ DO YOU CHARGE TUITION FEES?

EU Students: No tuition fees are charged for first degree studies or for the postgraduate studies Animation/Effects Producing, Technical Directing and Interactive Media.

International Students from non-EU countries: Tuition fees are € 1,500 per semester. In some cases, tuition fee waivers are available. For further information please contact: studienreferat@filmakademie.de

BEYOND STUDY

■ ALUMNI

Graduates are in close contact with each other and with Animationsinstitut. Regular alumni meetings, the Filmakademie alumni newsletter, and personal profiles in the alumni portal (www.filmakademie-alumni.de) as well as the annual FMX conference organized by Animationsinstitut provide the framework for an active alumni network.

■ TALENT DEVELOPMENT INITIATIVES

Learning is a life-long process. Therefore, beyond the regular course program, Animationsinstitut offers dedicated talent initiatives for alumni and professionals. In the international training program Animation Sans Frontières (ASF) young creative people from all over Europe network and develop animation-based projects up to the final financing pitch. The project-based talent development initiative VR NOW supports alumni and professionals on their way to developing their innovative VR/AR/XR project ideas into prototypes ready for presentation. The ART & TECH LAB works at the interface between art and technology.

■ COMMISSIONED PRODUCTIONS

For and in cooperation with external companies, institutions and organisations, a wide range of commissioned productions and third-party funded projects are realized at market rates.

“Cooperations, initiatives and various possibilities of collaboration with external partners as well as a strong alumni network complement the wide range of teaching opportunities beyond the studies.” **Christian Müller, Head of Commissioned Work and Talent Initiatives**



GOOD TO KNOW

RESEARCH & DEVELOPMENT



Practical education at Animationsinstitut is complemented by academic research carried out by the R&D department. Together with its national and international partners, the department conducts diverse research projects focusing on technical innovations for film and media productions. In particular, Technical Directing students are encouraged to contribute to the department's research projects.

TECHNICAL EQUIPMENT

Animationsinstitut offers facilities with state-of-the-art technology. All students have their own workstation with all current tools as well as special project-based solutions. They also have access to all of Filmakademie's infrastructure.

"State-of-the-art techniques such as motion capture and virtual camera as well as tailored equipment and periphery of the student workstations represent the "hand tools" of all animation students. Technology must not hinder the work of our students but should promote their creativity." **Joachim Genannt, Head of Technology Animationsinstitut & FMX**

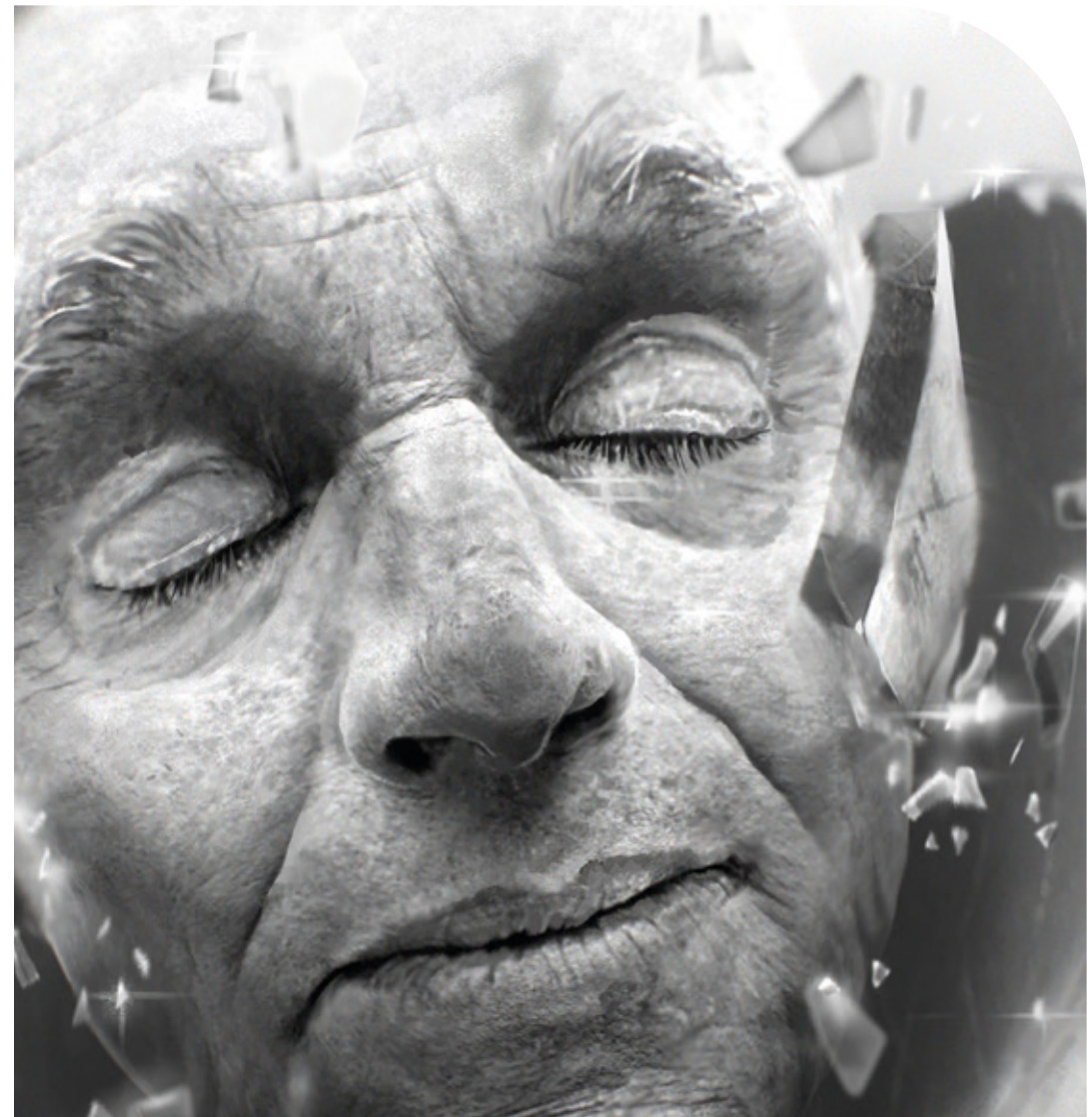
FMX



Each year, Animationsinstitut organizes FMX. The non-profit English-speaking event is a globally influential conference dedicated to animation, visual effects, games and immersive media. Students of the institute participate in FMX and are thus able to present their projects and meet the industry's most influential players.

www.fmx.de

"Animationsinstitut is the home base. FMX is where the community meets. It is also a career springboard for our students and alumni." **Heike Mozèr, Head of Finance Animationsinstitut & Head of Project Management FMX**



FMX

STUTTGART, GERMANY
WWW.FMX.DE

FIGURES & AWARDS

■ THE HOLLYWOOD REPORTER

Filmakademie: The Top 10 Visual Effects Schools 2019,
The Top 15 International Film Schools 2017

■ THE ROOKIES

Best Visual Effects School 2017, Runner-up Best Animation School 2018

■ VFX VOICE

Among the "Leading VFX programs" 2019

■ APPROX. 880 NATIONAL AND INTERNATIONAL AWARDS FOR STUDENT PROJECTS

Prizes or nominations at (selection): Student Academy Awards, Annie Awards, SIGGRAPH, SIGGRAPH Asia, VES Awards, BAFTA, The Rookie Awards, Deutscher Computerspielpreis, Gamescom, Ottawa International Animation Festival, Cannes Lions, Cartoon d'Or, AMAZE, Lumière Awards, Stuttgart International Festival of Animated Film, Anima Mundi, Ars Electronica, First Steps Awards and many more.

■ GRADUATES

Animationsinstitut's graduates work at e.g. Pixar, Walt Disney Animation Studios, Industrial Light & Magic, Weta, Framestore, MPC, ScanlineVFX, Mackevision, Pixomondo, Rise FX, Studio Film Bilder, Ravensburger or are (co-)founders of M.A.R.K. 13, Studio Soi, Studio Seufz, Woodblock, Studio Fizbin, Zeitland Media & Games and many more.

CONTACT

■ FILMAKADEMIE BADEN-WÜRTTEMBERG GMBH ANIMATIONSINSTITUT

"Studying at Animationsinstitut offers a lot of flexibility, especially in the project studies. You can choose which areas you'd like to focus on, we encourage you to give feedback and suggest guest lecturers from the industry. If you want to initiate a project or contribute to somebody else's project, is up to you. So if you are looking for a practice-oriented course you can actively shape yourself, this is the place to be."

Constanze Bühner, Curriculum Coordination

■ GET TO KNOW ANIMATIONSINSTITUT

November 26, 2020 – Studieninformationstag (Open house day)

April 22, 2021 – Girls' Day

May 4-7, 2021 – FMX 2021 (more: www.fmx.de)

Questions about the application

study@animationsinstitut.de (Animationsinstitut)

studienreferat@filmakademie.de (Filmakademie in general)

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