

BACHELOR DIGITAL ARTS & ENTERTAINMENT

**3D ANIMATION PRODUCTION | VISUAL EFFECTS | GAME DEVELOPMENT | GAME GRAPHICS
PRODUCTION | GAME SOUND INTEGRATION | INDEPENDENT GAME PRODUCTION**

Artwork by
Marko Prokopyev

dne
DIGITAL ARTS & ENTERTAINMENT

howest
university of applied sciences



Bart Van Hoye | Game Asset Pipeline

UNLEASH THE PIXELS

Ready to bring 2D or 3D worlds to life in games, films, or animations? If you're bursting with creativity and eager to master cutting-edge technology, our Bachelor in Digital Arts and Entertainment (DAE) at Howest University of Applied Sciences in Belgium is your playground!

3-YEAR BACHELOR'S DEGREE

TECHNICAL ARTIST PROFILE

ENGLISH-TAUGHT

INTERNATIONAL FOCUS

AWARD-WINNING

INDUSTRY-CONNECTED

AFFORDABLE TUITION FEES

IN THE CENTRE OF WESTERN EUROPE

POSITIVE, INCLUSIVE ATMOSPHERE

AWARD-WINNING

DAE enjoys global recognition and shines on the international stage. We are proud of all our students, alumni, and faculty who have received numerous awards and showcased their work on influential websites, conferences and exhibitions.

The Rookies Awards has named DAE the Best Game Design & Development School in the world three times, in 2017, 2018, and 2021. Last edition, our students won in the category 'Production Excellence - Mobile Games' with the game Five Saves The Universe.

This confirms our reputation as a leading school for digital arts and entertainment.



Mari Gallet | Character Design

CHECK THE ARTWORK



#howestDAE #daeportfolio



INTERNATIONAL FOCUS

Since 2006, DAE has embraced an international focus, welcoming over 650 international students from more than 80 countries into its vibrant community of 1600 students.

DAE offers its students a window to the world thanks to international guest speakers, diverse faculty, study trips, career fairs, portfolio nights, conferences and a worldwide network of industry and academic partners. This equips our students with essential skills and connections for thriving careers worldwide.

Every student has the opportunity for an international experience, whether locally or overseas. For senior students, this includes:

- Study trips to the UK, USA, Japan or Canada**
- Study semester at a partner university abroad**
- End-of-studies internship in Belgium or abroad**



OUR COMMUNITY

Studying at DAE is more than coursework - it's immersion within a vibrant international community where students can explore hobbies, sports, and their passions with like-minded individuals.

Upon joining DAE and its Community, students gain access to a dynamic range of activities like study nights, student-led workouts, workshops, cosplay events, and more.

Our community aims to connect students, develop their talents, and nurture creativity, providing a supportive network that boosts potential and offers support during challenging times.

ETHICS

Our community is created by and for the students. Supported by the Community Team, we're committed to fostering a campus culture of **openness, inclusivity, acceptance, and connection.**

While our curriculum is technical, the importance of ethics is steadily gaining international attention. We choose to emphasize the importance of ethics through our **Mission Statement**, our code of ethics, positive demonstrations of values, and through our **'Game for Thought'** podcast series.

CHOOSE YOUR MAJOR

Our mission is to develop versatile **technical artists** primed to excel in games, VFX, animation, and beyond. Prior expertise isn't required to join DAE, but having some background in math or graphic software is a significant advantage.

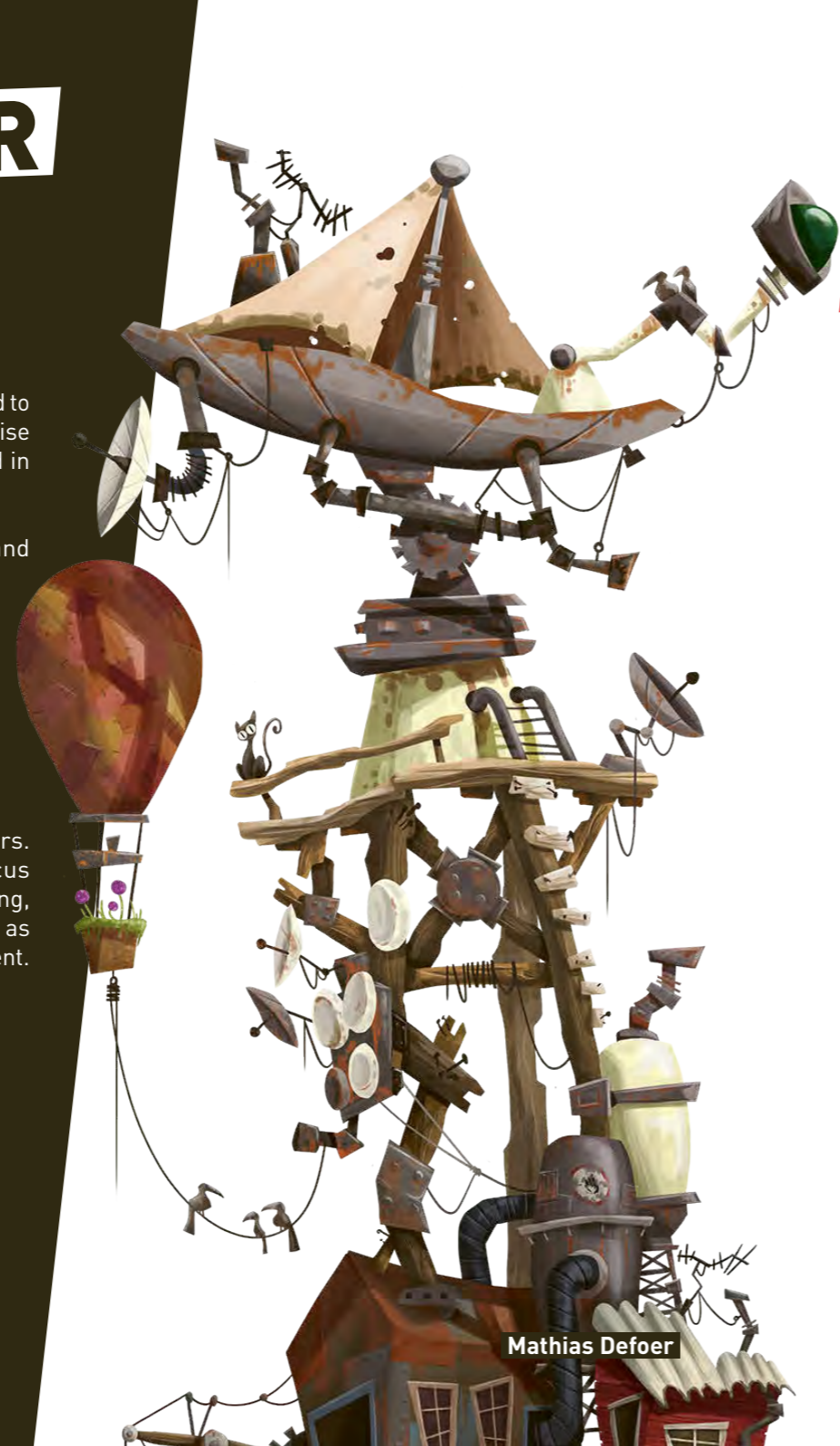
Our three-year curriculum offers 180 ECTS points and includes six majors:

- Visual Effects
- 3D Animation Production
- Game Graphics Production
- Game Development
- Game Sound Integration
- Independent Game Production

Start your DAE journey by selecting one of six majors. This decision crucially steers your educational focus either towards developing **artistic skills** like 3D modeling, animation, character design, etc. or **technical skills** such as game engine programming, scripting, and tool development.



Course overview on our website!



CURRICULUM OVERVIEW

1st year

INTRODUCTION & FUNDAMENTALS

EXPANSION OF FUNDAMENTALS

2nd year

DEVELOPMENT OF EXPERTISE

FINALIZING HARD SKILLS & PORTFOLIO DEVELOPMENT

3rd year

GRADUATION WORK & GROUP PROJECTS

(INTER)NATIONAL INTERNSHIP

GAME GRAPHICS PRODUCTION

Game Graphics Production students are the epitome of 'technical artists,' specializing in creating **high-quality 3D content for AAA games** using 2D, 3D and tech skills to select the perfect tools for every task.

The first year covers fundamental graphic and technical subjects. In the second year, students advance to optimizing game assets in 3D and integrating them into game engines. Students must decide between two distinct paths:

'Style': emphasizes the 'artist' and focuses on artistic design and creation with courses like character design and stylized creation

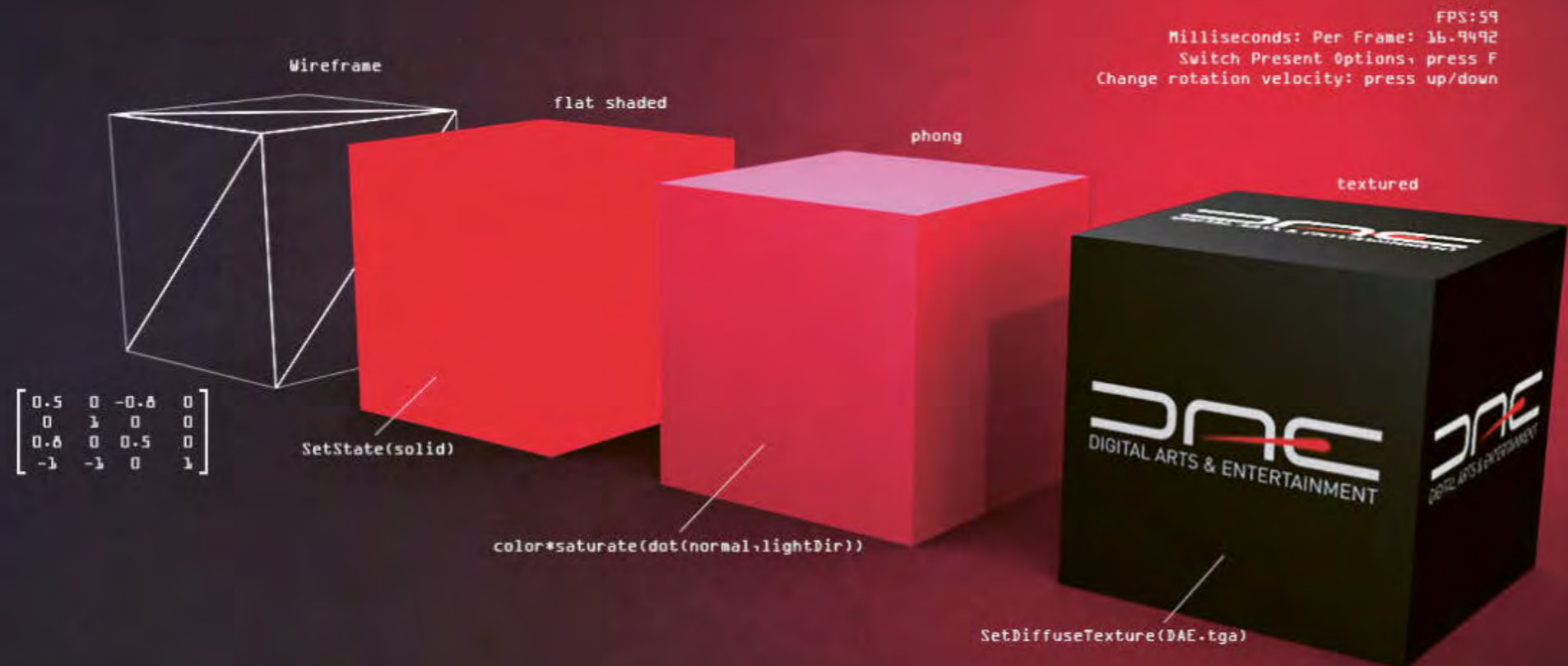
'Tech': emphasizes automating 3D production processes with courses like scripting and proceduralism

CAREER PATHS

Technical artist, 3D environment artist, prop artist, 3D character artist, 2D/3D artist, 3D sculptor, shader artist, engine tool developer, procedural 3D artist...



GAME DEVELOPMENT



This major in game development trains you to write **efficient, optimized code** to enhance gaming experiences.

Focusing on AAA game development, you'll dive deep into graphics and gameplay programming using **C++** and a **3D API**. Unlike traditional programming, you'll always create **real-time applications** like games and simulations. As the architect behind the scenes, your job is to integrate separate elements into a seamless, functioning game.

Immersed in **game engines**, your deep understanding of the 3D pipeline empowers you to skillfully assemble various game assets into a polished, coherent application.

The focus is not on designing the content yourself, but on creating it and implementing it on the technical level. Artists may create breathtaking environments, but it's the coders that truly bring the virtual world to life.

CAREER PATHS

3D programmer, level designer, console programmer, gameplay programmer, tool developer, shader developer...

GAME

SOUND INTEGRATION

Sound is an indispensable part of audiovisual media and games. This major not only equips students with technical sound design and audio programming expertise, but also with a broad set of skills. These include programming, 3D modelling, and game design, as well as mathematics, physics, and game engines.

The program sharpens essential skills for mastering, integrating, and articulating sound design requirements in game production.

Our program prioritizes technical skills over aesthetics, focusing on four key areas: **SFX**, **Voice Registration**, **Ambience**, and **Music**. They master practical skills in **recording**, **mixing**, and **mastering**, becoming proficient with their **Digital Audio Workstation**. Additionally, they delve deep into how **middleware** functions and learn to expertly integrate **audio assets** into game engines.

CAREER PATHS

Technical sound designer, audio programmer, field recordist, foley artist, sound editor, mixing engineer, voice director...





INDEPENDENT GAME PRODUCTION

Making games is serious business. In Independent Game Production, students will navigate the **full game production cycle**—from concept, game design and prototype to the finished product.

Throughout the course, you will dive into **C# programming**, learn techniques to quickly create visually striking **2D and 3D assets**, and understand **game engine** mechanics. We give you the tools and the knowledge to lead game projects and **kickstart your own business**.

Our program introduces you to the world of **applied and serious games**, expanding your job prospects beyond just the entertainment games industry. As an IGP graduate, you're valuable to any company focused on **gamification, VR, AR, and innovation**. Motivated and entrepreneurial students can even join our incubator to start building their own studio.

CAREER PATHS

Game designer, indie game developer, applied game developer, mobile/casual game developer, 2D/3D designer...

3D ANIMATION PRODUCTION

Are you captivated by the magic of animation? We guide you through every step of producing a 3D animation film, from visual storytelling and a 2D animatic to a 3D block-out, leading up to the final scene.

Right from the start, we dive into the basics - teaching you **anatomy** and **perspective drawing**. You'll get a crash course in **programming** and a **solid 3D foundation** (3D modelling, sculpting, texturing, shading...) that sets you up for later success in **rigging** and **animating** your creations efficiently.

You'll learn to **analyze reference material** frame by frame, crafting believable and universal silhouettes and emotions. You will make characters jump, run, fly, or fall in love. Plus, you'll have the chance to play with **motion capture** and **photogrammetry** in our high-tech **virtual production studio!**

CAREER PATHS

Character animator, character modeler, rigging artist, technical artist, technical animator, 3D artist, ... in both the animation film, film and game industry, architecture, advertising, theme parks, ...



GIANT
OF THE STEPPE

VISUAL EFFECTS

The Visual Effects (VFX) major trains the next generation of technical artists to craft believable worlds and seamless illusions for film, television, and interactive media. You will learn to merge art and technology to transform your imagination into a cinematic reality.

Throughout the program, we focus on a strong foundation in 3D, compositing, and simulations, supported by essential knowledge of color, concept, and scripting. Using industry standard tools, you will learn how to manipulate digital imagery to serve the creative vision of a story.

From creating explosions and digital environments to integrating CG elements with live-action footage, students explore every step of the VFX pipeline — from concept to final composite.

Compositing: Seamlessly blending real and digital footage to create convincing imagery.

Simulations: Crafting procedural and dynamic effects such as fire, smoke, water, and destruction.

3D: Building and lighting complex digital scenes, environments, and props.

CAREER PATHS

VFX Artist, Compositor, FX Artist, Technical Director, Lighting Artist, 3D Generalist, (On-set) VFX Supervisor...

DESTINATION: FUTURE!

Jumpstart your career with DAE! Our **Internship Coordinator** is here to connect you with your internship through some incredible in-house events.

Network with industry experts at a **Portfolio Night**, or land an interview at the **Unwrap Career Fair**, featuring over 80 companies on the lookout for talent like yours. Finish off with your 18-week end-of-year internship and land a job!

With your versatile technical artist profile, you can work in a game, animation, or VFX studio, launch your own company, or apply your innovative skills in other sectors.

DID YOU KNOW?

Global Reach

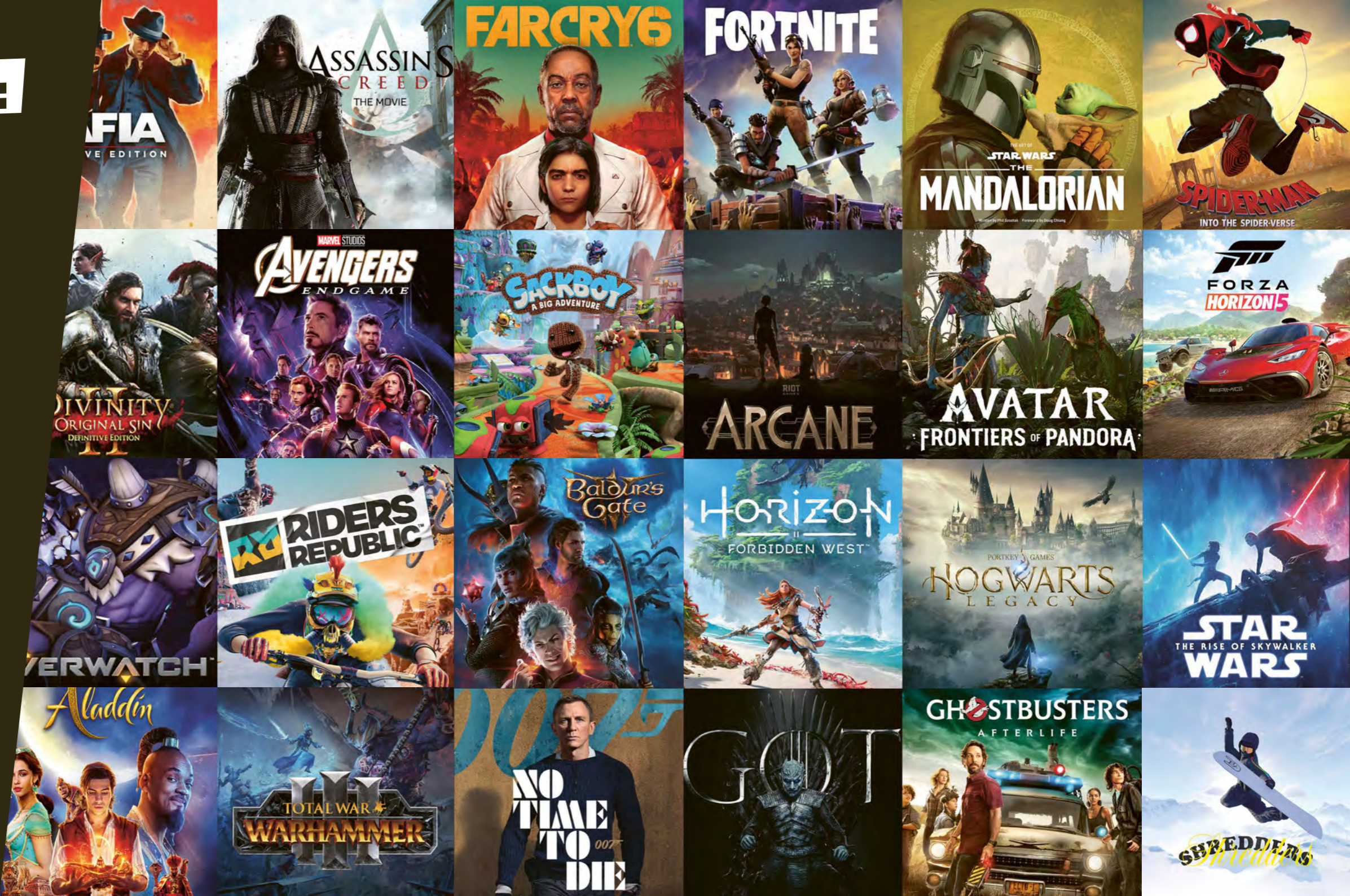
Our graduates work with leading studios worldwide, including 63 alumni who helped develop Baldur's Gate 3!

Spotlight Success

Works by our students frequently feature in top industry publications like Artstation, The Rookies, Polycout, Zbrush Central, and 80LVL.

Beyond Entertainment

From architecture to healthcare, diverse industries seek our graduates for their innovative skills.



IN THEIR OWN WORDS

COMPANIES

“Howest DAE is a world class university, the students that I’ve worked alongside have all run with AAA experienced dev crews within their first weeks, concluding their internships with showcase features and in-game artwork in top-quality released games and have gone on to launch themselves as hugely influential and successful talents in the game-dev industry.”

Jason Green, Studio Art Director at Electric Square (UK)

Year after year DAE succeeds in expanding the pool of exceptional VFX talent. Their high standards produce very versatile artists with a well-rounded technical knowledge & a solution driven team player mentality.

DAE engages in a continuous dialogue with leading studios, in order to keep developing the scope of their training – aligning it with the ever-changing needs of the industry.

One thing is certain: DAE leaves a distinct mark on the VFX landscape in Belgium and far beyond.”

Kris Janssens, Head of VFX at LOOM & CAVIAR (BE)

ALUMNI

“DAE helped to kickstart my career and was the beginning of an amazing adventure.”

Jeroen Maton, Senior Art Lead at Bungie (USA)

“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 and Singapore. Now I am a world traveler and a global citizen.”

Brian Cox, Senior Director of AI Gameplay Engineering at Inworld AI (SG)



STUDENTS

“I am incredibly happy to be one of the winners of the Grads in Games competition for emerging talent in Environment Art! This recognition means a lot to me, especially given the high quality of submissions from so many talented students. Thanks to DAE and Grads in Games for this great opportunity and to all the participants who showcased their excellent work!”

Tom Verbeeck, Internship at IO Interactive (SE)

“My artistic journey began when I was young because I always knew I was going to do something creative, but it took me a while to figure out exactly what that was. In DAE, I found my passion for creating environments from scratch and plan to focus on Environment Art in the future. At the moment, I’m building my portfolio and showcase my passion and love for environments.”

Lara D’Adda, Internship at Triumph Studios (NL)

I grew up in a very creative family that encouraged my love for drawing from a young age. I always knew I wanted to be an artist, but my specific desire to work in digital art developed in my early teens. My parents always took me to see every new animated film in the cinema. One day, coming out of one of those cinemas, I decided that I wanted to create such things. And now I do!

Mari Gallet, Internship at Larian Studios (BE)

DAE CAMPUSES

DAE students explore **three vibrant campuses**: The Level, The Square, and The Penta. Each campus allows for peak learning and networking, making sure students thrive academically, feel at home, and forge lifelong friendships.

The Level

Home and heart of DAE! Dive into learning with small and big classrooms, art labs, a conference room, the Hive project room... Bring your ideas to life with our state-of-the-art equipment like our mocap, greenkey studio and virtual production studio.

The Square

More than just classrooms and an audio studio, this vibrant campus hosts DAE Research, packed with the latest hardware and software. It's the hotspot for DAE film and game jams!

The Penta

Classes surrounded by nature! The main campus of Howest in Kortrijk houses the student restaurant, library, cinema area, helpdesk, largest auditoriums, and more.

Visit us!

Experience first-hand the lively atmosphere during the **Howest Info Days**. We are excited to welcome you and your family to visit our campus The Level.

Howest 'The Level'
Botenkopersstraat 2 8500 Kortrijk
+32 56 23 43 60
info@digitalartsandentertainment.be



All info days!



GET TO KNOW HOWEST

Howest University of Applied Sciences is known for its innovative and interdisciplinary approach to education and research. Working closely with industry partners, Howest ensures its programmes provide students with the real-world skills they'll need to succeed. With campuses located in the historical cities of Bruges and Kortrijk, Howest offers affordable education in the heart of Europe.

HOWEST.BE

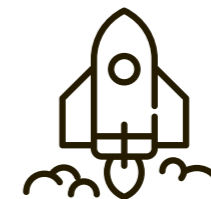


- 38 postgraduate certificates
- 30 bachelor's programmes
- 22 English-taught semesters
- 13 associate degrees
- 1 European master's

773 employees

member of
Ghent University
Association

member of
R⁷ UN REGIONAL
UNIVERSITY
NETWORK
EUROPEAN UNIVERSITY



200 (registered)
student-entrepreneurs
(AJ 22-23)



member of
Ghent University
Association

1.054 international
students
coming from 100
countries

±10.000 students

2.056 degrees a year

201 international academic
partnerships

+ €8 million
a year on research
and innovation

STUDENT SUPPORT (STUVO)

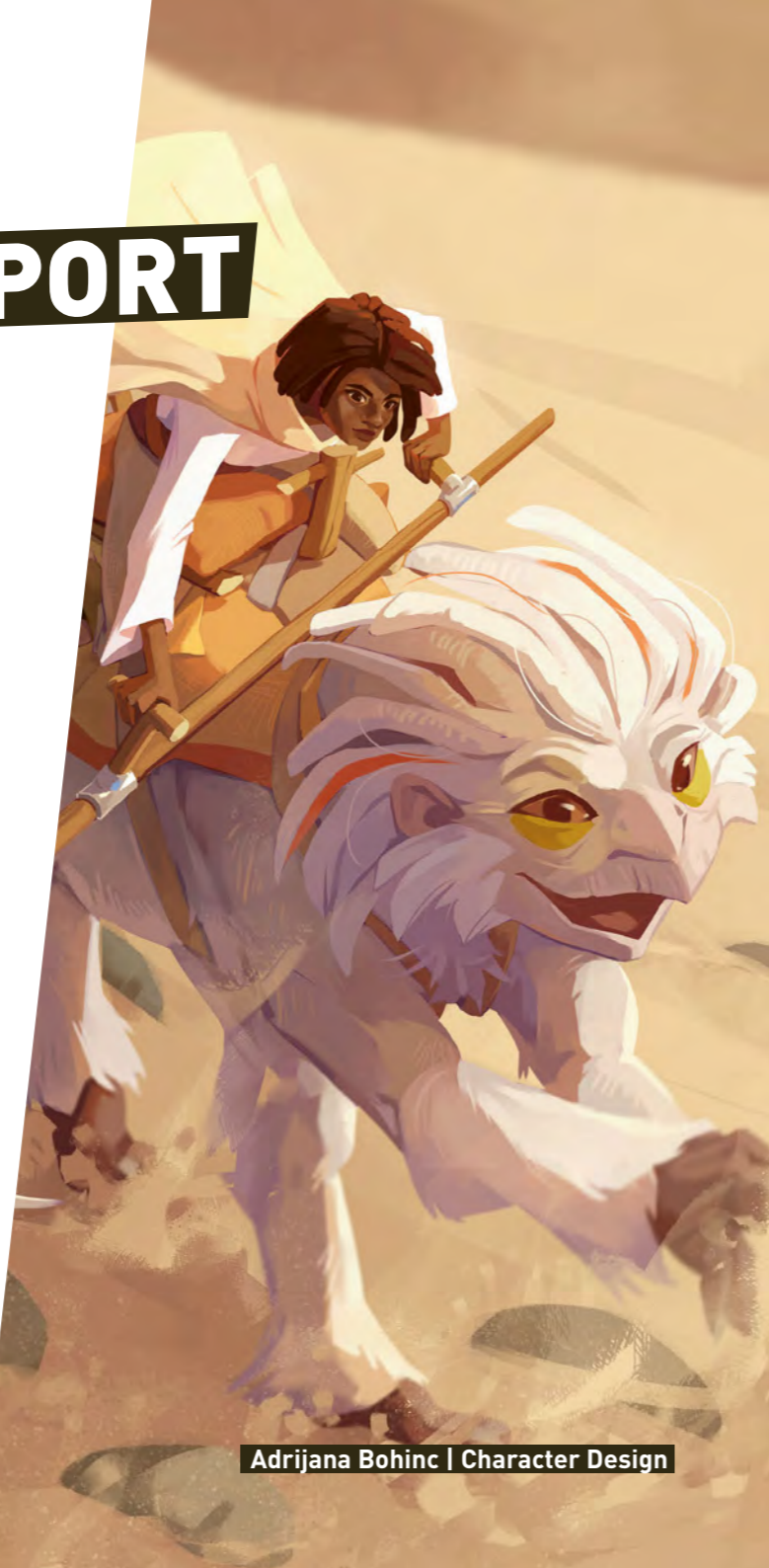
The Student Services Services (STUVO) is a professional and free service that provides all students of Howest with the opportunity to study in optimal conditions and aims to make life at the college or university exciting, pleasant, and carefree.

Students can turn to STUVO for:

Study grants | Student financing | Social-legal advice | Psychosocial support | Individual support | Social services Group training sessions by 'Psywest' | Special status & facilities | Housing | Mobility | Study coaching | Assistance with study choices | Cultural or sports events & activities | ...



STUVO website!



Adrijana Bohinc | Character Design



Tuomas Paul | Character Design

INTERNATIONAL APPLICATIONS

Ready to take the step?

For detailed information about the step-by-step application process, requirements, legislation, and document submission, please visit the Howest website:

www.howest.be/en/apply-now

Or contact admissions@howest.be.



www.digitalartsandentertainment.com

Artwork by
Marko Prokopyev

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