AN AGENT'S GUIDE TO SHORT COURSES

WELCOME TO ESCAPE STUDIOS

Escape Studios is one of the UK's leading animation, games, VFX, concept art and motion graphics schools based in London. We teach undergraduate and postgraduate degrees; plus a range of short courses which students can study over 14 or 21 weeks.

Our courses are designed and delivered with industry experts within a welcoming and close-knit community. Our world-class industry partners include **Industrial Light & Magic**, **Creative Assembly**, **Framestore**, **The Mill**, **DNEG**, **Milk VFX**, **State of Play**, **Blue Zoo**, **Atomhawk** and **MPC**.

We are an **Unreal Engine Academic Partner** and **Houdini Certified School**, ranked in the **top 5 creative schools** in the UK by the Rookies. We were founded in 2002 to bridge the gap between education and industry and over 5,000 students (dubbed 'Escapees') have trained with us.

Our Escapees have worked on award-winning TV series **Stranger Things**, **Obi-Wan-Kenobi**, Oscar and BAFTA nominated films such as **Avengers: Endgame**, **Wicked**, **Avatar: The Way of Water**, **The Batman**, **Paddington in Peru** and bestselling games like **Assasin's Creed**, **Uncharted 2** and **Forza Horizon**.

THE ROOKIES CERTIFIED SCHOOL

TIGA MEMBER

ATC Toon Boom Authorized Training Centre

Academic Partner 2025

ukie

HOUDINI CERTIFIED SCHOOL

ambassador education

Training Partner 2025

Whether you aspire to work in games, animation, VFX, motion graphics or one of the emerging sectors like entertainment design or immersive experiences, we have a course tailored to help you on your path to success.

PROFESSOR IAN PALMER
Principal of Escape Studios

STUDYING A SHORT COURSE

All our master's degrees can be studied as standalone 'short courses'. Students take the first two or three modules of a masters degree over 14 or 21 weeks. This gives them industry level training without the full commitment of studying a qualification. Classes are delivered at our campus in London.

Short courses are available in:

- 3D Animation
- Game Art
- Games Design
- VFX Production (14 weeks only)
- Concept Art and Experience Design
- Motion Graphics
- Character and Creature Creation
- Technical Art for Games and VFX
- Programming for Games and VFX
- UI/UX for Games and Interactive Media

START DATES

We have two intakes a year:

- September
- February

We advise international students to apply at least 3 months ahead of their chosen intake.

SHORT COURSE ENTRY REQUIREMENTS

We welcome and encourage applications from students with a variety of backgrounds, experiences and perspectives. No formal qualifications are required as our short courses are non-accredited and do not lead to an award/qualification. To study a short course, students must:

- Be over 18
- Be at Postgraduate Level
- Have a good understanding of written and spoken English (we recommend a B2 level)
- Feel comfortable using a computer

If you wish to discuss an applicant's situation, contact us.

TUITION FEES

- 14 weeks - London campus: £7,845*
- 21 weeks - London campus: £11,080*

We offer payment plan options for all courses, offering up to three payment instalments. Following an initial £500 deposit at registration stage, the chosen payment plan will break down the remaining fees into instalments to be paid before the end of the course.

We accept international students for our short courses, with no difference in course fees or administration costs. Depending on their nationality, they may need to apply for a Standard Visitor Visa or an Electronic Travel Authorisation prior to departure from their home country.

No scholarships are available on short courses.

**Valid as of May 2025*

AFTERCARE PACKAGE

Students who complete a short course (minimum 14 weeks in length) will have access to the Escape Studios Aftercare package – offering up to 12 months support to help them start their creative career.

Our Aftercare package includes:

- Top tips on crafting the perfect CV and cover letter
- 2 showreel clinics with an experienced tutor
- CV and cover letter guidance with our Aftercare Coordinator
- Access to the Escape Studios Alumni LinkedIn group which posts job opportunities
- An exhaustive list of global companies who specialise in VFX, animation and games
- Key advice on online resources

On completion of the course, they will automatically be enrolled into the Aftercare package, with help and advice as they search for their perfect career path.

OUR CAMPUS

We've designed our space as well as our whole ethos to mirror a real industry studio experience. You're more likely to hear us talking about our "studios" than our "campus"!

Students will learn industry-standard software from experienced tutors and be supported by our team of Studio Assistants. By the time they're an Escapee looking for professional roles, they'll be very familiar with a studio setup.

Our building is in the heart of the Greenwich Peninsula, in London's pedestrianised Design District. With amazing views of the Thames and Canary Wharf, we're a 3-minute walk from North Greenwich Tube Station, on the Jubilee Line. There's a vibrant student community in the area with restaurants, shops, bars and pop-ups close-by.

OUR FACILITIES INCLUDE

Studio classrooms
(With 12-40 seat capacity) featuring industry-standard software found in top studios

Student Services hub
An on-site helpdesk to assist you during your studies.

Industry hardware
Work on HP Z Workstations with Eizo ColorEdge monitors and Wacom Intuos drawing tablets.

Multi-faith prayer room
For personal reflection.

Stunning views
Views of London from our 10th and 11th floors, with the addition of our new 6th floor space!

Kitchen
With fridges, microwaves, and facilities for hot drinks, with free tea and coffee including milk alternatives.

Green screen
Access to green screen technology and camera equipment.

Breakout spaces
For collaboration or relaxation.

ACCOMODATION

Escape Studios is working with a range of accommodation providers across London. Check our webpage for more information.

We recommend students book as early as possible.

STUDY IN THE CAPITAL

OUR TUTORS

PROF. IAN PALMER
PRINCIPAL

Has a National Teaching Fellow with a doctorate in Computer Animation, has over 28 years of experience teaching subjects from programming to games design and developing industry-aligned courses.

SIMON FENTON
DEPUTY PRINCIPAL

Over 25 years in the games industry and 17 years of teaching experience, Simon has worked on major titles like **PlayStation Home** and **This is Football**, and developed custom courses for companies including **Rare** and the **BBC**.

LEE CALLER
ANIMATION

30 years' experience and is a **Maya**, **Adobe CC**, **Unity**, **UE4** and **Python** whizz.

OMAR ZOHDI
PROGRAMMING

Specialising in game development, he has worked with leading companies such as **Imagination Technologies**, **The Linux Foundation**, and **Unity**.

SIMONE BROWNE
TECHNICAL ART

20+ years' experience with expertise in **Houdini**, **Maya**, **3ds Max**, **Redshift**, **After Effects**, and **Unity**.

CHRISTIAN AVIGNI
GAME ART

10+ years teaching globally and worked at **Alpha Channel**. **Unreal Authorized Instructor.**

ILLARIA COLAVITO
VFX 3D

Specialises in tracking, asset creation, texturing and look development on TV & Film projects including **Fast X** and **Netflix's Kaos**.

GLYN FAIRWEATHER
GAMES DESIGN

20+ years' experience working at **Jagex**, **Space Ape Games**, **FASTLANE**, and Design Director at **Fundamentally Games**.

DANIEL SHUTT
VFX 3D

Over 25 years' experience working on projects for **Sega World**, **BBC**, **Discovery Channel**, **Channel 4** and **ITV**.

DANIEL AMOR
MOTION GRAPHICS

Escapee, who went on to work on projects like **She-Hulk**, **Black Panther: Wakanda Forever** and **The Marvels**.

AIDAN LONERGAN
CHARACTER AND CREATURE CREATION

Worked across VFX and Animation at **Rise Visual Effects**, **Factory 42** and **MPC**.

KLAUDIJA CERMAK
VFX COMPOSITING

30 years' experience at **MPC**, **The Mill**, **Framestore** and **DNEG**. Management Board at **Visual Effects Society** (VES) London.

REBECCA PERONE
2D ANIMATION

Credits include **Mog's Christmas** and the acclaimed TV series **Love Death and Robots**.

STEVE SOLE
CONCEPT ART

12 years' experience in 2D Series Art Direction at **Tiger Aspect**, **Sixteen South**, **Sherbet**, **Prime Focus**, and **Framestore**.

FOLLOW IN THE FOOTSTEPS OF OUR ESCAPEES

11

Escapees worked on
Wicked

Industry partners involved:
Framestore, Industrial Light & Magic, Outpost VFX, The Third Floor

26

Escapees worked on
The Mandalorian

Industry partners involved:
Industrial Light & Magic

5

Escapees worked on
Avatar: The Way of Water

Industry partners involved:
Framestore, The Third Floor, Cinesite

23

Escapees worked on
Guardians of the Galaxy: Volume 3

Industry partners involved:
Framestore, MPC, Rise Visual Effects, The Third Floor

20

Escapees worked on
Stranger Things

Industry partners involved:
Jellyfish Pictures

1

Escapees worked on
Barbie

Industry partners involved:
Framestore

20

Escapees worked on
Ant-Man and the Wasp: Quantumania

Industry partners involved:
Industrial Light & Magic, MPC, Cinesite

28

Escapees worked on
House of the Dragon

Industry partners involved:
NVIZ, Outpost VFX, The Third Floor

40

Escapees worked on
Thor: Love and Thunder

Industry partners involved:
Framestore, The Third Floor, Cinesite

47

Escapees worked on
Avengers: Endgame

Industry partners involved:
Framestore, DNEG, Cinesite

7

Escapees worked on
The Last of Us (season 1)

Industry partners involved:
DNEG, Rise Visual Effects

22

Escapees worked on
Fast X

Industry partners involved:
Industrial Light & Magic, DNEG, Outpost VFX, BlueBolt

28

Escapees worked on
Black Panther: Wakanda Forever

Industry partners involved:
Industrial Light & Magic, The Third Floor

9

Escapees worked on
The Lord of the Rings: The Rings of Power

Industry partners involved:
Industrial Light & Magic, DNEG, Outpost VFX

FOLLOW IN THE FOOTSTEPS OF OUR ESCAPEES

ELECTRONIC ARTS
Known for: The Sims
FIFA, Star Wars

XR GAMES
Known for: Zombieland VR:
Headshot Fever Reloaded

UBISOFT
Known for: Assassin's Creed, Star Wars Outlaws

CLIMAX STUDIOS
Known for: Returnal, Age of Empires IV

NDREAMS
Known for: Phantom: Covert Ops

PLAYGROUND GAMES
Known for: Forza Horizon 5, Fable

ROCKSTEADY STUDIOS
Known for: Batman: Arkham

ELECTRIC SQUARE
Known for: Assassin's Creed VR,
Need for Speed, Battlefield 2042

SUMO DIGITAL
Known for: Vampire The
Masquerade: Bloodlines 2

FRONTIER DEVELOPMENTS
Known for: Rollercoaster Tycoon
Disneyland Adventures

ROCKSTAR GAMES
Known for: Grand Theft Auto
Red Dead Redemption

REBELLION
Known for: Sniper Elite, Zombie Army

SUPERMASSIVE GAMES
Known for: Until Dawn

EPIC GAMES
Known for: Fortnite, Rocket League

INFORMATION FOR AGENTS

If you would like to discuss short courses or applicants' specific situations, please email Chloé Gorlei, Head of International (Partnerships & Student Recruitment), on

chloe.gorlei@escapestudios.com