



**ICONIC**



Montpellier  
Méditerranée  
Métropole



ACT  
CREAT **ION**

Video Games / Animation / Cinema & Audiovisual / Sound & Audio

2024 EDITION

★ Montpellier Méditerranée Métropole –  
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# forward

**Cultural and Creative Industries, CCI, are one of the Montpellier area's pillars of attractiveness. They are distinguished by their considerable expertise in the animated image sector.**

Companies, schools, and associations continually undertake ambitious projects with an open and constructive spirit, shaping a creative, talented, and flourishing ecosystem that challenges our imaginations and offers significant growth and career opportunities.

With its entrepreneurial diversity and the excellent reputation of available training programs, the Montpellier Métropole area is a vital territory for CCI, where interaction is real, cooperation constructive, and ambitions shared.

This was further confirmed by the results of applications to the various France 2030 programs: with eight "La Grande Fabrique de l'Image" award-winners, two "Compétences et Métiers d'Avenir" award-winners, and a growing project to build a territorial CCI cluster, Montpellier is the leading French metropolis outside Paris for CCI.

Last but not least, because our CCI industry is made up of men and women who are passionate about their work and involved in an ecosystem that is constantly innovating and tirelessly creative, we are no doubt heading towards some amazing adventures... you are invited to join us!



MICHAËL DELAFOSSE,  
Mayor of Montpellier  
President of Montpellier Méditerranée Métropole

# Contents

04

..... Why Montpellier?

16

..... These stars are shining under the Montpellier Sun

18

..... Animation

32

..... VFX

40

..... Audiovisual and cinema

48

..... Video games

62

..... Sound and audio

68

..... A full range of training programs

78

..... Associations



# Why choose Montpellier?

**Without boundaries and exposed to strong international competition and fluctuating demand, the Cultural and Creative Industries sector remains one of the main economic drivers in France.**



The development of the CCI sector is often linked to the introduction of strong financial incentives in individual countries. In France, the industry's growth also depends on the technical and artistic expertise of professionals and their widely recognized creativity.

Financial support measures have been introduced at a national level to support both French and international productions. In Montpellier, these programs are enhanced by specific financial and operational tools.

As a result, numerous CCI-related projects emerge continually throughout the area, which is taking action based on four strategic fronts to structure the industry, support project leaders, welcome new players, and promote the ecosystem.



Why Montpellier?

# CITÉ CRÉATIVE



The Museum

The Cité Créative initiative represents a commitment by the city of Montpellier and Montpellier Métropole to provide a home for the Cultural and Creative Industries.

The goal is to provide CCI stakeholders with a framework and an ecosystem that fosters their creativity.

After Halle Tropisme opened in early 2019, followed by the Creative Campus in October 2020, Cité Créative gained even more momentum in 2023 with the arrival of the studio Mathematic in the Annexe building in April.

The Cité Créative's "Museum" building has been available since the fall of 2023. This office center comprises the 700 m<sup>2</sup> of the original building and a more modern extension to provide more than 2,150 m<sup>2</sup> of space dedicated to CCI players. Private offices and shared spaces provide a working environment for studios that want to be at the heart of Montpellier's CCI scene.

The "Museum" is a premium offering that respects the privacy conditions and connectivity requirements of industry professionals.







Museum annex

Located near Montpellier's city center and soon to be connected by tramway line 5 (by 2025), Cité Créative will ultimately feature a range of property solutions adapted to CCI players, regardless of their level of development. The space will therefore reinforce its position as the central hub for Montpellier's Cultural and Creative Industries. This is precisely what the city of Montpellier and Montpellier Métropole intended when they designed the project.



Workshops

Why Montpellier?

# CREATIVE INDUSTRY EVENTS



ICONIC is an annual CCI event (originally called "MICC") created in 2018 by Montpellier Métropole, giving everyone an opportunity to meet, interact, co-create, learn, and obtain information. In other words, its role is to shine the spotlight on the many great talents present in the area!

After its first two editions in 2018 and 2019, ICONIC took a break due to the health crisis, like many other events. ICONIC came back in full force in December 2022 and 2023, continuing its mission to raise public awareness about the Cultural and Creative Industries sector and provide exposure for local Montpellier expertise.



ICONIC features a series of key events dedicated to professionals to inform, challenge, co-construct, and also highlight various aspects of the CCI world. The stakes are high, as we need to support the development of CCI players, showcase the vitality of Montpellier's ecosystem, and firmly establish the region as a major CCI hub. Local and national industry news is worth highlighting!





**You can always keep up with the latest CCI news on [iconic.montpellier3m.fr](http://iconic.montpellier3m.fr)**

In parallel with the ICONIC event, Montpellier will host several other CCI-related events, including the Cinémed Mediterranean Film Festival, Tropisme festival, Rencontres du Cinéma d'Animation, monthly meetings with professionals, and more.



Why Montpellier?

# MONTPELLIER GAME LAB



A unique assistance program, Montpellier Game Lab was created in 2021 by Montpellier BIC and the Push Start association to boost the growth of young video game studios in the Montpellier Métropole area.

Over a six-month period, Montpellier BIC teams share all their expertise in incubation, innovation and, more generally, in helping young studios become innovative companies. At the same time, Push Start provides them with its in-depth knowledge about the video game ecosystem, notably with respect to project set-up and the creation process, production, methodology, financing, and marketing.

The first three sessions provided support for about fifteen video game studios at very different stages of maturity.



Why Montpellier?

# CREATIVE AID FUND

In 2022, Montpellier Métropole launched a creative aid fund of 720,000 € to support players in the CCI industry.

The fund has several objectives: to promote the diversity of locally-produced works, including those involving national or international co-productions; to support the image industry by enabling players to establish a long-term foothold and encouraging the creation of skilled jobs; to support emerging initiatives led by new talent and recent graduates from the area.

The Montpellier creative aid fund covers the fields of animation, fiction, video games, immersive experiences, and documentaries. It provides support for projects in the development and/or production phase.



Why Montpellier?

# Montpellier Creative Industry overview...



**+12 %**

more new companies  
established with  
respect to 2021



**+ about  
40**

training programs



**≈ 350** M€

revenue



Animation / VFX  
Video games  
Audiovisual / cinema

**3** booming sectors

**931**

establishments

**3,300**

full-time equivalent  
jobs



**+600**

professionals involved in  
Montpellier and Sète on three  
daily series

**720** K€

creative fund  
by Montpellier  
Méditerranée  
Métropole

**> 1,500**

days of filming in the  
area (all formats),  
on location and in studios

Why Montpellier?

# Montpellier CCI in action...



## **STRUCTURE**

### **FOSTER THE EMERGENCE OF A TERRITORIAL CCI CLUSTER**

by ensuring strategic coordination  
for the sector and MMM exposure  
internationally

## **ASSIST**

### **BUILD AN INCUBATION AND SUPPORT OFFERING**

that includes facilities, administrative  
assistance, and serves as a relay to  
financial backers and partners

## **WELCOME**

### **DEFINE A COMPLETE AND VARIED REAL ESTATE OFFERING**

to accompany the growth of  
local players and encourage new  
players to relocate to the area

## **PROMOTE**

### **MAKE MONTPELLIER MÉDITERRANÉE MÉTROPOLE A FLAGSHIP TERRITORY FOR THE CCI SECTOR**

by promoting public and private  
initiatives and organizing events  
that bring people together

**These stars  
are shining...**

**The Montpellier  
Métropole area is a  
haven for creative  
industries.  
It's no secret why so  
many French and  
international studios  
keep choosing to  
settle here.**



Companies and studios of all sizes are drawn to the region by its vibrant ecosystem, which includes video games, animation, and a broad range of audiovisual activities from film and television production to audio, sound, and podcasts.

In addition, there is a dense network of training schools specializing in video games, animation, and special effects, and whose high-quality teaching meets the needs of companies located in the area, as well as the world's largest studios, which come to Montpellier to recruit their new talent.

This multifaceted ecosystem is expanding rapidly and now represents over 3,300 full-time jobs. Around a third of its players export their solutions, creations, and services internationally.

This drive has helped make Montpellier a stronghold for the Creative and Cultural Industries. Many local companies and studios have produced award-winning works. Here's a look at our fast-growing ecosystem.

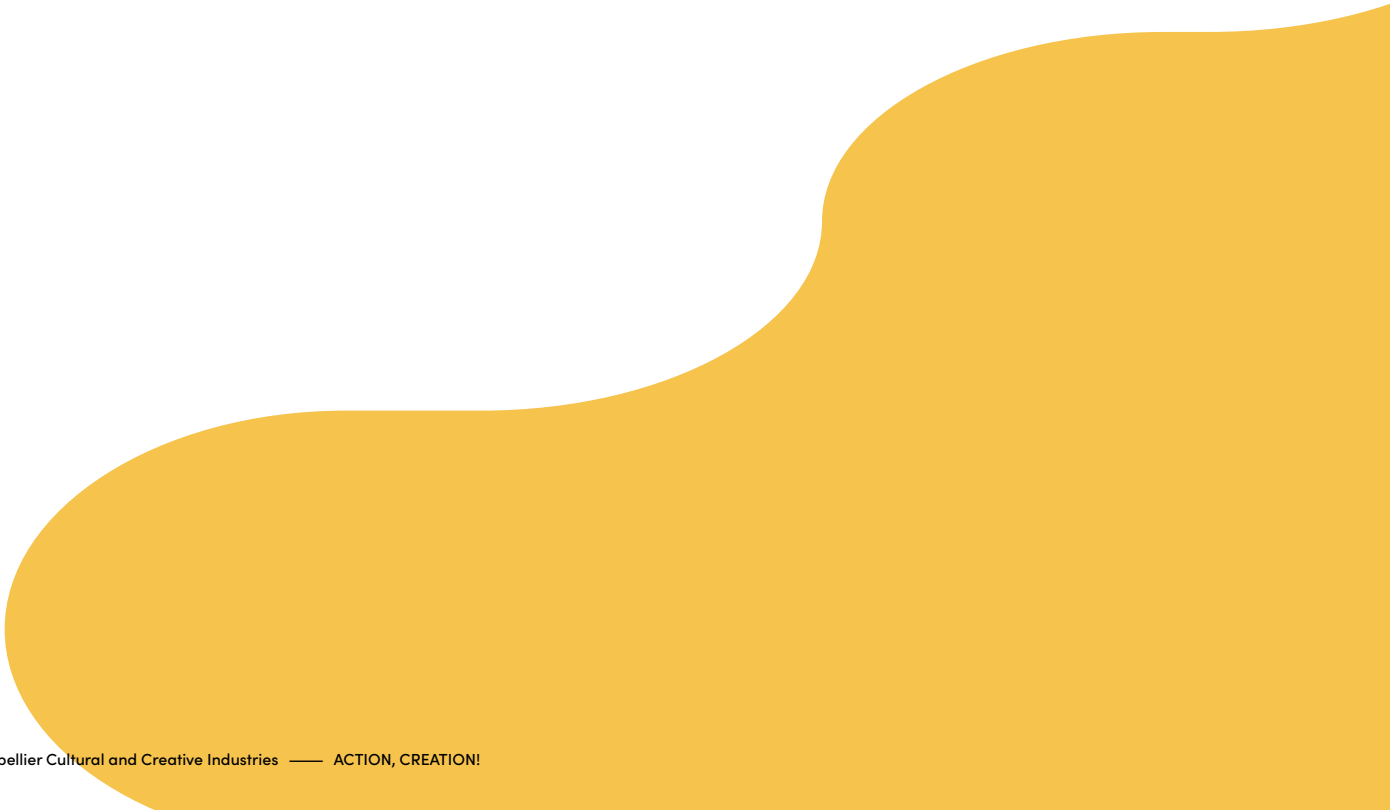
**DISCOVER THE MONTPELLIER TOUCH!**

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**... under the  
Montpellier sun!**



# 100%



# Success stories in animation

**The Montpellier Métropole area has become a major location for 2D/3D animation and special effects/VFX. Regardless of their origin, studios know its advantages.**



*“Until recently, everything in animation was highly centralized in Paris. We chose to set up in Montpellier because it is a dynamic area with a fantastic living environment, where the animation sector is growing rapidly,”* says Théophile Dufresne, CEO of Illogic Studios.

Further demonstrating the attractiveness of the Montpellier area’s ecosystem, the studio’s arrival was followed by Fortiche Production (which created its subsidiary Fortiche Animation in Montpellier), Karlab, and Supamonks, other Parisian studios that created branches in Montpellier since 2021.

This is the result of general momentum fueled by all local studios, from Dwarf Animation Studio, The Beast Makers, Do The Film to Nobody Studio and Les Fées Spéciales. They each demonstrate stimulating creativity and are involved in local, national, and international projects, from short films to feature films and series, both as service providers and in production.

Here are some examples of studios that are thriving in our territory.

## **MONTPELLIER’S VIRTUOUS CIRCLE.**



## Success stories in animation

# DWARF

**Founded in 2010 by Olivier Pinol, formerly at Dreamworks (Madagascar and Shrek) and Weta Digital (Avatar), Dwarf Animation has been creating productions for leading platforms.**

Among its latest is My Dad the Bounty Hunter.

This space epic is a new computer animation series, available on Netflix since 2023. Based in Pérols, just south of Montpellier, Dwarf Animation Studio handled the entire production of about twenty episodes.

While Olivier Pinol is committed to making the Hérault region, and Montpellier in particular, *“a stronghold for 3D animation and digital technologies for the 7<sup>th</sup> art”*, he also has the additional quality of being concerned with limiting the environmental footprint of his company, while boosting its technological performance.



## Success stories in animation

# FORTICHE

### Fortiche Production is an animation studio based in Paris.

Founded in 2009 by Pascal Charrue, Jérôme Combe, and Arnaud Delord, the company has developed a unique graphic style and 2D/3D media mix that stands out in the animation industry.

Fortiche directed and co-produced the series Arcane, based on one of the world's most popular video games from Riot Games: "League of Legends". This series, which premiered on Netflix in November 2021, has been a resounding success in all countries where it is available.

Fortiche's Montpellier subsidiary, located in the Majoria business park, was assisted every step of the way by Montpellier Métropole teams as it set up its operations.

Other animated series based on video games have been created since then. The momentum generated by the Fortiche-Riot Games alliance surely has something to do with it. We can't wait for season 2, whose release, eagerly awaited by fans worldwide, is scheduled for late 2024.



# ILLOGIC STUDIOS

**Illogic Studios chose to set up in Montpellier because of the “3D animation ecosystem that is growing so strongly here,” explains Théophile Dufresne, the CEO of this talented studio.**

By making 3D animated films featuring animals, Illogic Studios continues to build on the momentum set in motion by its creators, who have swept up over 70 awards, as well as a 2018 Oscar nomination for the short film *Garden Party*, and several awards for its follow-up, *Maestro*. Illogic Studios has been hired by groups and brands such as Swarovski, Roger Dubuis, and Candia to produce commercials, and has a widely recognized artistic reputation.

The studio is nevertheless very busy with its own creations, in production and co-production, such as the feature film project “Scavengers”, presented at MIFA 2023.





# KARLAB



Specialized in digital character making, Karlab works equally on movies, TV series, advertising, cinematics, video games, and special effects. The studio is credited with the facial expressions of the Tara Duncan series (Disney), the characters in *My Father, the Bounty Hunter*, and more recently, the rigs of two characters in the film *Animal Kingdom*, which won the 2024 César award for best visual effects.

In 2020, Karlab decided to relocate its Paris headquarters to Montpellier, where it set up at the MIBI (Montpellier International Business Incubator) facility. By doing this, the studio continues to strengthen its very specific expertise: character creation in computer-generated images. "Montpellier Métropole has invested heavily in culture and the CCI field. That's why major Parisian studios are moving here. Montpellier is attracting attention, even internationally," praises Ali Hamdan, the co-founder of Karlab with Laurent Guittard.



# LES FÉES SPÉCIALES

Founded in 2015 in Montpellier, the studio offers its expertise to the film industry... and museums.

Since its creation, Les Fées Spéciales has notably contributed to Michel Ocelot's *Dilili in Paris* (César award for Best Animated Film 2019) and co-produced *Aurel's Josep* (Official Selection Cannes 2020, César award for Best Animated Film in 2021). The studio has created digital mediation tools for several museums, including the Musée de Lodève, Musée Fabre, Musée de la Romanité, and others.

More recently, the Les Fées Spéciales animation studio presented their first augmented reality project, "*Immersion*". This immersive artistic experience is composed of a life-size naturalist sculpture and an iPad application that brings it to life.

An engaged studio specialized in 2D creation, Les Fées Spéciales innovates constantly to offer new cultural and poetic experiences.



# MEET YOUR LEGEND



**Meet Your Legend is a new player on the CCI scene, intent on boosting the careers of young graduates in animation and VFX. Its mission is to help students forge close ties with seasoned industry professionals.**

Incubated at Montpellier BIC, the “Meet Your Legend” platform offers a networking and mentoring service as a bridge between the worlds of industry and education. The platform’s founder, VFX supervisor Florian Girardot (who worked on Puss in Boots, Alita Battle Angel, Spiderman: Far from Home, and Godzilla), promises a “hand-picked catalog of artists” and “certified candidate profiles.” The first version of the platform has been online since January 2024.

Twice a month, some of these experts offer free online conferences (in English), such as Karla Vazquez, lead compositor for Obi Wan Kenobi, Pokemon: Detective Pikachu, and more, on the place of women in the VFX industry; Charles Chorein on his experience as VFX/CG Supervisor[M11] on Captain Marvel and Harry Potter; and Katrin Frantz on her work as a Technical Artist and her experience on The Batman.



# MIYU DISTRIBUTION

Founded by Luce Grosjean, a Gobelins graduate and formerly with Miyu Productions, Miyu Distribution focuses on the distribution of animated films, both short and feature films, with an emphasis on bringing out unique works and original perspectives.

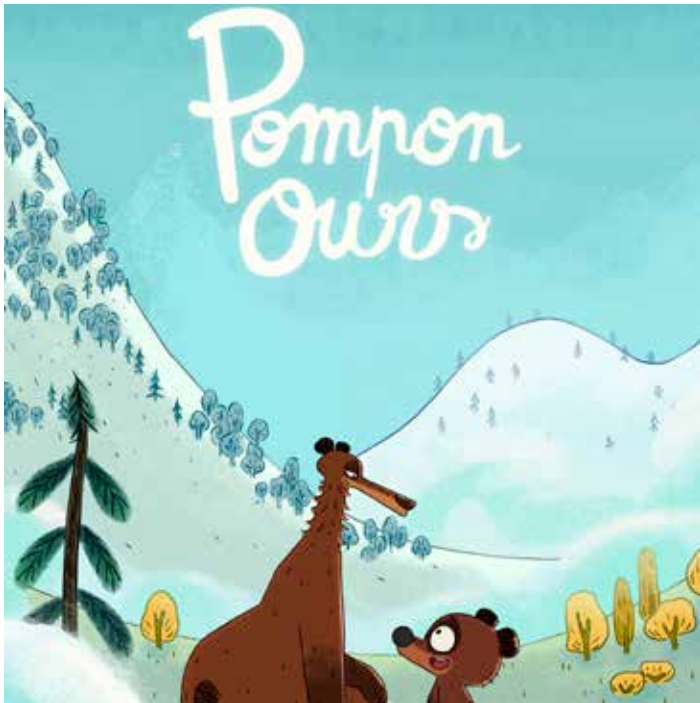
Championing author-driven cinema (“cinéma d’auteurs”) this subsidiary of the Miyu group has no fewer than 700 films in its catalog, five of which have been selected at the Oscars and one at the Césars.

In 2022, Miyu produced *Dozens of Norths*, which won the Grand Prix for animated feature at the Ottawa International Animation Festival and the Prix Contrechamp at the Annecy International Animation Film Festival.

Miyu Distribution is renowned for its ability to give exposure to the films it distributes and to promote them at foreign festivals. In 2020, it was awarded the Prix de la Distribution by Unifrance. Founded in 2017, Miyu Distribution moved from Arles to Montpellier in 2022. “We felt welcomed in Montpellier,” explains Luce Grosjean.



# SUPAMONKS



**Supamonks, studio at the forefront of children's animation. They created advertising for Raving Rabbits and Quick's Magic Box. Also, the series Best Sports Ever!, and the playful mischief of Pompon Bear on France Télévisions, Disney, and Gulli!**

Founded in 2007, the Supamonks studio has built a name for itself in the world of children's animation. It all started with three friends from the same animation school, Georges-Méliès in Orly, France, who incubated their project to start a company. Now with a staff of sixty, the studio continues to expand, working on a new series for France Télévisions, its first feature film, and its first video game. Even though the studio was founded in Paris, it was in Montpellier, where the video game industry is very present, that their desire for diversity materialized.

Supamonks is never short of ideas, notably thanks to the new generation of artists the studio welcomes each year at its "Suparesidence" to create their short films in a professional setting. A win-win combination!



# NOBODY STUDIO

Founded in Montpellier, Nobody Studio reflects the sector's international ambitions.

Combining more than 35 years of experience, Sébastien Chort and Grégory Jennings have worked for DreamWorks, Blur, Framestore, and Dwarf on noteworthy titles such as *Shrek*, *Kung-Fu Panda*, *Assassin's Creed*, *Gravity*, and season 2 of *Love, Death + Robots*. The studio's areas of expertise include 3D animation, lighting, compositing, and project supervision, with clients primarily based in North America. The new studio will cater to international animation needs while relying on local talent. Proximity to training programs and schools in Montpellier is a real asset for Nobody Studio's rapid progress.

The company was founded as a cooperative (French "SCOP" status), generally a rare approach, but which has been adopted by other companies in Montpellier's creative industries, such as Les Fées Spéciales.



# THE BEAST MAKERS



Creator of the larger-than-life virtual double of the lion cub in David Moreau's film "King" for Mathematic Studio, The Beast Makers has mastered the art of making high-end creatures for visual effects films and television. Recognized for its expertise in rigging, modeling, and 3D animation, the studio also develops tools as plugins for production needs.

Its flagship software solution TBM 2D Texture was used by the American studio Psyop for Brawl Stars Animation on the film "Piper's Sugar & Spice".

The Beast Makers was founded in Montpellier in 2017. That was the wish of its founder and supervisor, Christophe Petit. In addition to the "pleasant environment offered by the city," he wanted to benefit from the presence of the local CCI ecosystem. "When we set up our operations here, the number of companies specializing in 3D animation was already starting to grow," he says, while also mentioning two other benefits: the network of schools and training programs, and Montpellier Métropole's proactive support policy. "Commitment by local authorities is essential for helping the ecosystem to continue expanding," he adds.



# ZONE 658

Zone 658, a legacy of expertise. Established in early 2024 at the crossroads of audiovisual design and 3D animation, this studio leverages the highly complementary experience and expertise of its five founders who, most importantly, are all equal partners: Mathieu Benedetti, Adrien Cappai, Loïc Cartal, Sandrine Hauducœur, and Pierre Lergenmüller, creator of the successful documentary series *Points de Repères* (Butterfly Effect), *Déclics*, and *2080: Our Futures*.

Zone 658 will continue to expand on its distinctive approach, while also harnessing the latest technologies, such as XR LED screens and artificial intelligence, to “free creative minds from tedious tasks so that they can concentrate exclusively on creation”. Based in Montpellier, Zone 658’s promising first project is a 52-minute documentary for France TV. A solid start: “Here, we benefit from real support provided by Montpellier Métropole,” highlight Sandrine Hauducœur and Pierre Lergenmüller.





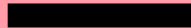
## Success stories in animation





# Success stories in VFX

**The visual effects (VFX) sector is now very well represented in the Montpellier Métropole area's CCI ecosystem, with new studios joining its ranks continuously. They represent a vital link in the creative value chain, and one that continues to grow stronger in the Montpellier area.**



In 2023, Montpellier's VFX sector was given a boost by two significant moves: Paris-based studios Mathematic and The Yard both decided to open branches in Montpellier, further confirming the region's attractiveness.

Their international reputations are an obvious asset for the entire industry, as well as a source of inspiration for local players.

The VFX sector today includes both award-winning studios and newcomers, all of whom are firmly convinced of the advantages of belonging to an ecosystem where professionals and top-level training programs coexist and where mobilization by local authorities is real.

## **MONTPELLIER'S VIRTUOUS CIRCLE.**

# BOLD BRUSH

**Bold Brush VFX, an expert in digital decor. They created the (imaginary) digital sets for the hit series *The Crown*, throughout seasons 3, 4, 5, and 6, as well as for *Napoleon*, *The Winter King* and the last *Daft Punk* video!**

The teams at the Bold Brush VFX studio in Montpellier have become a benchmark in matte painting concept art, creating sets as sumptuous as they are realistic. Its founder, Aurélien Ronceray, dreams of pursuing the adventure with other historical films, hopefully this time with big names in French cinema.

It was during his lengthy experience at The Mill and DNEG in London that Aurélien Ronceray discovered the art and began to build an impressive contact portfolio. Netflix, Warner, Left Blank Pictures, all use his services, along with others such as Light VFX for the *Daft Punk Infinity Repeating* video.



Success stories in VFX

# LES TONTONS TRUQUEURS



Les Tontons Truqueurs continues to expand their effects toolbox. This highly innovative studio based in Montpellier has developed an extraordinary technique that allows virtual sets to appear in real-time while shooting (on-set-preview).

Used and approved by France Télévisions for its iconic series “Un si grand soleil” (Chronicles of the Sun), this cutting-edge device could also appeal to streaming platforms. Having now achieved a level of maturity, Les Tontons Truqueurs are now investing in new, even more efficient infrastructure, while continuing to innovate in response to growing production needs for high-quality special effects.

Winners of the France 2030 call for projects alongside France TV Studio, Les Tontons Truqueurs will also soon be expanding their studios by a factor of 1.5, with the new facilities scheduled to open by the end of 2025.



# MATHEMIATIC

**Mathematic was looking to set up a fourth location in addition to its offices in Paris, Montreal, and Los Angeles.**

The visual effects, animation, and motion design studio chose Montpellier. Mathematic's CEO and founder, Guillaume Marien, felt that the city offered two key qualities: a vibrant CCI ecosystem and a network of world-class schools training talents in animation and VFX, both of which Mathematic needs to support its rapid growth.

Established in 2006, the studio is positioned in the advertising, audiovisual, film, and video game markets, and has earned prominent references among major international brands (Apple, Adobe, Coca-Cola) and artists (Lil Nas X). Mathematic has also designed visual effects for several feature films, both fiction (Wes Anderson's *Asteroid City*, AKA on Netflix) and animation (*Ladybug*), and series (*Transatlantic*). Mathematic also contributes to musical shows, such as *Starmania*, for which it won two awards at the Molières ceremony in 2023. Thanks to its talent, Mathematic has an international profile that stimulates its business. Hence the creation of its fourth studio, increasing its workforce in Montpellier from 10 to 60 people over the next three years, with a 5-year target of building a studio with a staff of 100 people.



# MENHIR FX



Specializing in 3D animation, this studio designs and produces trailers and cinematics for the video game and e-sport industries.

From asset creation to special effects, Menhir FX brings its unique know-how to the Montpellier ecosystem. Founded by Simon and Pierre Tarsiguel, graduates of Artline and ESMA Montpellier, the studio notably works for Ubisoft (*European League 2022*, *European Challenger League...*), Red Bull, Plug In Digital, Tiny Build, and the Red Cross.

It is worth noting that the company introduced a four-day work week for its employees, paid as five days.

*"We are firmly attached to well-being in the workplace,"* say the two brothers.



# THE YARD VFX

Founded in Paris in 2014, The Yard VFX opened a branch office in Montpellier to broaden its attractiveness in the region, while also moving closer to PICS STUDIO and ArtFX.

Specialized in overseeing and creating visual effects for cinema and episode-oriented streaming platforms, the 100% French company worked on the film "Notre Dame on Fire". Laurens Ehrmann, founder of The Yard, won the César award for best visual effects at the March 2023 ceremony.

An award well deserved. In 2019, The Yard VFX was within reach of an Oscar with the film "Ford vs Ferrari" (released in France under the title "Le Mans 66") having been short-listed for the Academy Awards. The company is currently helping to set up a VFX ecosystem linking Paris and Montpellier – where it will create about 50 jobs over time – as a way to expand its international offering.





Success stories in VFX





A stylized graphic for '100 Years'. At the top left is a small bee icon with a yellow dot and a blue and white striped body. Below it, the number '100' is rendered in large, bold, blue letters with a white outline. The '1' is a simple vertical bar. The '0's are filled with a dark blue starry pattern. Below '100', the word 'YEARS' is written in large, bold, white letters with a blue outline. The 'Y' and 'E' are filled with a dark blue starry pattern. The 'A' is filled with a yellow and white pattern. The 'R' is filled with a yellow and white pattern. The 'S' is filled with a yellow and white pattern. The 'E' is filled with a yellow and white pattern. The 'A' and 'R' contain images of people. The 'S' contains the text 'Yo sou' and 'Mark' in white script. The 'E' contains an image of a person's face. The entire graphic is set against a white background with a large, abstract, yellow shape at the bottom right.

# 100 YEARS

# Success stories in cinema and audiovisual

**The Montpellier Métropole area, an open-air studio... offering benefits that are well known to audiovisual and film professionals.**



In addition to the daily TV series Chronicles of the Sun ("Un Si Grand Soleil"), feature films have also been set in the Mediterranean city. These include the dramatic comedy Two of Us, winner of the 2021 César award for Best First Film and selected to represent France at the 2021 Oscars, as well as We Need Your Vote, Wild Life, Going Away, and others.

Over the past few years, there have been more than 1,000 days of filming annually, covering all types of productions from music videos to films, series, commercials, and more, both on location and in the studio.

This confirms the growing success of the industry, now pulled by strong locomotives. The context is favorable for new players in audiovisual and cinematographic production, enriching an already thriving ecosystem.

A number of measures are in place to support this development, both regionally (Occitanie Films, Agence du Cinéma et de l'Audiovisuel en Occitanie, Fonds d'Aide à la Création Audiovisuelle de la Région Occitanie) and locally. In Montpellier, for example, the Bureau d'Accueil des Tournages and the CCI creation fund, which has a budget of 720,000 € per year, play a key role in the region's dynamic development.

**MONTPELLIER MÉTROPOLE, A GENUINE FACTORY FOR CINEMA AND AUDIOVISUAL PRODUCTION**

# FRANCE.TV STUDIO

A team of 1,000 technicians works at the France.TV studio in Vendargues, with a surface area over 16,000 m<sup>2</sup>.

The site has undergone considerable changes since it opened in the spring of 2018. It now comprises four studios, one of 600 m<sup>2</sup> and three of 1,100 m<sup>2</sup>. The latest studio was recently equipped with a brand-new LED screen wall, operated by Les Tontons Truqueurs. In addition, it features areas dedicated to preparation for shooting (carpentry, paint shop, set storage, etc.) and post-production (color grading, sound mixing, dubbing, VFX, etc.).

The studios continue to expand, offering a full range of services to production companies shooting in and around Montpellier.

While the series Chronicles of the Sun ("Un Si Grand Soleil") continues to mobilize almost 230 professionals every day, other productions have also benefited from this highly favorable environment.



Success stories in cinema and audiovisual

# FRENCH KISS PRODUCTION



Based in Montpellier since 2017, but active throughout France, French Kiss Production has kept up its passion for technical and artistic challenges, producing and co-producing documentary and fiction films for the past twenty years.

For the last seven years, the company has also been building up its post-production operations, with a number of high-profile projects, including Josep and Chien de la Casse (Junkyard Dog). Julien Mata and Alice Baldo's company is also part of the territorial CCI ecosystem. Its latest feature film, Pyramiden, received funding from the Montpellier Métropole CCI Creation Fund.

French Kiss teams up with talented Montpellier professionals such as colorist Graziella Zanoni, producer Serge Lalou from Films d'ici Méditerranée, and studio Les Fées Spéciales.



# LA BELLE AFFAIRE

Located at Montpellier's Halle Tropicisme, La Belle Affaire Productions is a particularly active young production company. The team has produced or co-produced over twenty short and full-length fiction films. The company's vitality is rooted in its desire to support new talents from a variety of different horizons, in both French and international productions.

It's working out well for La Belle Affaire Productions! And for the movie *Wolf & Dog*. Co-produced with Terratreme Filmes and directed by Cláudia Varejão, this feature-length film – released in France in February 2023 – received the prize for Best Production at the 79<sup>th</sup> Venice International Film Festival in the Giornate Degli Autori autonomous section.

Founded in 2013, La Belle Affaire relocated to Montpellier from Paris in 2020. Their goal was to participate in the emergence of a hub focusing on fiction, its specialty, in the Montpellier Métropole area. "The CCI ecosystem here is particularly dynamic. It was a real discovery for me," highlights Jérôme Blesson.



# PICS STUDIO PROJECT



Led by the GGL and SPAG groups, a world-class cinema complex will soon be built just north of Montpellier.

Called PICS Studio, this film city will open in late 2025 or early 2026. Equipped with state-of-the-art technology, it will accommodate film shoots with a full range of on-site services, taking advantage of 11,000 m<sup>2</sup> for sets, 13,000 m<sup>2</sup> for production, post-production, and VFX, plus 10,000 m<sup>2</sup> of facility space reserved for technical service providers. PICS Studio, which is being built on 14 hectares of buildable land already owned by the group, will be expanded by 6,000 m<sup>2</sup> dedicated to vocational training.

In addition to its film service offering, the group plans to develop housing accommodations south of Montpellier (in Pérols) for industry professionals and crews who come to the area for the duration of film shoots. The PICS Studio project is one of the winners of the "Grande Fabrique de l'Image" call for projects under the France 2030 plan.



# ZQSD PROD

A major player in esports, audiovisual production, and events, ZQSD has made Montpellier its home since August 2023.

The hyper-active team of about sixty employees broadcasts large-scale gaming tournaments live and via streaming, such as the ZLan multi-game competition in May and the ZEvent charity event in autumn, both to be held in Montpellier in 2024. ZQSD shoots its programs on a set at the France TV Studio in Vendargues. Its high-profile competitions, ZLan and ZEvent, are broadcast live from Montpellier.

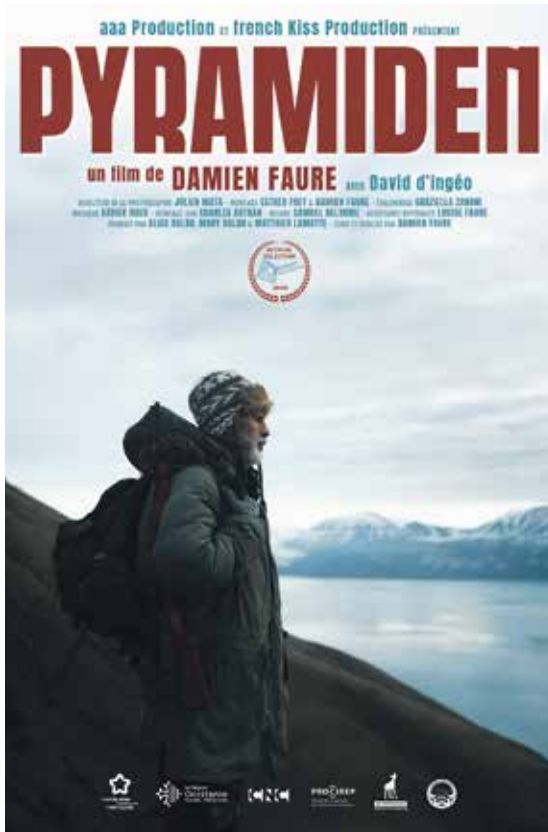
ZQSD is also a major player in esports competitions, through its two teams launched with ZeratoR under the Mandatory.GG banner.

“Our team won the World of Warcraft world title in March 2024. The results couldn’t have been better!” rejoices Nicolas Di Martino.





## Success stories in cinema and audiovisual



# INNOVATION



# Success stories in video games

**In Montpellier, choose your [video] game. The video game industry is truly a part of this Mediterranean city's CCI history, deep within its DNA.**

All types of games are represented here – action, adventure, role-playing games, strategy, reflection, stimulation, serious games, and more – centered around the giant Ubisoft, which has been rooted in this territory since 1993 and took the giant step to set up its own facilities, a rather rare occurrence in the industry at the time. Many studios have followed Ubisoft's path, some created by its former talents, others attracted by the presence of a particularly creative ecosystem.

The most recent arrivals include Build a Rocket Boy and Virtuos Labs (the R&D branch of the international Virtuos group).

When it comes to driving and uniting their efforts, professionals in the sector can count on actions undertaken by Push Start, the Montpellier-based association headed by Gwendolyn Garan, complementing initiatives carried out by Sud PICCEL, also present in the area.

These newcomers are not here by chance. Over 700 people work in the video game field in the Montpellier Métropole area, in an industry that is driven by the contagious creativity of its talents, such as Alt Shift, DigixArt, Elia Games, Pixel Reef, Plug In Digital / Dear Villagers, The Game Bakers, Wardenlight, and Wild Sheep Studio.

Let there be no doubt that Montpellier Métropole has a winning ecosystem.

**IN MONTPELLIER, GAMING IS SERIOUS!**



# ALT SHIFT

Specializing in puzzle and neo-retro games, the independent studio Alt Shift has imposed its style through games that stimulate thinking, while taking the player through artistic universes featuring strong visual identities. “Not Not” and “Crying Suns” illustrate this approach perfectly.

The first is an addictive brain-buster that has been downloaded on mobile devices over 16 million times since it was launched in 2017. The second, a tactical rogue-lite game, topped the Steam, GOG, and Humble charts when it was launched in 2019. The game was also nominated twice at Pegasus 2020.

Today, Alt Shift is riding on the success of its flagship games (Not Not 2 was released in February 2023), while also focusing on its creativity through new game projects. At the same time, its CEO, Frédéric Lopez, is committed to the area, in particular through the Montpellier Game Lab, an incubator dedicated to the video game sector and supported by Push Start and Montpellier Métropole. He applauds the creation fund launched in May 2022 by Montpellier Métropole. “This fund helps studios finance the riskiest phases of game production,” he says.



# BLUE TWELVE STUDIO



Founded in 2016 in Montpellier, Blue Twelve Studio is making a stunning entrance into the world of video games. Its first game, *Stray*, released in July 2022 on PlayStation 4 and 5, as well as on Steam, has already won eight awards, including three at the 2023 Pegasus Awards for Best Video Game, Best Independent Video Game, and Best First Game.

In the latter category, it was recognized at the Game Developers Choice Awards, while also winning two awards at the Game Awards, one at the Golden Joystick Awards, and the Most Innovative Gameplay award at the Steam Awards.

Founded by Koola and Viv, two former employees from Ubisoft Montpellier, Blue Twelve Studio moved into new, larger facilities in 2023 in Montpellier, a city whose "vitality" is noteworthy. "You can feel that there is a lot of desire here. Local studios operate in a virtuous circle that can only be beneficial to the future of video games," says Swann Martin-Raget, the studio's executive producer.



# BUILD A ROCKET BOY

Established in 2016 by Leslie Benzies, Build A Rocket Boy is a Scotland-based video game studio that is expanding across Europe. Present in Germany, Ireland, the Netherlands, and Sweden, the studio chose to set up one of its main offices in Montpellier, along with Edinburgh, where the company's headquarters are located, and Budapest.

With locations also in Canada and the United States, the video game studio explains the decision to settle in the Montpellier Métropole area as being influenced by its "particularly fertile CCI ecosystem."

Build A Rocket Boy is working on two games that mobilize all its studios: "Everywhere", a completely new type of gaming platform released in 2023, and "MindsEye", whose release date has not yet been announced. The French subsidiary employs 45 people, mostly based in Montpellier, with about 20 people working remotely. And Leslie Benzies held the license for the best-selling game of all time, before creating Build A Rocket Boy.



## Success stories in video games

# DIGIXART



The studio DigixArt was imagined, created, and incubated in Montpellier, “its” city! Since its creation in 2015, this studio has released critically acclaimed games with a wide variety of universes, always rich and meaningful.

In mid-2021, the studio joined Koch Media, a world-renowned German video game publisher, providing it with greater international exposure. The studio enjoys recognition by its peers, who awarded its latest game, “Road 96”, five Pegasus awards at the March 2022 ceremony, including the award for Narrative Excellence.

DigixArt continues to pick up speed and has hired new staff in Montpellier, which remains the favorite city of the studio’s founders, Anne Laure and Yoan Fanise. *“The local ecosystem is definitely very complete,”* they say, adding: *“We wouldn’t have dared start the company when we did, in 2015, without Montpellier BIC.”*

DigixArt’s success and the involvement of its founders in the development of the industry are a source of pride for Montpellier Métropole.



# MIDGAR STUDIO

**Founded by an enthusiast of Japanese Role-Playing Games (J-RPG), Midgar Studio develops video games that blend Western and Japanese codes. Their Edge of Eternity game has sold over 250,000 copies since its release in 2021.**

This success caught the attention of the Lille-based group Nacon, which decided to acquire the studio in February 2022 in order to boost its growth and transform it into a major player. Midgar Studio thus left Nîmes and relocated to Montpellier in the summer of 2022. Since that time, the team has grown to meet the needs of the new video game it is preparing.

The studio's founder and director, Jeremy Zeler-Maury, points out that choosing Montpellier enables it to gain exposure, join the vibrant local community, and find the talent it needs to continue growing, notably thanks to the excellent network of training schools in the area. "The CCI ecosystem in the Montpellier Métropole area is particularly stimulating," he summarizes.





# PLUG IN DIGITAL



**Plug In Digital was founded by Francis Ingrand in 2012. While the company was founded in Paris, it soon moved to Montpellier, the epicenter of its international activities.**

As both a publisher and a distributor, the company quickly positioned itself as a well-rounded player, covering all video game markets – PC, console, mobile – and often pioneering the industry, notably in Cloud Gaming, where it enjoys a strong position.

The company's two publishing labels, Dear Villagers and PID Games, are driving its growth strategy with a portfolio of existing games already strong on all platforms, and dozens of ambitious new releases in the works for the coming years.

In March 2023, Plug In Digital acquired Celsius Online, a specialist in free-to-play games, thereby becoming one of the top French video game groups. With this acquisition, the company now has 130 employees throughout France and in China.

A high-profile ambassador for the Montpellier area!



# SMART TALE GAMES

Attracted by Montpellier's video game ecosystem, Smart Tale left Arles to relocate its operations in the Hôtel d'Entreprise du Millénaire business center in 2021.

Founded in 2016 by Charles Martini and Jonathan Marin, the Smart Tale studio began a new chapter in its young history by choosing to settle in Montpellier. Until then, the company had focused on developing games for other studios, notably Eden Games and Microïds.

Establishing the studio in Montpellier has brought the company to a new level, as it now has about thirty employees.

The founders chose Montpellier deliberately, as they wanted to be part of an already dynamic and very promising ecosystem.



# THE GAME BAKERS



Like fine bread, video games by The Game Bakers add a taste of wonder to the modern world! Talent is the secret recipe for all the studio's productions.

Founded in Montpellier in 2010, the studio's credits include several major games – Haven, Furi, Squid, and Combo Crew – that all have one point in common: they are exciting, surprising, and memorable. That is the signature style of its two creators, Audrey Leprince and Émeric Thoa, whose productions have already been downloaded by over 10 million players.

The Game Bakers brings its own personal touch to video games. In 2021, the Academy of Video Game Arts and Techniques awarded the studio's Haven two statuettes at its Pegasus award ceremony for the best independent game and the best character.

In May 2023, the studio was also one of the Montpellier Métropole area's eight winners of the France 2023 Plan call for projects "La Grande Fabrique de l'Image" (The Great Image Factory).



## Success stories in video games

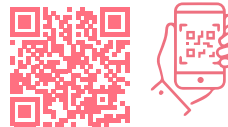
# UBISOFT

The world's third largest video game company has been based in Montpellier since 1994, making the rare move to build its own studio in 2017.

This shows just how strongly attached the Guillemot brothers' group has always been to Montpellier, where it has created some of its most famous creatures, including *Rayman* and *Raving Rabbids*.

In addition to the games it develops internally, the Montpellier studio also benefits from the international scope of its cinematic team, which works on all the games created by the group.

Ubisoft's growth has been a major factor in the development of the video game industry in the Montpellier area. Indeed, many studios were created by former Ubisoft employees. Creativity and innovation have proliferated and are contributing to the local development of this still relatively young industry, whose sales figures are extremely impressive, both in France and globally.



## Success stories in video games

# VIRTUOS



Virtuos develops video games, in whole or in part, for other large companies. The studio's services range from designing scenes and characters to porting games, elaborating game play, implementing new features in game engines, developing tools, and more. With a total of about 4,000 employees, the Singapore-based group has studios around the world, including the one established in Montpellier in June 2022.

The Montpellier studio is led by Alexis Vaisse, assisted by Marianne Calva. Both are former Ubisoft managers and the founders of Wysilab, which was assisted by Montpellier BIC when the startup was created in 2016. Virtuos Montpellier plans to expand its staff from the current 20 employees to 100 within the next three years. "Virtuos was determined to open a studio in Montpellier, particularly thanks to the vitality of its high-level training offerings," explain Marianne Calva and Alexis Vaisse. In return, Virtuos wants to contribute to the Montpellier CCI ecosystem, bringing "its approach to video games, which is appreciated by professionals around the world." The studio notably works for Ubisoft, Sony, Nintendo, and Microsoft.



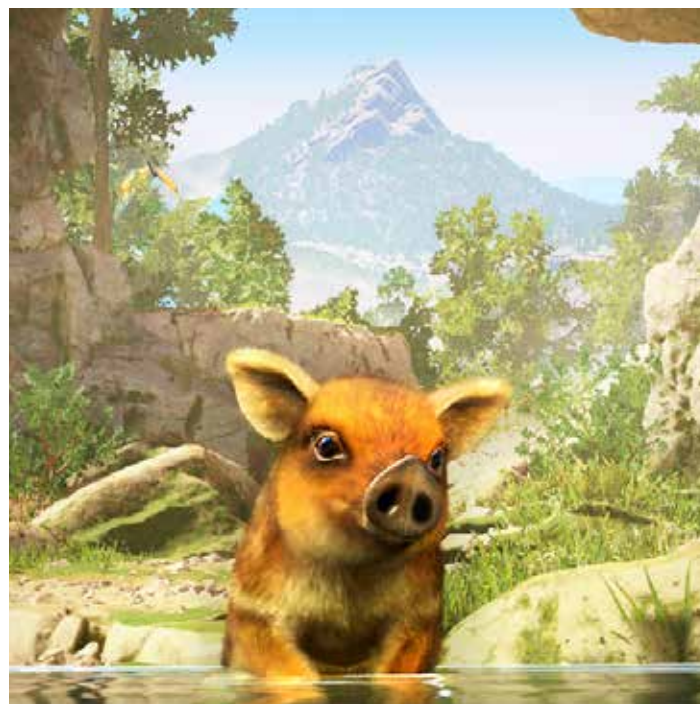
Success stories in video games

# WILD SHEEP STUDIO

**Wild Sheep Studio, an independent video game developer founded ten years ago in Montpellier, is now focusing its attention on creating immersive games inspired by nature, particularly the landscapes of the Languedoc region.**

The small-scale studio is currently finalizing a new video game designed for the whole family, featuring the landscapes of the Pic Saint-Loup and Cévennes mountains and Camargue marshlands. Last year, Wild Sheep extended its skills and activities to include virtual reality.

To help raise awareness about careers in the video game industry, Céline Tellier and her team participate in school juries and industry events such as Iconic, organized by Montpellier Métropole to promote careers and opportunities in the cultural and creative industries.



## Success stories in video games





# iconomy



# Success stories in sound and audio

**The fourth branch of the CCI tree taking shape in the Montpellier Métropole area is already growing at a remarkable pace!**



The audio, sound, and voice sector is doing its part to contribute to the cultural and creative industries. It covers a wide range of activities, from digital software publishing for radio stations by Netia; to innovative products for musicians by Orosys (Two-Notes); audio books by Benjamins Media and Soladar; and post-production by Light Fader, Saraband, Tomato Sound Factory, and The Kitchen, an American group that chose to set up its French subsidiary in Montpellier.

Without forgetting artist recording, thanks to studios such as Kiwi Records, and music for moving images by composer Christophe Héral.

No rest or wrong notes in this sector's growth, which is fueled by all the other CCI activities in the greater Montpellier area.

**ALL IN PERFECT HARMONY.**



# LIGHT FADER

**Light Fader is composing its path without any wrong notes. Successor to Audio Workshop, Light Fader specializes in audio post-production.**

The studio has several strings to its bow, including dubbing, music, sound design, sound effects, mixing, and sound editing for film, television, animation, and video games. Sharing a site in Vendargues with France TV, an audiovisual group with which it has established a partnership agreement, the studio headed by Morgan Dufour is highly regarded for its specialization. So much, in fact, that Light Fader is also working with Amazon Prime, for whom they are dubbing the French for the new series *Angry Birds: Mystery Island*, after working on the platform's feature films *Never Let Go* and *Behind You*. Founded in 2024, Light Fader is gaining momentum.

Light Fader has continued to grow and now has a team of four full-time employees to keep up with demand. The studio's key assets include the diversity of its projects along with international exposure!



## Success stories in sound and audio

# NETIA



NETIA is a business software publisher for major national radio stations around the world. Founded in 1993, the company is one of the industry's main facilitators of workflow digitalization. Present in about forty countries covering all continents, NETIA's users include stations from RTBF (Belgium), Radio France, RTL, and RFI (France), and RAI (Italy) to HRT (Croatia) and ABC (Australia).

As a key partner supporting its customers' digital transformation strategies, the company draws on its ability to listen closely to feedback from users in order to offer them agile implementation solutions to the greatest extent possible.

NETIA is also actively involved in the Montpellier CCI ecosystem. Located at the Ateliers Tropisme facility, it was, with its parent company Radio Act (a founding member of the collective interest company SCIC Tropisme), the driving force behind the creation of the Montpellier-based Coodio association, the first audio-radio-voice cluster in France and Europe.



# OROSYS TWO NOTES

Marketed under the brand name **Two Notes Audio Engineering**, the preamplifiers, simulators, and attenuators designed by Orosys are highly regarded by guitarists, bassists, and sound engineers who want professional sound at controlled volume levels.

In France, artists including Patrick Bruel, David Hallyday, Mylène Farmer, and Michel Polnareff use the company's systems. Internationally, Two Notes equips majors such as Amos Heller, the bassist for Taylor Swift, guitarist Guthrie Govan, and rock and heavy metal bands Blue Öyster Cult, Rammstein, and Slipknot.

Founded in 2008 by Guillaume Pille, who holds a PhD in Electronics, the company continues to expand its range by offering audio and Hi-Fi equipment for children, following the 2022 acquisition of Barthe, a company located in Saint Martin de Londres, France. Two Notes is getting ready to move from Saint Gély du Fesc, just north of Montpellier, to set up its headquarters in new facilities in Montpellier's Euromédecine science park.



# SARABAND

Saraband, an audiovisual postproduction company established in January 2020, has set up its operations in a 300 m<sup>2</sup> space near downtown Montpellier.

*"We are specialists in sound, editing, post-synchronization, and mixing,"* explains Gilles Bernardeau, one of the company's five partners. One of Saraband's greatest achievements is the creation of a mixing studio with a surface area of 50 m<sup>2</sup> and a ceiling height of 4 m, a facility that is "very rare outside Paris". The space includes two mixing halls, a sound isolation booth for voice, and two sound editing rooms. Acoustics studies for the auditoriums were performed by Serge Arthus. The French National Center for Film and Moving Images (CNC) provided 20% of the investment.

Why Montpellier? *"Instinct,"* he smiles. *"We could feel that momentum for the film industry was growing here. The Montpellier Métropole area has many advantages, notably with the presence of France.TV studios, not to mention movie, documentary, and series shoots, two train stations, and an international airport."* The demand exists, the supply simply had to adapt.





# In Montpellier, a full range of training programs

**Do you want to pursue a career in  
3D animation, video games, or film?  
Are you looking to recruit promising  
young professionals?**

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The Cultural and Creative Industries sector is in fine form. Learning a CCI specialty is a sure way to find an exhilarating job.

The range of training programs available in the Montpellier area will meet all your needs, thanks to a hotbed of schools and training organizations with reputations so strong that the world's top studios head straight there to find new talent.

In Montpellier, there are both private and public organizations preparing future professional for careers in film, animation, special effects, sound, video games, and more. The schools constantly monitor the sector's needs and adapt their programs to ensure the highest possible level of employability in sought-after specialties.

# Main training programs

**Programs in film, audiovisual, and sound: directing, stage management, lighting and camera operation, editing, color grading, sound engineering, production management, acting, visual effects make-up, and more:**

Cinécréatis, ArtFX/Ecole 24, Travelling, Université Paul Valéry, Slope Training, Studio M, ACFA Multimedia, Les Cours Florent, Le Plateau, Métamorphoses, TRAC...

**Programs in animation films and special effects: 2D, 3D, VFX, creative direction, production, digital production, graphic design...**

ESMA, ArtFX, Objectif 3D, Ionis e-artsup, Studio M, Brassart, Université Paul Valéry, Ynov

**Video game training: programming, game design, computer graphics, character design, game art, sound design, image processing, artistic direction...**

ArtFX, IPESAA, ArtFX, IPESAA, Objectif 3D, ACFA Multimedia, Université Paul Valéry, University of Montpellier, Ionis e-artsup, ETPA, Brassart, IAD-3D, Studio M

Alongside initial training programs, the CCI sector also benefits from ongoing training initiatives implemented by AFDAS, a skills provider for the cultural and creative industries, and other sectors.



Video game



Cinema and sound



Animated movies  
and special effects





## Success stories in training

# ARTFX



Ranked every year among the world's top special effects schools, ARTFX Schools of Digital Arts is another major player in the Montpellier Métropole area's CCI ecosystem. This international recognition illustrates the excellence of ARTFX training courses. ARTFX offers 5-year programs leading to the completion of a Level 7 Digital Director's Diploma.

The school prepares students for a wide range of CCI professions, not just in VFX, for which it has become an industry benchmark. Many ARTFX graduates work for Weta Digital, DNEG, and Illumination Mac Guff. Also, leading studios such as The Brunch and One of Us, sit on the school's end-of-year juries.

The school proudly asserts that it was "created by professionals for professionals." Gilbert Kiner, its founder, is well regarded as one of the pioneers of special effects in France. What's more, ARTFX's presence in Montpellier encourages studios to set up locally. 2024 marks an important milestone in the life of the school, which is celebrating its 20<sup>th</sup> anniversary. The future looks bright!



# CITÉ DES SCÉNARISTES

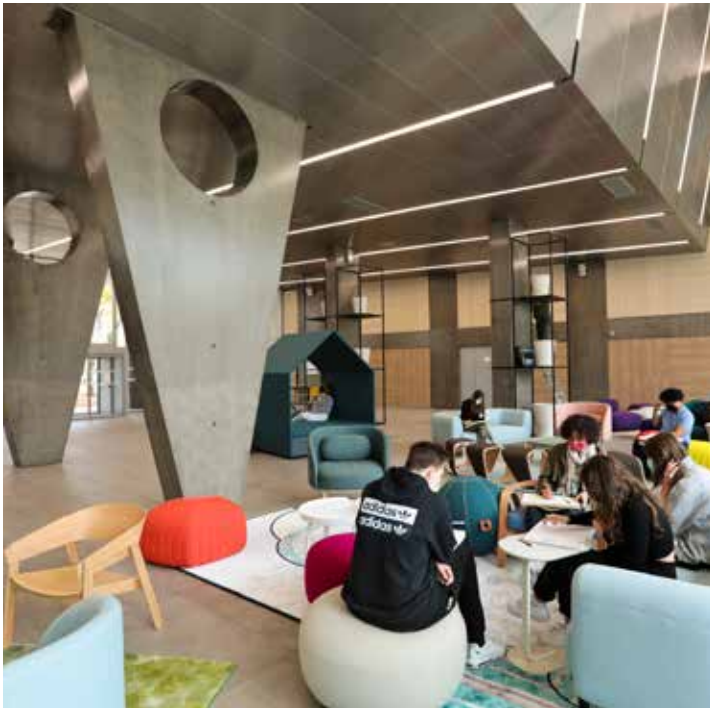
Montpellier, a place for film shoots for the Cité Européenne des Scénaristes. For its first location outside Paris, the Cité Européenne des Scénaristes chose the Occitanie region, specifically because of Montpellier.

This is a logical choice for the association, whose mission is to detect, train, and recruit new talent, enhance the skills of senior scriptwriters, promote the profession, and encourage career development. "Montpellier is a stronghold for television series, with room to spare to add feature films to the mix. In other words, it's a place for film shoots, marked by strong determination on the part of Montpellier Métropole and the Occitanie Region to support the development of CCI," explains Christel Gonnard, deputy general delegate of the Cité Européenne des Scénaristes, whose Montpellier branch, created in 2022, is already in its second year.



## Success stories in training

# ESIMIA



The CCI sector in Montpellier is closely linked to ESMA, the Higher School of Applied Arts. Founded in 1993 by Karim Khenissi, the school has taught several generations of 3D animation professionals, maintaining the high standards that have earned it a place among the world's top schools.

With a strong reputation in 3D animation and special effects, the school also offers training in video games, graphic design, interior architecture, illustration, and concept art. Located in the heart of Montpellier's Cité Créative space, its parent company, the Icônes network, has also established another of its schools in its home town: CinéCréatis, dedicated to film professions, enabling it to position itself in all branches of the animated image industry.

ESMA is nonetheless the powerhouse of the group. Many of its alumni work for the world's top studios: Weta Digital, ILM, The Mill, Dreamworks, Illumination Mac Guff, Sony Animation, and Walt Disney Animation Studio. These major studios also sit on the school's year-end juries, as does Illumination Mac Guff.



# LE PLATEAU

**Le Plateau, a complete learning program for actors. Le Plateau offers a truly comprehensive training program for actors. With a focus on working in front of the camera, the three-year program not only teaches students how to play roles, but it also prepares them for the realities of the job ahead.**

This is what makes Le Plateau unique: its teachers and regular contributors are all working professionals. Mentored most notably by well-known actors Kad Merad, Olivia Cote, Fred Testot, and Pascal Demolon, Le Plateau decided to establish itself in Montpellier from the moment it was founded in 2017. *“There’s a lot of talent here, and we were fortunate to get started at a time when the Occitanie region is increasingly attracting film shoots for daily shows, thanks to proactive support provided by Montpellier Métropole and Occitanie regional authorities,”* highlights Armelle Esnault, the training center’s manager and co-founder.



# OBJECTIF 3D



**Objectif 3D, 25 years in digital arts. Located in Montpellier's Agropolis science park, Objectif 3D offers three vocationally oriented Bachelor's degree programs: 3D Animation & VFX, Game Art & Design, and Programming.**

Established in 1999, the school of higher education is celebrating its 25<sup>th</sup> anniversary this year and can pride itself on a number of distinctive features: it was one of the first schools in Montpellier to set up a training program based on Epic Games' Unreal Engine, and it covers a wide range of specialties in digital creation for animation, film, and video games. Every year, major national and international studios recruit new talent from Objectif 3D, including Weta in New Zealand, Framestore in Canada, and Milk VFX in France.



# TRAVELLING

**The first higher education center in the South of France entirely dedicated to careers in film and television, the Travelling school teaches 250 students every year to work on film sets.**

Based in Mauguio and Sète, the school won the France 2030 “La Grande Fabrique de l’Image” call for projects launched by the French Ministry of Culture and the French National Center for Cinema (CNC) in the spring of 2023, and is in the process of launching new vocational courses to provide the skills required by virtual and hybrid productions.

Travelling also offers 2- to 12-week training courses for technicians in Mauguio and in Sète (since 2020), right across the street from the Demain Nous Appartient (Tomorrow Is Ours) daily TV show studios. These sessions provide new skills to around a hundred trainees a year, either seeking employment or undergoing a career transition. The success rate is high: “Over 60% of our trainees obtained their employment status as intermittent entertainment workers”.



# SLOPE TRAINING

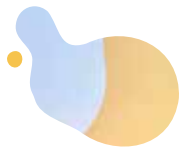


**Slope Audio Training, the training center for sound techniques designed for images. There was already music for images, now there is sound too, Slope Audio Training's specialty.**

Established in Montpellier by Gaëtan Theyssier, this training center focuses on teaching skills related to sound for films and video games. This specific expertise requires the use of specific work methods and has earned Slope Audio Training the distinction of being one of the winners of the France 2030 "La Grande Fabrique de l'Image" call for projects.

Slope Audio Training offers training courses for small groups (up to 14 people), as well as personalized programs for professionals with specific career development needs. To do this, the center calls on recognized experts in sound design and dubbing to share their knowledge with students. This includes people like Guillaume Boissot, Thierry Desroses, Barbara Delsol. Training courses can be subsidized, as the center is certified by Qualiopi.







# Ecosystem associations

**Professional associations are key  
players in all sectors!**

It's no different for the world of Cultural and Creative Industries. In Montpellier, associations emerged for many reasons, such as to assist project leaders, bring companies together, stimulate creativity, enable people to share ideas, streamline actions, pool effort, promote the sector, and much more.

Every branch in the animation field now benefits from its own association organization, each with one main feature in common: a desire to share moments both for thought and concrete action through an efficient and open approach.

The Association of Independent Animation Film Producers, Montpellier Images Animées, Push Start for video games, the recent Montpellier ACM SIGGRAPH Chapter, and many others are waiting for you to come share ideas relating to business, technological, and societal issues at constructive and always friendly gatherings.

**ALL IN PERFECT HARMONY.**

## Associations

# APIFA

**APIFA Occitanie, standing up for production companies. APIFA Occitanie is to independent producers what Push Start is to the world of video games.**

Created in 2016, this association represents and unites production companies working on original creations in the fields of fiction, documentaries, animation, and new media.

Headed by Alice Baldo of French Kiss Production in Montpellier, the association has over 50 members now in 2024. Their enthusiasm contributes to the creative vitality of the Occitanie region. "Three months don't go by without a film produced by one of our members being selected for one of the major film festivals," confirms Sophie Bourdon, General Delegate of APIFA Occitanie.



# MONTPELLIER IMAGES ANIMÉES



MIA helps structure Montpellier's animation sector. The Montpellier Images Animées (MIA) association not only defends and represents the 2D & 3D animation field, but it also promotes sharing experience and pooling resources.

Established in the summer of 2023, the association was founded by six studios: Illogic Studios, Karlab, Les Fées Spéciales, Menhir FX, Nobody Studio, and Supamonks Studio. "We already shared a common vision of our professions. But when we started talking, we realized that there was a lack of representation for 2D & 3D animation. That's how we decided to create the association," explains Sophie Marron, president of MIA and co-manager of Les Fées Spéciales. The association meets once a month and is open to all animation studios. Interested professionals take note!



# MONTPELLIER ACM SIGGRAPH CHAPTER

Montpellier ACM SIGGRAPH Chapter, the voice for computer graphics. Created in September 2023, just a few weeks after Montpellier Images Animées, the Montpellier ACM SIGGRAPH Chapter pools the talents and creative minds of the greater computer graphics community, including professionals and researchers in animation, video games, VFX, virtual reality, and augmented reality.

Their mission is to encourage interdisciplinary exchange and sharing, while promoting and advancing the fields of graphic design and interactive techniques in Occitanie. Headed by Flavio Perez, co-manager of Les Fées Spéciales, the association is part of the US-based ACM SIGGRAPH, which focuses on research in computer science. Creating its Montpellier chapter fits in perfectly with the dynamics of the Montpellier metropolitan area's CCI players. "Its ecosystem is well-established, has a long history, and all its constituents are present locally, including studios, schools, research, and more. On top of that, Montpellier Métropole and the Occitanie regional authorities are determined to support it," emphasizes Flavio Perez.



# PUSH START



**PUSH**  
**▶ START**

**The Montpellier area is one of the main hubs for the video game industry. It was only natural for Push Start to be created there.**

Established in 2015 as a non-profit organization, this regional association of current and future video game professionals headed by Gwendolyn Garan, from the French video game studio Don't Nod, is the epicenter of a booming industry. The sector employs more than 700 people in Montpellier alone.

Push Start works every day to unite and coordinate stakeholders in the gaming industry, including students, independent studios, and more established groups. Given the sector's strong international prospects, it is essential for a region to have such a player to help provide exposure for local expertise.

