epac Comics Game Art Animation

EPAC - Academy of Contemporary Arts

First Comic & Game Arts school in Switzerland

- ▶ **Foundation Course**
- ▶ **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

Alumni Dexter Maurer

EPAC, Hélène Dupré

Warning: in the text of this brochure, the masculine gender is used as the neuter gender.

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 training courses combine practical and theoretical courses 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 date, mandates have been carried out for the Swiss Federal Parliament, for the IDIAP - Research Institute, for the Geneva Samaritans Association, for the Etu- mag magazine distributed to all universities, or for the Valais Canton (DMTE), a comic book distributed to schools that tells the story of the 3rd Rhone correction, or for the Institute of Biomedical Ethics and History of Medicine at the University of Zurich.

An accredited school

Accredited by EQ-Arts, the school delivers Bachelor / Master of Fine Arts degrees. It is an approved TOEIC test centre (Test of English for International Communication). Leisure courses are also organised. The diplomas awarded are not Swiss academic titles and do not give automatic access to the Swiss university domain.

Training

The preparatory year

The one-year foundation course is designed for students who are new to the traditional and digital tools of art. It provides them with the theory and practice they need to start their training on a solid foundation. Students learn to work with all the tools they need for their career: brushes, pencils, crayons and graphics tablets. 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 modern and contemporary masters.

Typical courses during the preparatory year:
Illustration
Initiation Comics Manga
Animation
Creative drawing
Academic drawing
Painting Computer
workshop
Workshops
Exhibition visits

Diploma/Bachelor of Fine Arts

Specialty: Illustration, Painting, Comics or Game Arts

The first year marks the beginning of a process that leads the student to develop his or her own universe. The two semesters, punctuated by professional internships and practical work, 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. From the beginning, they choose the specialisation in which they will develop. Three fields are open to them: illustration, comics, painting or game arts. While many courses are taken as part of the core curriculum, and form the necessary foundation for any artist, regardless of their orientation, the specialisations 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 completed 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, bac or equivalent) to obtain the Bachelor of Fine Arts.

EPAC, Quentin Rahm, poster for the Tale of Fantasy association

Prerequisites

- End of compulsory education
- Maturité, bac or equivalent for the Bachelor of Fine Arts
- Bachelor or equivalent for the Master of Fine Arts

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.

Students will be able to develop an idea from the ground up to a synopsis, structure a script in three acts and better understand what makes good dialogue.

2D-3D animation

Computer animation has been developed side by side with computer technology from its traditional origins to the modern era. Today, computer animation is commonly used in multimedia and film.

The course is practice-oriented. It includes computer animation, graphic animation, creative concepts, production and post-production.

Course

Character Design

These courses present the history of character design, shapes and silhouettes, languages of form and movement, se- miotics and the study of symbols, the study of different types of character or archetypes. The graphic tablet will be used mainly for this course.

Game Design/Concept Art

The course offers the learning of various digital illustration techniques and tools: speedpainting, concept-art, paintover, photobashing, web tools. In general the exercises are individual and each course offers a different unique exercise. Exercises include: brainstorming and applying creative solutions to constraints, planning, multiple iterations, defending and arguing one's choices, graphic research, composition, framing, storytelling.

For the options there is an introduction to 3D modelling for the creation of simple models mainly for concept art.

The course focuses mainly on environments, objects (props) and vehicles.

Course period

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 Arts Department.

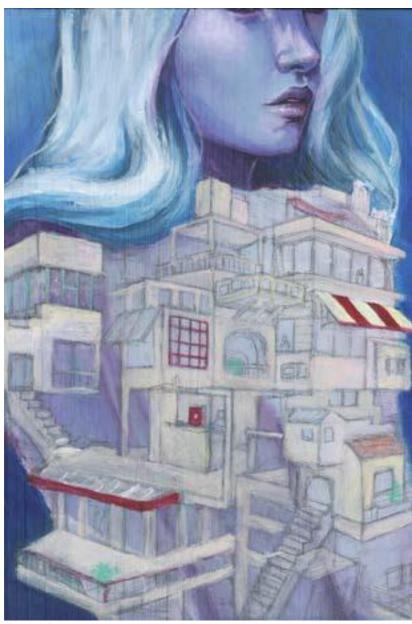Kevin Péclet, character design of the game Emissary.

Game Arts

The training offers a theoretical part complemented by individual or team projects, which push the students to collaborate in order 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 Arts

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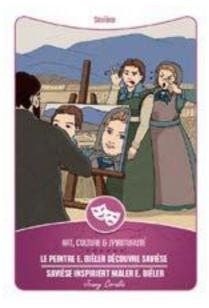- etc.

Alumni: Lamberti Maeva

Workshops

The EPAC has surrounded itself with numerous professionals who come for one or more days in the context of internships. The latter allow students to confront their work with new perspectives, but above all to develop a unique project in a short period of time. Internships offer the learner new perspectives that add dynamism to the routine of classical 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; Thomas Verguet, illustrator, comic book artist; Hub, comic book artist; Thomas Panchaud, illustrator, fauve d'or 2023.

Coralie Jenny, Valais/Wallis Digital mandate

Pauline Rossel, "Fantastic Parliament" mandate

Collaborations

Professional mandates

Our students have the opportunity to experience the demands of industry and the working world. EPAC collaborates with many institutions and companies in Switzerland. From 2015 to date, mandates have been carried out for the Federal Parliament Services, for the IDIAP - Research Institute, for the Valais Canton (DMTE), a comic book distributed to schools which tells the story of the 3rd correction of the Rhone, for the Institute of Biomedical Ethics and History of Medicine of the University of Zurich, The Outbreak, a graphic novel on the ethical implications of the pandemic.

Some links:
www.leparlementfantastique.ch
www.valais-wallis-digital.ch
www.theoutbreak.ch

School exchanges

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

EPAC works with the following schools, among others:
Ming Chuan University, Taipei, Taiwan (R.O.C.)
National Taiwan University of Arts, Taipei, Taiwan (R.O.C.)
Jan Matejko Academy of Fine Arts, Poland.

Collaborations

Institutions with which EPAC works or has worked:

- Institute for Biomedical Ethics and History of Medicine, University of Zurich, Project theoutbreak.ch
- 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, Zurich
- 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)

Stickers for the magazine Strapazin, Zurich

Alumni: 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 approximately 1.5 hours. It focuses on ob- servational 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.

Programmes

Preparatory year

Diploma / Bachelor of Fine Arts
Comics, Painting & Illustration / Game Arts

Post-graduate / Master of Fine Arts
Game Arts

Contact

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of Contemporary Arts

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SBB access
Regional train from Martigny or Sion

Road access
Exit "Saxon" from the motorway

Benefits of EPAC

- EQ-Arts accreditation at international level.

- Over 20 years of experience.

- Professional projects for students.

- Workshops.

- Specialisation.

- Develop professional skills and abilities.

- Classes of 10 to 20 students on average.

- International study or internship option.

- Work placement / school exchange.

- Alumni network.

School accredited by