

Faculty of
**Art, Design and
Audiovisual Communication**

Digital Animation and Game Art

RPC-SO-03-No.040-2026

espol[®]

Bachelor of Fine Arts in

Digital Animation and Game Art



Applicant Profile

The program seeks creative and resourceful students who wish to specialize in digital animation and game art for video games. In this context, applicants to the program should have:

- ▶ Aesthetic awareness
- ▶ Graphic representation skills
- ▶ Manual and technological skills
- ▶ Ability to work independently
- ▶ Motivation to develop products in digital animation and game art for video games



Employability

Professionals from this program may work in areas related to:

- ▶ Digital animation studios
- ▶ Video game development
- ▶ Audiovisual production and digital entertainment
- ▶ Concept art, modeling, and 3D animation
- ▶ Visual effects and interactive experiences



Professional Skills

Upon completing the program, students will be able to plan, design, implement, and evaluate digital animation and video game projects, developing innovative visual solutions through technological tools, creative thinking, and production strategies for national and international markets.



In fact...

Students in this program will develop skills in digital animation and video game production that enable them to create characters, virtual worlds, and interactive experiences capable of entertaining, communicating, and making an impact in diverse contexts.



LEARN MORE



Curriculum

N 100 - I	ARTS, SPORTS AND LANGUAGES ELECTIVE COURSES	HISTORY OF ANIMATION AND VIDEOGAMES	DRAWING I	PROBLEM SOLVING	MATHEMATICS	ENGLISH I	
N 100 - II	HUMANITIES ELECTIVE COURSES	AUDIOVISUAL NARRATIVE	ANATOMICAL DRAWING	PRODUCTION OF ANIMATION AND GAME ART	PROGRAMMING FUNDAMENTALS	ENGLISH II	
N 200 - I	COMMUNICATION	SCREENPLAY	MODELING I	ANIMATION I	STATISTICS	ENGLISH III	
N 200 - II	EDITING	SOUND DESIGN	MODELING II	ANIMATION II	GAME ENGINES	ENGLISH IV	
N 300 - I	ENTREPRENEURSHIP AND INNOVATION	GAMEPLAY AND LEVEL DESIGN	ACTING FOR ANIMATION	RIGGING	VISUAL EFFECTS (VFX)	ENGLISH V	
N 300 - II	DESIGN RESEARCH	SERIOUS GAMES	IMMERSIVE INTERFACES FOR ANIMATION AND GAMES	DIGITAL ART AND ELECTRONICS	PROJECT I	SUSTAINABILITY SCIENCE	COMMUNITY SERVICE INTERNSHIPS
N 400 - I	BUSINESS MODELS FOR ANIMATION AND GAMES	PROMOTION AND ADVERTISING FOR ANIMATION AND GAMES	EMERGING TECHNOLOGIES FOR ANIMATION AND GAMES	COMPOSITION AND ADVANCED RENDER	PROJECT II	SELECTED ELECTIVE COURSE	
N 400 - II						DIGITAL ANIMATION AND GAME ART CAPSTONE COURSE	SELECTED ELECTIVE COURSE
							PRE-PROFESSIONAL BUSINESS INTERNSHIPS



International Relations

Through its External Relations Office, ESPOL promotes and develops partnerships with international cooperation organizations, academic institutions, and research centers. These partnerships create mobility opportunities for the entire ESPOL community and contribute to the excellence that distinguishes the institution.



Did you know?

Students in the Digital Animation and Game Art program have access to creative and technological spaces where they develop characters, settings, and interactive experiences through specialized tools for modeling, animation, and digital production, transforming their ideas into projects for the entertainment and interactive media industries.

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More than 226 international agreements allow students to participate in experiences abroad, including semester or year-long exchange programs, pre-professional internships, research placements, and participation in conferences, competitions, and other academic activities.

