

Curriculum

Master Class Animation & Visual Effects

1st year of studies

1 st semester	ECTS
Basic Module Conception	5
Data Analytics & Information Architecture	3
Innovation & Creative Problem Solving	2
Masterclass Conception	10
Masterclass Introduction Animation & Visual Effects	5
Masterclass Animation & Visual Effects	5
Professional Field - Basics	5
Digital Business Transformation & Career Management	3
Leadership & Team Development	2
Video Technology & Production	5
TV Studio Technology & Studio Automation	5
360° Media Technology	5
Advanced Postpro Techniques	2
360° Video & Audio	3

2 nd semester	ECTS
Basic Module Prototyping	5
Summer School	5
Masterclass Prototyping	10
Masterclass Animation & Visual Effects	10
Prototyping & Implementation	5
Prototyping & Implementation AVE	5
Career Development in the Professional Field	10
Empirical Research Methods	2
Career Development in the Professional Field	3
Business Management Fundamentals*	2
Digital Technologies Fundamentals**	2
Media Coding & Control	3

* for students with a technical background

** for students with a business background

2nd year of studies

3 rd semester	ECTS
Basic Module Exploitation I	5
Businessplanning & Entrepreneurship I	3
Law & IP Protection	2
Masterclass Exploitation	10
Masterclass Animation & Visual Effects	10
Coaching & Consulting	5
Coaching & Consulting AVE	5
Professional Field - Reflection	10
Expose Workshop	4
Presentation & Exploitation	3
Lecture Series Professional Field	3

4 th Semester	ECTS
Basic Module Exploitation II	5
Businessplanning & Entrepreneurship II	5
Masterclass - Dissemination	5
Masterclass Animation & Visual Effects	5
Masterthesis	20
Masterthesis	18
Master Exam	2

Details and
information about
the masterclass

