

Master of Arts in  
**ANIMATION AND VIDEOGAME**

RPC-SO-15-No.221-2025



# ESPOL, your best choice

1

## PRESTIGE

ESPOL is the top state university according to internal rankings and one of the best in LATAM.



2

## ADVANCE PROFESSIONALLY

Optimize your time and achieve your goals studying programs designed to obtain your degree faster.



3

## NETWORKING

Build long-term relationships with industry leaders and experts that will boost your career.



4

## HIGHLY QUALIFIED FACULTY

Learn from the top educators in Ecuador as well as internationally renowned foreign faculty.



5

## BROAD YOUR HORIZONS

Enrich your academic experience and your professional profile by complementing your training with courses from other ESPOL master's degrees and other university centers.



6

## EMPLOYABILITY

Alumni from ESPOL have a high employability rate in national and foreign companies.





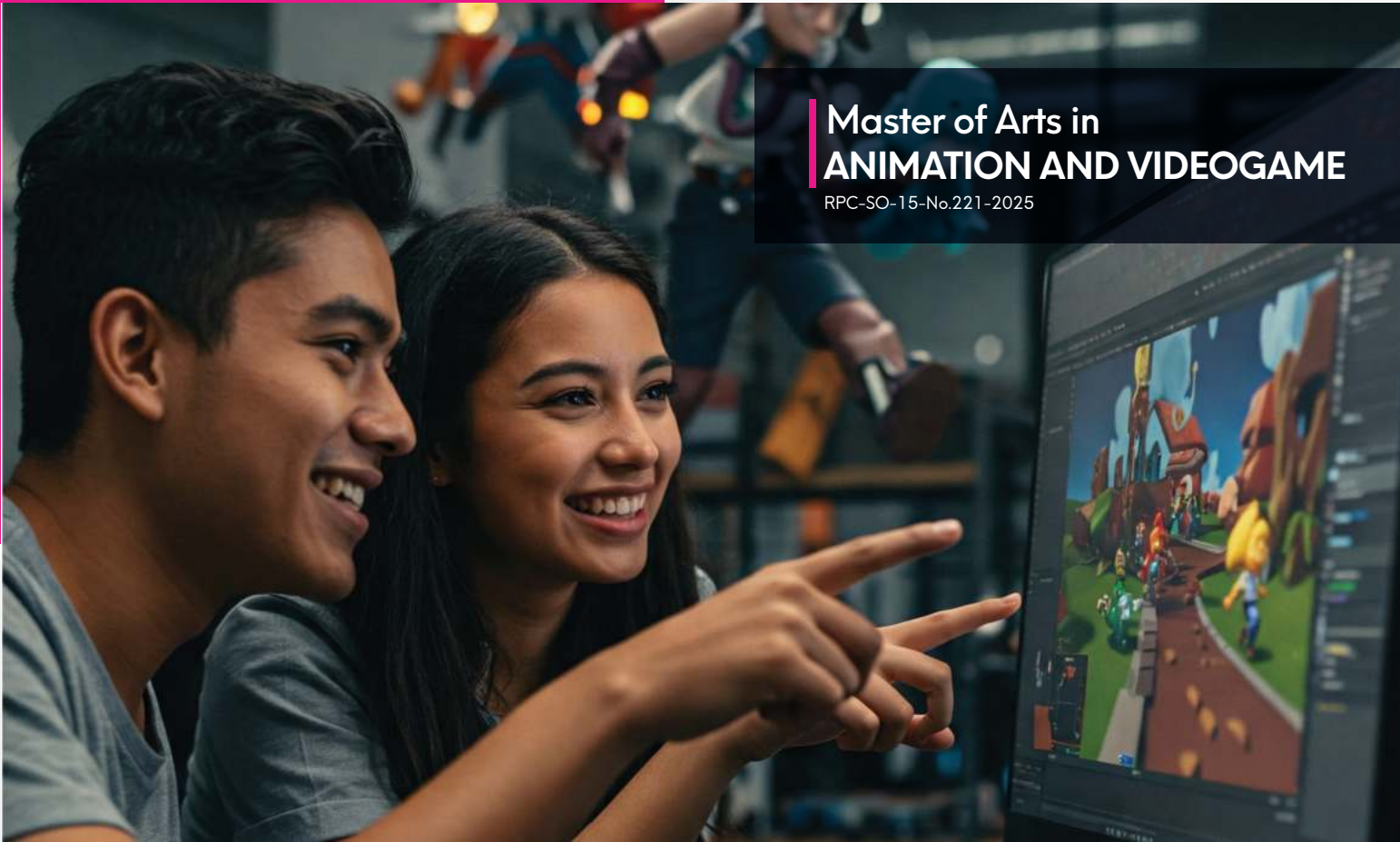
## Faculty of Art, Design and Audiovisual Communication

Creative workers in the domains of art, design, and audiovisual communication are prepared at the Escuela Superior Politécnica del Litoral (ESPOL) through the Faculty of Art, Design, and Audiovisual Communication (FADCOM). The mission of the college is to provide highly skilled, dedicated graduates to meet the demands of the creative and productive sectors of society.

One notable feature of the FADCOM Graduate Program is its creative and excellent academic proposal. Our graduate programs which include the Master of Arts in Branding Transmedia Communication, the Master of Arts in Audiovisual Post-Production, Mater of Science in Art and Technology, and the Master of Arts in Brand Design are created to instruct professionals with up-to-date Knowledge and practical skills that allow them to stand out in a competitive environment.

We cordially encourage you to become a part of our academic community and enjoy a rich and rewarding experience that will able you with the skills you need to succeed in the workplace and make a major contribution to the advancement of our society.

# ¡WELCOME!



## Master of Arts in **ANIMATION AND VIDEOGAME**

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The Master's in Animation and Videogame is an innovative program designed for those aspiring to excel in digital arts, animated films, and video games. With a focus on practical and creative learning, this degree will prepare you with the skills to master front-line tools such as 3D modeling, digital sculpting, texturing, rigging, motion capture, character animation, and graphics engine optimization. You have the option to specialize in either modeling or animation.

Our curriculum aligns with international standards, offering a comprehensive education integrating art, technology, and social responsibility. You will learn to produce impactful visual content, adapt to diverse artistic styles, and collaborate within multidisciplinary teams that reflect the dynamics of the industry.

Become the architect of narratives that can transform the world! Choose the Master's program in Animation and Videogame and step into the role of the digital artist that the future demands.

**MAKE YOUR POTENTIAL SHINE**  
And make the difference in your professional field

Our Graduate Program

# ROUTE TO THE FUTURE

## Mission

To cooperate with society by developing creative, ethical leaders prepared with investigative skills and critical thinking, who can propose innovative solutions in art, animation, and video game development.

## Vision

To be a benchmark in training professionals for the animation and video game industry who can respond effectively and promptly to global society's changing demands and needs.

## ESPOL VALUES



### INTEGRITY

We practice ethics in our actions and are accountable for what we do.



### COOPERATION

We are a community committed in solidarity to solve the world's problems.



### COMMITMENT

We materialize our commitment to quality education, to the well-being of human beings and to the transfer of sustainable solutions at the service of society.



### DEDICATION

We do more than what is expected of us with passion and enthusiasm.



### INNOVATION

We generate value, looking for new improvements and solutions to solve problems and take advantage of opportunities.



### EMPATHY

We demonstrate genuine sensitivity to the needs of our stakeholders and work as a team to meet them.



### OPENNESS

We are open to the world, to new experiences, and we welcome valuable people with diverse opinions and perspectives.



Explora la fusión

# CREATIVA DIGITAL

## Graduate Program General Objective

Create high-quality artistic elements in 3D, both static and dynamic, to apply them to animated film and video games through professional methods and tools.

## General Competencie

- Design and optimization of 3D elements: Create visual elements for animation and video games, integrating modeling, lighting, and texturing following industry technical and artistic standards.

## Animation Concentration Competencies

- Produce 3D character animations for artistic design projects by following technical standards that ensure fluid movement, expressiveness, and consistency.
- Implement animation workflow optimization techniques to improve production efficiency while adhering to industry standards and specific project requirements.

## Modeling Concentration Competencies

- Apply modeling and texturing techniques to develop 3D characters, environments, and objects in line with video game and animation industry standards.
- Implement advanced optimization methods during the modeling process to enhance production efficiency, ensuring alignment with the technical specifications of rendering engines.

# Undergraduate student's profile

This program is designed for individuals who hold a third-level degree, ideally in the Arts, and seek to enhance their knowledge and skills through a high-quality educational experience. Professionals from other disciplines might have experience in animation or 3D modeling. For degrees obtained overseas, students must present the documents duly apostilled or legalized through consular channels to enroll in the program.

**Digital art with professional purpose**

# Graduate program student's profile

Upon completing a Master of Arts in Animation and Videogame with a concentration in Animation or Modeling, graduates will be capable for producing high-quality animation and modeling for film and video games. They will compile a professional portfolio showcasing a range of digital 3D techniques, from traditional "hand-drawn" design to advanced software applications and motion capture. This program not only hones technical skills but also fosters essential values such as respect for diversity, equality, ethics, and creativity, ensuring that graduates understand their work's significant social and cultural impact.

GRADUATE DEGREE

**Master of Arts in Animation and Videogame**

Modeling Concentration  
Animation Concentration

DEGREE IN

**18**  
MONTHS



# Curriculum

The curriculum consist in three ordinary academic periods. Twelve modules are taught including the graduation thesis

## ACADEMIC TERM 1

CONCEPT ART FOR VIDEO GAMES	ADVANCED 3D MODELING	DIGITAL SCULPTING	TEXTURING	LIGHTING, RENDERING, AND IMAGE PROCESSING	CAPSTONE COURSE
232	348	348	232	232	232

## ACADEMIC TERM 2

ANIMATION CONCENTRATION	INTRODUCTION TO GAME ENGINES	CHARACTER RIGGING	MOTION CAPTURE	CHARACTER ANIMATION	ADVANCED 3D CHARACTER ANIMATION
	348	232	232	348	348
MODELING CONCENTRATION	INTRODUCTION TO GAME ENGINES	3D SCENERY MODELING	CHARACTER AND CREATURE MODELING	3D ANATOMICAL MODELING	ADVANCED GAME ENGINES
	348	232	348	348	232

## ACADEMIC TERM 3

CAPSTONE PROJECT
348

### NOMENCLATURE

COURSE UNIT NAME
CREDITSCLASS HOURS

Immersive learning experience  
**with 480 hours of engaging teacher contact**

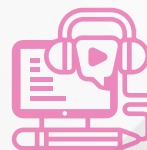
## SCHEDULE

### The 32-hour modules:

Monday to friday 18:00 to 21:00 | 3 weeks of live online classes

### The 48-hour modules:

Tuesday to friday 18:00 to 21:00  
Saturdays, 9:00 AM to 13:00 | 3 weeks of live online classes



## HYBRID MODALITY

It is a combination of online and in-person learning, or work, that allows for flexibility in when and where students or employees participate.



## Academic Mobility

ESPOL Graduate students can access the following academic exchange programs:



## Learning Platforms



## Other Benefits

Every student at our institution is covered by personal accident medical insurance, ensuring peace of mind while you focus on your studies and enjoy your campus life



# How to be part of our program



## DOCUMENTS

- University undergraduate degree diploma (if international, get it apostilled).
- SENESCYT validation (downloaded from the portal).
- ID or DNA.
- Voting certificate (ecuadorians solely).
- Disability Card (if that is the case).
- Updated CV.
- A copy of a utility bill receipt.
- The Admission exam results.



## FINANCING

- Direct credit with the ESPOL program.
- Banking educational credit.



## ACCEPTANCE CRITERIA TO ENTER

- Undergraduate Academic performance.
- Work experience
- Motivation letter
- Letter of recommendation
- Interview with the coordinator
- Admission Test



## PAYMENT METHODS

- Credit / debit cards
- Bank wire transfer



ASK FOR OUR  
**SCHOLARSHIPS**



**Faculty of  
Art, Design and Audiovisual Communication**

**[www.postgrados.espol.edu.ec](http://www.postgrados.espol.edu.ec)**

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## **CONTACT US**

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