

2022-2023



3D ANIM. VFX  

ISART

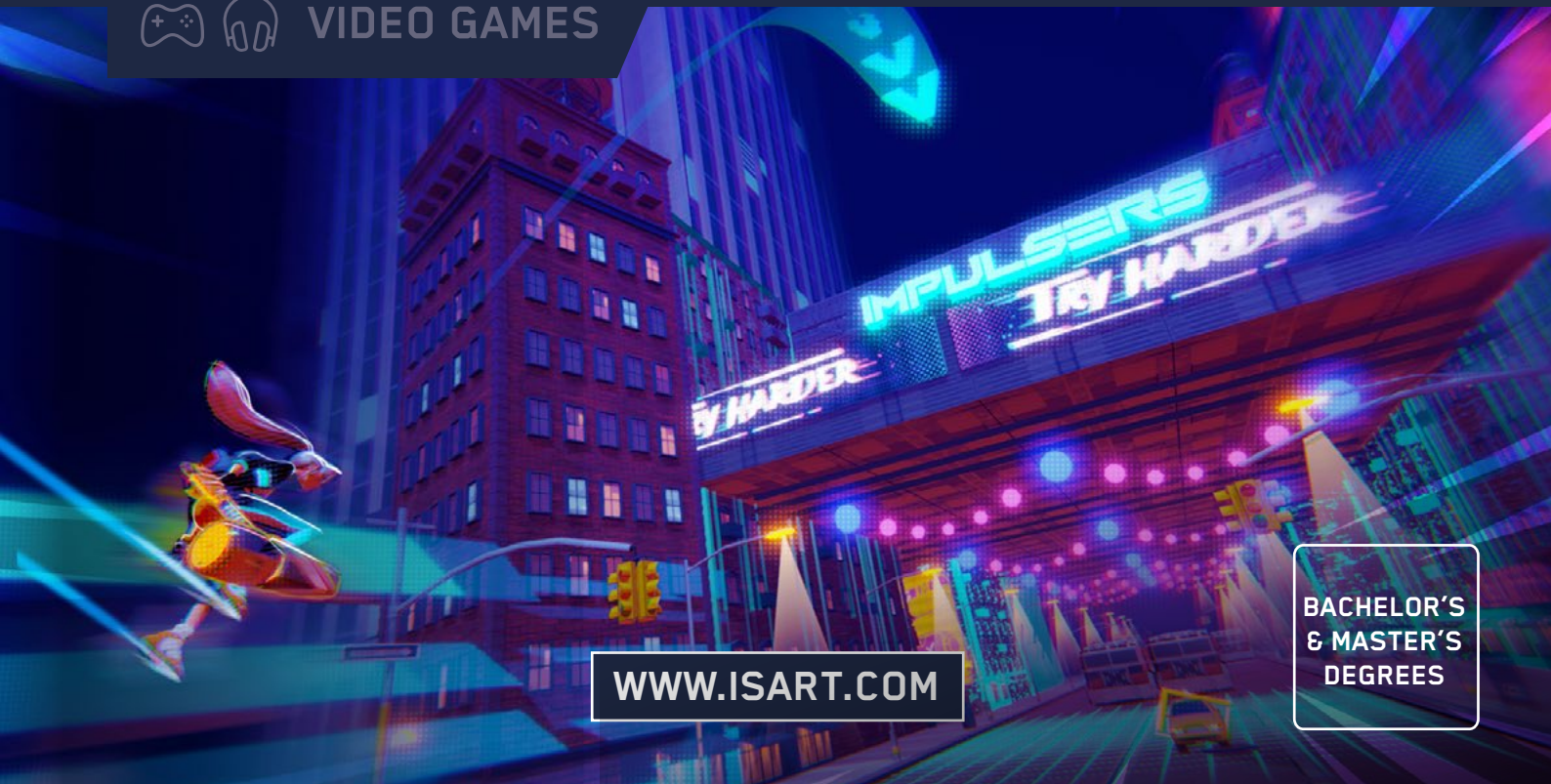
D I G I T A L

THE VIDEO GAME & 3D-VFX ANIMATION SCHOOL

PARIS / MONTREAL / TOKYO



VIDEO GAMES



WWW.ISART.COM

BACHELOR'S
& MASTER'S
DEGREES

READY FOR AN INTERNATIONAL CAREER?

ISART DIGITAL's outreach is growing in leading countries for video games & 3D Animation-VFX.
We prepare students for a vibrant international career.



PARIS

ISART Paris,

at the heart of digital
development in Europe



MONTREAL

ISART Montreal,

among a hub of
international studios



TOKYO / NIIGATA

Prestigious partnerships
in Japan



ISART Digital® Paris

Top 2 best Video Game Schools - World ranking

ISART Digital® Montréal

Top 3 best Video Game Schools - Canada ranking

by the American ranking **GAMEducation**

BASED ON CAREER PLACEMENT AND STUDENT PROJECTS

SUCCESS STORIES

Today 91% of ISART graduates work in the video game & film animation industries.



+1 800
ALUMNI



91%
EMPLOYMENT RATE
3 YEARS AFTER
GRADUATION

STUDIO100
ANIMATION



cube

ILLUMINATION
MACGUFF



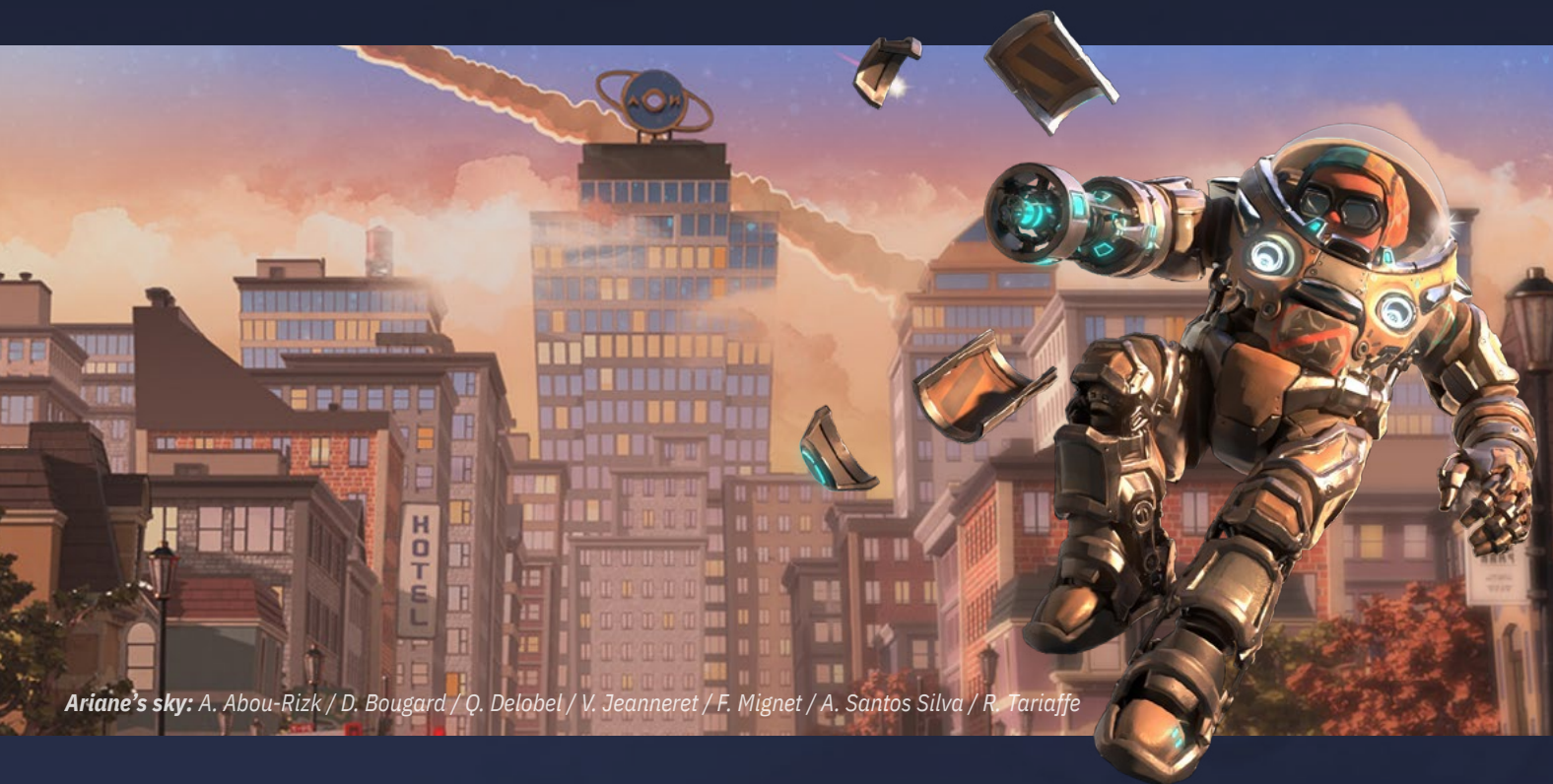
SQUARE
ENIX
MONTREAL
TOKYO



KONAMI



VIDEO GAMES & 3D ANIM. VFX COURSES



Ariane's sky: A. Abou-Rizk / D. Bougard / Q. Delobel / V. Jeanneret / F. Mignet / A. Santos Silva / R. Tariaffe

▶ GAME DESIGN

PARIS & MONTREAL  

▶ TECHNICAL DESIGN

MONTREAL 

▶ GAME PROGRAMMING

PARIS & MONTREAL  

▶ GAME DATA ANALYST

MONTREAL 

▶ VIDEO GAME PRODUCTION

PARIS 

▶ TECH. GAME ART

MONTREAL 

▶ GAME ART

PARIS 

▶ 3D CINEMA

PARIS 

▶ 3D FILM

MONTREAL 

▶ MUSIC & SOUND DESIGN

PARIS 

SPEARHEAD
GAMES

M P C FILM

EPIC
GAMES


UBISOFT

CINE SITE
VISUAL EFFECTS

EIDOS
INTERACTIVE

bE
HAVIOUR

KT

quantixdream

MIKROS

ONEG


GROOVY
PULSE

POPCORNF
Realtime particle FX solution

 Gaumont

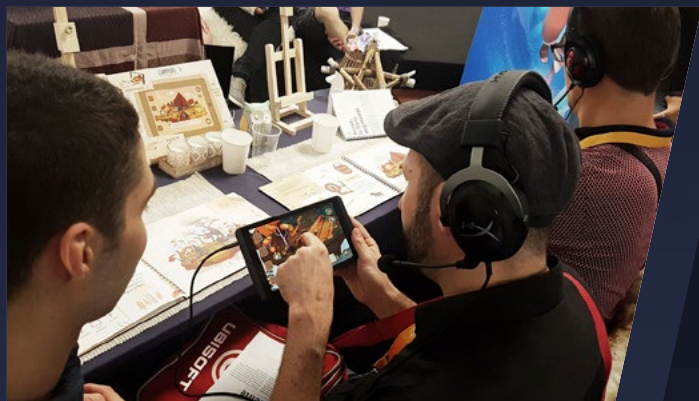
ludia
A FremantleMedia Company

 ankama

BUF

START YOUR CAREER DURING YOUR STUDIES

An innovative approach



Top-notch instruction

- ▶ A top-level, innovative educational approach led by talented industry professionals
- ▶ Effective teaching/engaged students
- ▶ Work/study program (alternating one week in school, one week at work) to ensure success in progressive professional settings

Team-based projects

- ▶ Students work together in multidisciplinary teams to develop projects, just like in industry.



An expert team from renowned studios

- ▶ Our teaching team is made up of experts from world-class production studios. Instructors share their *savoir faire* with students to foster creativity and to support their projects.

Successful career launches

- ▶ The Career Services staff is entirely dedicated to empowering students in their professional achievement by facilitating their search and supporting them in career placement.



Halima BOUSAIDI - Talent Acquisition Manager - GAMELOFT

"The work-integrated program has really added value, as students have to jump into what studios require during their studies."

M P C FILM

Tom REED - Head of Character Lab - MPC

"The system of spending a week at ISART and a week at a company is really interesting."

3D ART, MUSIC & SOUND DESIGN PROGRAMS

First year: full-time studies / every following year: work/study program

Mice, a small story: J. Baillargeault / Q. Daniel La / N. Doale / D. James / M. Lau / M. Pango / M. Pringault / T. Tillard / A. Tron / M. Vatopoulos



3D Film Bachelor's Degree

4 years (including full-time first year)

Create visual effects for films

3D CHARACTER DESIGN · VISUAL EFFECTS · 3D SIMULATION



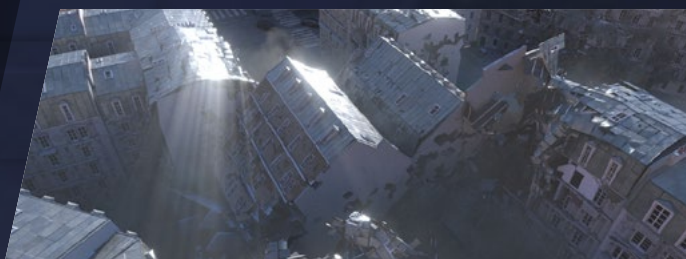
3D Cinema Bachelor's Degree

5 years (including full-time first year)

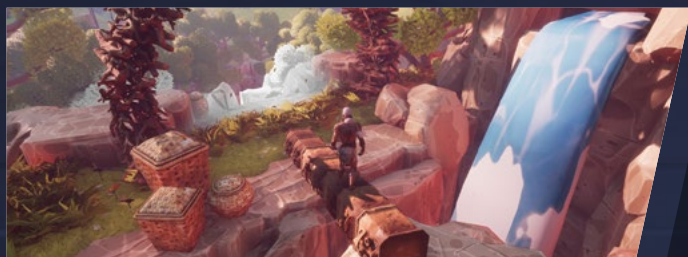
Create 3D animated shorts

SET & CHARACTER DESIGN · ANIMATION · COMPOSITING

Rewind: F. Bamas / L. Charamond / A. Dodane / M. Doherty / M. Girard / S. Leschiera / F. Peltier / G. Perrin



Fade: R. Androuin / T. Boulanger-Marguier / G. Bertrand-Gerbaud / A. Cazayus / A. Durupt / V. Fouquet / S. Mekhaemar / M. Maresca / Y. Pinel



Game Art Bachelor's Degree

5 years (including full-time first year)

Design and create the graphic universe of a video game

CONCEPT ART · INTERACTIVITY · 3D DECOR & CHARACTER DESIGN · VIRTUAL REALITY



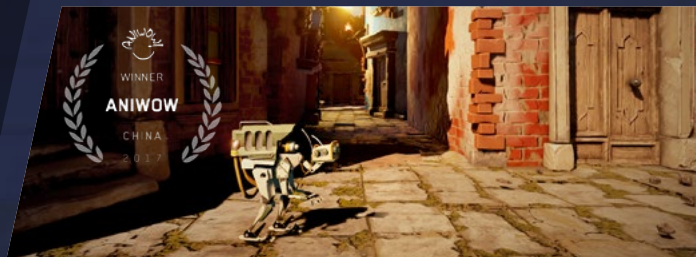
Tech. Game Art Bachelor's Degree

4 years (including full-time first year)

Design and create the graphic universe of a video game

3D SET & CHARACTER DESIGN · CONCEPT ART · INTERACTIVITY · VIRTUAL REALITY

E-RO: A. Agullo / C. Emery / M.R. Galan Saminan / J.F. Huard / P.H. Paitre / X. Pouillot / J. Royer



Nawa: J.L. Augere / P. Cervoni / G. Clauss / B. Dupuy / G. Gilly-Poitou / B. Herault / F. Lecolier / A. Saillour / H. Valery



Music & Sound Design Bachelor's Degree

3 years (including full-time first year)

Design music & sound for film and games

SOUND EDITING · GAME ENGINE · FIELD RECORDING · MIXING · MUSIC WRITING



VIDEO GAME PROGRAMS

First year: full-time studies / every following year: work/study program

Deceiver God: Y. Beaufort / N. Biais / A. Chahine / B. Cheng / Q. Fourcade / J. Fournier / C. Lebrun / N. Queau / A. Tron / G. Zegoudia



Game Design Master's Degree

Paris: 5 years / Montreal: 4 years
(including full-time first year)

Invent and fine-tune gameplay mechanics
GAMEPLAY · INTERACTIVITY · CONTROLS · PROTOTYPING



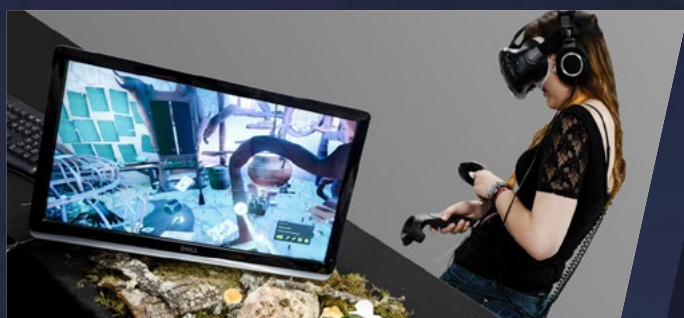
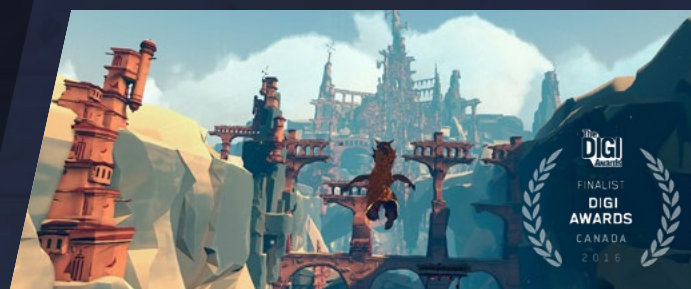
Technical Design

2 years

Design and develop video games

AS3 · HAXE · C# · GAMEPLAY PROGRAMMING ·
PROTOTYPING · MOBILE · NINTENDO SWITCH DEV · UNITY ·
UNREAL ENGINE · MATHEMATICS · UI/UX

Nawa



Game Programming Bachelor's Degree

Paris: 5 years / Montreal: 4 years
(including two full-time years)

Program video games
C/C++/C# · ENGINE PROGRAMMING · GAMEPLAY PROGRAMMING ·
PS4 DEV · UNREAL ENGINE 4 · UNITY · R&D · OPENGGL · MATHEMATICS

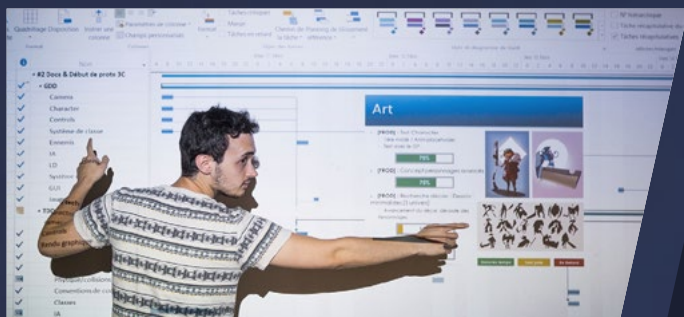
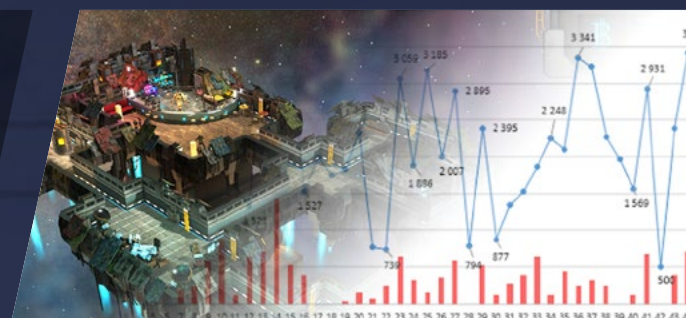


Game Data Analyst

6 months full time

Optimize the gameplay experience
and profitability of video games

FREE-TO-PLAY ECONOMICS · MONETIZATION ANALYSIS ·
GAME DATA PERFORMANCE ANALYSIS · SQL/PYTHON



Video Game Production Bachelor's Degree

1 year

Manage and delegate the production of a video game
MANAGEMENT · PLANNING · PROCESSES



Amandine DOBROWOLSKI - Performance & Compensation Specialist - UBISOFT

"The advantages of ISART students are the hard skills they're taught, the work-integrated program they follow and their projects!"

DISTINGUISHED BY EXCELLENCE

More than 140 awards!



Poilus: G. Auberval / L. Dozoul / S. Gomez / T. Hek / H. Lagrange / A. Laroye / D. Lashcari / A. Andrian / P. Barret / G. Dalmasso / A. Faton / E. Germani / L. Verderosa

Skybolt: A. Andrian / V. Brebant / M. Beneteau / J. Jestin / L. Mourot / U. Rosini / G. Turot / B. Williams /



ISART DIGITAL

is an international school renowned for its top-notch educational approach in the realms of video games and 3D-VFX animation cinema. We are proud of our international award-winning graduates, exemplifying our excellence.

Game Awards 2018 / Award Worldwide / Siggraph Asia 2018 / FFEQ 2016, winner 2017 & 2018 / Rookies Autodesk

Our school provides unparalleled support for students to excel during their studies.

Creativity first!

Innovation and experimentation are encouraged here.

Our coworking space and R&D lab are unique areas available to our thriving community of students for their up-and-coming projects. These facilities provide a comfortable and welcoming framework for nurturing creativity.

Networking

Our school regularly hosts activities and events in the video game and art sectors. Job fairs, graduation shows, masterclasses, jams and meetups with Alumni are held in our professional, relaxed environment.

Fun!

The BDE (student committee) is the student-run group involved in welcoming, integrating and supporting students. Parties, school trips, RPGs, movie nights, and game contests are just some of the activities they organize.



Luis CATALDI

Global Education Evangelist
EPIC GAMES

“

I appreciate that at ISART, students are taught to finish work at a high level of quality.”



ISART[®]

D I G I T A L

PARIS - MONTREAL - TOKYO



A.L.F.R.E.D.:

A. De Framond /
S. Huang / R. Jaouhar-
Gaillard / H. Lefevre /
D. Migeot de Baran /
J. Reichenbach /
G. Royere Lebigre /
M. Speiser / N. Tham



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+1 438 382 7466

contact@isartdigital.ca



ISART DIGITAL PARIS

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75011 Paris - FRANCE

+33 1 48 07 58 48

information@isartdigital.com

Admission

Applying to ISART involves a written test and/or portfolio presentation and an interview. The entrance exam is free. For details on how to apply and important dates, please visit our website: www.isart.com

International students & buddy program

All international students are matched up with an ISART student who will provide support and advice for a smooth transition to the school.

Required English level

A minimum English level is required for non-native speakers:

- ▶ TOEIC 785
- ▶ IELTS 6.5
- ▶ TOEFL 550
- ▶ TOEFL iBT 80
- ▶ Completion of four years of high school or post-secondary education where the primary language of instruction is English

Important Dates

ISART DIGITAL Montreal Open House

Contact us for a personalized visit of the school.
All year round by appointment.

ISART DIGITAL Paris Open House

February 5th, 2021

Community

ISART DIGITAL keeps its community informed through an official blog and stays connected through social networks.



WWW.ISART.COM