



**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, interdisciplinary approach to education and research as well as its close collaborations with industry, businesses, 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 Belgian cities of [Bruges](#) and [Kortrijk](#).

We offer [25 bachelor's](#), [13 associate degrees](#) and [many postgraduate certificate programmes](#), all with a strong practical focus, in 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 equip our students with future-proof skills.

RENOWNED TECH PROGRAMMES

Howest is renowned for its tech and design programmes, such as [Cyber Security](#), [Digital Design and Development](#), and [Digital Arts and Entertainment](#). Howest's DAE programme took first place in The Rookies Awards for Best Game Design and Development School in the world in 2017, 2018 and 2021. DAE also won the international Grads in Games award for the second time in 2021. This award honours universities and colleges that offer the best quality of education to optimally prepare their students for a career in the games industry.

BACHELOR DIGITAL ARTS AND ENTERTAINMENT (DAE)

Do you 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 maybe even start your own game company? If so, then Digital Arts & Entertainment is the 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 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's programme** which prepares them for the exciting and challenging world of **game development and movie design**. At DAE you'll be able to choose your specialisation from 6 majors:

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

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, ...).

DAE was declared the **Best Game Design and Development School** in the world 3 times (2021-2018-2017) by The Rookies World School Rankings®, making us a top international player 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 demands of the industry. Because of this our courses are **taught in English** as well as in **Dutch**.

The 3-year Bachelor of Digital Arts and Entertainment degree will help you **push the boundaries of your skills and knowledge**. It will also prepare you for employment in the industry. You will develop unparalleled programming- and design proficiency, you will experiment with state-of-the-art technology, you'll **thrive in a team as well as independently** and you will learn to **manage deadlines** without stress.

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 FOR FILM	APPLIED MATH & PHYSICS FUNDAMENTALS	PROGRAMMING FOR ARTISTS 1
SEMESTER 2	COMPOSITING 2	3D 2	PROCEDURAL: INTRODUCTION	3D 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 FOR FILM	APPLIED MATH & PHYSICS FUNDAMENTALS	PREPRODUCTION 1
SEMESTER 2	ANIMATION 2	3D 2	PROGRAMMING FOR ARTISTS 1	3D PIPELINE	PREPRODUCTION 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	PREPRODUCTION 1	3D 1	VISUAL LANGUAGE FOR GAMES	APPLIED MATH & PHYSICS FUNDAMENTALS	PROGRAMMING FOR ARTISTS 1
SEMESTER 2	PREPRODUCTION 2	3D 2	PROCEDURAL: INTRODUCTION	GAME ART 1	PROGRAMMING FOR ARTISTS 2
SEMESTER 3	SCULPTING	GAME ASSET PIPELINE	ENVIRONMENTS 1	MINOR STYLE	
				STYLIZED DESIGN	CHARACTER DESIGN
				MINOR TECH	
				SCRIPTING 1	PROCEDURAL ASSETS
SEMESTER 4	ENVIRONMENTS 2	GAME PROJECTS	REALTIME FX	MINOR STYLE	
			RIGGING FOR GAMES	STYLIZED CREATION	CHARACTER CREATION
				MINOR TECH	
				SCRIPTING 2	PROCEDURAL ENVIRON.
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

GAME DEVELOPMENT: CURRICULUM

SEMESTER 1	ALGORITHMS	2D FOR GAMES 1	VISUAL LANGUAGE FOR DEVELOPERS	APPLIED MATH & PHYSICS 1	PROGRAMMING 1
SEMESTER 2	GAME TECH	3D1	GAME DESIGN 1	APPLIED MATH & PHYSICS 2	PROGRAMMING 2
SEMESTER 3	GAMEPLAY PROGRAMMING	GAME MECHANICS	ENVIRONMENTS 1	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 FOR DEVELOPERS	APPLIED MATH & PHYSICS 1	PLATFORM DEVELOPMENT 1
SEMESTER 2	GAME ART 1	2D FOR GAMES 2	GAME ENTREPRENEURSHIP 1	GAME DESIGN 1	PLATFORM DEVELOPMENT 2
SEMESTER 3	GAME ART 2	COMMUNICATION	GAME ENTREPRENEURSHIP 2	GAME DESIGN 2	PLATFORM DEVELOPMENT 3
SEMESTER 4	GAME ART 3	APPLIED GAMES	GAME ENTREPRENEURSHIP 3	GAME DESIGN 3	PLATFORM DEVELOPMENT 4
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

INTERACTIVE SOUND PRODUCTION: CURRICULUM

SEMESTER 1	SOUND DESIGN 1	2D FOR GAMES 1	VISUAL LANGUAGE FOR DEVELOPERS	APPLIED MATH & PHYSICS 1	PROGRAMMING 1
SEMESTER 2	SOUND PROJECT 1	3D 1	ALGORITHMS	GAME DESIGN 1	PROGRAMMING 2
SEMESTER 3	SOUND DESIGN 2	MUSIC & AMBIENCE	FOLEY & VOICE	ENVIRONMENTS 1	GAME MECHANICS
SEMESTER 4	SOUND PROJECT 2	3D FOR GAMES	SFX	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:
INNOVATIVE AND
STATE-OF-THE-ART!**

Howest has built a solid reputation for its application-oriented scientific research, services, and training, along with its partnerships with universities and work-field organisations in Belgium, Europe, and all over the world. Our research projects are demand-driven and often carried out in close collaboration with companies. They are organised by our topnotch research teams.



KORTRIJK

Kortrijk is a hotspot of Flemish history and has grown into a creative and entrepreneurial hub with a global outlook. Kortrijk is the city of innovation, creation and design, which is why it was awarded membership to the UNESCO Creative Cities Network. Kortrijk is easily accessible and lies within a short train or car ride from many major cities.



Maria Martinez

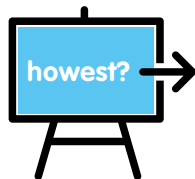
GET IN TOUCH

International Admissions:
Mr. Thobias EXPEEL
admissions@howest.be

Programme Information:
DAE International Outreach Coordinator, **Ms Sandra VERESA**
sandra.veresa@howest.be

HOWEST

IN A NUTSHELL



- 43 postgraduate certificates
- 25 bachelor's programmes
- 21 English-taught semesters
- 13 associate degrees
- 1 European master's

....

800 employees



....



member of
Ghent University
Association



multiple student
startups

....

Accredited
by **NVAO**

....

#howestvibe

....



international
students
coming from **84**
countries

±8.900
students



....

1.907

degrees a year



....

180

international academic
partnerships



....



+ **€6 million**
a year on research
and innovation