DIGITAL ARTS & ENTERTAINMENT

VFX AND 3D PRODUCTION | INDEPENDENT GAME PRODUCTION | GAME GRAPHICS PRODUCTION | GAME DEVELOPMENT

howest.be

Maikel Vijt | 3D2 | 1st year

Jonas Vandeputte | 3D2 | 1st year

WELCOME

Hello!

So your search for the right study programme has lead you to the Bachelor in Digital Arts and Entertainment (DAE) at Howest University College... And now you have to find an answer to the all-important question: 'is studying DAE the best thing for me, and at this point in my life?' This is a big decision indeed, because DAE is not a life choice you should make lightly. If you choose to come study with us, you will be taken on an intense rollercoaster ride through a world in which your perseverance, your creativity and your passion will be tried and tested. But above all, DAE is an environment where you can grow, learn and develop the skills you will need in order to be successful in the challenging and demanding games, 3D and VFX sector. As we said: not an easy decision!

The DAE curriculum educates you to become an entry-level technical artist for the international games or VFX industry. It is a three-year full-time Bachelor programme. During these studies, we try to reflect as closely as possible the working conditions and methods from the industry. Hence our strong focus on the production pipeline and on being productive as one of many people in a larger team.

At DAE, you can choose from 4 majors, depending on your individual skills and interests:

- **3D Production and VFX**
- **Game Graphics Production**
- **Game Development**
- **Independent Game Production**

Your choice depends on the kind of job and industry you want to end up in. If you want to develop games and program gameplay, tools and engines, then Game Development is the path to choose. If on the other hand you want to focus on making worlds, creating objects, levels and characters for games, then Game Graphics Production will be your preferred playground. If you dream of making complete games by yourself or in small teams, producing the graphics and code as well as taking care of the business side of your game, then you will do well in Independent Game Production. And if games are not your thing, but you want to create stunning VFX for movies, TV series, ads or other 3D productions, then the 3D Production and VFX major will be your perfect match.

But whichever major you go for, only choose DAE if you are serious about your ambitions and if you are prepared to put in the time, effort and 'grit' it will take. If you fit into this picture, then we are more than happy to welcome you.

Best regards,

Rik Leenknegt,
Academic Director DAE.

ESSENTIALS

WHAT IS DAE?

- An internationally-focused, English-taught Bachelor's Degree in Digital Arts and Entertainment
- Specialisation in Game Development, Game Graphics Production, Independent Game Production or 3D Production & VFX
- A 3-year full-time programme, 180 ECTS credits
- At Howest University College in Flanders, Belgium, Europe

WHY DAE?

- High-quality university in the heart of Western Europe, with comparatively low tuition fees
- Industry-approved and award-winning curriculum, with alumni in leading companies and studios all over the world
- Unique: technical artist profile. No matter which major you choose, you will have a good grasp of what your colleagues are up to, which makes cooperation easier
- Study in the small, comprehensive, safe and beautiful historic city of Kortrijk, at the banks of the river Leie, where over 1000 years of history meet with modern architecture and design

STUDYING AT DAE

- in an open, inclusive and international community
- real-life, team-based and industry-assessed projects and assignments
- practically-oriented education and training by qualified experts
- international guest lectures by key industry speakers
- state-of-the-art equipment and facilities

INTERNATIONAL FOCUS DAE

- Close proximity to the UK, France, The Netherlands and Germany – discover Europe while you're here
- Join our study trips to the UK, USA and Japan
- Spend a study semester at one of our partner universities in another country
- Go on international, high-profile internships
- Start building your international network by meeting students from all over the world

TECHNOLOGIES USED AT DAE

Autodesk 3D Studio Max, Autodesk Maya, Unreal UDK, Adobe Photoshop, Adobe Premiere, Pixologic Zbrush, PS3 Dev Kit, Adobe After Effects, Adobe CS4, C++, .NET Framework (C#), Eyeon Fusion, Microsoft Visual Studio Professional, DirectX SDK, Unity, MySql, Lumonix ShaderFX, Nvidia FX Composer, Nvidia PhysX SDK, fmod, Open GL ES, WebGL, Maxscript, HLSL, GLSL, ...

MAJOR 3D PRODUCTION & VFX

In this major, you will be completely submerged in the world of 3D animation and VFX, mastering the workflow from storyboard to finished product.

Learn to construct visually appealing shots based on 2D and 3D. Artistic feeling, technique and strong conceptualising abilities go hand in hand in this more graphically-oriented major. The magic and glamour of the film, 3D animation and VFX industry will gradually reveal its secrets and be replaced by a thorough insight into the production pipeline of image composition, postproduction techniques and 2D and 3D content creation.

You will also possess the necessary technical baggage and scripting skills to optimise your own production process and enhance your production speed, whenever necessary. 'Time is money' is not an empty phrase for you, and you will back this up with a good knowledge of the professional software tools used in the sector.

STUDY ABROAD OPPORTUNITIES

Semester 5 is our so-called 'mobility window'. This means that it can be substituted by a study semester abroad at one of our international partner universities in Europe or worldwide. These partner universities have all been extensively screened, to ensure that the quality of your study programme abroad meets the DAE standards, and that the experience has an added value on all accounts.

INTERNSHIP

In their final semester, just before graduation, DAE students go on an 18-week internship. The internships take place in 3D and VFX studios all over the world. Finding and securing the best possible internship is an important part of your senior year – a large number of DAE students get offered a job at the company where they did their internship.

FUTURE JOBS

- Character modeller
- Rigging artist for VFX
- 3D artist
- Compositor
- Character animator
- Rotoscoper
- Technical artist
- Render supervisor
- ...

MAJOR 3D PRODUCTION & VFX: CURRICULUM

SEMESTER 1	PREPRODUCTION 1	3D LOW POLY	VISUAL LANGUAGE FOR VFX	APPLIED MATH & PHYSICS FUNDAMENTALS	PROGRAMMING FOR ARTISTS 1
SEMESTER 2	PREPRODUCTION 2	3D HIGH POLY	VFX PIPELINE	VFX PREPARATION	PROGRAMMING FOR ARTISTS 2

SEMESTER 3

DIGITAL SCULPTING	3D PRODUCTION	COMPOSITING

VFX TRACK *
VFX SIMULATION 1 — KEYING AND TRACKING 1

CHARACTER ANIMATION TRACK
CHARACTER DESIGN & CREATION 1 — ANIMATION 1

LOOK DEV TRACK
CHARACTER DESIGN & CREATION 1 — STYLIZED DESIGN & CREATION 1

SEMESTER 4

VFX PROJECTS	RIGGING	SCRIPTING

VFX TRACK
VFX SIMULATION 2 — KEYING AND TRACKING 2

CHARACTER ANIMATION TRACK
CHARACTER DESIGN & CREATION 2 — ANIMATION 2

LOOK DEV TRACK
CHARACTER DESIGN & CREATION 2 — STYLIZED DESIGN & CREATION 2

SEMESTER 5

GROUP PROJECT	GRADUATION WORK

SEMESTER 6

INTERNSHIP

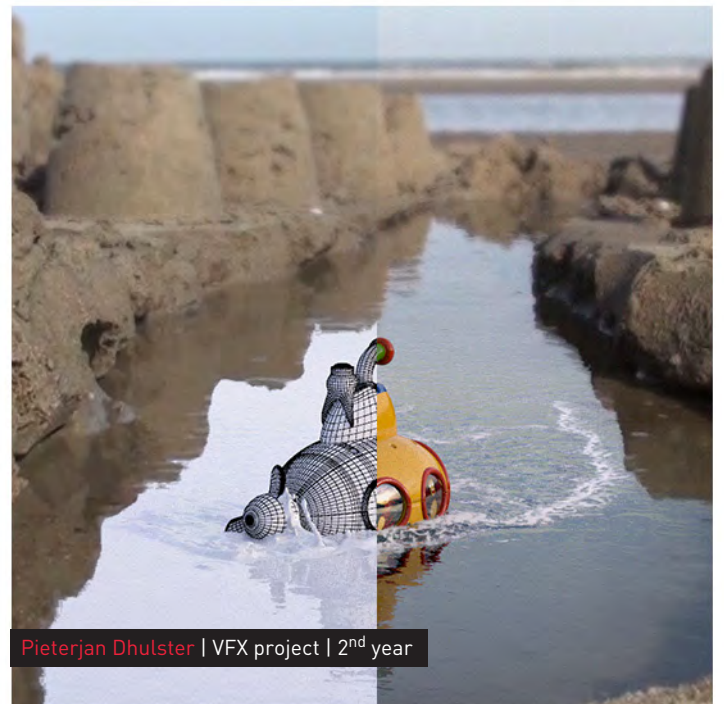* Choose between one of the three tracks
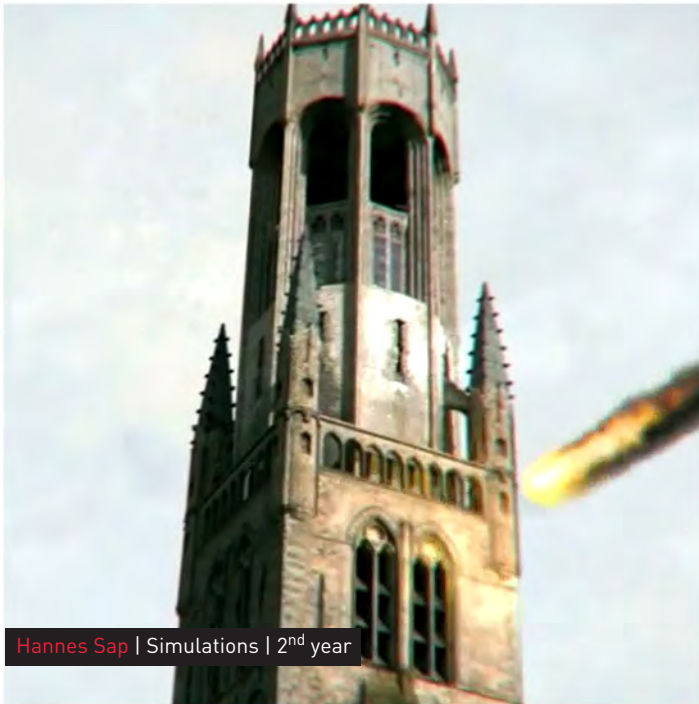
Hannes Sap | Simulations | 2nd year

Steven De Meyer | Animation | 3rd year

Pieterjan Dhulster | VFX project | 2nd year

MAJOR GAME GRAPHICS PRODUCTION

This major is aimed specifically at creating worlds and characters for games. Bringing objects to life and making levels playable, are the major themes in Game Graphics Production.

You are one of the pillars of the content-creation pipeline of AAA games.

Starting from concept art or a design document, you can translate the graphical style set by an art director into AAA-quality game assets. Like the game developers, you have a thorough technical insight in the production pipeline, and you are able to strike the right balance between the quality of the work you deliver, and productivity.

You master a broad range of 2D and 3D techniques, so you are able to select the perfect mix of skills and tools for any given situation. The virtual world you reside in, is rendered real time!

To you, a game engine is not an empty concept. An in-depth knowledge of the workings of a game engine and the implementation of game assets in a game engine is what sets you apart from other artists.

STUDY ABROAD OPPORTUNITIES

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INTERNSHIP

In their final semester, just before graduation, DAE students go on an 18-week internship. The internships take place in a wide range of companies and organisations all over the world, from AAA game, 3D and VFX studios to young and dynamic indie companies. Finding and securing the best possible internship is an important part of your senior year – a large number of DAE students get offered a job at the company where they did their internship.

FUTURE JOBS

- Level designer
- Character modeller
- Game rigging artist
- Environment modeller
- Level designer
- Technical artist
- Game designer
- Game animator
- ...

MAJOR GAME GRAPHICS PRODUCTION: CURRICULUM

SEMESTER 1	PREPRODUCTION 1	3D LOW POLY	VISUAL LANGUAGE FOR GGP	APPLIED MATH & PHYSICS FUNDAMENTALS	PROGRAMMING FOR ARTISTS 1
SEMESTER 2	PREPRODUCTION 2	3D HIGH POLY	PROTOTYPING	GAME ART	PROGRAMMING FOR ARTISTS 2
SEMESTER 3	DIGITAL SCULPTiNG	GAME ASSET PIPELINE	LEVEL EDITING 1	REALTIME FX & RIGGING	ELECTIVE MODULE*
SEMESTER 4	LEVEL DECORATION	GAME PROJECTS	LEVEL EDITING 2	SCRIPTING	ELECTIVE MODULE*
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

* Choose between CHARACTER DESIGN and CREATION or ANIMATION or STYLIZED DESIGN AND CREATION

MAJOR GAME DEVELOPMENT

This major is aimed specifically at games programming. Your role here is to write efficient, optimised code, to provide the best possible gaming experience for the player.

In Game Development we concentrate on the programming aspects of AAA games – pur sang development with a focus on graphics and gameplay programming, using C++ and a 3D API. This distinguishes you from a traditional programmer: the end result is always a real-time application (game, AR, VR, simulation, ...). You are responsible for turning all the separate elements into a coherent product, which means you will be spending a lot of time on and in game engines!

Your thorough knowledge of the 3D pipeline and game engines allows you to efficiently combine various assets within a professional engine into a finished game project. The focus is not on designing the content yourself, but on creating it and implementing it on the technical level. 3D translated into code!

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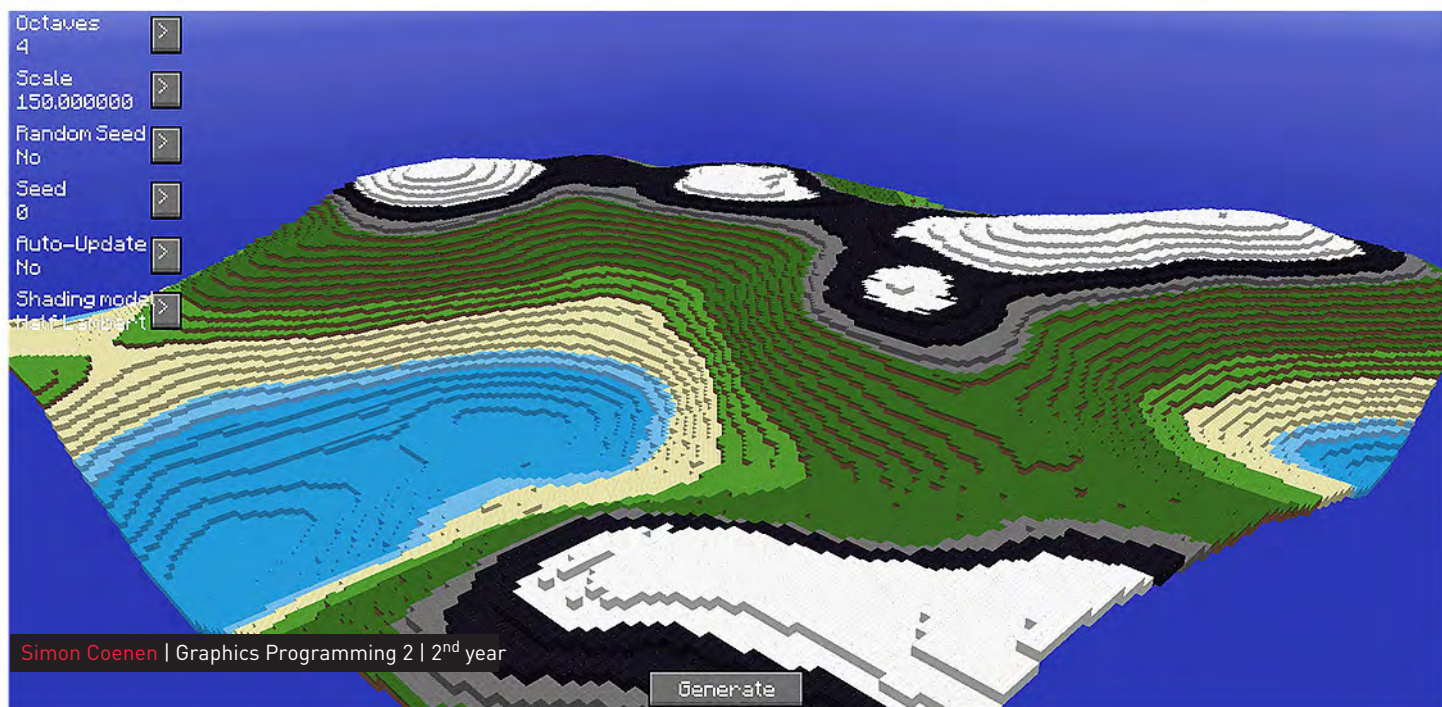
FUTURE JOBS

- 3D programmer
- Level designer
- Console programmer
- Technical artist
- Gameplay programmer
- Tool developer
- Shader developer
- Asset implementation
- ...

MAJOR GAME DEVELOPMENT: CURRICULUM

SEMESTER 1	GAME TECH 1	2D FOR GAMES	VISUAL LANGUAGE FOR GD	APPLIED MATH & PHYSICS 1	PROGRAMMING 1
SEMESTER 2	ALGORITHMS	3D LOW POLY	PROTOTYPING	APPLIED MATH & PHYSICS 2	PROGRAMMING 2
SEMESTER 3	GAME TECH 2	3D FOR GAMES 1	LEVEL EDITING	GRAPHICS PROGRAMMING 1	PROGRAMMING 3
SEMESTER 4	GAMEPLAY PROGRAMMING	3D FOR GAMES 2	GAME PROJECTS	GRAPHICS PROGRAMMING 2	PROGRAMMING 4
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

Sculpt Mode

Road Mode

Foliage Mode

Cinematic Mode

SCULPT MODE
Click and hold the terrain to sculpt

LMB + None: Sculpt Up
LMB + ALT: Sculpt Down
LMB + SHIFT: Flatten
SHIFT + SCROLL: Change Brush Size

Live update world ☑

Update World Now

Sculpt Intensity
This changes how deep the sculpt tool carves

Sculpt Falloff
This changes the shape of the sculpt brush.
Higher values are more rounded

Enable Water ☑

Thomas Van Nuffel | Graduation Work | 3rd year

☐ SIMPLE TERRAIN TEX
☐ HIDE FOLIAGE
☐ HIDE EFFECTS

Octaves
4

Scale
150.000000

Random Seed
No

Seed
0

Auto-Update
No

Shading mode
Half Lambert

Simon Coenen | Graphics Programming 2 | 2nd year

Generate

MAJOR INDEPENDENT GAME PRODUCTION

This major is aimed specifically at developing games by yourself or in smaller teams. Therefore we focus on the necessary graphical as well as programming skills, ánd on developing concepts and managing a business.

The games industry has grown into a multi-billion dollar market. Once upon a time AAA games were king, and console or pc were the main game development platform. But times are changing, new platforms are on the rise and new business models are generating more revenue than ever. As an independent game developer you are an entrepreneur, combining your creative and technical skills in order to design, develop and market your games. Unlike more traditional game studio employees, you don't specialise in one single discipline, but you require a broad knowledge of all areas in the production.

On the one hand, you will have to come up with unique, compelling and innovative game design ideas. Then top this up with strong 2D and 3D skills and an in-depth knowledge of UX and UI, so you can easily create a style, setting and mood for any casual game. And at the same time, your strong programming skills will enable you to program games for any platform, be it mobile and pc or newly-emerging platforms like VR or wearables. Gameplay will always be at the forefront of your mind, and wherever needed, you use middleware to speed up the production process. Marketing, monetisation, retention, target audience, scrum, business models, project management, communication skills… are topics that will be covered to enable you to make better and more profitable games. You will also be guided through the different steps of setting up your own company. We even give you the possibility to kick-start your own company in our incubator during the last semester of your studies.

STUDY ABROAD OPPORTUNITIES

Semester 5 is our so-called 'mobility window'. This means that it can be substituted by a study semester abroad at one of our international partner universities in Europe or worldwide. These partner universities have all been extensively screened, to ensure that the quality of your study programme abroad meets the DAE standards, and that the experience has an added value on all accounts.

INTERNSHIP

In their final semester, just before graduation, DAE students do an 18-week internship. The internships take place in a wide range of companies and organisations all over the world, from AAA game, 3D and VFX studios to young and dynamic indie companies. Or why not start up your own company in our incubator and test your business skills firsthand?

FUTURE JOBS

- Indie game developer
- Game designer
- Applied game developer
- Mobile game developer
- Casual game developer
- 2D/3D designer
- Producer
- …

MAJOR INDEPENDENT GAME PRODUCTION: CURRICULUM

SEMESTER 1	2D FOR GAMES 1	3D LOW POLY	VISUAL LANGUAGE FOR IGP	APPLIED MATH & PHYSICS	PLATFORM DEVELOPMENT 1
SEMESTER 2	2D FOR GAMES 2	GAME ART 1	BUSINESS MANAGEMENT 1	PROTOTYPING	PLATFORM DEVELOPMENT 2
SEMESTER 3	GAME PROTOTYPING 1	GAME ART 2	BUSINESS MANAGEMENT 2	DATA HANDLING 1	PLATFORM DEVELOPMENT 3
SEMESTER 4	GAME PROTOTYPING 2	GAME ART 3	BUSINESS MANAGEMENT 3	DATA HANDLING 2	PLATFORM DEVELOPMENT 4
SEMESTER 5	GROUP PROJECT			GRADUATION WORK	
SEMESTER 6	INTERNSHIP				

Tiderunner team | Game Prototyping | 2nd year

Llama Llama Dog team | Group Project | 3rd year

WILL DAE PREPARE YOU FOR THE INDUSTRY?

DAE graduates are top-quality and can easily compete with students from all over the world, which shows in:

- the extensive list of high-profile international companies our alumni are working at;
- the number of internship offers and job opportunities for our students and graduates;
- the publications and online communities where our students' and graduates' work is prominently featured (Polycount, ZBrush Central, Artstation, Sketchfab, The Rookies, Exposé, …)
- the large number of international competitions in which our students stand out;
- the enthusiastic feedback we're getting from our industry network on our students' and graduates' skills.

Studying at DAE will constantly push you to grow and get better at what you do and how you do it. Through all this hard work, your skills will increase, sharpen and improve, and you will be able to achieve stricter deadlines, more complex projects and challenging new technologies.

All this will prepare you for a job in the industry, in your home country or abroad, and the internship in your final year will be a big step towards your future career. Choosing where you want to do your internship is again an important decision. Will you go for the games or VFX industry, pick animation, architectural visualisation, advertising, serious games, hard-core programming, VR or the many other sectors where 3D is making a massive difference? All this – and more – is possible.

Internships can take place all over the world, and many of our students continue to work in those companies after they graduate. So far our students and graduates have ventured out to 20 countries, from Austria, Belgium, Canada, China, Czech Republic, Denmark, Finland, France, Germany, Hungary, Ireland, Japan, Malta, The Netherlands, Spain, Sweden, Switzerland and Turkey, to the UK and the USA. But by the time you read this, you can be certain we will have covered new ground.
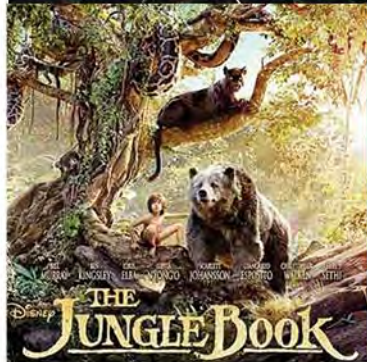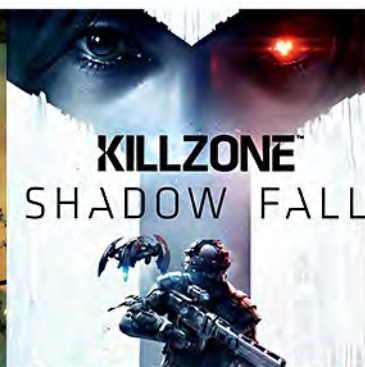
CAMPUS THE LEVEL

Digital Arts and Entertainment has its own campus building, The Level, which clearly reflects our and our students' ambitions. When entering The Level, the link to a first-person shooter or action-adventure game is easily made. The raw materials, the level differences, the 'peculiar' staircase, the overview of the space, the mystical light coming through the atrium – it all contributes to the overall atmosphere. The Level is also a multifunctional building, where everything revolves around (interactive) 3D. So what exactly goes on here?

EDUCATION: DAE

You can't miss the 800 students who are occupying the grounds. Besides classes, The Level hosts many student activities and events, such as weekly industry sessions, workshops, game jams, study and film nights, …

DAE RESEARCH

DAE Research is the research cell of our Digital Arts and Entertainment study programme. Their focus is on applied research on the use of game technology in non-game sectors, such as healthcare, architecture, cultural heritage and many more.
Besides their own projects and demand-driven cooperation with a wide range of companies and organisations, DAE Research also supports and coaches companies and other knowledge institutions in starting up a project: from defining the research questions and drawing up project plans and funding applications, to executing and following up on the project.

INCUBATION CENTRE

At the heart of The Level, an entire floor is reserved for our start-up and incubation centre: a place to encourage and foster start-ups, or welcome established studios. The incubator provides office space, equipment and a large expertise network, to young entrepreneurs specialising in 3D-related content or services.

Do you want to have your offices in a stimulating environment like this? Contact TheLevel@howest.be

KNOWLEDGE AND COMPETENCE CENTRE

The Level has an extensive green key with Mocap and state-of-the-art equipment. Our students learn to work with these materials and in this environment, so they are familiar with the latest technology in their field. Our knowledge and competence centre also comprises an audio studio, editing studio and a multi-purpose meeting and conference room.

These facilities are also available to the companies in our incubator, and can be rented by other businesses and organisations. For more information, contact TheLevel@howest.be.

STUDYING AT HOWEST: MORE THAN JUST CLASSES

DAE is hard work, but we offer a lot of extra opportunities:

GAME JAM and FILM JAM

For the 2nd-year students, classes during the first week of the second semester are cancelled for the game/film jam, in which teams of 5 create their own game or short film in no more than 3 days!

We also actively encourage and support our students to take part in other game jams and in a wide range of competitions in Belgium and abroad.

CAREER/INTERNSHIP FAIR

Each year in October, when our senior students are looking for an internship, we organise a big fair on campus, where dozens of companies from different countries come to The Level to introduce themselves and their internship offer to our students, and get the opportunity to interview the candidates.

INDUSTRY SESSIONS

Every Tuesday, companies are invited to give presentations to DAE students and staff, to enlighten and inspire us with their passion and expertise. Subjects can vary from artistic or programming projects to level design workshops, from a post-mortem of a newly-released game to a movie breakdown or a TEDx presentation.

## COMMUNITY MANAGEMENT and STUDY NIGHTS

Every Thursday evening, the campus stays open late for students of all years, to study together and help each other out in an informal setting, with extra focus on the bigger deadlines and assignments that are due around that time.

But also at other times, our dynamic Community Manager organises activities and events for our students. On top of that, international students and their buddies find a 'home away from home' at The Oasis, our international students' lounge, where they can organise their own gatherings, movie nights and events.

STUDY TRIPS to England, the United States or Japan

The DAE study trips are one of the highlights of your study career. They give you a chance to visit world-famous companies, take a look behind the scenes, get first-hand invaluable advice from industry professionals and maybe even secure an internship or job offer.

Companies we have visited in the previous years are Valve, Arenanet, Bungie, Microsoft Game Studios, Facebook, PopCap, Unity, Pixar, Electronic Arts, MPC, Sony Pictures Imageworks, Splash Damage, Guerrilla Games Cambridge, The Creative Assembly, Boss Alien, Studio Gobo, Jagex, Exient, Natural Motion, and many more!

Vilma Pekola | Preproduction 2 | 1st year

Jakob Vandenabeele | Preproduction 2 | 1st year
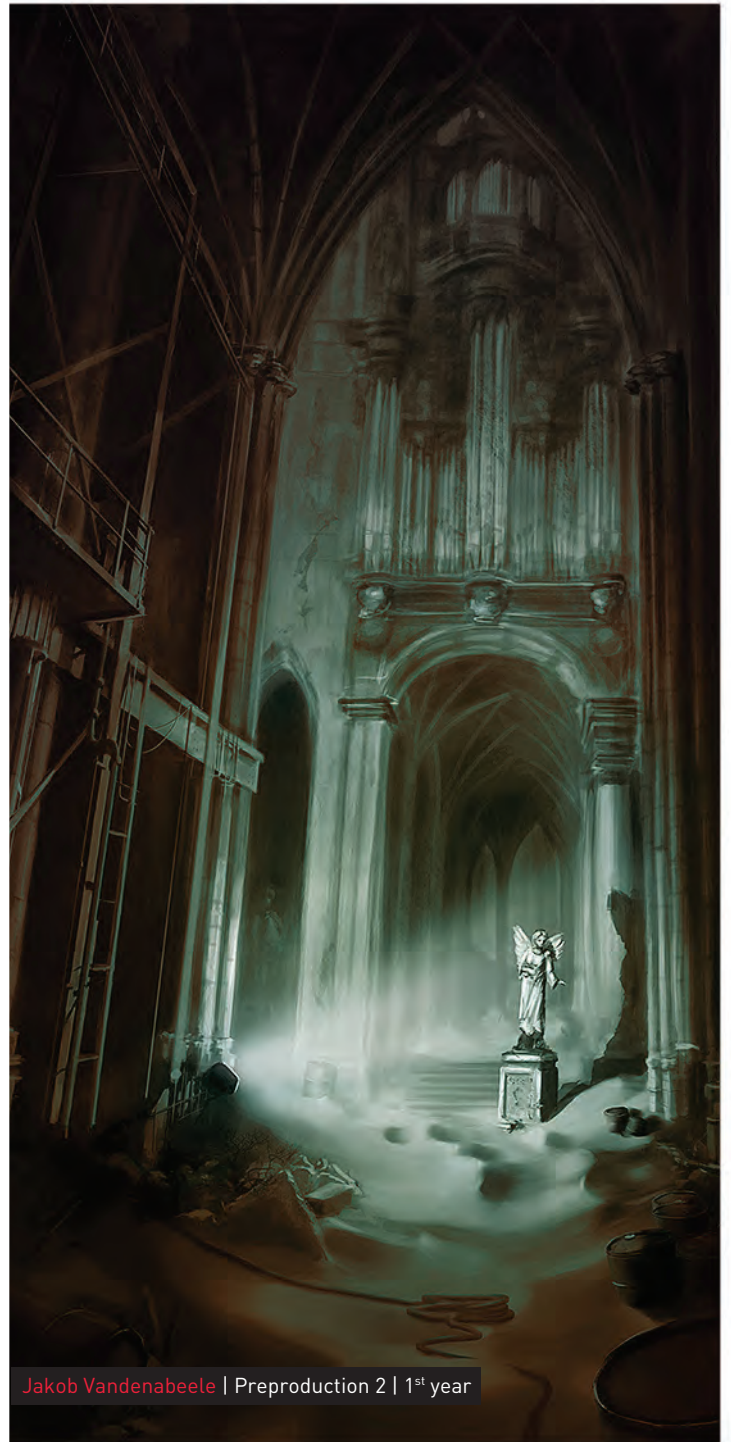
WHAT THE INDUSTRY IS SAYING ABOUT US

"Howest-DAE is a world class university, the four students (so far) that I've worked alongside in studio internships have all run with AAA experienced dev crews within their first weeks, all concluding their internships with showcase features and in-game artwork in top-quality released games and have gone on to launch themselves as hugely influential and successful talents in the game-dev industry."
Jason Green (Studio Art Director - Gobo Brighton)

"Education and know-how is the proper base for a future career. A lot of DAE talent has found a place at Grid – not just because DAE is an important step towards becoming a professional digital artist, but also because DAE is constantly fine-tuning its curriculum together with the industry, in order to deliver the best quality. We consider DAE the best Belgian pool of well-edu-cated talent. We've always found the right level of expertise and the mentality we demand, when we welcome the students from DAE."
Jan Goossen (Owner – Grid VFX)

"During my 5 years at Boss Alien we've employed 4 students from the Howest DAE programme and all of them have had an amazing impact on our products, in fact, it's safe to say we've never encountered a student from the DAE course that isn't industry standard. There's a running joke in Boss Alien where people think that Howest is actually the name of the factory that 3d prints our Tech Artists."
Dan Rossati (Art Director – Boss Alien)

"From Guerrilla Cambridge's side of things, it's always a pleasure to meet your students – they were, as ever, amongst the very best we saw."
Mark Green (Senior Producer - Guerrilla Cambridge | Sony Interactive Entertainment)

"We were lucky to have two very talented DAE students from HOWEST doing their internships at elite3d. They came really well prepared and it took them very little to adapt to our demanding productions. In fact, both students are now part of our AAA development staff. We feel very grateful to HOWEST and with no doubt we´ll keep this perfect symbiosis in the future."
Jose Luis Queral (Art Director - Elite3d)

"We have been working with DAE for several years and are always happy with DAE students. The curriculum matches our re-quirements very well."
 Maurice Sibrandi (CTO and Co-founder – Codeglue)

 "Howest-DAE is a source of future great talent of the video game industry . We welcomed 6 students during the last 4 years. They were all talented 3d artists and designers. We fully integrated them in our team and they were working on our games like any other employee of Black Forest Games. The main proof of their talent is that all the work they did has been integrated and used in our final released games. The 2 students who did their internship this year will probably become employees of our studio. After their internship I can say that they can work in any AAA studio. This is the result of their talent, but also of the great mentorship and education they got at Howest University."
Eric Urocki (Technical Art Director – Black Forest Games)

PRACTICAL INFORMATION ABOUT HOWEST UNIVERSITY COLLEGE

DIGITAL ARTS AND ENTERTAINMENT: a Bachelor's degree at HOWEST

- Howest is a modern, creative, innovative and entrepreneurial university college;
- with campuses in Bruges and Kortrijk, Belgium;
- over 6000 full-time students;
- 23 Bachelor degree programmes;
- renowned for developing unique and successful study programmes in close cooperation with industry partners: Digital Arts and Entertainment, Devine – Digital Design and Development, Computer & Cyber Crime Professional, Network Economics, Entertainment Marketing, Industrial Product Design, Applied Architecture, ….

HOWEST STIP: STUDENT INFORMATION POINT

- Howest students can address STIP for help and guidance with financing, housing, study issues, independent living, student jobs, mobility, sports, cultural activities and much more!
- More information about what STIP can do for you can be found at: www.howest.be/stip

MEALS AND STUDENT RESTAURANT

Belgium is proud of its food culture, so it is almost impossible to go hungry here! Every weekday, a selection of democratically-priced dishes (including vegetarian options and a salad bar) is available at the student cafeteria on Howest Kortrijk's main campus, less than 10 minutes' walking distance from our DAE campus building The Level. There are also several student-focused snack bars, restaurants and shops within walking distance, and DAE students can also choose to eat a packed lunch in The Level's lounge.

Howest works with cashless campuses. Payments can be done with bank cards or with your student card, on which you can upload money at several spots on the different campuses.

MULTIMEDIA CENTRE

Scanners, printers and all other material you need for classes or assignments are available in each campus building. On top of that, Howest Kortrijk's main campus has a modern and dynamic library with specialised books and press, computers, printers, scanners and places to study individually or work in groups. All students have access to multiple electronic databases, which, in a few clicks, lead to thousands of newspapers, magazines, specialist journals and scientific publications

HELPDESK AND SOFTWARE

All DAE students work on their own laptop. It is vital for your studies that this laptop remains in good order, and to help you with that, we have an on-site helpdesk at Howest Kortrijk's nearby main campus, where our IT service agents can assist you with all your problems and questions concerning hardware and software.

Laptops can be purchased via Howest, as part of a group purchase at an external company. There are a few advantages to this (e.g. a replacement laptop if your own laptop has to be repaired), but it is by no means obligatory – every student is free to bring their own laptop to class. More information about the laptop project and about the minimum required specifications can be found at www.howest.be/laptops.

Howest chooses to work with legal software only. We have however negotiated good deals for educational and student licenses, so our students can download and use all the necessary software for a small amount, included in the study cost (indicative price for 1-st year students: under 75€, included in the study cost.)

INTERNET, PRINTERS and COPIERS

With your Howest account, you have access to high-speed campus-wide Wi-Fi on all university locations in Kortrijk and Bruges. All students also have a student card, with which they can use the state-of-the-art scanners, printers and copiers on any Howest Kortrijk campus.

FESTIVALS and EVENTS

Howest loves arts, culture and design in all its forms. Howest not only sponsors local cultural activities and concerts, but organises its own annual festival, recently renamed from Howestival to 'TL;DR festival', showcasing local and student bands, food trucks and all kinds of activities. This festival is organised by the students themselves, with the support of STIP, our Student Information Point.

Every year towards the end of June, Howest organises Bump Festival, where you can get your mind blown by illustrators, graphic designers, UX experts, creative coders and motion graphics artists.

QUINDO

Quindo is an open-minded and audacious web radio for and by young Kortrijk. Students and other volunteers bring you a range of musical styles and original radio shows about the city of Kortrijk – or the rest of the world. Particularly noteworthy here are:

- 'Happy Trails', a show focused on travelling and getting to know the world (with Howest's international students);
- 'Level Up', a show about computer and video games and game culture.

Tom Delboo | Character Creation | 2nd year

Bram Nicaise | Game Asset Pipeline | 2nd year

Jeroen Devriendt | Graduation Work | 3rd year

PRACTICAL INFORMATION ABOUT BELGIUM, FLANDERS AND KORTRIJK

Digital Arts and Entertainment is a study programme of Howest University College's campus in the city of Kortrijk. Kortrijk is located in the beautiful region of Flanders – the Northern half of Belgium.

WHY COME TO FLANDERS, BELGIUM?

- The standard of education in Flanders is one of the highest in Europe;
- Flemish people are known for speaking several foreign languages. As good as everyone you meet will speak English well, and most people are happy to switch to English and help you out if there would be anything you don't understand. You will also find many people who speak or understand French, German, Spanish, Italian and many other languages;
- Flemish cities have a rich cultural heritage and a diverse and vibrant nightlife;
- Our gastronomic reputation is well known around the world: Belgian chocolate, beer, fries or waffles – we cater to many different tastes;
- Belgium is a small country with good public transportation, so it is easy to visit the nearby cities of Bruges, Ghent, Antwerp and Brussels. Or travel to London, Amsterdam, Paris, Berlin, Prague, Rome, Barcelona or Madrid, which are all in a 3-hour radius around us by train or plane.

ACCOMMODATION IN KORTRIJK

Students in Kortrijk tend to rent rooms in the private market. Kortrijk has a surplus of student rooms, which means there is a wide offer, and student rooms tend to be of good quality. There is also a city-wide evaluation system of student room quality and safety. Via www.kotwest.be students can easily find suitable accommodation.

We advise to look for a room in the vicinity of our 'The Level' campus building (address: Botenkopersstraat 2, Kortrijk), because that's where most of your friends are likely to be, and it will be most convenient for classes and other activities.

TRANSPORT IN KORTRIJK

Kortrijk is a fairly small city, and our campuses are located at walking distance from the city centre and the train station. For longer distances and to get to the other side of town, we recommend getting a bicycle or taking the bus.

- BIKE: the most efficient way to get around in Kortrijk is by bike. The non-profit organisation Mobiel rents out bicycles for only 5 € per month. For more information: www.mobiel.be/en
- BUS: Howest students get a free bus pass, linked to their Howest student card. Always take your student card with you when taking the bus.

JOIN US

APPLICATION DEADLINE

You can find the exact application deadline for each academic year on our website at www.digitalartsandentertainment.com. This will generally be in the second half of August, a good month before our academic year starts at the end of September.

APPLICATION PROCEDURE and TUITION FEES

Check out the 'Apply Now' section of our website for up-to-date information about the admission requirements, application materials and tuition fees.

www.digitalartsandentertainment.com

VISA

Students from non-European Union countries may need a visa to enter Belgian territory.

For questions regarding visa and related matters, you should contact the Belgian embassy or Belgian consulate in your country or a neighbouring country.

You can find more information on the website of the Belgian Immigration Office at dofi.ibz.be.

You cannot enter Belgium on a tourist visa if you intend to stay longer than 90 days or 3 months.

APPLICATION QUESTIONS

For all further questions about applying to DAE, contact:

Kristel Balcaen
Director DAE Global
Kristel.Balcaen@howest.be

Gert-Jan Van De Put | Character Creation | 2nd year

CONTACT OR VISIT US

CONTACT DAE

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Website: www.digitalartsandentertainment.com
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Email:
> Director DAE Global: Ms. Kristel BALCAEN: Kristel.Balcaen@howest.be
> Academic Director DAE: Mr. Rik LEENKNEGT: Rik.Leenknegt@howest.be
> Director DAE Research: Ms. Vicky VERMEULEN: Vicky.Vermeulen@howest.be
> General information: info@digitalartsandentertainment.com

OPEN HOUSE DAYS

Howest University and DAE have regular open days, during which you can visit the campus, talk to staff and students, and get all the information about DAE you could wish for.
Check out the dates at www.howest.be/infodagen or on the event calendar at www.digitalartsandentertainment.com.

INTERNATIONAL SUMMER SCHOOL DAE

For international students of 16 years and older, who consider applying to DAE in the future, we offer the opportunity to try out DAE during a 5-day summer school in August.

Are you passionate about creating video games? Have you been making mods, are you drawing, 3D-modelling or learning C# or C++ in your free time? Then join us for the summer school and experience first-hand if you would be happy at DAE.

More information on the website www.howest.be/daesummerschool.

Alexander Delagrange | Character Creation | 2nd year

Marie Claeys | Graduation Work | 3rd year

Thijs De Rijcke | Game Preproduction | 2nd year

www.digitalartsandentertainment.com

howest.be