



Timo Stampa / TH Köln

**CGL**  
Cologne Game Lab

Information on studying

# 3D Animation for Film & Games

## Master of Arts

**Technology**  
**Arts Sciences**  
**TH Köln**

### Overview

The Master of Arts in 3D Animation for Film & Games is a cooperative study program of the Cologne Game Lab at TH Köln and the ifs internationale filmschule köln. It allows students to pursue their career in the media industry, while at the same time expanding their expertise in 3D animation in such areas as design, technology and dramaturgy within an academic context. During the four semesters of the program students design and execute various animation projects for film, digital games or immersive technologies and acquire the theoretical foundations to critically reflect on their artistic creations.

#### Basic Facts

- 4 semesters (2 years)
- Part-time (required attendance: Mondays all day and Wednesday evenings)
- Language of instruction: English
- Start: mid-September
- Number of students per year: 6 – 24

#### Program Content

- Work on personal or group projects
- 3D animation for film, digital games and immersive technologies
- Media & Game Studies
- Animation History
- Coding & Game Engines

#### Profile

- Animation proficiency in various media
- Project-oriented learning
- Compact attendance time
- International environment

#### Entry requirements

- Bachelor degree (or higher) in film, games, design, or similar
- 12 months of work experience in the creative industries
- Successful completion of the application procedure
- International students need to apply through Uni-Assist as well. Check our special information for international students: [www.colognegamelab.de](http://www.colognegamelab.de) ↗

#### Tuition fees

EU citizens: 1.500 Euro / semester (plus one-time fee of 200 Euro upon enrollment) Non-EU citizens: 2.500 Euro / semester (plus one-time fee of 200 Euro upon enrollment).

#### Application:

The call for application is published in early January each year. The application deadline to the program and to uni-assist (international students only) is the end of March. Throughout the application process the selection committee will examine applicants' formal, artistic and academic qualifications as well as their English language proficiency.

If you have any further questions, please contact:  
[study3d@colognegamelab.de](mailto:study3d@colognegamelab.de)

### Modules & Exams

Semester	Modul
0	Experience Assessment
1	Project I: Virtual Character Creation Animation in Film & Games: History & Theory I
2	Project II: Story & Performance Animation in Film & Games: History & Theory II
3	Project III: Immersive Animation Animation in Film & Games: History & Theory III
4	Master's Project

## Deadlines & Fees

The M. A. program begins each year in the winter term (Mid-September), with applications taking place in spring.

### Application Process for 2022

- Beginning of January 2022: Publication of call for application
- March 31st: Deadline for the registration through CGL's website, which entails uploading the completed application tasks, a high school diploma, university degree, a CV, and proof of 12 months of professional-practical experience in a media-related area. The Uni-Assist application can be sent from February 1st to March 31st.\*
- May 2022: Interviews
- End of September, 2022: Start of studies

\*Note: The Uni-Assist application does not replace the application through CGL's website! International students have to do both applications.

### Tuition fees

- EU citizens: 1500 EUR / semester
- Non-EU citizens: 2500 EUR / semester

plus 200 EUR one-time fee upon enrollment. Semester fees for TH Köln are approximately 291,50 EUR which includes a ticket for public transport in North Rhine-Westphalia, including the cities of Cologne, Bonn, and Düsseldorf.



Contact Person:

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[www.th-koeln.de/3d\\_animation\\_ma](http://www.th-koeln.de/3d_animation_ma) ↗

[www.colognegamelab.de](http://www.colognegamelab.de) ↗

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