FH Salzburg
Realtime Art & Visual Effects

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

Start of Study: Mid September 2024

Full Name

Please specify your degree. If it is listed here please skip page 2 and 3.

Check	Degree Program	University
	BA MultiMediaArt	FH Salzburg
	BA MultiMediaTechnology	FH Salzburg
	BA Medientechnik und -design	FH Oberösterreich
	BA Digital Arts	FH Oberösterreich
	BA Informationsdesign	FH Johanneum
	BA Medientechnik	FH St. Pölten
	BA Creative Computing	FH St. Pölten
	BA Game Design & Development	FH Macromedia
	BA Digital Film Design – Animation / VFX	Mediadesign Hochschule
	BA Game Design	Mediadesign Hochschule
	Not on this list → fill in the following pages	

If your degree program and university was listed here, you can ignore the following pages

Technology
Health
Media

20 ECTS in DCC courses

Courses in digital content generation in 3D (3D animation, visual effects, character animation, character modelling, rendering, dynamics, realtime engines, concept art, visualisation, computergraphics, digital art and design, VR/AR, interactive content, generative AI, etc.)

Fill in as many lines as necessary to reach 20 ECTS:

If your certificates do not show ECTS please specify your original credits and give a conversion to ECTS.

No	Course Title	Credits	Description of content	ECTS
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
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20				

20 ECTS in Software Development

You can fulfill this requirement by showing courses like Programming, game development, game engine courses, realtime technologies,.

Fill in as many lines as necessary to reach 20 ECTS:

If your certificates do not show ECTS please specify your original credits and give a conversion to ECTS.

No	Course Title	Credits	Description of content and programming languages used in this course	ECTS
1				
2				
3				
4				
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