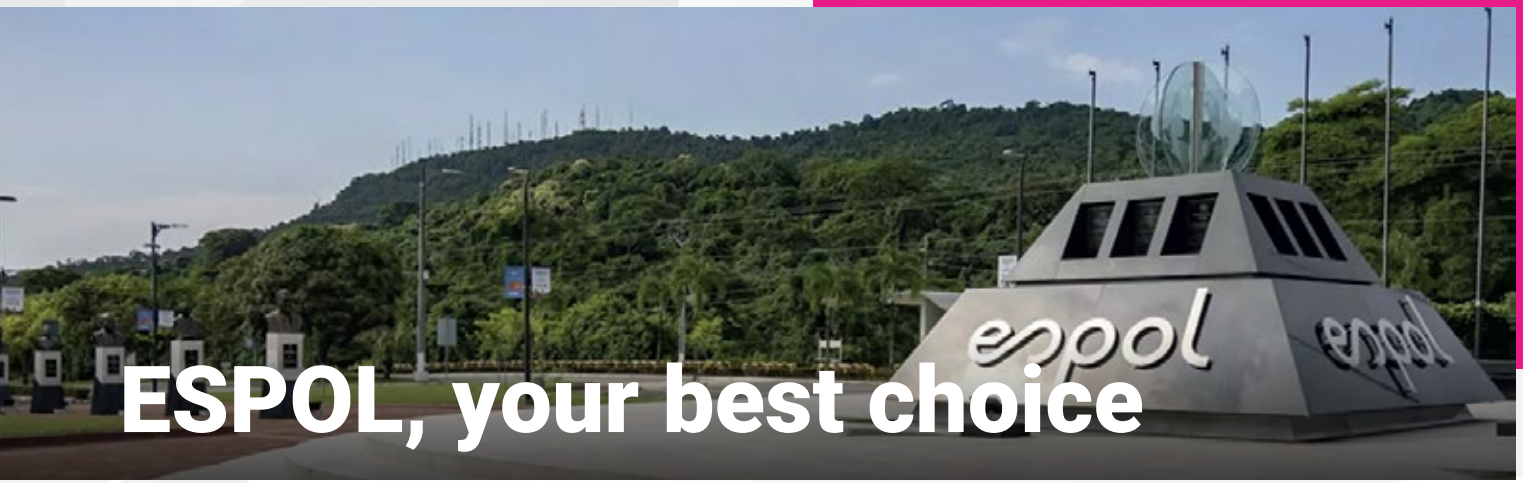
Graduate espol®

NEW GRADUATE PROGRAM!

Master of Arts in

Animation and Videogames

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.

QS WORLD UNIVERSITY RANKINGS

SCIMAGO INSTITUTIONS RANKINGS

THE IMPACT RANKINGS

THE WORLD UNIVERSITY RANKINGS

UI GreenMetric

OBJETIVOS DE DESARROLLO SOSTENIBLE

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 Animation and Videogames, the Master of Arts in Audiovisual Postproduction, the Master of Science in Art and Technology, and the Master of Arts in Branding Transmedia Communication, 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 Videogames

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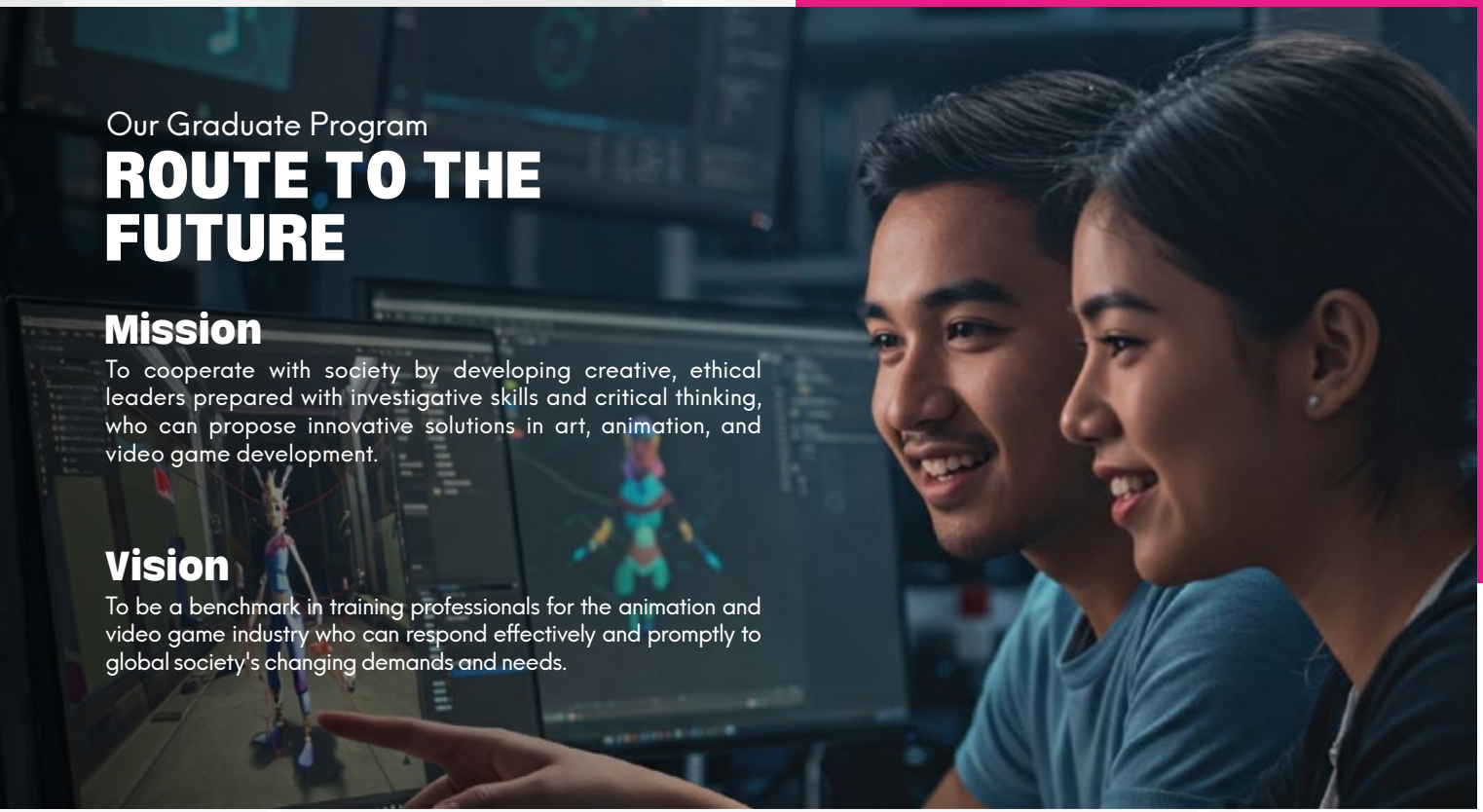
The Master's in Animation and Videogames is an innovative program designed for those aspiring to excel in digital arts, animated films, and video games. With a focus on practical and creative learning, this degree will prepare you with the skills to master front-line tools such as 3D modeling, digital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

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 Videogames 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.

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.

Competencies

- Create visual elements for integration into animation and video game projects by applying modeling, lighting, and texturing techniques that adhere to industry technical and artistic standards.
- Produce 3D character animations for inclusion in artistic design projects, utilizing technical criteria that ensure fluidity, expressiveness, and consistency in line with industry standards.
- Implement animation workflow optimization techniques to improve production efficiency while adhering to industry standards and specific project requirements.
- Apply modeling and texturing techniques to create 3D characters, environments, and objects, ensuring compliance with industry quality standards.
- Utilize advanced optimization methods in the modeling process to effectively manage the production of three-dimensional elements, adhering to the technical requirements 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 need to demonstrate 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 Videogames 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 graduates are aware of the significant social and cultural impact of their work.

GRADUATE DEGREE

Master of Arts in Animation and Videogames

Modeling Concentration - Animation Concentration

DEGREE IN

18

MONTHS

Curriculum

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

ACADEMIC TERM 1

CONCEPT ART FOR VIDEO GAMES		ADVANCED 3D MODELING		DIGITAL SCULPTING		TEXTURING		LIGHTING, RENDERING, AND IMAGE PROCESSING		CAPSTONE COURSE	
2	32	3	48	3	48	2	32	2	32	2	32

ACADEMIC TERM 2

ANIMATION CONCENTRATION		INTRODUCTION TO GAME ENGINES		CHARACTER RIGGING		MOTION CAPTURE		CHARACTER ANIMATION		ADVANCED 3D CHARACTER ANIMATION	
		3	48	2	32	2	32	3	48	3	48
MODELING CONCENTRATION		INTRODUCTION TO GAME ENGINES		3D SCENERY MODELING		CHARACTER AND CREATURE MODELING		3D ANATOMICAL MODELING		GAME ENGINES: OPTIMIZATION	
		3	48	2	32	3	48	3	48	2	32

ACADEMIC TERM 3

CAPSTONE PROJECT	
3	48

NOMENCLATURE

COURSE UNIT NAME	
CREDITS	CLASS 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.

A Few of our Professors

Our teachers have extensive experience in the professional area and they are part of the work team of recognized public and private companies. In the academic environment, they have been graduated from the best universities of the world, and have teaching experience in educational institutions with a long history.

Milton Sancán

Milton Elías Sancán Lapo, Ph.D., co-founded Ronin Flame Games and is the vice president of the Ecuadorian Video Game Developers Association (ADVEC). He represents the video game industry on the Audiovisual Arts Advisory Council. Milton has worked with brands like Marlboro, Coca-Cola, Pepsi, and Xbox. He also teaches at the Universidad Católica de Santiago de Guayaquil.

María Santalla

A 3D professional with over four years of experience in the video game industry, specializing in asset and character modeling for Unreal Engine. She effectively combines creativity with technical skills throughout the production pipeline. Additionally, she has trained new talent in studios and is quite knowledgeable to provide practical teaching closely linked to the professional environment.

David Fernandez

David Fernández Barruz has 25 years of experience as a Lead 3D and Character Artist in video games, animation, advertising, and digital sculpture. He has led teams, optimized workflows using AI, and co-founded Barru Studio. Additionally, he has served as an instructor for over 18 years for companies such as Autodesk, Adobe, The Foundry, and Pixologic.

Experience of our grad program faculty

50%

Of our faculty members are international

90%

Lead national and international industry projects

100%

Hold PhDs or master's degrees.

Academic Mobility

ESPOL Graduate students can access the following academic exchange programs:

PIU Programa de Intercambio Universitario

emovies

Learning Platforms

Microsoft 365 · LinkedIn Learning · CANVAS · UNREAL · SUBSTANCE DESIGNER · AUTODESK Maya · AUTODESK 3ds Max

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

Latina SEGUROS

Technological Equipment Requirements for Students

In order to warranty the appropriate student`s performance in rendering, real-time processing, and a seamless workflow, students in this program must have the following personal equipment:

Standard Recommendations for Windows

- Intel Core i5 (13th Generation) or equivalent.
- 512 GB internal storage.
- 16 GB RAM.
- Integrated graphics.
- 3–4 year warranty.
- Stable internet connection.
- Monitor covering 100% of the sRGB color space.

Included: Monitor, camera for videoconferencing, keyboard and mouse on standard models.

Recommended Windows System

- Intel Core i7 (13th Gen)or equivalent.
- 1 TB internal storage (SSD).
- 24 GB RAM.
- Dedicated NVIDIA RTX graphics card with 8 GB VRAM or higher.
- Stable internet connection.
- Monitor with 100% sRGB color gamut coverage.

Included: Monitor, camera for videoconferencing, keyboard and mouse on standard models.

Software

- Autodesk Maya, ZBrush, Adobe Substance 3D Painter, Marmoset Toolbag, Unreal Engine, MotionBuilder, Cascadeur.

Important note regarding the operating system

- If you choose a Mac (macOS), please be aware that it may have certain compatibility limitations with specific lighting and offline rendering software features.

Technological resources

At FADCOM, we provide you with professional-grade technological equipment and the support of ESPOL's central infrastructure to enhance your academic and research development.

1. Equipment and Specialized Laboratories

- PC and Mac Labs: High-end computer labs equipped with 13th Gen Intel(R) Core™ i7 13700 processors and Apple Mac M1 computers, ready for design, animation, and multimedia development.
- Motion Capture Lab (CTI - Dome): A 140 m² space equipped with motion capture technology, capable of simultaneous work for up to 10 people.
- Hybrid Infrastructure: Classrooms with projectors and systems prepared for both in-person and hybrid learning modalities.

2. Included Software and Digital Platforms

- Creative and Productivity Suite: Full access to Adobe Creative Cloud and Microsoft 365.
- Graphics Engines and 3D Environments: Installed tools for digital art, visual programming, AI, and animation/video game engines.
- Remote Access and Resources: Virtual machines configured with the master's program software, Virtual Classroom environment, VPN for secure connection, and virtual libraries (CIB) with international databases.

How to be part of our program

DOCUMENTS

- University undergraduate degree diploma (if international, get it apostilled).
- SENESCYT validation (downloaded from the portal).
- Valid ID or passport.
- 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.

Faculty of
Art, Design and Audiovisual Communication

www.postgrados.espol.edu.ec

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CONTACT US

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