

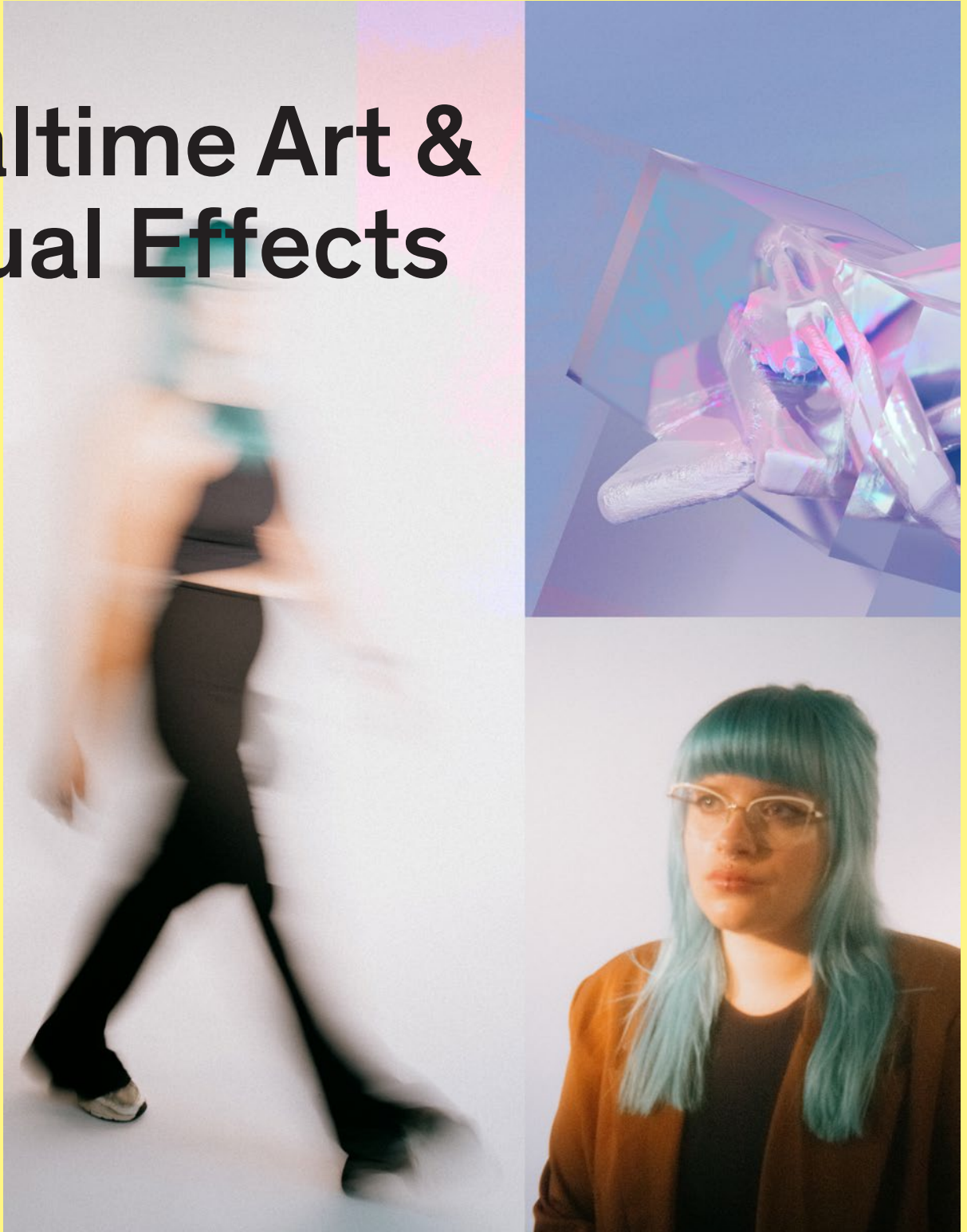
Master

full-time



FH Salzburg

Realtime Art & Visual Effects



Bright futures
in the making.

Study programme

The Master's in Realtime Art & Visual Effects invites you to explore how imagination and craft shape visual expression today. Film, games, and interactive media provide the foundation, while the spectrum extends to virtual production, mixed reality, exhibitions, and new modes of visual expression. Artistic vision takes the lead, supported by powerful digital tools that expand what is possible without imposing limits.

Interesting facts

Collaboration, creativity, and curiosity drive the work, guided by experienced mentors and supported by excellent facilities and staff.

The programme combines studio-based projects with a curriculum built on industry-proven practice. Students receive in-depth training in Houdini, Unreal Engine and related toolchains, taught by specialists who share the methods they use daily in professional production.

Core areas focus on realtime environments, procedural systems and effects, technical workflows and the integration of emerging techniques such as applied AI.

Each semester strengthens applied expertise through collaborative making, portfolio development and showreel production, culminating in a thesis that connects artistic vision directly to industry practice.



Good to know

Certified edge

As both an Unreal Academic Partner and Houdini Certified School, the programme holds a dual status rare in Europe, providing recognition and opportunities that open doors worldwide.



Job prospects and career path

Graduates of the programme are prepared for a wide spectrum of careers across the creative industries. They apply their expertise in both major productions and innovative independent projects. Typical job titles include:

- Realtime VFX Artist
- Environment Artist
- Virtual Production Specialist
- Procedural Artist
- AR/VR Developer
- Technical Artist
- Simulation Specialist
- Pipeline TD
- Look Development Artist
- Lighting Artist
- Immersive Media Designer
- Data Visualisation Specialist



More information about the programme

Manuel Thomasser
Head of Layout Europe, Pixomondo

»The VFX landscape is evolving rapidly with increasing content complexity. This programme equips students with the skills, procedural workflows, and realtime integration needed to meet that challenge. By combining procedural methods with advances in generative AI, students gain first-hand experience of how new techniques can accelerate and enrich the creative process.

I believe graduates of this programme will undoubtedly help shape the future of the industry.«



Study plan



Ranked number one in the Art Directors Club (ADC) ranking of creative universities

Module	Courses	Semester				
		1	2	3	4	
Theory and Research	Research & academics / IMPULSE METHOD FORM SUPPORT	2 (1)	2 (1)	2 (1)	2 (1)	
	Technical / MATH & SCRIPTING CODE & FORMAT	3 (2,5)	2 (2)			
	Artistic / CAMERA & COMPOSITION / LIGHT COLOR MOTION	2 (1,5)	2 (1,5)			
	Spatial / AESTHETICS & DESIGN			4 (2)		
Project Development	Project + assistance		6 (2)	6 (2)		
	Symposium / ETHICS & SUSTAINABILITY 1 (1)	1 (1)				
Personal & Social	Process / CONCEPT DECK & PITCH	3 (2)				
	Process / TIMELINE & RESOURCE		1 (0,5)			
	Process / COMMUNICATION & CONTROL			1 (0,5)		
	Process / POLISH & PRESENTATION				2 (1)	
	Industry / CONFERENCE	0,5 (1)	0,5 (1)	1 (1)		
	Industry / EMERGING TOPICS		1 (1,5)			
	Industry / PORTFOLIO COMPANY VISITS				2 (3,5)	
	Realtime / VFX 1 / Particles	2,5 (1,5)				
Realtime / ENVIRONMENT	4 (3)					
Workflow Proficiency	Realtime / VFX 2 / Destruction		1,5 (1)			
	Realtime / LIGHT		3 (2)			
	Realtime / MOTION		2 (2)			
	Realtime / RENDERING & COMPOSITING			3 (2)		
	Realtime / VIRTUAL & MIXED REALITIES			2 (1,5)		
	Procedural / WORKFLOW	4 (3)				
	Procedural / ENVIRONMENT		4 (3)			
	Procedural / ANIMATION / Character & Crowds			2 (2)		
	Procedural / VFX 3 / Fluids			2 (1,5)		
	Toolchain / 3D / Reconstructions	2 (1,5)				
	Toolchain / PERFORMANCE / Capture		1 (1,5)			
	Toolchain / PRODUCTION / Pipelines			2 (2)		
	Toolchain / RENDERING / XPU			1 (1)		
	Toolchain / AI / Prompt Engineering	2 (1,5)				
Toolchain / AI / Implementation		1 (1)				
Toolchain / AI / Experiments			1 (1)			
Electives ¹	Realtime Fundamentals					
	Digital Content Creation Fundamentals	4 (2)				
	Visual Scripting Fundamentals					
Master Thesis	Integrated Master's Thesis				20 (1)	
	Master Exam				4 (0)	
		ECTS (CHW)	30(21,5)	30(22)	30(19,5)	30(6,5)

The curriculum is presented as an overview and may vary in specifics.

ECTS: European Credit Transfer and Accumulation System

CHW: contact hours per week per semester

¹choose one elective from a wide range of subjects offered by the department

Lesson times

Monday to Friday, whole day

Semester abroad

Possible in the 4th semester

¹Elective courses

Students choose one elective subject in each of the first three semesters

Student projects

portfolio.fh-salzburg.ac.at



Detailed curriculum

Application & Admission

Josef Schinwald
Head of Degree Programme

»This master's programme is a launchpad into the creative industries. It represents the cutting edge of computer-generated content creation across all its facets, embracing the latest and most important tools. Graduates step into the industry as confident artists, prepared to bring ideas to life across diverse forms of visual expression, and ready to thrive on an international stage.«

Study places/year	20 full-time
Degree awarded	Master of Arts in Arts and Design (MA)
Length of study	4 Semester (120 ECTS)
Study location	Urstein Campus
Language of instruction	English
Tuition	Euro 363 + student union fee per semester
Prerequisites for admission	<ul style="list-style-type: none">· Relevant university degree (bachelor's or diploma degree) from a domestic or foreign institution of higher education <i>or</i>· Proof of ECTS in the core subjects required: 20 ECTS in digital content creation or software development· English Level B2
Application procedure	<ol style="list-style-type: none">1. Online application on our website: www.fh-salzburg.ac.at/online-application incl. submission of application documents: Curriculum vitae, study certificates and thesis, portfolio, letter of motivation2. Interview

Application deadlines and updates can be found at:
www.fh-salzburg.ac.at/rve-master

Urstein Campus



Go to Campus life



Contact

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