howest
we develop people

BACHELOR - KORTRIJK Campus Kortrijk Weide - The Level - Botenkopersstraat 2

UNIQUE!

Do you want to be part of the international world of games and VFX? Do you want to work as a technical artist and use the latest technologies to develop innovative 3D applications? Then DAE is the perfect study programme for you!

Your professional future

Game programmer, environment artist, level designer, technical artist, compositor, rigger, indie developer, character artist, graphics programmer, 3D animator, VR developer, visual effects artist, ...

Assets

DAE is a unique study programme that holds a top international position with alumni employed worldwide. Study in English or in Dutch in the major of your choice.

Tip: for our other study programmes in the Design & technology sector, have a look at **howest.be**

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Ontdek meer over alle (keuze)trajecten over Artificiële Intelligentie via **www.howest.be/aiacademy**

For two consecutive years, this unique and prestigious study programme has been elected **"#1 Game Design & Development school"** in the world by the international jury of 'The Rookies'. Naturally, this study programme is offered in both English and in Dutch, except for the major IGP. Thanks to its international reputation, the study programme attracts the attention of many international students. Because of this, the student population consists of a mix of many nationalities, all sharing the same passion. DAE is designed by- and for creative, ambitious, passionate and talented people who want to keep pushing both their own limits and the limits of the interactive- or pre-rendered 3D image.

A DAE student lives a global life, he experiences the international trends in the gaming and VFX industries. The study programme strives to continuously evolve, keeping up with modern trends in order to deliver competitive cutting edge profiles. As from the academic year 2019-2020, new minors will be introduced in the DAE curriculum in the fields of Audio Design and AI Development in order to meet the evolutions in and the demands from the sector.

Four majors

3D Production and VFX (114 SP)

You master the workflow from storyboard to finished product. A solid artistic basis and a strong conceptualizing ability combined with a thorough insight in the technicality of the production process of both movies and animation films make your profile unique in the sector. You professionally combine your knowledge of image composition and postproduction techniques and extensive 2D and 3D content creation skills. Your virtual world is pre-rendered!

Game Development (114 SP)

You are a developer *pur sang* with a focus on graphics and gameplay programming, using C++ and a 3D API. This distinguishes you from a traditional programmer. The end product always is a real-time application (game, AR, VR, simulation,...).

You are responsible for turning all loose elements into a coherent game. As such, you spend the majority of your time on the game engine.

Game Graphics Production (114 SP)

Simular to a game developer, you have a thorough technical understanding of the production pipeline. You are able to find a balance between productivity and the quality of the work you deliver. You master a broad range of 2D and 3D techniques. Consequently you are able to apply the perfect mix of skills and tools tailored to any specific situation. Your virtual world is "real-time".

Independent Game Production (114 SP)

As an independent game developer you are an entrepreneur, combining your creative and technical skills in order to design, develop and market your games. Unlike more traditional game studio employees, you don't limit yourself to one single discipline, instead you have an extensive comprehension of all parts of the production process.