

EPAC - Academy of Contemporary Arts
First Comic & Game Arts
school in Switzerland

► Foundation Course
► EPAC diploma
► Bachelor &
Master of Fine Arts

► Comic Arts & Illustration
► Game Arts
► Animation
► Concept Art/Character Design
► Painting/Digital Art 2D/3D

► Exchange programme
Switzerland- Europe - Asia



Illustration: Alumni Céline Froidevaux



EPAC, Nathan Morier, Ville Rautanen



Alumni Dexter Maurer



Information



The school

EPAC is a public school that has been firmly established in the Swiss cultural landscape for over 20 years. It trains tomorrow's illustrators, comic book authors and game artists while promoting openness to the world through unique partnerships with Europe and Asia.

Located in the heart of the Valaisan Alps, in the commune of Saxon, it has an attractive setting close to urban areas such as Martigny and Sion and less than an hour from Lausanne. The students have a space of more than 600 m² dedicated to the narrative arts. The courses combine practical and theoretical classes with internships led by personalities from the world of comics, illustration, screenwriting, video games, interactive design, concept art and character design. EPAC also collaborates with Swiss institutions and companies that allow students to confront the demands of the industry. From 2015 to 2020, mandates were carried out for the Confederation's Parliamentary Services, for the IDIAP - Research Institute, for the Geneva Samaritans Association, for the Etumag magazine distributed to all universities, and for the Canton of Valais (DMTE), a comic book distributed to schools that tells the story of the 3rd correction of the Rhône.

Accredited by EQ-Arts, the school delivers "Bachelor / Master of Fine Arts" degrees. It is also an accredited TOEIC (Test of English for International Communication) test centre. Leisure courses are also organised.



The Foundation Year

The one-year foundation course is designed for students who are new to the traditional and digital tools of art. Here, students learn to work with all the tools they need for their career: brushes, pencils, crayons and a graphics tablet. Closely followed by their teachers, students develop confidence in their own creative processes.

This year also serves to introduce students to the history of art and the rich array of Old Masters. Students who have completed a Maturité en Art or other preparatory programme can proceed directly to the 1st year Diploma and Bachelor's degree (with the prerequisites) after the admission process.

Typical courses during the Foundation Year:

Illustration

Initiation Comics

Manga Animation

Drawing

Academic Drawing

Painting Computer

Workshop

Workshops

Exhibition visit



Training

Diploma/Bachelor of Fine Arts

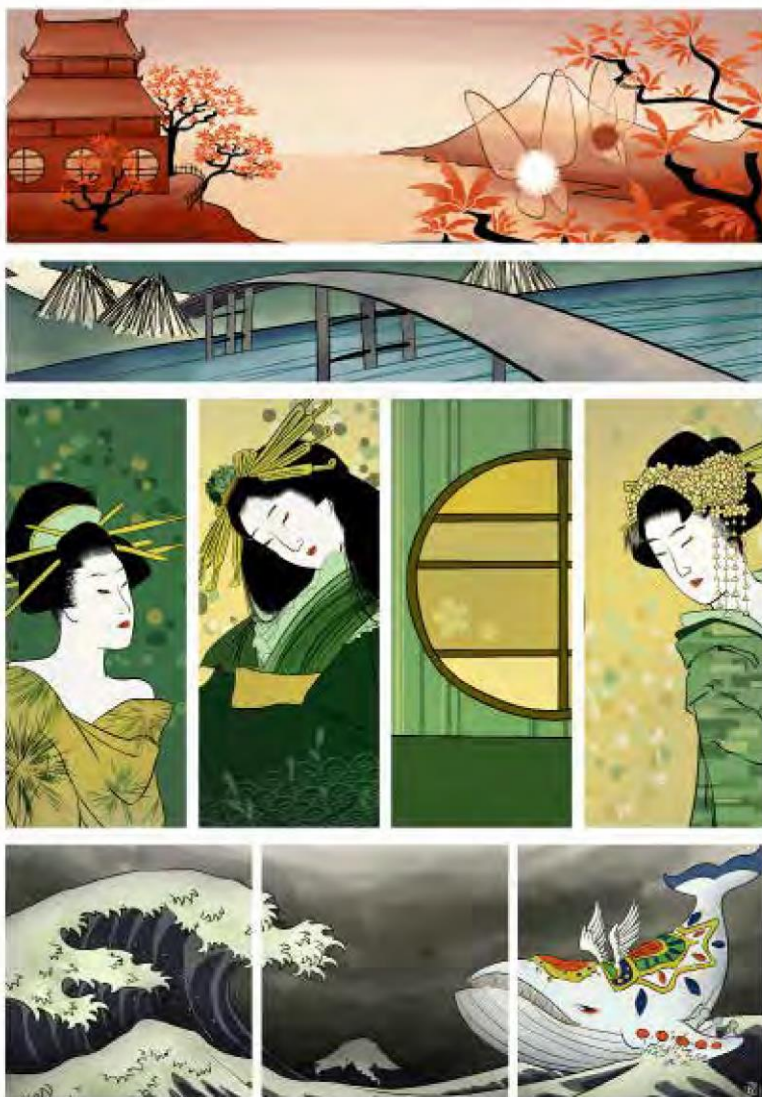
Major: Illustration, Painting, Comics or Game Arts

The first year marks the beginning of a process that will lead the student to develop his or her own world. The two semesters, punctuated by professional internships and practical work, will allow the student to try out different artistic mediums and to begin to make provisional choices, both in terms of techniques and conceptual framework.

The second year remains a transitional phase. The student begins his or her real creative process. At the beginning of the school year, they choose the specialisation in which they will develop. Three fields are open to them: illustration and comics, painting and new media. While many courses will be taken as a core curriculum, and form the necessary foundation for any artist, regardless of their orientation, the specialisations will reinforce targeted fields.

The diploma year is a key stage on two levels: firstly, it leads the student to produce a coherent work within a successful conceptual framework, a real passport to the professional world; secondly, it marks the end of a course of study which attests to his or her skills and leads to a diploma.

The EPAC diploma is awarded to students who do not have the necessary prerequisites (Maturité) to obtain the Bachelor of Fine Arts.



Noémie, grade 2, inspired by Hokusai, 2020



Training offer

Prerequisites

- End of compulsory education
- Maturité, bac or equivalent for the Bachelor's degree
- Bachelor or equivalent for the Master

Applicants with other types of training will be assessed on their skills.

Comics / Illustration

The principles of comics are worked on through practical exercises and the creation of scenarios (creation of characters, cutting, framing, composition, shooting, camera movement, colour, lettering). The knowledge of the world of comics is approached through presentations and exchanges.

Studies are full-time, from September to June. Admission to the following year depends on the results of the annual juries.



3D video game prototype, Catgame, Caroline Roulin and Sophie Rossier, Game Art/Dev.



Thomas Nicollin, Game Art/Concept Art.



**Post-graduate
Master**

Game Art

The course offers a core curriculum in Game Design and two specialisations in Game Art or Game Programming, with specific courses for each field. The theoretical part is complemented by individual and team projects, which challenge students in both specialisations to work together to meet the requirements of the industry. The training is complemented by master classes given by international figures and by experiences outside the school.

Common core

- Definition of systems and rules of play
- Game production
- User experience
- Evaluation
- Level design
- Use of authoring engines
- etc.

Game Art

- Concept Art
- 3D modelling (low/high poly)
- 2d/3d animation
- Texturing
- Unwrapping
- etc.

Game Programming

- Graphics programming
- Artificial intelligence (action and strategic)
- Physical engines
- Programming of virtual and augmented reality devices
- Programming in industrial engines
- etc.



Alumni: Lamberti Maeva

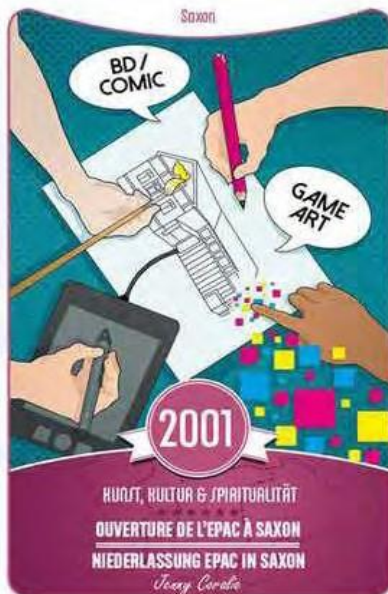


Workshops

The EPAC has surrounded itself with numerous professionals who come for one or more days in the context of internships. These allow students to confront their work with new perspectives, but above all to develop a unique project in a reduced time frame. In this sense, internships are an indispensable pedagogical process that offers the learner new perspectives that add dynamism to the routine of classic courses.

EPAC welcomed (non-exhaustive list): Andrzej Bednarczyk, rector and director of the painting department at the Academy of Fine Arts in Krakow; Antoine Maurel, publisher at Lombard; Camille Scherrer, interactive designer; Caza, comic book author (Le Monde d'Arkadi); Cuno Affolter, curator of the Lausanne comic book centre; Dustin Rees, freelance animator and lecturer at the Lucerne University of Applied Sciences; Eric "Buche" Buchschacher, comic book author and illustrator (Franky Snow, Le Vent des Cimes); Frank Popper, art theorist; Freddy Martin, comic book author and illustrator; Gilles Francescano, illustrator (J'ai Lu collection, Atalante, Fleuve Noir); Grzegorz Rosiński, comic book author (Thorgal)

Greg Broadmore, concept artist (King Kong, District 9); Julia Hountou, art critic, teacher and exhibition curator; Patrick Gyger, historian, author and director of Lieu Unique in Nantes; Simon Otto, animator at DreamWorks Animation; Vincent Froissard, comic book author and illustrator (Le dernier voyage d'Alexandre de Humboldt); Chris Solarsky, game designer



Coralie Jenny and Julien Lutz, 2015, "Valais/Wallis Digital" mandate



Pauline Rossel, 2017, mandate "The Fantastic Parliament"



Collaborations

Professional mandates

Our students have the opportunity to confront the demands of industry. EPAC collaborates with many institutions and companies in Switzerland. From 2015 to 2020, mandates have been carried out for the Federal Parliament Services, for the IDIAP - Research Institute, for the Canton of Valais (DMTE), a comic book distributed to schools which tells the story of the 3rd correction of the Rhone.

Some links:

www.leparlementfantastique.ch

www.valais-wallis-digital.ch

School exchanges

EPAC students benefit from a unique partnership in Switzerland. School exchanges are possible at several major universities.

EPAC collaborates with the following schools:

Ming Chuan University, Taipei, Taiwan (R.O.C.)

National Taiwan University of Arts, Taipei, Taiwan

(R.O.C.) Academy of Fine Arts in Krakow (Jan Matejko

Academy of Fine Arts), Poland



VALAIS, LA CULTURE PAR NATURE, Culture Valais, brochure in augmented reality, illustration by Shanti Kronig.



Collaborations

Institutions with which EPAC works or has worked:

- The Department of Mobility, Territory and Environment of the Canton of Valais
- The Department of Culture of the Canton of Valais
- The Federal Parliament Services, Switzerland
- The Media Library of Martigny
- Polymanga, Manga Festival, Montreux
- BD-FIL, international comic book festival in Lausanne
- IDIAP Research Institute, Martigny
- Utopiales, Nantes, France
- Oh! Festival, Galerie du Théâtre du Crochetan, Monthey
- The Geneva section of the Samaritans
- LABEL'ART, triennial of contemporary art, Valais
- The Manor of the city of Martigny
- Fumetto, International Comics Festival Lucerne
- Delémont'BD, Delémont comic book festival
- The Strapazin, Comic-Magazin, Edition Moderne, Zürich
- ATI-INREV, Paris 8, France
- Etumag" magazine
- Lieu Unique, Nantes, France
- La Maison d'Ailleurs, Yverdon-les-Bains
- MOCA, Museum of Contemporary Art, Taipei, Taiwan (R.O.C.)
- Visarte
- Kunstverein Oberwallis
- Bibliothèque Municipale de Lausanne, comic book section
- Les Instituts St.-Luc, Brussels, Comics section
- The Commune of Saxon (VS)
- ...



Aline Schroeter, diploma work



Admission

Entrance exam

The entrance examinations take place throughout the school year without any registration deadline. However, in order to secure a place at our school, we advise applicants to register by mid-April at the latest.

The examination lasts about 1.5 hours. It focuses on observational and creative drawing and includes an interview with a member of the management. During the examination, the applicant presents a portfolio. This is a **presentation file that should contain representative works of** his or her level, as well as **a CV and a letter of motivation.**

Admission requirements

EPAC is for anyone who is curious, inventive and creative. The courses we offer are accessible from the end of compulsory schooling and lead to an EPAC diploma. However, only those with a high school diploma or equivalent can obtain a Bachelor/Master of Fine Arts.



Pascale Bernasconi, Estelle Teixeira, Dana Luthi, Adrien Pugin, Illustration exercise



Foundation Year

Diploma / Bachelor

Comics & Illustration, Painting & Game Arts

Post-graduate / Master

Game Arts

13'500 CHF / year / 17'064 CHF for exchange/international students



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Switzerland

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Facebook : [epacswiss](#)

SBB access

Regional train from Martigny or Sion

Road access

Exit "Saxon" from the motorway



Campus @epacswiss



Registration

Benefits of EPAC

- EQ-Arts accredited school
- Over 20 years of experience.
- Professional projects for students.
- Workshops.
- Specialisation.
- Develop professional skills and abilities.
- EPAC is a school that trains professionals.
- Classes of 10 to 20 students on average.
- International study or internship option.
- Work placement / School exchange.
- Alumni networks.



Academy of Contemporary Arts

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