

A student with glasses is seen in profile, looking at a computer monitor. The monitor displays a 3D animation software interface with a white balloon dog model. The student's hand is near their chin in a thoughtful pose. The background shows other students and computer monitors in a dimly lit room. A large yellow semi-circle is overlaid on the right side of the image.

# Master in 3D Animation and VFX



**LCI  
Barcelona**

**The World is  
Your Classroom**

# MASTER IN 3D ANIMATION AND VFX

- Degree: Master in 3D Animation and VFX
- Credits: 60 ECTS
- Duration: 1 academic year
- Start date: October
- Language: English
- Modality: On-campus

The Master's in 3D Animation and VFX is an intensive training program designed to immerse you in the real production workflows of the audiovisual industry, with a strong focus on visual effects. Throughout the course, you will begin with the fundamentals of working in a 3D environment and move through every stage of production—both artistic and technical—while maintaining a cinematic approach.

You will learn to navigate industry-standard tools and workflows, preparing you to take on the role of a 3D Generalist, a key figure in today's fast-evolving production models. This highly valued profile acts as a bridge between specialists and gives you a comprehensive, agile understanding of the production pipeline.

During the master's, you will create environments, characters and visual elements that come to life through the integration of multiple processes and professional software. While the program is primarily focused on film and advertising, the skills you will acquire can also be applied across a wide range of media that incorporate 3D elements.

At the end of the course, you will develop a final project where you will bring your own creative vision to life using the technical and conceptual tools you've gained. You will be guided by international experts and professionals in animation and VFX, in a program designed to reflect the real demands of the industry. This master's is your opportunity to take a significant step forward in your career and grow in a highly competitive, ever-changing creative landscape.

## Who is it for?

This master's is aimed at recent graduates and professionals who want to specialize in the field of 3D and VFX, either by deepening their current skills or by redirecting their professional career toward the audiovisual and creative industries. It is also ideal for active professionals looking to expand their toolkit or explore a new area of specialization within the world of digital production and visual storytelling.

To access the program, you should have basic to intermediate knowledge of 3D environments (no specific software is required), as well as an academic background in higher education (such as a bachelor's degree). You will also be asked to submit a portfolio, demo reel or a selection of work that demonstrates your skills and interest in areas related to the master's content.

## Career Opportunities

- 3D generalist
- 3D modeler
- Digital compositor
- VFX artist
- Audiovisual director
- Producer

These professional roles are applicable across a wide range of industries, including animation, video games, film, television, advertising, VFX, virtual reality (VR), medicine, naval engineering, aerospace, automotive design, and other sectors that are increasingly adopting 3D tools to achieve their goals.

## Objectives

- Gain the technical knowledge required to work in a production environment.
- Develop and apply creative thinking.
- Train a critical eye to evaluate the quality of work.
- Acquire a workflow that reflects professional production standards.
- Learn to use the main industry-standard software tools.
- Understand how a production team functions within a studio or creative company.

## Methodology

Throughout the program, you will learn through a combination of theory, technical demonstration, and hands-on practice. Sessions are designed to adapt to the content and goals of each topic, allowing you to immediately apply what you learn through guided exercises and practical assignments. These deliverables will be assessed and adjusted in complexity based on the course schedule, ensuring a dynamic and applied learning experience aligned with real production workflows.



# Master in 3D Animation and VFX

## SYLLABUS

\*The syllabus is subject to change

### MODULE I (14 ECTS) FUNDAMENTALS AND TECHNICAL PRINCIPLES

#### **Composition and Visual Perception**

- Understand the general principles on which visual perception is articulated with a focus on the reading of images.
- Explore the cinematographic language with special emphasis on the aspects that make it unique with respect to other forms of visual and narrative representation.
- Final project: Develop a technical script and a storyboard from a film script.

#### **3D Principles**

- Basic principles of 3D, focusing exclusively on the understanding of the three-dimensional environment in its virtual realm.
- Theoretical and practical knowledge of this subject is through the Autodesk Maya software.
- Final project: 3D project presentation.

#### **Photography and CG Retouching**

- Basics of lighting in 2D images.
- Fundamentals and tools for the integration of 3D renders in static images.
- Fundamentals of matte painting for film.
- Main working tool: Adobe Photoshop.

#### **Pipeline and 3D Production**

- Essential aspects of a 3D production pipeline, from initial concept to final delivery.
- Insights into industry practices, tools, and workflows used in both publicity and entertainment projects.
- Final project: Develop a project using at least two tools, choosing what works best for the project, while applying the concepts discussed in class.

#### **Animation Workshop**

- Basics and fundamentals of 3D animation with special emphasis on the knowledge needed to animate inorganic objects, such as props and vehicles.
- Fundamental knowledge applicable to the final project.



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## SYLLABUS

### MODULE II (18 ECTS) MODELLING

#### Digital Sculpting

- Essentials of organic modeling, focusing on character sculpting in a 3D digital environment.
- Using ZBrush to learn key techniques for shaping and detailing organic forms.
- Final project: 3D project presentation.

#### 3D Modelling

- Essentials techniques for 3D modelling, focusing on the importance of a good and clean topology.
- Ensure that the 3D model is functional and visually appealing and has a mesh that is efficient, flexible, and easy to work with.
- Final project: Bumper car 3D project presentation.

#### Rigging

- Basics and fundamentals of rigging with special emphasis on its integration in hard surface objects.
- Application and uses in the production process.
- Involvement and relationship with other departments.

#### Painting and Texturing

- Basics and fundamentals of texturing and shading in the production process.
- Creation of UVs and workflow between Maya and Substance Painter.
- Introduction to Arnold Shaders and Look Development.
- Final project: Look Development of a 3D project.

### MODULE III (18 ECTS) VFX AND INTEGRATION

#### Effects and Particles

- Technical and functional knowledge for the application and integration of effects and particles within Autodesk Maya.
- Exploration of different techniques to achieve professional results through practice and critical analysis.

#### Lighting

- Basics and fundamentals of lighting in a 3D production.
- Understand its function and fit within a project.
- Use of Autodesk Maya and Nuke to better understand the workflow.

#### Digital Editing and Composition

- Technical and functional knowledge of professional digital editing and compositing.
- Focus on attention to detail and the development of a critical eye.

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## SYLLABUS

### MODULE IV (10 ECTS) MASTER'S FINAL THESIS

- Tutoring for the development of project.
- Application of acquired technical foundations and their integration into different production fields.
- Development of skills in the use of tools and techniques used in the professional industry.
- Interdisciplinary work within processes found in animation and VFX studios.
- Creation of a unique piece that reflects your identity as a creator.

### WORK PLACEMENTS (OPTIONAL)

## Master in 3D Animation and VFX

### MASTER'S DIRECTOR



**PABLO SOTO LEÓN**

Texture/shading artist and concept artist with over ten years of experience, mainly in the animation industry. He has worked on various series and films for studios such as Mago Productions, B-Water Studios, TV3, The Box, Not To Scale, ZDF Studios, Dracco Brands, and D'Ocon Films. As an instructor, he has over five years of teaching experience at LCI Barcelona and U-tad. He currently combines his professional work with the direction of this master.



# Master in 3D Animation and VFX

## FACULTY

### MARIONA CASTILLA

Senior cinematic artist specializing in camera animation, blocking, rough animation, storytelling, composition, and motion capture recording and editing. She is proficient in matchmove, stereo cameras, postviz, and techviz. Awarded the Unreal Fellowship. She has over 10 years of experience in the film and video game industries, having worked for MPC, Reel FX, Trixter, Scopely, Goodbye Kansas, Scanline VFX, SAUVAGE.TV, and Jellyfish Pictures.

### VÍCTOR CASTEJÓN

3D character sculpting artist specialized in collectibles. He has over five years of experience as a freelance 3D artist for video games and collectible figures (Bronze Collections, The Game Forger, JanduSoft). As an instructor, he has more than five years of experience teaching organic sculpting with ZBrush at LCI, CEV, SAE, and Sant Marc.

### SERGIO GRAÑA SERNA

CG artist specialized in lighting and composition with a generalist skill set. He is proficient in storyboarding, digital sculpting, and cinematography. He has more than five years of experience working in the film and video game industries as a freelancer for studios such as Axis Studio.

### VINCENZO LEOMBRUNO

Rigging supervisor and character TD with over 15 years of experience in film and advertising, both freelance and studio-based, working with Minimo VFX, 23Lunes, Cromosoma, and more. Projects include Spirit Untamed, Ender's Game, RRR, How to Train Your Dragon: Homecoming, and Diablo Immortal. He is co-founder of the character and creature studio The Box. As an instructor, he has over 15 years of experience teaching at LCI, Universitat Pompeu Fabra, and La Salle Campus Barcelona.

### ORIOI NIN

Photography and digital retouching professional with over 15 years of experience in the advertising industry, working with top agencies in Spain. He specializes in Photoshop-based creative solutions and has extensive experience in photography. He also spent 14 years at Games Workshop, first as a layout assistant and later as head of the Spanish Studio.

### MARIA CARMEN PALLAROLS BLANQUEZ

3D modeler and texture artist with more than five years of experience in film and advertising, working for studios such as ESCAC Studio VFX, Cubica, and Studio Kimchi. Credits include The Flash, Seoul Vibe, Vampire Academy, Halo, and Piece by Piece. She has teaching experience at LCI and ESCAC.

### PAMELLA PESARELLI

Production and project manager with over a decade of experience managing large-scale publicity campaigns, VFX, and 3D animation productions for high-profile clients including DNEG, ReDefine, and Scanline VFX. Her project portfolio includes The Penguin, Star Wars: Andor, and Emmy-nominated commercials for Hulu, including a Super Bowl spot featuring Tom Brady and the industry's first deepfake ad campaign in 2020.

### XAVIER SEGURA

Currently working as a technical director for Wild Bytes and Custome Effects. Former model supervisor at Protopenedés. With over 20 years of experience in the 3D animation industry, he has worked for BKN, Tomavistas, Andorra TV, and on advertising campaigns for clients such as Nike, TV3, Club Super 3, Movistar, and Canal+. He has over 15 years of teaching experience at institutions like LCI, FX Animation, IOC, ITES, and CIFO.





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