catalyst

2026

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.

Institute for Creative Arts and Technology

Funkhaus, Nalepastr. 18, 12459 Berlin
catalyst-berlin.com

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
Mode of study: Full time
Language of instruction: English
Awarding Institution: Plymouth Marjon University

catalyst / Institute for Creative Arts and Technology

PLYMOUTH MARJON UNIVERSITY

Overview

The Visual Effects, Video Game & Digital Arts BA is a practice-led degree for visual creators working at the intersection of film, games, animation and interactive digital art. You don't have to choose between these fields. The programme is built around the idea that the most interesting work happens when they collide.

Over three years, you develop as a 3D generalist and hybrid creator: someone who can move across visual effects production, character animation, game environment design and real-time digital art within a single production pipeline. You understand how the disciplines connect and when to draw on each one.

Most students arrive thinking they know what they want to focus on. Most of them change their mind, or end up combining things they didn't expect. That discovery is the point of this hands-on programme.

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

By the end of the course, 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
- 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

Learn in a space designed for creativity

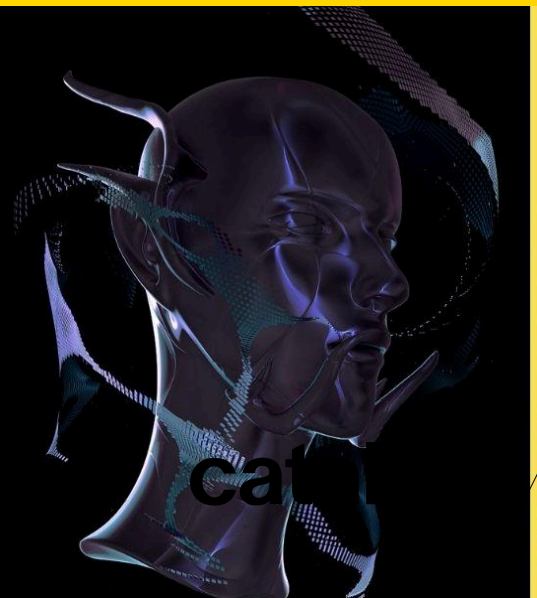
The programme sits within Catalyst's School of Film & Visual Media, alongside Film Production, Screenwriting and Documentary Photography. The school is part of a broader creative institution that also includes the School of Music & Sound, School of Acting and School of Creative Human Development.

All four schools share the same facilities: a 3,000m² creative campus built into an iconic GDR-era broadcasting complex on the River Spree. VFX students work in dedicated labs, green screen studios, a cinema, and industry-specification editing and compositing suites. Shared facilities include black box performance spaces, sound studios and communal production environments.

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. Cross-school collaboration is designed into the structure of your learning experience.

> **"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

Come see it for yourself. Join a tour, attend an open day or visit our campus during a live showcase. **[Click here to book a visit →]**



Visual effects and digital art in Berlin

Berlin is one of Europe's leading cities for visual effects and digital media production. Specialised studios including Rise, Karakter, Trixter, Lugundtrug and Celluloid VFX are all based here, contributing to major productions for global streamers and Hollywood studios. Work produced in Berlin includes sequences for Captain America, Game of Thrones and God of War: Ragnarök.

The city's digital arts scene extends beyond commercial production. CTM Festival, LAS Foundation and Dark Matter bring experimental music, moving image and interactive installation into sustained public conversation. Berlin's active mixed-media community treats interactivity and immersive experience as artistic territory, not technical novelty.

Berlinale, the Berlin International Film Festival, takes place each year across the city. Alongside the European Film Market and Berlinale Talents, it draws thousands of industry figures and represents one of the three most significant film events in Europe, alongside Cannes and Venice. As a Catalyst student, this activity unfolds around you as part of everyday life in Berlin.

“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

Learning by doing

How we teach

Every project at Catalyst is assessed through the work itself. There are no traditional exams. Progress is measured by what you make, how you develop it and how you respond to critique. From the first week to the final-year major project, you work with real tools on real briefs with defined outcomes.

Year 1 moves fast.
You rotate through four production studios, each running six weeks, each ending with a finished piece. You don't observe how animation, VFX, game design and interactive art work: you produce work in all four disciplines before the year is out. That breadth is deliberate. It gives you the basis to make informed decisions about where you want to go next.

Year 2 goes deeper.
Rather than advancing the disciplines separately, you merge them: game worlds built alongside character animation, real-time visual effects integrated with multimedia installation. The curriculum treats hybrid thinking as the expected mode of working, not an advanced option.

Year 3 is professional-level production.
You develop a major project from concept through to public presentation, operating within a defined production role under dedicated mentorship. By graduation, your portfolio reflects three years of finished work, not exercises.

Technology and critical thinking

The programme treats AI, real-time rendering and procedural generation as creative tools. You'll use AI-assisted workflows in multimedia production, work with real-time systems that respond to audiences and environments, and explore how algorithms can extend rather than replace artistic thinking.

What matters more than any specific tool is understanding the systems underneath them. The creative industries are changing quickly. The students best equipped to navigate that change are those who can evaluate a new technology on its creative merits and adapt accordingly. That capacity is built into the curriculum from Year 1.

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. They teach because they want to, and the difference shows in the quality of the feedback.

You'll be supported by a technical team who manage the production environments and keep the tools working. They are available during workshops to troubleshoot, set up motion capture and green screen workflows, and support student-organised productions, screenings and events.

One-to-one tutorials are a regular part of the programme. They give 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.

Our **technical team** is a key part of your day-to-day experience. They’re here to make sure production tools and environments never hold you back creatively. They’ll help you:

- Troubleshoot technical issues during workshops so class time stays productive
- Set up motion capture systems and green screen environments
- Test and refine workflows for production and post-production
- Plan and support student-organised shoots, screenings and events
- Service, upgrade and repair equipment across campus so you're always working with reliable tools
- Troubleshoot technical issues quickly so you can stay in flow

You’ll work across a variety of outputs, software and production methods – developing your own style while learning how to adapt to different creative challenges. Together, our tutors and technicians create a responsive, artist-centred environment that allows you to experiment, evolve and move forward with confidence.

A future-proof creative toolkit

Developing your creative practice means more than learning how to model, animate or composite effects. It's about building a set of creative life skills that stay with you, long after you've left the render farm or editing suite. Alongside hands-on experience, we'll help you develop the soft skills and mindset that help you grow sustainably as a visual storyteller. That includes self-direction, creative resilience, critical thinking and the ability to learn through iteration and reflection. These soft skills are some of the most valuable tools you'll gain while with us – transferable to any challenge or creative direction you decide to pursue.

Seismic technological shifts during this decade have redefined the visual effects and digital media industries. That's why our curriculum emphasises future-proof skills like self-motivation, problem-solving, collaboration and communication. This course doesn't just teach you how to create stunning visuals. It helps you shape your path, strengthen your identity as a creative professional and stay agile in a field that's constantly evolving.

Alongside your academic and creative development, Catalyst offers a range of support services to help you navigate challenges, build confidence and stay creatively focused:

- **One-to-one counselling and coaching** – confidential sessions with qualified professionals to support emotional wellbeing, anxiety, creative blocks, conflict resolution and life transitions
- **Flourishing Fortnights** – immersive two-week workshop series focused on topics like creative collaboration, healthy boundaries, communication and emotional self-awareness
- **Self-Development & Leadership Course** – an optional deep dive into how you perceive yourself, others and your creative role in the world
- **Practical wellbeing support** – help accessing medical resources, therapy referrals, diagnosis pathways and other essential life services
- **Everyday check-ins** – a wellbeing team that's visible, approachable and part of the day-to-day campus life

Your creative community

You'll study alongside an international cohort of visual artists, filmmakers, animators and game designers, as well as students from Catalyst's other schools. Catalyst draws students from over 70 countries. That diversity of background and perspective shapes the creative environment in ways that no curriculum alone can replicate.

Beyond the classroom, Catalyst's extracurricular programme keeps you connected to Berlin's wider creative scene. Guest Sessions bring visiting artists and industry professionals into the building. Collaborative showcases take student work into public settings including Signals Festival and MANIFEST:IO. You'll have opportunities to pitch and screen your work throughout the year, not only at graduation.

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.

Course structure & learning outcomes

The programme unfolds across three years. Please note that the curriculum below is indicative and subject to change.

Year	Award	Focus
Year 1	**HE Certificate**	Cross-disciplinary foundation: breadth across all four disciplines via studio rotations
Year 2	**HE Diploma**	Hybrid creation: intentionally merging disciplines into integrated production systems
Year 3	**BA (Hons)**	Professional studio production: major project under dedicated mentorship

Industry integration

The programme is designed in relation to the production workflows used at studios including Framestore, Ubisoft and Industrial Light & Magic. Industry integration is built into the structure of the three years, not offered as an add-on.

- Industry critiques: visiting practitioners review and respond to student work
- Guest Sessions: artists and technologists from the field come into the school throughout the year
- Portfolio Development Lab: structured support for building and presenting your graduate portfolio
- Public showcase: final-year work is presented to an audience that includes industry figures

Year 1 – Foundation (HE Certificate)

Year 1 is structured around two core courses that run throughout the year, and four production studio rotations, each six weeks long. The studios are production-based from the first session: you receive a brief, you make the work, you present and critique it.

<table>
<tr><td colspan="2">Semester A</td><td colspan="2">Semester B</td></tr>
<tr><td colspan="4">Project Development 2 hrs * 24 weeks</td></tr>
<tr><td colspan="4">3D Assets 3 hrs * 24 weeks</td></tr>
<tr><td>Animation Studio
7 hrs * 6 weeks</td><td>VFX Studio
7 hrs * 6 weeks</td><td>Video Game Studio
7 hrs * 6 weeks</td><td>Digital Art Studio
7 hrs * 6 weeks</td></tr>
</table>

Core modules

3D Assets
You develop the foundational skills for 3D production: polygon modelling, UV mapping, texturing, material creation and asset optimisation for real-time workflows. By the end of the year you are producing well-constructed, visually coherent 3D assets ready for integration into game environments, animated sequences or interactive media projects.

Project Development
Creative research, visual development and iterative design practice. You develop original concepts through a research-based process, learn to refine ideas through experimentation and feedback, and build the professional presentation skills and critique culture that carry through the full three years.

Studio rotations
Each studio runs for six weeks at seven hours per week. All four produce finished, assessable work.

1. // Animation Studio: From Composition to 3D Dynamics
This workshop introduces students to the foundations of animation and motion design, culminating in the creation of a 20–30 second trailer for a *Dark Matter Exhibition.*

The course begins with core visual principles, including image composition and color theory, to build strong aesthetic awareness and cinematic thinking. Students then transition into 3D production using Cinema 4D, learning essential tools, scene construction, lighting, and rendering.

In the second half of the workshop, students explore keyframe animation to understand timing, motion control, and camera movement, followed by an introduction to dynamics and rule-based animation systems to create procedural and physics-driven motion.

By the end of the workshop, students will have developed both conceptual and technical skills, resulting in a fully produced short trailer that integrates visual design, controlled animation, and dynamic simulation.

2. // VFX Film Studio: From Pre-Production to Compositing
This workshop introduces students to the complete visual effects pipeline, culminating in the production of a short VFX Breaking News video. The course begins with pre-production fundamentals, including concept development, storyboarding, and shot listing, teaching students how to design VFX shots with clarity and intention.

Students then move into production, learning essential camera techniques, lighting setups, and green screen workflows to capture footage optimized for visual effects integration. In the final phase, students work in After Effects to composite their footage, applying keying, tracking, masking, and color correction to seamlessly blend digital elements with live-action video.

By the end of the workshop, students will understand the full VFX workflow—from planning and shooting to compositing—and will complete a short, news-style VFX piece that demonstrates both technical skills and creative storytelling.

3. // Game Studio: From World Building to Playtesting
This workshop introduces students to the foundations of game design and development, culminating in the creation of a playable immersive game experience. The course begins with understanding games as interactive systems—analyzing player experience, game genres, and core design principles.

Students then learn to build immersive game worlds using pre-made assets, focusing on environment design, spatial storytelling, and atmosphere. In the next phase, students explore interactive design through triggers and event systems, followed by implementing basic game mechanics such as movement, objectives, scoring, and simple challenges.

The workshop concludes with structured playtesting, iteration, and refinement, teaching students how to evaluate user experience and improve gameplay based on feedback.

By the end of the program, students will have developed a small but complete interactive game that demonstrates world-building, interactivity, core mechanics, and thoughtful design iteration.

4. // Digital Art Studio: From Real-Time Systems to Interactive Media Design
Working in TouchDesigner, you develop an interactive audiovisual installation or performance piece. The studio introduces real-time systems and node-based workflows, generative visual environments, procedural techniques, and interactive design using audio, camera and user inputs.

Year 1 learning outcomes

By the end of Year 1, you will:

- Have produced finished work across all four disciplines: animation, VFX, game design and interactive digital art
- Build, texture and prepare 3D assets for use across game, animation and VFX pipelines
- Demonstrate understanding of how the disciplines connect and how skills transfer between them
- Have worked to real briefs and real deadlines in each studio rotation
- 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 Two – Hybrid Creation (HE Diploma)

Year 2 advances the work of Year 1 through four structured hybrid tracks, each designed to merge two or more disciplines into integrated production systems. You are no longer advancing each discipline separately: you are learning to operate across them simultaneously.

The two core courses continue in extended form. Project Development becomes a team-based practice. 3D Assets progresses to advanced modelling, procedural asset creation and environment-ready integration using tools including Substance Painter, ZBrush and FumeFX.

Semester A	Semester B
Project Development 2 hrs * 24 weeks	
3D Assets 3 hrs * 24 weeks	
Game World Building 3.5 hrs * 12 weeks	Multimedia Installation 3.5 hrs * 12 weeks
Character Animation 3.5 hrs * 12 weeks	Real-Time Visual Effects 3.5 hrs * 12 weeks

Core modules

3D Assets
Building on the first-year foundation, the second-year course focuses on advanced modeling, procedural asset creation, and environment-ready integration. Students explore high-resolution sculpting, advanced texturing workflows, modular asset design, and procedural generation techniques, preparing assets for complex game environments or hybrid media projects.

The course emphasizes real-time optimization, pipeline integration, and interactive usability, ensuring assets can be efficiently implemented into game worlds, animated sequences, or interactive installations. Students also practice collaborative workflows, working within team-based projects that combine characters, environments, and visual effects.

By the end of the second year, students are capable of producing high-quality, production-ready 3D assets that function seamlessly within complex interactive or cinematic systems, demonstrating both technical proficiency and creative problem-solving.

Project Development
Similar to the first year, this course focuses on creative research, visual development, and iterative design processes for digital media production. Students will work in teams to develop original concepts through research-based creative practice, learning how to refine ideas through experimentation, peer feedback, and production testing.

The course also emphasizes professional presentation skills and critique culture, helping students effectively communicate creative ideas while collaborating in team-based production environments and developing portfolio-ready work.

Major Tracks (Year 2)

Each course runs for 12 weeks (3.5 hours per week) and is fully project-based, emphasizing hands-on creation over traditional lectures.

1. // Game World Building
This second-year intermediate-to-advanced course (12 weeks, 3.5 hours per week) builds on first-year game studio fundamentals and focuses on sophisticated game environment design, deepening both visual and interactive skills for professional-quality game worlds.

The program begins by expanding students' world-building capabilities, emphasizing complex level design, modular environment systems, dynamic lighting, atmospheric effects, and realistic materials. Students learn to craft visually rich, believable, and immersive worlds that enhance player experience.

Next, the course advances interactive environment systems, teaching advanced triggers, environmental storytelling, procedural elements, and reactive gameplay mechanics. Students explore how environmental design interacts with player behavior, integrating dynamic events, physics-based interactions, and responsive AI-driven elements.

The course also emphasizes optimization and workflow for production, including asset management, performance considerations, and pipeline integration with animation and VFX.

Students are encouraged to combine advanced environments with character animation or cinematic sequences for hybrid projects.

By the end of the program, students will be able to produce a polished, interactive, and immersive game environment that demonstrates advanced visual design, sophisticated interactivity, and readiness for integration into larger hybrid game or narrative projects.

2. // Character Animation
In parallel with the Game World Building module, the Character Animation module trains students to create, rig, and animate game-ready characters. Advanced body mechanics, creature animation, acting for animation, hair and cloth simulation, and performance capture are all applied directly to interactive game characters. Students learn to integrate these characters seamlessly into dynamic, interactive environments.

The course expands beyond basic animation mechanics to focus on performance-driven character storytelling within modern digital production pipelines. Students explore how characters function as emotional and narrative agents inside games, cinematic experiences, and interactive media systems.

The course begins with advanced body mechanics and performance physics. Students refine weight distribution, momentum, balance, and force-driven motion to create believable character movement. Training includes complex motion such as locomotion variations, combat movement, and expressive physical performance. Students work with professional 3D workflows, including advanced rig control systems, character setup, and animation pipeline optimization for real-time engines.

The next phase focuses on acting for animation and emotional performance design. Students study performance analysis techniques, translating live-action reference footage into expressive animated performances. Emphasis is placed on subtle facial performance, micro-expressions, timing variation, and cinematic staging to support narrative storytelling.

3. // Multimedia Installation
This course explores the design and production of real-time interactive media systems for contemporary digital art and immersive experiences.

Students will learn to design and develop real-time interactive systems using modern creative technologies. The course introduces projection mapping techniques, allowing students to transform physical spaces into dynamic visual environments through spatially aware media design.

Students will also explore AI-assisted art production methods, learning how artificial intelligence can function as a creative tool for generating, enhancing, and transforming visual content. Through experimental workflows, students will investigate the relationship between human creativity and machine-assisted design processes.

The course further introduces immersive media environments, focusing on the creation of experiential digital spaces that respond to user interaction, environmental data, and real-time visual simulation.

Students will work collaboratively to develop an exhibition-ready interactive installation as the final team project. This project requires students to integrate real-time graphics, spatial media design, and interactive systems into a cohesive artistic experience suitable for public exhibition environments.

4. // Real-Time Visual Effects
This advanced course explores the design and production of real-time visual effects for interactive and immersive media experiences. Students develop expertise in advanced simulations, procedural FX, destruction systems, and high-end compositing, learning how to integrate these techniques into dynamic real-time environments.

The program also introduces matte painting and environment extension, enabling students to create expansive, visually rich worlds that seamlessly blend practical and digital elements. Emphasis is placed on real-time workflows, ensuring that visual effects can respond dynamically to user interaction, environmental data, or performance-driven input.

Throughout the course, students apply these skills in team-based projects, producing immersive experiences or interactive installations where procedural FX, simulations, and compositing are fully integrated into real-time systems. By the end of the program, students will be able to deliver exhibition-ready interactive visuals that combine technical sophistication with creative expression.

By the end of Year 2, you will:

- Manage a project as a visual effects supervisor, including creative and technical planning across a full production cycle
- Work with the world of motion: fluids, particles, smoke FX, motion capture and camera projection
- Design and develop interactive game environments with advanced lighting, atmosphere and responsive mechanics
- Create performance-driven character animation integrated into real-time pipelines
- Work across physical and digital environments: live cinema, real-time rendering, multi-camera setups, projection mapping, live streaming, generative visuals, coding languages and shaders
- Produce real-time interactive media systems including projection mapping, AI-assisted workflows and augmented and virtual reality
- Deliver an exhibition-ready interactive installation as part of a collaborative team
- Apply industry-standard formatting and rendering practices
- Explore roles and specialisations within a team production structure
- Deepen your understanding of storytelling, visual narrative and digital art languages
- Develop a critical framework for evaluating emerging technologies and adapting your practice as the field evolves

Year Three - Professional Production (BA Hons)

In the third-year program, students consolidate their skills through either a large-scale hybrid project or focused specialization, guided by a dedicated mentor.

Students who choose the hybrid project integrate multiple disciplines—game environments, character animation, real-time media, VFX, and interactive installation—into a cohesive, ambitious final work that demonstrates cross-disciplinary fluency and technical mastery.

Alternatively, students may elect to focus on a specific craftsmanship, such as procedural FX, cinematic animation, advanced environment design, or interactive media systems. In this pathway, each student joins a mentor's studio, working closely under expert guidance to deepen expertise in their chosen specialization.

By the end of the program, students will produce a professional-level project or body of work that reflects both conceptual maturity and technical sophistication, preparing them for careers in hybrid media, interactive experiences, or specialized digital art practice.

<table>
<tr><th colspan="2">Semester A</th><th>Semester B</th></tr>
<tr><td colspan="3">Major Project (Mentor guided)</td></tr>
<tr><td>PUSH1</td><td>PUSH2</td><td>PUSH3</td></tr>
<tr><td colspan="3">PUSH4 (Process) or PUSH5 (Dissertation)</td></tr>
<tr><td colspan="3">Narrative Class</td></tr>
<tr><td colspan="3">Master Class (Industry support)</td></tr>
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Semester 1: Pre-production
Concept development, research and development, style frames, technical tests, pipeline planning and production scheduling. Each student takes one of the following production roles:

- Director
- Art Director
- Technical Director
- Lead Artist
- Production Manager

Semester 2: Full production
Weekly reviews, peer and faculty critique, milestone evaluations and a public showcase. The semester structure mirrors the daily rhythms of a working studio.

Final deliverables by specialisation:

Specialisation	Final deliverable
VFX	3–5 minute cinematic sequence
Animation	Fully produced animated short film
Game design	Complete playable experience suitable for distribution
Digital media	Publicly exhibited interactive installation

By the end of Year 3, you will:

- Develop, research and refine a major artistic project from concept through to finished, professional-level output
- Pitch and propose creative concepts to peers and industry practitioners, and navigate the distribution process within the VFX industry
- Work within a defined production role under dedicated mentorship, contributing to a team with shared deadlines and standards
- Pursue your chosen specialisation with depth and focus
- Collaborate across disciplines with peers from VFX, animation, game design and interactive media
- Develop your understanding of narrative structure and the place of storytelling within visual culture
- Present your completed work at a public showcase

A Typical Week: Year 1, Semester A, Week 5

The following is an example week drawn from a previous first year. It is not a timetable or guarantee of content.

Project Development workshop

- Review of previous week's work, feedback and project check-ins
- Brainstorming session: developing the main idea and building a production plan
- Organisational support for upcoming deadlines

3D Assets workshop

- Lighting setup within Cinema 4D
- 3D modelling techniques: form, UV unwrapping and asset coherence

Animation Studio (Week 5 of 6)

- Image composition and colour theory applied to trailer development
- Keyframe animation: timing and camera movement refinement
- Feedback session and iteration before final output

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 educational programmes.
Campus Tours → Come see our facilities and 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 – save €3,000 off total tuition**
3. **Funding opportunities**
4. **Application deadlines & Visa requirements**
5. **How to apply**
6. **Contact us**

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.

Plan type	Standard fees	With Early Enrolment Bonus	Payment Plan Duration	Notes
Per semester	€6,028	€5,528	3 years / 6 sem.	Annual enrolment fee €895
Annually	€11,693	€10,693	3 years	3% discount by paying each year upfront. Annual enrolment fee €895
Total tuition upfront	€33,272	€30,272	One-time	8% discount by paying total tuition upfront. Annual enrolment fee €895
12 instalments per year	€1,088	€1,005	3 years	Annual enrolment fee €895
Extended yearly	€9,541	€8,791	4 years	Payments continue 1 year after graduation. No enrolment fee for the fourth year.
Extended instalments	€858	€795	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 2026** and are billed on the first of each month until your chosen plan ends.

2. Early enrolment bonus

Apply by our **priority deadline** to secure your place, save €3,000 off your total tuition (€1,000 per study year) and access visa support sooner.

- **Visa-required applicants**: apply by 28 February 2026
- **EU/visa-exempt or post-arrival applicants**: apply by 31 March 2026

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: 28 February 2026 (includes bonus & visa support)
- General: 30 April 2026 (subject to processing time and availability)

EU/visa-exempt or post-arrival applicants

- Priority: 31 March 2026 (includes bonus & guaranteed spot on preferred course)
- General: 5 June 2026 (granted on a rolling bassi)
- Late: until 28 August 2026 (subject to availability)

Visa requirements

- **Visa-required**: If you require a visa before entering Germany (e.g. citizens of India, Brazil, Mexico, China, Turkey), you must apply at a German embassy before arrival. Our Visa Support Service (included in the enrolment fee) supports you with paperwork, appointments and timelines. 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.
- **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.

5. How to apply

Our application process is straightforward – just follow these steps:

1. **Check deadlines** – especially if you need a visa to enter Germany or financial support.
2. **Prepare your portfolio** – requirements vary by course, check our “How to apply” page.
3. **Submit your application** at catalyst-berlin.com/apply, including personal and educational details, a motivation statement, your portfolio and supporting documents such as transcripts or proof of language ability.
4. **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.
5. **Confirm your place** – once you receive an offer letter, secure it by paying the enrollment fee within 14 days.
6. **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 package 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.

Contact & resources

Reach out to our Admissions team by email at **admissions@catalyst-berlin.com** or book a call here.