



**HOWEST UNIVERSITY
OF APPLIED SCIENCES**

DIGITAL ARTS AND ENTERTAINMENT

ANTICIPATING THE FUTURE

howest
university of applied sciences



INDUSTRY-DRIVEN EDUCATION AND FUTURE-PROOF SKILLS

Howest University of Applied Sciences is known for its innovative and interdisciplinary approach to education and research, and its close collaboration with industry, business and the social profit sector. Howest is a member of Ghent University Association and is fully accredited by NVAO, the Dutch-Flemish Accreditation Organisation. Our campuses are located in the historical cities of Bruges and Kortrijk in Belgium.

We offer 24 Bachelors, 12 Associate Degrees and many Postgraduate Certificate programmes, all with a strong practical focus, in the areas of Business & Management, Industrial Sciences & Technology, Digital Design, Architecture, Healthcare, Education and Social Sciences. Field-driven assignments, on-the-job training and internships are the key components of each programme. That is how we meet the changing needs of today's society and arm our students with future-proof skills.

RENOWNED TECH PROGRAMMES

Howest is renowned for its Tech, Design and Arts programmes, such as Cybersecurity, Digital Design and Development and Digital Arts and Entertainment. According to The Princeton Review® Howest University of Applied Sciences is one of the top undergraduate schools at which you can study game design. With its Bachelor programme in Digital Arts and Entertainment (DAE), Howest ranked #21 on the undergraduate programmes list for 2020. Howest and DAE programme also got the first place in The Rookies Award as Best Game Design and Development School in the world in 2017 and 2018, and the fifth place in 2019.

BACHELOR DIGITAL ARTS AND ENTERTAINMENT (DAE)

Do you often fantasise about 2D or 3D worlds which do not yet exist? **Do you consider yourself to be creative, ambitious, resourceful and above all passionate about games, films and special effects?** Do you wish to experiment and create content with **state-of-the-art technology** and **software**? Do you want to become a professional game developer, a game or VFX Artist, a 3D animator or a Sound Designer for games, or even start your own game company? If so, then Digital Arts & Entertainment is the educational programme for you!

The industry is built on passion, commitment and hard work. It's about allowing yourself to be shaped into an industry professional with the right work attitude and flexibility to be able to keep up with the growing demands of this field.

Students who choose for DAE become part of **an internationally acclaimed bachelor programme** which will prepare you for the exciting and challenging world of **game development and movie design**. At DAE you'll be able to choose your specialisation from 6 study majors:

- Visual Effects (VFX)
- 3D Animation
- Game Graphics Production
- Game Development
- Independent Game Production
- Sound Design

Whichever major you choose, you will acquire a **mix of artistic and technical skills**. However, depending on

the major, the emphasis will lean more towards artistic- (3D modelling, animation, character design, level design, ...) or technical prowess (programming game-engines, scripting, rigging, game logic, artificial intelligence, ...).

Our educational programme has been crowned **best game design and development school in the world** (2017 & 2018). We are among the top international players in game design and art education. We've established a broad international network over the years and continue to have an international focus.

In order to apply for our programme, you don't need to be a programming or 3D genius. Our mission is **to train capable and versatile technical artists** whose skills are in line with the current and future demands of the industry. Due to this our courses are **taught in English** as well as in **Dutch**.

In summary, getting the Bachelor of Digital Arts and Entertainment degree will help you **push the boundaries of your skills and knowledge during its 3-year programme**. It will also help you get ready for employment in the industry. You will develop unparalleled programming- and design proficiency, you will get to experiment with state-of-the-art technology, you'll be able to **function in a team as well as independently** and you will learn to feel comfortable **managing deadlines**.

Digital Arts and Entertainment is not for the faint of heart. **Are you up to the challenge?**

VISUAL EFFECTS (VFX): CURRICULUM

SEMESTER 1	COMPOSITING 1	3D 1	VISUAL LANGUAGE	APPLIED MATH & PHYSICS 1	PROGRAMMING FOR ARTISTS 1
SEMESTER 2	COMPOSITING 2	3D 2	PROCEDURAL 1	VFX PIPELINE	PROGRAMMING FOR ARTISTS 2
SEMESTER 3	COMPOSITING 3	3D 3	SCULPTING	VFX SIMULATIONS 1	PROGRAMMING FOR ARTISTS 3
SEMESTER 4	COMPOSITING 4	3D 4	PORTFOLIO	VFX SIMULATIONS 2	FILM PROJECTS
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

3D ANIMATION: CURRICULUM

SEMESTER 1	ANIMATION 1	3D 1	VISUAL LANGUAGE	APPLIED MATH & PHYSICS 1	2D 1
SEMESTER 2	ANIMATION 2	3D 2	VFX PIPELINE	PROCEDURAL 1	2D 2
SEMESTER 3	ANIMATION 3	3D 3	SCULPTING	RIGGING	CHARACTER DESIGN
SEMESTER 4	ANIMATION 4	3D 4	PORTFOLIO	STYLIZED CREATION	FILM PROJECTS
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

GAME GRAPHICS PRODUCTION: CURRICULUM

SEMESTER 1	2D 1	3D 1	VISUAL LANGUAGE	APPLIED MATH & PHYSICS 1	PROGRAMMING FOR ARTISTS 1
SEMESTER 2	2D 2	3D 2	PROCEDURAL 1	GAME ART 1	PROGRAMMING FOR ARTISTS 2
SEMESTER 3	SCULPTING	GAME ASSET PIPELINE	ENVIRONMENTS 1	CHARACTERS AND PROPS	
				STYLIZED DESIGN	CHARACTER DESIGN
				ENVIRONMENTS	
				SCRIPTING 1	PROCEDURAL 2
SEMESTER 4	PROCEDURAL 3	GAME PROJECTS	FX & RIGGING	CHARACTERS AND PROPS	
				STYLIZED CREATION	CHARACTER CREATION
				ENVIRONMENTS	
				SCRIPTING 2	ENVIRONMENTS 2
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

GAME DEVELOPMENT: CURRICULUM

SEMESTER 1	GAME TECH	2D FOR GAMES 1	VISUAL LANGUAGE	APPLIED MATH & PHYSICS 1	PROGRAMMING 1
SEMESTER 2	ALGORITHMS	3D1	GAME DESIGN 1	APPLIED MATH & PHYSICS 2	PROGRAMMING 2
SEMESTER 3	GAMEPLAY PROGRAMMING	GAME MECHANICS	LEVEL EDITING	GRAPHICS PROGRAMMING 1	PROGRAMMING 3
SEMESTER 4	TOOL DEVELOPMENT	3D FOR GAMES	GAME PROJECTS	GRAPHICS PROGRAMMING 2	PROGRAMMING 4
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

INDEPENDENT GAME PRODUCTION: CURRICULUM

SEMESTER 1	3D 1	2D FOR GAMES 1	VISUAL LANGUAGE	APPLIED MATH & PHYSICS 1	PROGRAMMING 1
SEMESTER 2	GAME ART 1	2D FOR GAMES 2	BUSINESS MANAGEMENT 1	GAME DESIGN 1	PROGRAMMING 2
SEMESTER 3	GAME ART 2	COMMUNICATION 101	BUSINESS MANAGEMENT 2	GAME DESIGN 2	PROGRAMMING 3
SEMESTER 4	PROCEDURAL 1	APPLIED GAMES	BUSINESS MANAGEMENT 3	GAME DESIGN 3	PROGRAMMING 4
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

AUDIO DESIGN: CURRICULUM

SEMESTER 1	SOUND DESIGN 1	2D FOR GAMES 1	VISUAL LANGUAGE	APPLIED MATH & PHYSICS 1	PROGRAMMING 1
SEMESTER 2	SOUND DESIGN PROJECT 1	3D 1	ALGORITHMS	GAME DESIGN 1	PROGRAMMING 2
SEMESTER 3	SOUND DESIGN 2	SOUND EFFECTS	FOLEY + VOICE	LEVEL EDITING	GAME MECHANICS
SEMESTER 4	SOUND DESIGN PROJECT 2	3D FOR GAMES	AMBIENT & MUSIC	AUDIO LAB	GAME PROJECTS
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				



TESTIMONIAL

BRIAN COX
LEAD PROGRAMMER,
NETEASE GAMES SHANGHAI, CN

It was my childhood dream to become a game developer, DAE turned this dream into reality. From Belgium to the Netherlands, to the United Kingdom, to China. Now I am a world traveler and a global citizen.

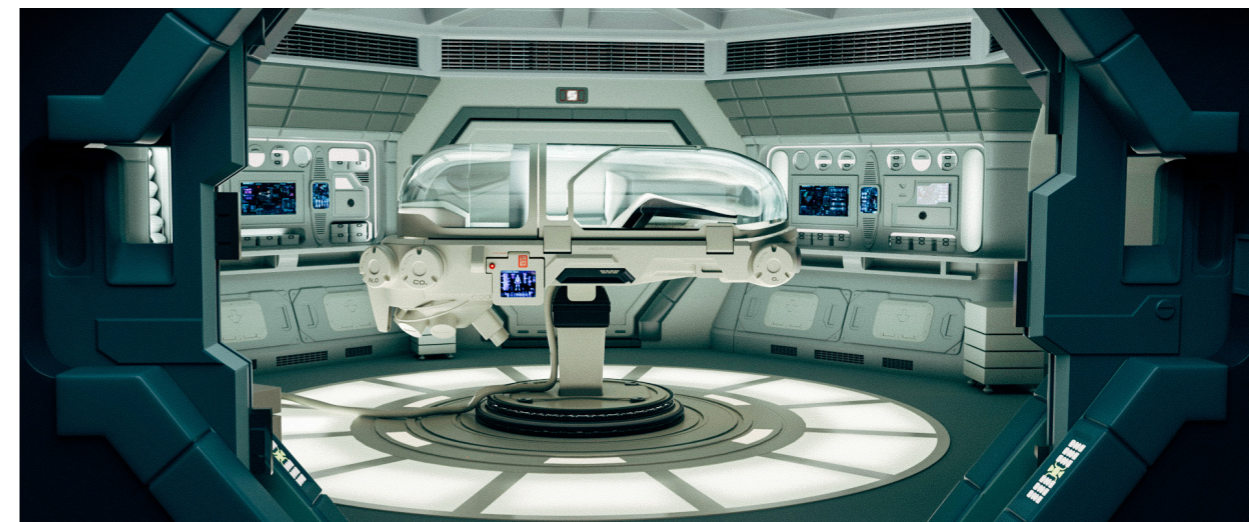
**OUR RESEARCH:
INNOVATING AND
STATE-OF-THE-ART!**

Over the years, Howest has built a solid reputation in application-oriented scientific research, services and education, partnering with universities and work-field organisations in Belgium, Europe, and all over the world. Almost all of our research projects are either demand-driven or in close collaboration with enterprises. They are organised around topnotch, highly skilled and innovative research teams.



KORTRIJK

Kortrijk is one of the hotspots of Flemish history, which now became a creative and entrepreneurial hub with a global outlook. Kortrijk is the city of innovation, creation and design, and that is why it was awarded the membership of the UNESCO Creative Cities Network. Kortrijk is easily accessible from many major cities. Within a few of hours by train or car you can be in Paris, London, Amsterdam, Cologne or Luxembourg.



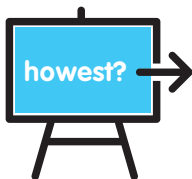
GET IN TOUCH

Admission questions:
admissions@howest.be

Programme Information:
Study Track Counselor
kevin.vroman@howest.be

HOWEST

IN A NUTSHELL



24 bachelor programmes
12 associate degrees
1 European master

....

800
employees



....


member of
Ghent University
Association



multiple student
startups

....

#howestvibe

....



international
students
coming from **45**
countries

8.000
students



....

1.300
degrees a year



....

180

international academic
partnerships



....



+6 mio €
a year on research
and innovation