

catalyst

2027

BACHELOR OF ARTS / HE CERTIFICATE

Visual Effects, Video Game & Digital Arts

Create stunning effects, animations and artwork for film, games and immersive media while building your future-proof digital artist portfolio.

Overview

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Teaching Institution: Catalyst – Institute of Creative Arts and Technology

Final Award Title: Certificate of Higher Education (1 year) / Bachelor of Arts (Hons) (3 years)

Location: Berlin

Course start: September 2027

Mode of study: Full time

Language of instruction: English

Awarding Institution: Plymouth Marjon University

Overview

The Visual Effects, Video Game & Digital Arts programme focuses on visual arts and technology, encouraging you to explore diverse forms of visual art and develop your own visual language.

As interdisciplinary skills become increasingly important in the creative industries, this programme has you rotate across four modules covering production across animation, visual effects, video games and interactive digital arts. You'll explore the potential of each – from both an artistic and industrial perspective – finishing your first year with a diverse portfolio. As your practice develops, the programme enables your development, production and presentation of hybrid projects.

You'll approach technology as a creative medium rather than an end in itself. A central question throughout the programme is: how do we create meaningful experiences beyond the screen? You'll explore multisensory storytelling, spatial experiences, interactive environments, and expanded forms of visual communication, learning to select and combine media and technologies that best express your ideas.

Research, exploration, and experimentation form the foundation of the creative process. You'll learn from contemporary artistic practices, emerging technologies, and critical issues while developing projects through iterative making, reflection, and testing, building a portfolio that demonstrates both technical excellence and conceptual originality. Your graduate portfolio reflects three years of finished work rather than a set of completed exercises.



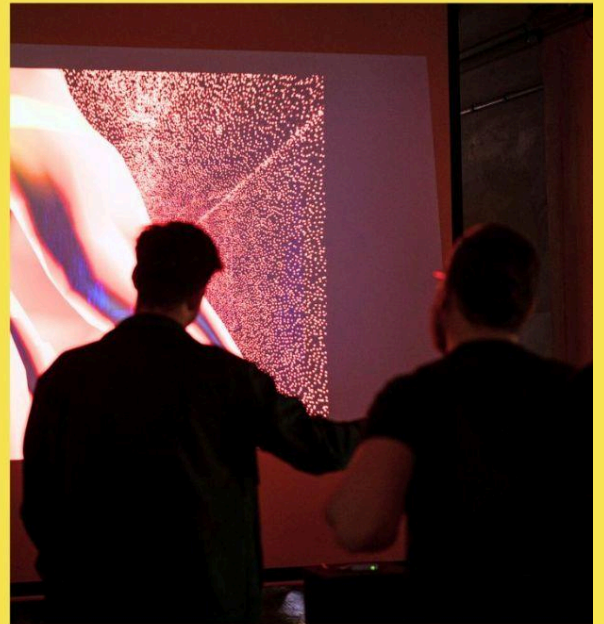
By the end of the Bachelor's, you'll have:

- A multi-format portfolio spanning animation, VFX, game design and interactive installation
- Fluency across a professional toolkit: Unreal Engine 5, TouchDesigner, cinema4d, Adobe Suite and Substance Painter/sampler, ZBrush and more
- Familiarisation with AI powered tools such as Cascadeur, a 3D software for animation
- Ability to judge which tool serves a given idea rather than settling on a fixed toolkit or software.
- Experience working within defined production roles: Director, Art Director, Technical Director, Lead Artist, Production Manager
- A completed major project, developed under dedicated mentorship and presented at a public showcase
- Critical thinking around technology: how to evaluate and adopt tools based on creative intent, not software familiarity
- The habit of working collaboratively within pipelines alongside other creatives and professional stakeholders

You can study this programme either as a full three-year BA degree or the first year only as a one-year HE Certificate.

“As a VFX student I was expecting to spend most of my time behind computers but the diversity of the programme is beyond what I expected and I am happy about that. In addition to that, I really enjoy the guest sessions that the programme offers. It gives us the opportunity to exchange with artists and have an outlook about what kind of career we are looking for.”

Savina Janssen, designer and Visual Effects, Video Game & Digital Arts alumna



Where you'll learn

Our creative campus

The programme sits within Catalyst's School of Film & Visual Media, alongside Film Production and Documentary Photography, on a campus shared with the School of Music & Sound, School of Acting and School of Creative Human Development. All four schools work across a 4,500m² campus in central Berlin, with every room shaped around the work happening inside it: VFX students use dedicated labs, green screen studios and industry-spec editing and compositing suites, alongside shared black box performance rooms, sound studios and a cinema.

Because every school occupies the same building, your collaborators are always nearby. You might wrap a compositing session and find yourself building interactive visuals for an acting showcase, or scoring a student film with the music students down the hall.



“Our tutors have really pushed us to advance our skills and techniques, as well as encourage us to forge the pathway we think best suits our desires as artists”

Marlee Weinberg, VFX artist and Visual Effects, Video Game & Digital Arts alum

In the heart of Berlin’s creative scene

That same proximity carries into the city outside. Berlin-based studios including Rise, Karakter, Trixter, Lugundtrug and Celluloid VFX have worked on sequences for Captain America, Game of Thrones and God of War: Ragnarök, and the city's wider digital arts scene runs through CTM Festival, LAS Foundation and Dark Matter, where interactivity and immersive experience are treated as artistic territory, not technical novelty. Berlinale arrives each year, bringing the European Film Market and Berlinale Talents with it: one of the three most significant film events in Europe, alongside Cannes and Venice.

[[Click here to book a campus tour \(or explore online\)](#) →]

How you'll learn

Our learning method

There are no traditional exams at Catalyst. Every project is assessed through the work itself. Progress is measured by what you make, how you develop it and how you respond to critique. This rigorous method of iteration allows you to build a serious creative practice grounded in self reflection and experiential knowledge.

Technology and critical thinking

The programme treats AI, real-time rendering and procedural generation as creative tools, not the point of the work. You'll build AI-assisted workflows into multimedia production and work with real-time systems that respond to audiences and environments, developing the judgement to evaluate a new technology on its creative merits rather than its novelty. That capacity is built into the curriculum from Year 1, because the tools themselves will keep changing.

Industry integration

Learning is shaped around the production workflows used at studios like Ubisoft, Framestore and Industrial Light & Magic, keeping you in touch with industry standards.

- **Industry critiques.** Visiting practitioners review and respond to your work.
- **Guest Sessions.** Artists and technologists lead lectures and workshops
- **Portfolio Development Lab.** Structured support for building and presenting your graduate portfolio.
- **Public showcases.** End-of-year exhibits present your work to an audience that includes industry figures
- **Outward connection.** Excursions, exhibitions and talks connecting you to Berlin's creative communities, such as A MAZE., Overkill Festival, transmediale and MANIFEST:IO.
- **Professional visibility.** Catalyst is an official member of The Rookies School, giving you a verified portfolio showcase and exposure to studios, employers and professionals as you enter the industry.

“All the knowledge about myself and the pipeline I was able to gather makes me very confident going forward on the path as a creative person. And in the end, seeing people's enjoyment playing this small demo I made, made all the work worth it.”

Leander Blaschke, VFX artist and Visual Effects, Video Game & Digital Arts alum

We've got you every step of the way

Your **tutors** are practising artists and technologists. They are not academics who formerly worked in the industry: they are active in it. This major difference shows in the quality of the feedback and direction you will receive.

One-to-one tutorials are a regular part of the programme, giving you space to reflect on your development, set goals that align with your practice and refine your direction with someone who understands where you're trying to go.

That same support extends to **your peers**. You'll study alongside creatives from over 70 countries, and that diversity shapes the creative environment in ways no curriculum alone can replicate.

Additionally, our **wellbeing team** is part of everyday campus life, and is here to support you as much as the technical ones offering counselling, coaching, self development, and so much more. Studying at this rhythm, in a city like Berlin, works best when the support around you is just as deliberate as the teaching.

You'll also be supported by a **technical team** who help you manage your production environments, troubleshoot and guide your tool selection.

Skills that outlast any tool

None of this is really about learning to animate or composite effects on a specific piece of software. Seismic shifts have redefined the visual effects and digital media industries over the past decade, and they'll keep redefining it after you graduate.

So the emphasis throughout, in the critique sessions, the tutorials, the studio rotations, is on the skills that carry you through that change: **self-direction, creative resilience, critical thinking and the ability to learn through iteration and reflection**. Those are the tools you'll still be using long after you've left the render farm

Your Programme Lead

Awu (Yuhua Li) worked as a game audio director and sound designer before staging interactive video game theatre with Ableton's 4D Sound System at Munich's Muffathalle.



[[Click here to see more programme tutors](#)→]



A typical week at Catalyst

This example week is taken from November, 2025.

Monday

Development (4 hour workshop)

This week you're doing a group review and feedback of last week's animation assignment. That's followed by an exercise at the workstations and a moment to reflect how to integrate today's technical lesson into your personal project. Class finishes with a production plan exercise.

Tuesday

One on One mentoring (1 hour session)

On Tuesday you've got a one-to-one with your supervisor where you discuss project development and technical challenges.

Guest session (2 hours lecture)

A visiting lecturer is giving a talk after class, multiple classes are invited.

Wednesday

3D assets workshop (4 hours)

Group session covering lighting setup within Cinema 4D and 3D modelling techniques such as form, UV unwrapping and asset coherence

Thursday

Animation studio (4 hour workshop)

Learn about image composition and colour theory applied to trailer development followed by an exercise practicing keyframe animation: timing and camera movement refinement.

Friday

Free creative time

Your own time to explore software, work on your assignments, review lesson notes or collaborate with students on other programmes.

[Check out third year Leo's collaboration with actor Ilja [here](#)→]

Saturday

Free creative time

Our campus is open on Saturday during the semester if you need to pick-up some equipment or make use of an editing suite.

Please note: programme timetables and content are subject to change.

What you'll learn

Course structure & learning outcomes

The Visual Effects, Video Game & Digital Arts programme unfolds over three years:

Year 1 focuses on the foundations: build a cross-disciplinary base in visual art & digital technologies while exploring animation, visual effects, game art and digital media workflows.

Year 2 expands your practice into interactive experiences, deepening your technical expertise as you design game systems, integrate multiple media and technologies, and develop your coding skills.

Year 3 culminates in creative independence: define your own direction through festival, industry and professional engagement, and build a major project and portfolio that showcase your artistic vision and technical excellence.

You can study this programme either as a full three-year BA degree or the first year only as a one-year HE Certificate.

Please note that the following curriculum is non-binding and subject to change.

Year 1 – HE Certificate

Throughout the year, you'll gain a professional and creative toolkit that will enable you to:

- Produced finished work across animation, VFX, game design and interactive digital art
- Demonstrate interdisciplinary production skills, an understanding of how the four disciplines connect and how skills transfer between them
- Build, texture and prepare 3D assets for use across game, animation and VFX pipelines
- Have worked to real briefs and real deadlines in each of the four studio rotations
- Develop critique literacy and the ability to iterate work in response to feedback
- Hold a multi-format exploratory portfolio as evidence of the year's output

Year 1 is structured around two core courses that run throughout the year and four production studio rotations. The 6-week long studio rotations provide scope to explore your own interests through briefs and studio practice while establishing a cross-disciplinary foundation. You'll develop your ability to see projects through to completion, including presenting and critiquing the outcomes.

Semester One		Semester Two	
SYNC1: Create (20 CATS) SYNC2: Craft (20 CATS) SYNC3: Explore (20 CATS)		SYNC4: Shape (20 CATS) SYNC5: Form (20 CATS) SYNC6: Locate (20 CATS)	
Project Development			
3D Assets			
Animation Studio	VFX & Film Studio	Game Environment Studio	Digital Art Studio
Image Composition	Digital Compositing	Environmental Storytelling	Computational Art
Life Drawing			

Please note our credit system. Our courses are validated in the UK, meaning we use CATS (Credit Accumulation Transfer System), rather than ECTS (European Credit Transfer and Accumulation System). Generally, the number is doubled: 20 CATS = 10 ECTS.

Core modules

Project Development

Learn how to conduct creative research, develop a visual idea and the iterative design process for digital media production. Through weekly sessions over the year, you'll develop original concepts through a research-based process, learn to refine ideas through experimentation and feedback, and build the professional presentation and critique skills that help you communicate your ideas with others both through a portfolio.

3D Assets

Build a foundation in 3D asset creation through modeling, texturing, and preparing assets for games, animation and interactive media. Learn polygon modeling, UV mapping, texturing, material creation and asset optimisation for real-time workflows. These workshops also develop your ability to analyse reference, maintain scale and produce well-constructed, visually coherent assets ready for integration into interactive environments, animated sequences or real-time media projects.

Studio rotations

Each studio runs for six weeks at seven hours per week and follows a workshop format rather than lectures. All four studios put diverse media forms and approaches in front of you and encourage experimentation and personal exploration.

Animation Studio

Explore the foundations of animation and motion design. Through visual principles such as image composition and colour theory, you'll build a stronger aesthetic awareness and cinematic thinking. Next you'll transition into 3D production using Cinema 4D, learning essential tools, scene construction, lighting and rendering. Explore keyframe animation to learn timing, motion control and camera movement, followed by an introduction to dynamics and rule-based systems for creating procedural and physics-driven motion.

This studio culminates in a 20–30 second trailer for local art and technology gallery DARK MATTER that combines visual design, controlled animation and simulated physics.

VFX & Film Studio

Explore the complete visual effects pipeline. You'll start at pre-production fundamentals like concept development, storyboarding and shot listing. Then work in production teams learning camera techniques, lighting setups and green screen workflows to capture footage optimized for visual effects integration. Finally, work in After Effects to composite your footage, applying keying, tracking, masking and colour correction to blend digital elements with live-action video.

This studio culminates in a short, news-style VFX piece that combines technical skill with creative storytelling.

Game Studio

Explore the foundations of game design and development, culminating in a playable and immersive game experience. You'll start by understanding games as interactive systems, analysing player experience, game genres and core design principles. Next, you'll build immersive game worlds using pre-made assets, focusing on environment design, spatial storytelling and atmosphere, before exploring interactive design through triggers and event systems and implementing basic game mechanics such as movement, objectives, scoring and simple challenges. Finally, structured playtesting, iteration and refinement teach you how to evaluate user experience and improve gameplay based on feedback.

By the end of this studio, you'll have a small but complete interactive game that demonstrates world-building, interactivity, core mechanics and thoughtful design iteration.

Digital Art Studio

Explore real-time digital art and interactive media using TouchDesigner. You'll start with node-based workflows and real-time systems, learning how visuals, sound and data can be connected to create generative media, and develop procedural visual environments through techniques such as compositing, animation and audiovisual integration. Next, you'll experiment with inputs such as sound, camera, sensors and user interaction, learning to create responsive systems and translate technical experimentation into intentional visual experiences. Finally, project refinement and presentation round out the workshop.

Finish this studio with a small-scale audiovisual or immersive outcome that demonstrates a foundational understanding of real-time media, generative systems and interactive design.

Life Drawing

Develop a fundamental understanding of observation, proportion, form, space, light, colour, and visual storytelling. Every three weeks, students focus on a different theme, combining short introductions with practical drawing sessions. Topics include life drawing fundamentals, perspective and space, the human figure, colour theory, and character design. The course connects observational drawing to character design and storytelling, encouraging students to reinterpret figures, experiment with proportions, and develop expressive visual ideas. Sessions may also include field trips.

Year Two – HE Diploma

The course content in your second year will focus on:

- Designing and developing interactive media experiences
- Integrating multiple media and technologies into a single creative pipeline
- Building coding skills to support creative and technical problem-solving
- Collaborative, project-based production work
- Prototyping, testing and refining interactive systems
- Delivering project outcomes within professional timelines and production requirements

The pace shifts from Year 1's foundational studio work to more collaborative, project-based learning. You'll design and build interactive experiences that bring together multiple media and technologies, applying your growing coding skills to solve production challenges. Projects will call on you to prototype, test and refine your systems, working effectively within a team and against professional production timelines. Instead of studio rotations, this year will move through six Hybrid Tracks, enabling you to simultaneously consider your projects from multiple perspectives. Across these tracks, you'll develop hybrid practices that integrate knowledge and skills from different disciplines. You'll present your interactive experiences and playful media projects in an end-of-year exhibition.

As you finish Year 2, you'll be functioning at the level of a junior production artist – someone who can move across creative and technical pipelines and deliver polished, increasingly sophisticated interactive work.

Semester One	Semester Two
BIND1: Develop (40 CATS) BIND2: Refine (20 CATS)	BIND3: Apply (40 CATS) BIND4: Venture (20 CATS)
Project Development	
3D Assets	
3D Game Design	Creative Coding and Interactive Media
2D Game Design	Immersive Space and Installation
Character Animation	Curation and Documentation

Just as in your first year, **Project Development** continues as a guiding thread, now shifting into team-based practice. You'll work in groups to develop original concepts through research, iterative design and peer critique, sharpening both your creative decision-making and your ability to present and defend your ideas.

3D Assets advances from fundamentals into high-resolution sculpting, procedural generation, modular asset design and preparing assets for complex game environments or hybrid media projects. These workshops put growing emphasis on real-time optimization so your work is ready to drop into game worlds, animated sequences or interactive installations. Tools including Substance Painter, ZBrush and FumeFX.

In **3D Game Design**, you'll build interactive worlds, environments, characters and gameplay experiences using Unreal Engine and Blueprint, learning about level design, environmental storytelling and responsive game systems without relying exclusively on traditional programming.

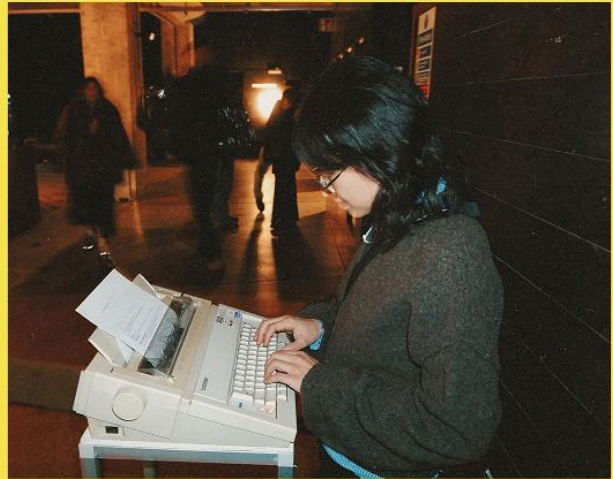
2D Game Design runs in parallel using Godot, focusing on visual storytelling, character design and interface and level design, encouraging you to experiment with different visual styles as you learn how simple systems and interactions can create genuinely engaging play.

Character Animation explores character as a form of visual storytelling. You'll develop silhouettes, expressions and personality through drawing and visual development, then bringing characters to life through the fundamentals of timing, weight, gesture and acting.

Creative Coding and Interactive Media teaches and combines TouchDesigner, Arduino and Python as tools for artistic expression, teaching you to connect digital content with physical environments, sensors, data and user interaction.

Immersive Space and Installation puts prototyping and playtesting at the centre of the process: you'll build early prototypes, invite others to test them, and use what you observe to refine interaction, spatial arrangement and visual feedback, culminating in a collaborative, exhibition-ready installation.

Curation and Documentation, led by a festival curator, turns a critical eye on how that work gets shown. You'll examine the history and politics of exhibition spaces, curatorial methodologies and practice the professional communication skills needed to present your work to curators, festivals and collaborators.



Year Three – Bachelors Degree

The course content in your third year will focus on:

- Defining your creative direction through festival, industry and professional engagement
- Undertaking a major project that reflects your vision and technical skills
- Refining your individual area of specialisation within VFX, games or interactive media
- Developing the professional skills needed to launch a career
- Building an industry-ready portfolio and refining your skills within production pipelines
- Collaborating effectively in multidisciplinary teams
- Preparing you fully for junior-level industry roles or independent creative practice

Finally, you'll work on a major project that integrates everything you've learnt. In **Year 3** you're in control, but with the mentorship and structure of a learning institution supporting you. **PUSH1**, **PUSH2** and **PUSH3** are the framing, production and public launch of your year-long **Major Project**. Here's your moment to define your own creative practice and lead it from proposal to public release. You'll pitch your ideas, works in progress and final outcomes to peers, supervisors and expert panels. The development, experimentation, execution and refining of your projects are made possible through sustained collaboration.

Your **Minor Project** will either take the form of a career-focused professional module or a dissertation — an 8,000-word piece of independent research and critical analysis. Workshop time shifts to consultation and one-on-one supervision, alongside **Master Classes** led by industry professionals. A year-long **Narrative** course and Self-Learning ethos rounds out your studies, strengthening your technical skills at your own pace alongside your studio work.

Year 3 of the programme will ramp you into the professional working world during the course itself, so that you leave with professional-level portfolio work, the ability to operate within production pipelines, and the confidence to move directly into junior-level industry roles or independent creative practice.

Semester One		Semester Two
PUSH1: Frame (20 CATS)	PUSH2: Invent (40 CATS)	PUSH3: Launch (20 CATS)
PUSH4: Process or PUSH5: Dissertation (40 CATS)		
Narrative Class		
Master Class (Industry support)		

Major Project

Your major project is a year-long undertaking that showcases your creative and professional identity. The following three stages provide a starting point, though the full picture depends entirely on your individual direction. Define, research, and pitch your ambitions, assemble your approach, and see it through to public release — all while sharpening your ability to reflect critically on your own practice.

PUSH1: Frame

Over 6–8 weeks of 4–6 hour workshops, you'll define, develop, research, critique and plan your major artistic work for the year, refining your ideas into a clear action plan for how you'll execute, manage and distribute the finished project. You'll pitch and present your ideas to peers, supervisors and expert panels, receiving critical feedback throughout.

PUSH2: Invent

PUSH2 is where you lead the production of your Major Project — developing, executing, adjusting, integrating and refining your work through collaboration and experimentation. Sessions across both semesters are largely consultation-based, combining group discussion with one-on-one supervision.

PUSH3: Launch

PUSH3 is what sets your major project apart from most final-year projects. You'll prepare your completed work for exhibition, performance, distribution or another form of public release, guided by mentorship and practical support as you launch your project into the public sphere.

Minor Project

PUSH4: Process (Option A)

Process builds the professional skills you'll need in the VFX, game and interactive media industries — networking, self-promotion, portfolio development, website building and professional communication. You'll also collaborate with music artists, clients and Film Production students to produce a tailor-made music video, before sessions shift to one-on-one consultation for the remainder of the module. This option is ideal if you want to test your skills directly against real-world professional demands.

PUSH5: Dissertation (Option B)

This module gives you the opportunity to undertake an extended piece of academic research. You will propose and develop an 8,000-word thesis on a subject you're passionate about, building the research, writing and critical analysis skills to formulate and communicate a sustained argument. This option is for those who want to dive deep into a topic and hone their academic voice.

Supporting Workshops

Master Classes

Sessions led by experienced industry professionals through lectures, demonstrations, case studies and discussions. You'll gain a deeper understanding of real-world workflows, emerging technologies, and career pathways as well as provide opportunities to engage with professionals, receive feedback, and connect academic learning with professional practice.

Narrative

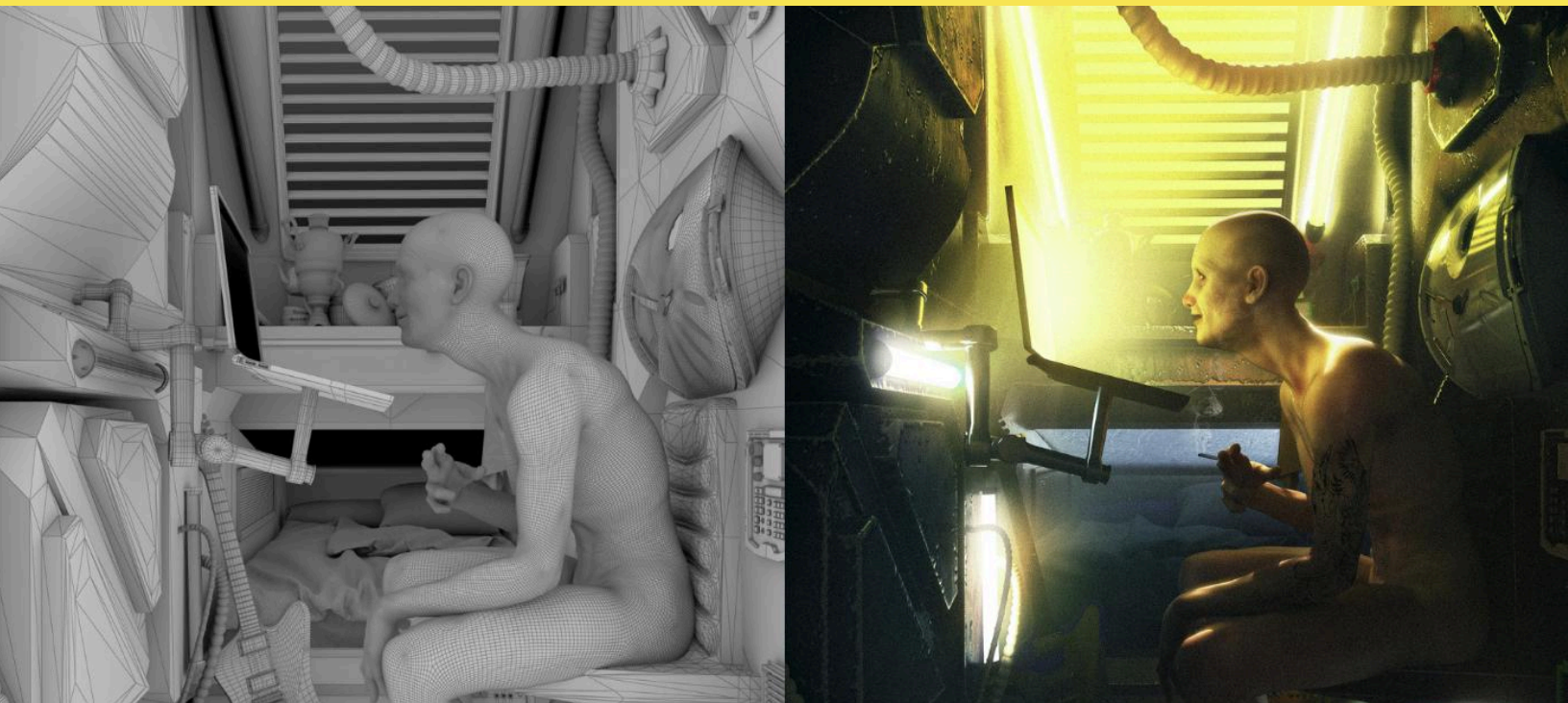
Refine your narrative and visual storytelling skills through exercises in character building, world building, narrative structure and visual expression. These workshops include Writer's Room settings, idea generation and collaborative story construction. You'll learn narrative structure, rhythm, editing, and visual storytelling through frameworks such as Freytag's Pyramid, character journeys, and metaphor. Students also explore titles, typography, and motion graphics as narrative tools.

Core skills for an industry-ready CV

By the time you graduate, you'll be confident working across the full VFX pipeline, including:

- Concept development and visual storytelling
- 3D modelling, texturing, rigging and animation
- Lighting and rendering with industry-standard tools
- Compositing and visual integration
- Motion graphics and simulation effects
- On-set VFX supervision
- Post-production workflows and delivery for multiple platforms
- Narrative and visual storytelling design
- Storyboarding, shot composition, and timing
- Video game environment design and asset integration
- Video game mechanic basics and Unreal Engine Blueprints
- Creative installations and interactive environments
- Generative and real-time audiovisual artwork
- Coding for visual arts (Touch designer, Arduino, Python programming)
- Concept development and experimental storytelling

You'll also graduate with a portfolio that showcases your technical range, creative vision and readiness to work in the global VFX industry.





How to Apply

Get to know us better

Virtual Open Days → Get a virtual overview of what we're all about, held over Zoom.

In-Person Open Day → Get a first-hand feel of our school and community.

Campus Tours → Come see our creative spaces at one of our regular tours.

Virtual Taster Workshops → Join a programme-specific info event or masterclass

Admissions Open Hours → Book your one-to-one application support on-demand.

Admissions Guidance

1. Course fees & payment plans
2. Early enrolment bonus
3. Funding opportunities
4. Application deadlines
5. Visa requirements
6. How to apply

1. Course fees & payment plans

We believe creative education should be accessible, transparent and free from hidden costs. Our tuition plans are flexible – you decide to pay monthly, per semester, annually or in full with discounts. Extended payment options let you spread costs beyond your programme.

2027-28 / Plan type	Standard fees	Early Enrolment Bonus €1,000/Year	Payment Plan Duration	Notes
By semester	€6,500	€6,000	3 years / 6 sem.	Annual enrolment fee €895
Annually	€12,610	€11,610	3 years	3% discount by paying each year upfront. Annual enrolment fee €895
Total tuition upfront	€35,880	€32,880	One-time	8% discount by paying total tuition upfront. Annual enrolment fee €895
12 instalments per year	€1,174	€1,090	3 years	Annual enrolment fee €895
Extended yearly	€10,335	€9,585	4 years	Payments continue 1 year after graduation. No enrolment fee for the fourth year.
Extended instalments	€926	€864	4 years	Payments continue 1 year after graduation. No enrolment fee for the fourth year.

Enrolment fee

This non-refundable fee of €895 per study year is due before the start of each academic year and secures your place. No enrolment fee is charged in the post-graduation year if you choose an Extended Payment Plan.

Extended payment plans

In addition to single or installment payment options, we offer Extended Payment Plans. This spreads tuition payments over an additional year, resulting in smaller monthly payments that continue for one year after graduation.

Enrolment confirmation & billing

- Enrolment fee: due within 14 days of receiving your offer.
- Billing cycle: tuition installments begin 1 July 2027 and are billed on the first of each month until your chosen plan ends.

2. Early enrolment bonus

Apply by our **early enrolment deadline** to secure your place, save €3,000 off your total BA tuition (€1,000 per study year).

- **Visa-required applicants:** apply by 26 February 2027
- **EU/visa-exempt or post-arrival applicants:** apply by 31 March 2027

Please note that to be eligible for the **early enrolment bonus**, you must pay the enrolment fee within the two week deadline as presented in your offer letter.

Apply before the new year for an extra goodie!

Whatever your applicant category, apply by 31 December 2026 to secure a guaranteed spot and a free hoodie when classes start, on top of your early enrolment bonus above.

3. Funding opportunities

As an accredited higher education provider, our students are eligible for a variety of national and international financial aid schemes. This includes the German state funding stream BAföG, which is open to citizens of Germany, EU countries and some non-EU citizens too.

Depending on which country you are a citizen of, this may also open up funding from other programmes supporting further-education.

Read more about the various funding opportunities on our website.

4. Application deadlines

Visa-required applicants

- Priority: 26 February 2027 (includes early enrolment bonus)
- General: 30 April 2027 (subject to processing time and availability)

EU/visa-exempt or post-arrival applicants

- Priority: 31 March 2027 (includes bonus & guaranteed spot on preferred course)
- General: 4 June 2027 (granted on a rolling basis)
- Late: until 31 August 2027 (subject to availability)

5. Visa requirements

- **Visa-required:** If you require a visa before entering Germany (e.g. citizens of India, Russia, Brazil, Mexico, China, Turkey), you must apply at a German embassy before arrival. After enrolment, we send you a guide which helps you through the visa application process. Visa processing can take 3–6 months, so early application is essential.
- **Post-arrival visa:** If you're from a country that allows visa-free entry (e.g. USA, Canada, Japan, South Korea), you can enter Germany without a visa and apply for your student residence permit after arrival. After enrolment, we send you a guide to help you secure an appointment.
- **Visa-exempt (EU/EEA/Switzerland):** If you're a citizen of the EU, EEA or Switzerland, you don't need a visa or residence permit to study in Germany.

6. How to apply

Our application process is straightforward – just follow these seven steps:

1. **Check deadlines** – especially if you need a visa to enter Germany or financial support.
2. **Check entry requirements** – including age, English language level and educational qualifications. You can [find these on the Admissions FAQ page](#) on our website.
3. **Prepare your work sample(s)** – When you're ready to apply, you'll need to upload your work to an online platform (such as Vimeo, Youtube, Behance, Google Drive, or a personal website) so that we can review it online.

We do not accept file download links. For each work, you'll also need to add a short description in the application form (telling us the inspiration behind it and how you made it).

For Visual Effects, Video Game & Digital Arts, we ask you to:

Show us your creative work. We welcome work in diverse media and are happy to view it in various formats. Here are some suggested guidelines:

- 2D images (e.g. photography, illustration, graphics, CGI, painting): 5-12 images
- Time-based work (e.g. video, animation, music): 3 minutes maximum. For longer or multiple works, create a showreel or let us know which sections you would like us to review.
- Online portfolio (e.g. if you already have a website): link to site
- 3D work (e.g. sculptures, installations): photo documentation of the work, 5-12 images

The above should not be viewed as a checklist. We don't expect applicants to have experience in every medium. The format of your portfolio doesn't have to be hi-tech. Former students have shared examples of their creative work with us via Instagram or blogging platforms (such as Wordpress or Tumblr).

4. **Submit your application** at catalyst-berlin.com/apply, including personal and educational details, a motivation statement, your work sample(s) and supporting documents such as transcripts or proof of language ability.
5. **Wait for our response** – we'll be in touch within around two weeks. Sometimes we'll ask for follow-up information or invite you for an interview. Keep an eye on your inbox.
6. **Confirm your place** – once you receive an offer letter, secure it by paying the enrolment fee within 14 days.
7. **Get ready for Berlin** – once your enrolment fee is paid, you're officially enrolled. Next you'll set up your payment plan, receive your welcome pack and access preparation materials for your studies. We recommend finding accommodation as soon as you're sure that you're studying with us, and arriving one month before your classes begin. The welcome pack has lots of information to help you find accommodation and get settled in Berlin.

Get in touch. We're here to help.

Reach out to our Admissions team by email at admissions@catalyst-berlin.com or book a call [here](#).