



FH Salzburg
Realtime Art &
Visual Effects

Admission & Application

Infosheet

Master's Degree in Realtime Art & Visual (MA)

Start of Study: Mid September 2024

Embark on an evolutionary educational journey that merges art with groundbreaking technology. Our Master's programme in Realtime Art & Visual Effects integrates the principles behind leading real-time graphics platforms and intricate procedural generation tools. It's about mastering the interplay of creativity and technology, and spearheading the next era of immersive digital narratives.

What sets us apart? Our program is built on industry knowledge and partnerships. Our industry-expert faculty and strong partnerships with giants like Epic Games (Unreal Academic Partner) and SideFX (Houdini Certified School) will put your career into the fastlane. Furthermore you'll have the chance to collaborate with fellow students from our sister programs, MultiMediaArt (MMA), MultiMediaTechnology (MMT) and Human-Computer Interaction (HCI), on innovative projects that push the boundaries of creativity and technology.

Want to learn more? Join us at one of our upcoming events, such as Info-Saturday, Open House or the students exhibition "Creativity Rules". It's the perfect opportunity to get a taste of our program, meet our talented students, and explore the incredible possibilities that await you.

1. admission to studies

To be admitted to the master degree program in Realtime Art & Visual Effects, you must meet the following admission requirements:

- Bachelor's degree or completion of an equivalent or higher level of study from a recognized post-secondary educational institution in Austria or abroad in a relevant subject to the programme. Relevance to the subject is deemed to be given if the following requirements are met:
 - Bachelor's degrees in the field of art & design (e.g. media design, art and digital media, product design, industrial design, spatial & design strategies, experimental design, digital scenography; etc.)
 - Bachelor's degrees in Animation & cg content (e.g. MultiMediaArt, 3D Animation, Digital Sculpting, Visual FX, Game Art, Realtime Art; etc.)
 - Bachelor's degrees in the field of media informatics (e.g. MultiMediaTechnology, Game Development, Interaction Design, Front-End Development; etc.)
- If your degree is not directly related to these areas you must provide proof of 20 ECTS credits in either digital content generation subjects or 20 ECTS credits in software development (see page 3 for details).

2. admission procedure

The admission procedure for the Master's degree program in Realtime Art & Visual Effects consists of two phases:

- 1) Phase 1 - Online application on the website of the Salzburg University of Applied Sciences and upload of the application documents (opens January 10, 2024). You'll find all the relevant information regarding admission on our website.
- 2) Admission interview at the Salzburg University of Applied Sciences or via video conference (MS Teams).

Details on the individual steps in the admission procedure can be found on the following pages.

We will be happy to answer any further questions you may have by e-mail.

Write to: office.ct@fh-salzburg.ac.at

3. Phase 1 - Online Application

Please fill out the online application <https://application.fh-salzburg.ac.at/> completely and upload all required documents. If you want to submit documents later, you can log in again. You decide when to submit the complete application.

Documents

- Bachelor's diploma, diploma supplement (including course duration, description of the course content and credits) and / or transcript of records including course titles, and credit hours
- **Europass CV** see <http://www.europass.at/>
- **Bachelor's thesis** (final thesis of your university studies)

Please send us the written thesis of your university studies as a PDF document. If not available when applying, this can be submitted at a later date.

- **Passport or ID card**
- **Motivational Letter**
- **Proof of required ECTS**
- **Portfolio-Link** (Link to personal Online Portfolio, Artstation Page, or similar; the portfolio should include explanations about the personal contribution, used techniques and further relevant information.)

4. Phase 2 - Admission interview

The admission process at Salzburg University of Applied Sciences is designed to help you succeed from the very beginning. Whether you're joining us in person or via video conference, we aim to make your experience enriching and informative.

The heart of the admission process is the interview – your chance to shine! During this conversation, you'll have the opportunity to get to know us better, share your motivations for pursuing your studies, and discuss your past projects and professional experiences. It's a two-way street, allowing us to learn more about you and ensuring that our program aligns with your goals.

Following the admission interview and a thorough review of your application materials, our admission committee will curate a personalized journey for your studies. This includes identifying any necessary alignment courses that will be mandatory. These courses are part of your official letter of admission and serve as essential stepping stones towards your full approval for your studies.

Alignment courses are conducted just before the regular classes begin in September, setting the stage for your academic success.

We value your creativity! If you already have ideas for a master's project, we're excited to hear about them during our conversation.

You won't have to wait long for the results – approximately one week after your interview date, you'll receive an email with the outcome of the admission procedure.

Eligible Bachelor's Degrees / ECTS Requirements

All degree programmes that have the following minimum ECTS credits in the core subject areas are recognised as a valid educational qualification. You provide this proof as part of the admission procedure by uploading the required documents and [filling in a PDF form](#).

Core area of expertise	Minimum ECTS	Examples of courses
digital content generation	20	3D Animation, Digital Visual Effects, Character Animation, Character Modelling, Rendering, Dynamics, Realtime Engines, Concept Art, Architekturvisualisierung, Computergrafik, Digitale Kunst und Design, VR/AR, Interaktive Inhalte, Generative AI, etc.
software development	20	Programming, Data Structures & Algorithms, Distributed Programming, Databases, Web Technologies, Parallel Programming, , Design Patterns, Software Project Management, etc.

We believe in recognizing and valuing your diverse educational background and experiences. When it comes to meeting our admission requirements, you have more flexibility than you might think!

Your ECTS (European Credit Transfer and Accumulation System) credits don't have to come exclusively from your completed degree program. Let's say you hold a Bachelor's degree in computer science but also have passed a range of content generation examinations – great news! Those examinations can be counted toward our admission requirements.

But that's not all. We understand that learning isn't limited to the classroom. You can also demonstrate your proficiency in digital content generation through professional activities or substantial complex projects or that you've engaged in for at least two years. This means that your real-world experience can be just as valuable as formal coursework.

So, if you're passionate about visual digital content generation and interactive media and ready to take your skills to the next level, we're excited to explore the many ways you can join our program. Your journey starts here!