

Master's Degree

3D Animation & VFX



**LCI
Barcelona**

The World is
Your Classroom

MASTER'S DEGREE IN 3D ANIMATION & VFX

- Qualification: Master's Degree in 3D Animation & VFX
- Credits: 60 ECTS
- Duration: 1 year
- Start date: October
- Language: English
- Modality: On-campus

3D generalists are currently among the most in-demand professionals. In a large organisation they are the connecting point between millions of specialists, someone whose skills can contribute to a myriad of projects.

At a time when productions are systematically changing and being reinvented at a dizzying pace, the Master's Degree in 3D Animation and VFX aims to turn learners into technical and artistic content development specialists.

The programme methodology introduces learners to contemporary professional production processes and operations, and it teaches them how to use the most advanced software in the sector and adapt to future new technologies.

During the Master's programme, learners will generate and bring to life scenarios that will be integrated into real films. They will embark on a journey showing them the profession from the most technical to the most artistic perspectives.

Throughout the programme, learners will carry out both film and advertising projects, ending with the production of an advertisement from start to finish.

Taught by international experts and professionals from the animation and VFX sector, this programme is designed to reflect the reality of the market.

Learner profile

This master's degree is designed for people from the world of art, advertising, graphic design, film and animation who wish to specialise in 3D animation and VFX for film and advertising. Knowledge of 3D modelling software, Adobe Photoshop and After Effects is required to be admitted to the programme.

Career opportunities

In such a visual world, 3D generalists are sought after in various sectors, such as animation, video games, cinema, television, VFX, advertising, medicine, shipping, and aeronautics. Graduates will be able to work in the following professions:

- 3D Modeller
- 3D Generalist
- Digital Compositor
- VFX Artist
- Filmmaker

Objectives

- Promote and develop a work method in keeping with the system used in professional productions.
- Boost creativity through practical projects.
- Use animation, 3D composition and special effects tools and techniques.
- Acquire the technical ability to create, model and animate 3D scenarios.
- Master the post-production tools used in professional productions.
- Master 3D compositing and integrate three-dimensional elements into real images.



Structure

The Master's Degree in 3D Animation and VFX is structured into 13 courses across three modules, culminating in a final project. This project starts alongside the master's coursework and is further refined with a mentor during the final phase, through personalized tutorial sessions.

The program begins with a deep dive into the comprehensive techniques of 3D animation and the conceptualization of visual perception, offering a balanced approach. Learners not only progressively hone their technical skills but also gain a thorough understanding of the crucial visual and cinematic concepts in this sector.

A unique aspect of this master's is a module in which learners engage in a series of masterclasses led by international experts. These sessions provide an invaluable opportunity to explore the forefront of industry technologies, gain foresight into future trends, and chart a clear course for the direction of their professional journey in this dynamic field.

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SYLLABUS

*The syllabus is subject to change.

MODULE I (16 ECTS) FUNDAMENTALS AND TECHNICAL PRINCIPLES

This module addresses the fundamentals of 3D technique and the conceptual bases to introduce learners to the cinematic world of VFX. It covers various facets of 3D and links knowledge such as photography and CG retouching to understand the importance of visual perception and the integration of fictional objects in a real environment. Learners will also find out about the workflow of a 3D production, its technical needs, resources, and time.

COURSES

- Composition and Visual Perception
- 3D Principles
- Photography and CG Retouching
- Pipeline and 3D Production

OBJECTIVES

- › Identify and become familiar with the environment and the labour market.
- › Provide technical knowledge and demonstrate existing working methods in the industry.
- › Acquire the most important technical tools and knowledge in the sector.
- › Grasp the basics of visual language.

MODULE II (18 ECTS) MODELLING

This module focuses on aspects of creating and developing 3D objects, starting from inorganic modeling to 3D sculpting, and then understanding the concept of motion points and creating a skeleton for our character. Subsequently, learners will design a realistic finish by lighting and texturing the model and character to make it functional.

COURSES

- Digital Sculpting
- 3D Modelling
- Rigging
- Painting and Texturing

OBJECTIVES

- › Identify and become familiar with the environment and the labour market.
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MODULE III (22 ECTS) VFX AND INTEGRATION

This module focuses on the final creation and integration of 3D elements in a real environment, bringing in the concept of video and giving movement to both our character and the take itself.

COURSES

- Effects and Particles
- Lighting
- Digital Editing and Composition
- Animation workshop
- New Technologies

OBJECTIVES

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- › Provide technical knowledge and demonstrate existing working methods in the industry.
- › Acquire the most important technical tools and knowledge in the sector.
- › Grasp the basics of visual language.

FINAL MASTER'S THESIS (10 ECTS)

This project involves creating a promotional reel-like spot, in which the learners, from a logical sequence, recreate a story entirely in 3D. This story must include elements learned in the master's program, along with a making-of that shows the work processes used in the spot.

WORK PLACEMENTS (OPTIONAL)

DIRECTOR OF THE MASTER'S DEGREE



David Carretero DIRECTOR OF THE ANIMATION AND VIDEO GAMES DEPARTMENT

David is an animator and filmmaker with over 20 years of experience in the sector. He has worked in consulting, development, design, animation, production and direction. His clients include Bassat Ogilvy, Mediapro, TV3, TVE, Danone, Orange, TMB, Nike, Adidas, and Philip Roman. He has also worked on several Goya award-winning films and on an Oscar-nominated one. He currently combines his work with the coordination of the Animation and Video Games department at LCI Barcelona.

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LECTURERS

EMILIO ENIGMA
B-WATER

ALEJANDRO LÓPEZ
FREELANCE

MIGUEL MIRANDA
23LUNES

CAROL NOVELL
FREELANCE

PATRICIA VERDUGO
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