bts >>
game art and game design

The Study

You want to study Game Art and Game Design - We offer you a degree.

The 'Brevet de Technicien Supérieur Game Art and Game Design' (BTS-AG) lasts four semesters and is mainly a practical course designed to foster essential skills required by the current and future industry.

Application documents, key dates and further details of the admission can be found at the secretariat of the

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LYCÉE DES ARTS ET DES MÉTIERS

or find us on www.btshub.lu   or find us on our website www.btsag.lu. or www.btsgame.lu   or www.bts.lu - arts appliqués

Overview

Modules	ECTS per semester			
	1	**2**	**3**	**4**
Visual Design Techniques	6	6		
Asset Creation	11	9	10	5
Game Design and Level Creation	9	8	5	5
Projects	5	6	9	5,5
Business			7,5	5
Internships				8
Total	31	29	31,5	28,5
60 ECTS per year / 4 Semester = 120 ECTS				
ECTS = European Credit Transfer and Accumulation System				
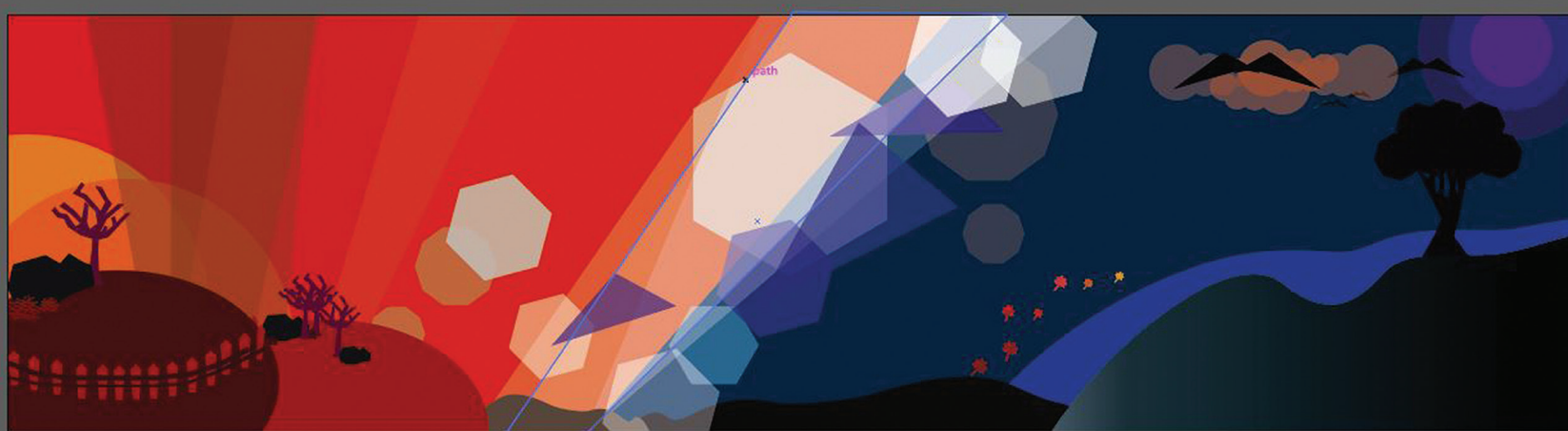
Game Art

Why chose the BTS-AG?
Here are some advantages to consider:

- Individual guidance: The number of students is limited to a maximum of 12 a year. This allows individual and group projects which emulate real-world scenarios.

- Genuine learning environments: The course promotes a constant exchange between students and the active industry by having integrated live events, workshops and game jams as well as an internship.

- Interdisciplinary skills: The BTS-AG works hand in hand with the BTS Game Programming and Game Design to allow the interdisciplinary creation of game projects.

- Autonomous work: Students have access to fully equipped workstations, technology and software during and after classes to work on the projects autonomously.

Up-to-date technology and equipment

- The course offers state of the art equipment and software consistent with industry standards.

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Level Design

Perspectives

As a graduated game artist you will have strong 3D and art skills and will be capable of designing and producing 3D work for a variety of uses including 2D/3D games and animated films. Here are the three main fields you will be trained in:

- Creative work: You will be able to do thorough research, conceptualise projects and take creative decisions. This includes work with colour, shape and volume to design coherent, convincing and appealing virtual worlds with all the necessary content.

- Technical work: You will be able to handle modern, professional software and use it to create the 2D & 3D assets, levels and characters required to bring digital games to life.

Work in teams: You will be able to present, discuss and negotiate your ideas, projects and products with your peers, teachers and professionals. You will realise that the production of games relies on teamwork among professionals, you will not be a lone fighter.

The course aims to empower you to fulfil job descriptions including Game Artist, Character Designer, 3D Artist, Level Designer, Concept Artist, Technical Artist, Interactive Media Designer and prepare you for further studies in the field.

Depending on the individual skill level of the student, further studies or independent work in the sector are a possibility.


Projects

Course Contents

Practical and theoretical courses are spread over 2 years with a total of 120 ECTS.
During the two-year degree, we offer you a deep theoretical understanding and practical application of the following contents in particular:

- 2D Visual Design: Learn the basics of colour and image composition.
- Modelling Techniques: Build a solid base in 3D modelling.
- Texturing and Materials: Create textures and materials for 3D models.
- Concept Art, Character Design and Artistic Game Prototypes: Increase your drawing skills and learn how to draw and paint concept art and create compelling character designs.
- Game Animation, Game Engine and Scripting: learn how to bring your game to life.

- Level Design: Learn how to design and build levels for games.
- User Interface and User Interaction: Learn how a user interacts with software in different ways
- Game Culture: Learn the history of video games and understand the users' playing experiences.
- Action Telling: Learn to understand and analyse stories, before you create your own stories in different formats.
- Vocational communication: Learn how to confidently present your projects in a fluent and convincing language.
- Projects: Complete individual and group projects and participation in events fostering the required skills in project management and entrepreneurship.
- Internship: Complete a 6-week traineeship in a professional environment, tying all the ends of the course together.

Languages: All course material is in English. Spoken languages may include German, French and Luxembourgish.
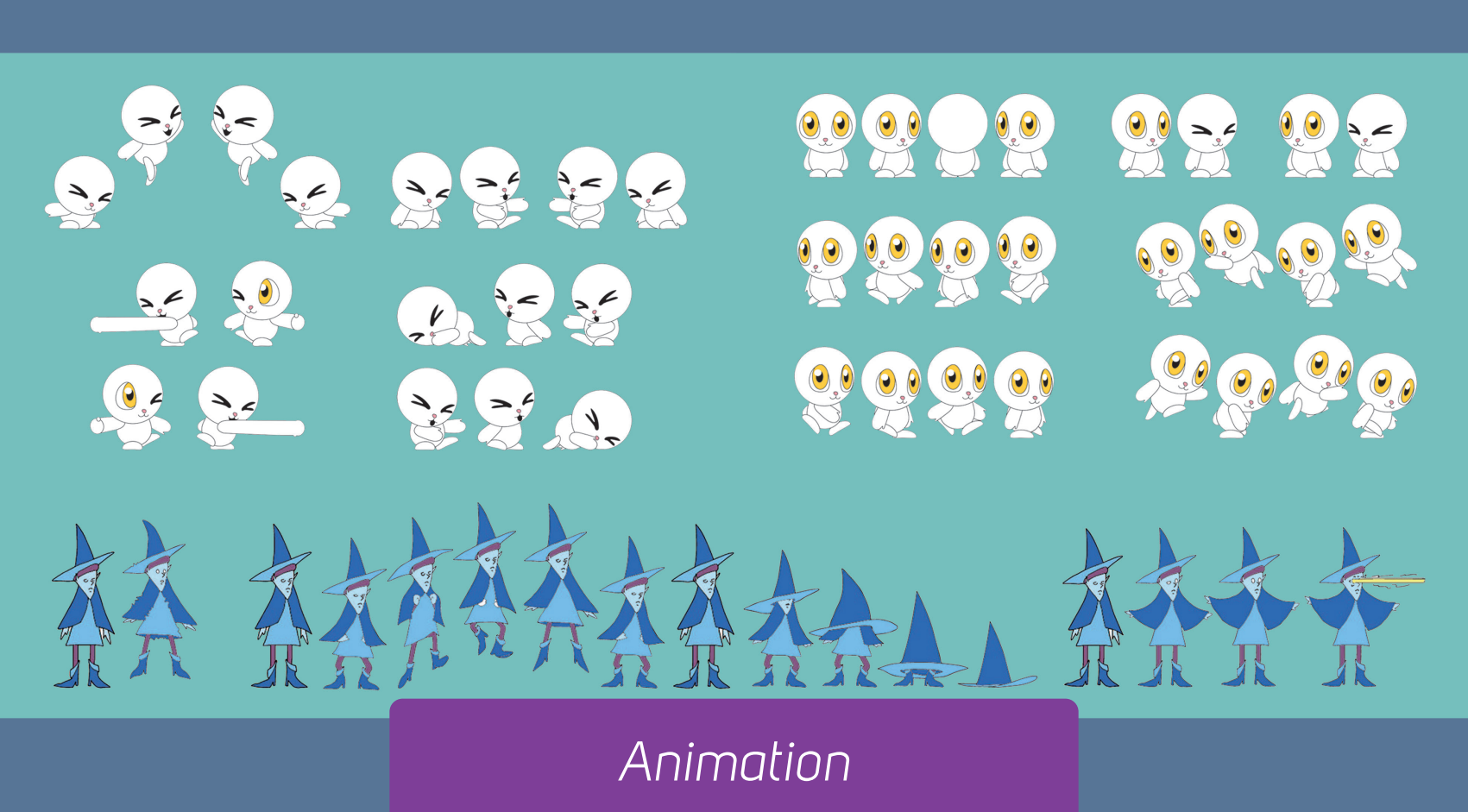
Animation

Application requirements and admission

Applicants need to hold a secondary education diploma (diplôme de fin d'études secondaires) to apply.

Furthermore, applicants are required to have certain skills in the creation of digital art. Since the course is 2 years long, and to give applicants realistic work opportunities after completing the course, a digital art background is assumed from the start. General computer skills and knowledge, strong interest in video games, Photoshop, 3D Modelling as well as UV Texturing are important. A detailed list of the software we use, as well as training material can be found on our website.

After a pre-registration, the applicant is invited to pass an admission exam. The final registration has to be completed by the applicant after having passed the competitive admission examination before the closing date.

The competitive admission exam includes 2 parts: a written and drawn exam and an interview.
- The exam tests written English language skills and basic drawing skills.
- The interview, based on a portfolio, verifies the interest and the motivation of the applicants as well as their knowledge in basic artistic skills and their spoken English language skills.

The pre-registration period usually starts in June. Competing exam and interview are generally held in September.