



## University of Europe for Applied Sciences

(Berlin)

### Film & Motion Design

#### Study details

**Course type:** Bachelor's degree

**Degree:** BA in Film & Motion Design

**Study mode:** Full time

**Duration:** 36 Month

#### Cost of study

**Cost :** 12 700 EUR

**Reg. fee :** N/A EUR

**Scholarship :**

**Insurance :** N/A EUR

#### Intake/s

Mar/Sep

#### Requirements

### Admission Requirements

- **HIGH SCHOOL/ BACHELOR DIPLOMA AND TRANSCRIPT**  
Or equivalent occupational diploma officially translated to English or German
- **CURRICULUM VITAE (CV)** (Dated & Signed)
- **COPY OF PASSPORT** (SCANNED)
- **MOTIVATION LETTER** (MIN 500 WORDS)
- **PORTFOLIO**  
Prepare about 5 - 8 work samples in which the moving image is the focus - be it filmed or animated, digital or analog. All kinds of picture series (storyboards, flipbooks) and also other creative projects are welcome. Videos such as MP4, Vimeo, or YouTube links.  
Important: In the application phase, you must have already decided in which of our degree programmes you would like to study. However, please note that you may change programmes at a later time if desired.

#### English language certificate

- IELTS 5.5 overall
- TOEFL iBT60
- TOEFL ITP (paper based) 498
- Pearson Test of English (Academic) 56

- Pearson Test of English (General) Level 1
- Cambridge English Advanced and Proficiency 162 overall
- Cambridge Exam First (FCE) B2 CEFR, First (FCE), 160
- TOEIC Listening, 400, Reading 385, Speaking 160, Writing 150
- PASSWORD 5.5 overall (no less than 5.0 in each component)
- EF SET (50-minute Test) 51 (only for students applying with a MOI letter)
- Duolingo 100

## Accommodation

## What can you expect

- Animations Studios
- Green Screen Studios
- Motion Lab
- TV Studio
  
- Screen Printing Workshop
- Photo Studios
- Sound Lab
  
- 3D Lab
- Print/Scan Studio
- Teleprompter and LED
- Dark Room
  
- Editing Room
- Equipment Library
- Rentable equipment
- Mac Pools etc.

## Speciality

The **Film & Motion Design programme** offers hands-on education for future creative professionals in the field of time-based media. This contemporary and versatile study programme offers an exciting variety of artistic expression and can create excellent career prospects in the rapidly growing creative industry.

Through a well-balanced mix of compulsory and optional subjects, we ensure that you get to know all the necessary basics in your field of study, while at the same time enabling you to develop individually according to your interests and preferences. In the second year of your studies, you can choose from a wide range of interdisciplinary offers and project modules from our other design programmes that complement your field of study.

## Additional information

## Shape the future of media.

In the practical-oriented **Film & Motion Design programme** at UE, fundamental methods, concepts and techniques for creating time-based media are taught and explored. From camera operation and sound design to analogue stop-motion animation, CGI and 3D modelling, through to digital compositing, hybrid film and visual music, the course offers a wide range of creative expression possibilities.

Being able to professionally develop and design media is one of the most exciting and forward-thinking contemporary activities. In the **Film & Motion Design programme**, you will participate in these innovative developments. If you are interested in seeing what our students create and design during their studies, check out our Gallery.

With a focus on time-based design, the **Film & Motion Design programme** prepares you for a variety of current and future professions in the fields of animation, film, design, scenography and media art. Your job opportunities are as varied as the media landscape itself.

After graduation, you will have a wide range of interdisciplinary skills as a motion designer, digital designer or film designer. You will be employed or freelance for agencies, television stations, film or game productions in the entertainment industry, the liberal arts, advertising or knowledge transfer in the media production of museums, trade fairs, theatres and event stages.