



école émile cohl

Bachelor in drawing and visual storytelling

in English

Master in animation, video game and illustration

in French

French as a Foreign Language (FLE)

Foundation Year



Why Lyon, Why France?



- **The city that invented cinema & 3D gaming.**

The Lumière Brothers shot the world's first film here in 1895. Over a century later, Lyon-based studio Infogrames created the first true 3D video game. That creative DNA runs through everything.

- **A creative powerhouse.**

At the heart of France's leading animation and image-making ecosystem — studios, festivals, and industry connections on your doorstep. The world's greatest animation festival, Annecy, is less than 2 hours away.

- **A UNESCO World Heritage city.**
Renaissance streets, a river-crossed centre, one of Europe's great food capitals.

- **Affordable.**
Cost of living well below Paris, London or major US cities.

- **Connected.**
2 hours from Paris by train, at the crossroads of Europe — Geneva in 2h, Milan in 3h30.

- **A student city.**
Safe, walkable, welcoming — one of France's largest student populations, with over 150,000 students.



Why France

- **The world capital of visual storytelling.**

Comics, illustration, cinema, animation, video games — France doesn't just consume these art forms, it shapes them. And they grow from deeper roots: centuries of painting and literature, world-class museums, and a nation that has always placed art at the heart of its identity. This is the culture Cohl students absorb every day.

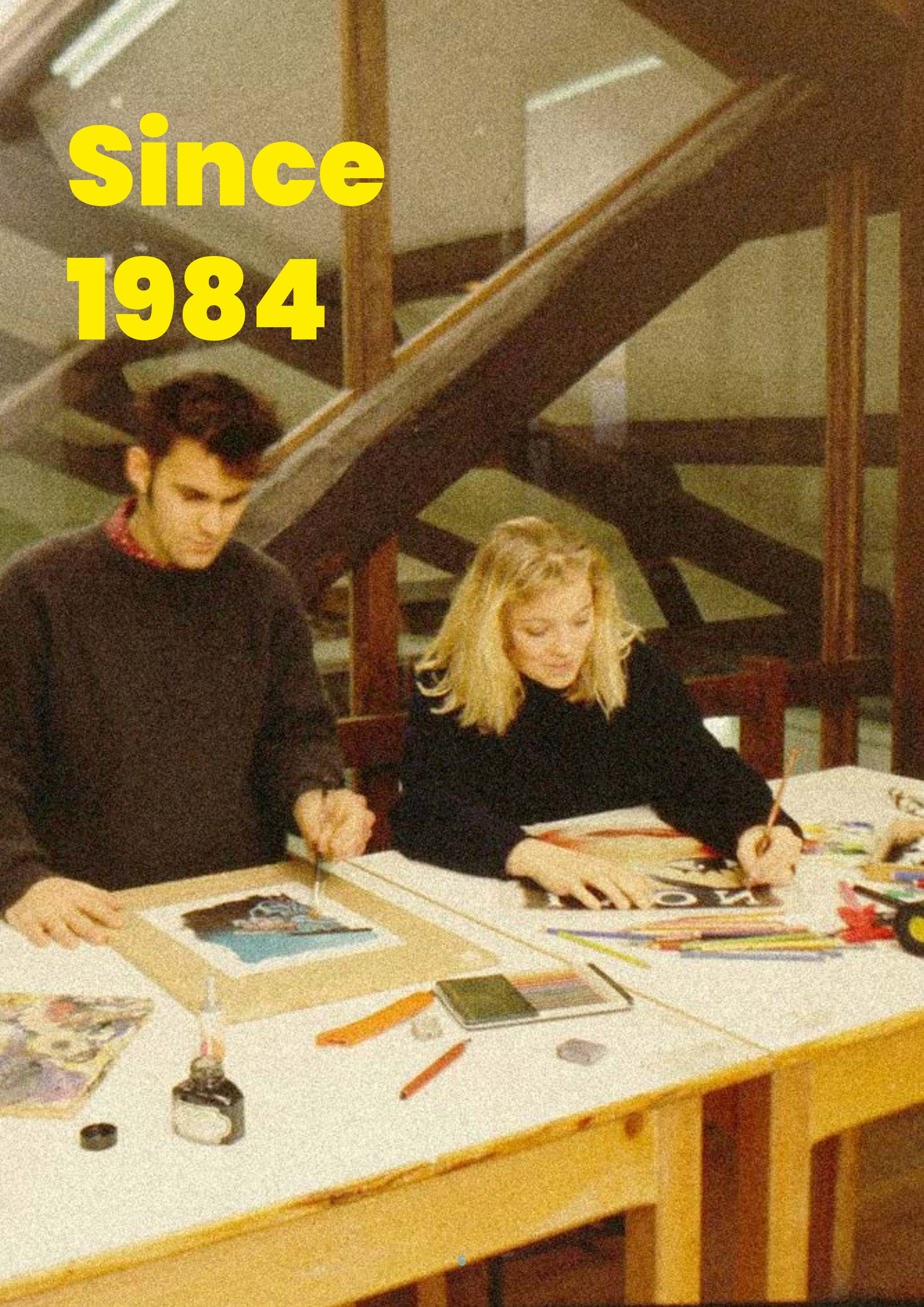
- **A powerhouse in animation and video games.** France is the world's #2 animation producer after the US — and one of Europe's leading video game industries, home to Ubisoft, and hundreds of independent studios. Getting trained in France means getting trained where the industry actually is.

- **State-recognized degrees.** Employers worldwide know what they mean — and so do graduate schools.

- **Quality of life. Food, culture, history, work-life balance.** France consistently ranks among the world's best countries to live and study in — and that richness feeds directly into the creative work students produce here.



Since 1984



OUR STORY

For forty years, one conviction has guided everything we teach: artistic freedom cannot be decreed — it has to be built.

Founded in Lyon in 1984, École Émile Cohl is a state-recognised institution of higher artistic education, training talented draughtspeople able to make a living from their art across all the media arts — animation, video games, illustration and comics. From the outset, its teaching has been delivered by established professionals and has rested on mastery of traditional drawing and observation from life, as much as on a full command of image-making technologies.

That freedom is built through mastery of drawing, composition, narrative, colour, perspective and artistic culture. It is earned through work, consistency, exacting standards and the willingness to begin again. To train a student is to make them aware of their own aptitudes, to teach them to take criticism, to defend an idea, to honour a commitment — and to become self-reliant. It also means giving them enough command of their craft that tomorrow they can change medium, profession or technology without losing what matters most: their ability to create.

Drawing holds a particular place in this. It is the common language of illustration, animation, video games, concept art, storyboarding and every form of digital creation. To master it is not to confine yourself to a single practice — it is to open a great many paths. Every year, the School's graduates

join the major studios in publishing, animation and video games. And many of them excel there.

Our Bachelor in Drawing and Visual Storytelling is recognised by the French ministry responsible for higher education and aligned with the European framework (Level 6, 180 ECTS), so that it can be read and understood anywhere in the world.

Artificial intelligence confirms this educational ambition far more than it unsettles it. The School has never set art against technique, convinced that each gives the other its depth. That is precisely why we do not allow the use of AI in the early years of the programme: these years are devoted to the fundamentals — building the eye, artistic culture and a real capacity for work. Only once those foundations are firmly in place does artificial intelligence take its place in the training, as a tool for experimentation, exploration and refinement — always in the service of a mastered intention. Our students learn to know it, understand it and use it, and, more than that, to direct it: not simply to write a prompt, but to build an intention, conduct research, select, correct and judge.

Our ambition is clear: to train artists capable of using artificial intelligence without ever surrendering their own. In a world where images are produced ever faster and more accessible, we believe the value of an artist lies in the ability to take the time to build an intention and a proposition that are truly their own — to know why an image should exist, what it says, what it stirs, and what makes it right. That is the essential mission of École Émile Cohl: to give every student the fundamentals, the culture, the standards and the capacity for work that will allow them to remain free.

Émile Cohl
(1857–1938)
**was a
French
caricaturist
and
filmmaker,
widely
considered
one of the
founding
fathers of
animated
cinema.**



UNDERSTANDING QUALIFICATIONS & RECOGNITION

Programme	Language	Qualification & recognition
FLE Foundation Year	French (all levels)	A preparatory year - not a qualification in itself. It opens the door to our Bachelor or Master programmes, depending on the diploma you already hold from your home country.
Bachelor in Drawing & Visual Storytelling	English (B2 level recommended)	A European Bachelor built on 180 ECTS credits - recognised across the European Union and, in many cases, beyond it.
Master - Animation - Video Game - Comics & Illustration	French (mandatory B2 level in French)	A French professional qualification registered at RNCP Level 7 (Master's level, EQF 7), recognised in many countries. * RNCP level 7 registration is currently in progress for Master Comics & Illustration

A few words on how recognition works :

The FLE Foundation Year is a stepping stone, not a diploma. What matters is the qualification you already have: a secondary-school diploma (or equivalent) lets you apply to the Bachelor, while an existing Bachelor's degree lets you apply to a Master.

ECTS (European Credit Transfer System) is the common currency of European higher

education. Because the Bachelor carries 180 ECTS, it is read and understood automatically across the EU and increasingly recognised by institutions and employers outside Europe.

RNCP (the French National Register of Professional Certifications) records qualifications by level, from 1 to 8. Level 7 corresponds to a Master's degree (EQF 7) and signals that the qualification meets the standards of the French state and the professional sectors it serves.

Applying from abroad Campus France

École Émile Cohl is a member of Campus France, the French government agency that supports international students. In many countries, your application and student-visa process go through the official Études en France procedure — and we guide you through every step. Note: Campus France manages admissions and visas; it does not itself grant diploma equivalences.
[See more about Admissions page 33](#)



GRADUATE OUTCOMES

Where do our graduates work?

École Émile Cohl is, first and foremost, a drawing and visual storytelling school. Our Bachelor programme builds the core skills that underpin every visual discipline — observation, composition, narrative, character, colour, and the mastery of both traditional and digital tools. These are not specialised skills. They are foundational ones: the ability to create, to tell stories through images, and to adapt to any medium or industry.

This is why our graduates work across an extraordinarily wide range of creative fields — from painting, sculpture and design to animation, concept art, motion design, video mapping and immersive experiences. Some go into animation studios, games companies or publishing houses. Others build careers in advertising, architecture, fashion or fine arts. Many move fluidly between disciplines — because that is precisely what a strong visual foundation allows.

For those who choose to specialise, our Masters programmes in Animation, Game Art, and Comics & Illustration provide a direct pathway into each industry's professional world — with dedicated techniques, industry projects, and targeted studio connections.

Across all pathways, our graduates have gone on to work at some of the world's most respected creative studios: Disney, Netflix, DreamWorks, Universal, Marvel Studios, Weta FX, DNEG, Blizzard, Riot Games, Ubisoft, Mappa, Tencent and more — across Europe, North America and Asia.

How do we connect students to creative industries?

At École Émile Cohl, the connection to industry isn't an add-on — it's built into how we teach.

Taught by working professionals

Every teacher at Cohl is a working professional in the field they teach — animators, illustrators, game artists, art directors and authors who bring their current practice straight into the studio. Students learn from people who are shaping the industry today, not just teaching its theory.

A global alumni network

Since 1984, Cohl graduates — French and international alike — have built a worldwide professional community. From Montreal to Tokyo, London to Seoul, they carry the «Cohl style» into studios across the globe. Our alumni platform keeps this network alive: connecting current students with graduates for mentorship, career advice, and industry introductions — long after they leave the school.

Job Dating — our annual recruitment day

Since 2000, École Émile Cohl has organised an annual meeting between students and companies from publishing, animation, games and cross-media who are recruiting image professionals. The event grows larger every year.

In numbers (Lyon, 2026)

54
participating companies

1,200
meetings

20%
lead to a short-term hire

80%
generate professional activity, whether salaried or freelance



From our alumni



Etienne Guiol
CEO of Atelier & Studio BK

Hermès / Bulgari / WWF
/ UNESCO / Hennessy /
Jo Paris 2024 / Tree of life
Xi'An / Valentino / Cartier
/ Louvre Abu Dhabi / Sca-
la Milano / Perrier-Jouët/
Dior / Fendi / Immersive
Opéra



Pierre Perifel
Director

the Bad guys 1 & 2 / Bilby
/ Kung fu Panda / Rise of
the Guardians / Shrek 4 /
Penguins of Madagascar
/ Mr. Peabody & Sherman



Camille Benyamina
Art manager & Illustrator

Product madness / Play-
tika / Casterman : Violette
Nozière ; Chaque soir à
onze heures ; Les petites
distances ; / Albin Michel
; Barbe Seue / Bamboo :
Montagnes Russes



Shan Zhu
CEO of Xishan studio

World organisation for
Animal Health / Solar
editions / Ministère des
armées / Tencent / Ludo-
naute / Expo 2025 / CCTV
/ Antre monde editions



Sidney Kombo
Animator supervisor

Captain America / Lord
of the ring / Avatar /
Black Panther / Avengers
/ Gravity / Inside Out /
She-Hulk / Paddington /
Jungle Book

Alumni Artbook



A GLOBAL COMMUNITY

École Émile Cohl has always welcomed students from around the world. Today, nearly 60 international students — representing more than 30 nationalities — study alongside their French peers, from first year through to graduation. This is not a side programme: international students are fully integrated into the same studios, the same critiques, the same creative life as everyone else.

The school actively encourages students to gain international experience during their studies. Each year, around a quarter of students complete an internship abroad, in their 3rd or 5th year — with a dedicated team guiding them through the process and helping them find placements that match their career ambitions.

A growing global network

Cohl's international commitment goes beyond individual mobility. The school has built strategic partnerships across four continents to open up collaborative projects and academic exchange for its students:

- **The Animation School** (Cape Town, South Africa)
- **Université Laval** student exchange (Quebec, Canada)
- **Paris–Lyon–Singapore Project**, in partnership with the French Embassy in Singapore, CITIA, LASALLE College of the Arts (Singapore) and Atelier de Sèvres (Paris)
- **Beijing Film Academy** (Beijing, China)
- **Haute Ecole Albert Jacquard** (Namur, Belgium)

A dedicated team drives the school's international development. Cohl is also recognised by leading global rankings such as Animation Career Review, confirming the quality of its teaching on the world stage.

Since 2009, École Émile Cohl has been a member of **Campus France**. And since 2025, the school has joined the **Erasmus+** programme, opening the door to even wider student and staff exchange across Europe.



Supported by Trusted Creative Partners



129 Internships worldwide over the last four years (excluding mainland France)

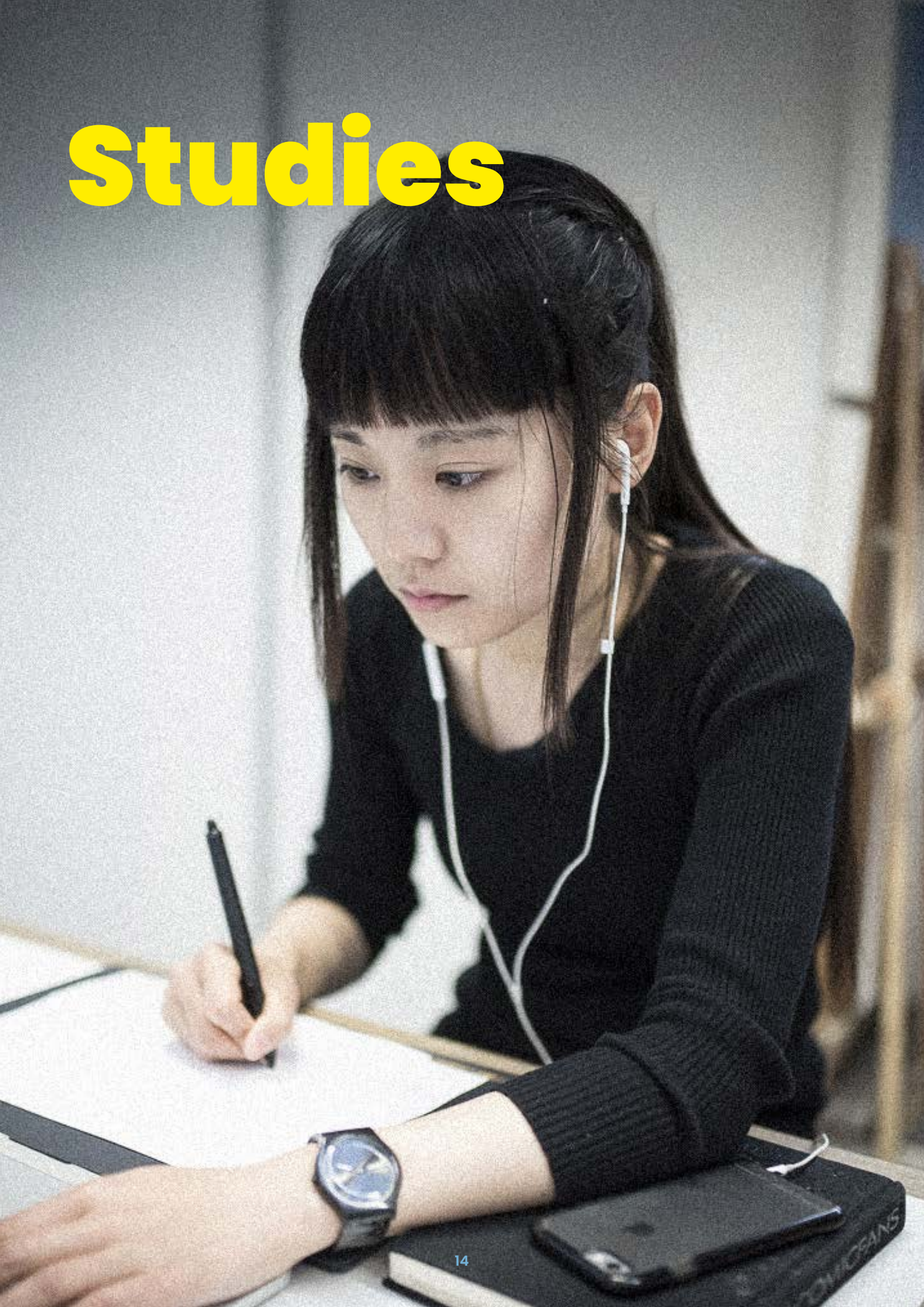
5 International university partnerships



- International projects
- Student internships over the last 4 years

Examples of international companies where our alumni work: Disney Studios (USA), Weta FX (New Zealand), Netflix (USA), Skydance (USA), Universal Pictures (USA), DreamWorks (USA), Apple (USA), Marvel Studios (USA), Microsoft (USA), Caribara (Canada), Blizzard Entertainment (USA), Paramount (USA), Mappa (Japan), Tencent (China), Moment Factory (Canada), DNEG (United Kingdom)...

Studies



DRAWING & FRENCH FOUNDATION YEAR

**For non-French speaking international students.
Preparatory training in 1 year to acquire the
basics of French while practicing drawing.**

Classes are taught by academics and drawing teachers from the Emile Cohl School. With personalized language training, the objective is to acquire level B1 in French. International students also benefit from an intensive practice of drawing, fully integrated into the same drawing classes as French-speaking Prépa students — a real opportunity for cultural and artistic immersion from day one. The year begins with a one-week immersive session, designed to help international students settle in and start building the practical and artistic habits they'll rely on throughout the programme. Beyond this first year, students can continue to develop their French — free of charge — throughout their studies at the school.

Program overview

The objective of Drawing FLE Preparatory Classes is for students to familiarize themselves with the French language, while developing their artistic and cultural skills. Upon completion of this one-year educational program, students should be able to integrate the main training program at Emile Cohl School or to apply to any other art school. The program of one school year, from late September to early June, contains:

250 hours of personalized French classes

500 hours of drawing classes



COURSES:

**FLE
(French as a Foreign Language)**

Sculpture

Life Drawing

Documentary drawing

Sketch/Portfolio

Animation Workshop

3D Workshop

**Illustration
Comics Workshop**

Cast drawing

Object drawing

Character drawing

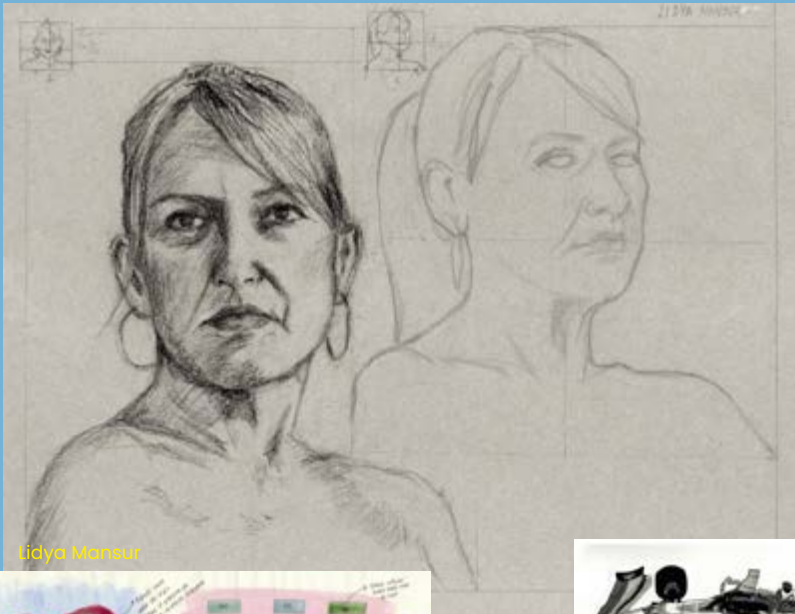
FFY students work



Dao Millet



Ethan Diaz



Idiya Monsur



Anapaula Lopez-Fournier



Ethan Diaz



workshop



workshop

Where do our students go after the foundation year?

70%

Continued & graduated to Bachelor in drawing & visual storytelling

30%

Completed their Master's degree

20%

Admitted directly into the Master's first year



Sculpture



Ali Ghahremani

BACHELOR IN DRAWING & VISUAL STORYTELLING

In English

Master the basics of representational drawing while exploring the power of narrative through art in the creative industries.

A 3-year program leading to a Level 6 **state-recognised** diploma (equivalent to a Bachelor's degree).

Program overview

Practical training

The Dessinateur Praticien diploma is designed to develop a strong drawing culture and the technical skills required for careers in narrative arts.

At École Émile Cohl, drawing culture is built on applied knowledge and a solid foundation of hands-on instruction. Students learn how to construct accurate drawings — mastering proportions, anatomy, perspective and values — based on real-life observation. Through extended studio sessions, they gradually learn how to faithfully translate three-dimensional objects into two-dimensional images, first on paper and then digitally. Working from plaster casts, live models, and a variety of real-world objects (tools, tableware, toys, fish, plants), they develop both technical precision and artistic sensitivity.

Serving the narrative

The curriculum gradually leads students to produce increasingly refined compositions that meet real production requirements: starting with simple line drawings of objects, then moving on to colour — first by hand, then digitally; staging characters and environments in various formats; creating both still and animated images.

The goal of the training is to develop confident, purposeful drawing skills in the service of storytelling. In all courses — character drawing, illustration, comics and animation — assignments are based on specific production briefs. Students are expected to adopt a professional mindset and respond to artistic direction provided by their instructors, who are themselves practising artists.

By the end of the program, students are able to carry out execution and production tasks under the supervision of an art director or animation director. However, this Bachelor degree does not certify the ability to fully design and lead complex editorial or digital projects in fields such as video games, animation, comics or illustration. That level of authorship and creative responsibility is the focus of postgraduate specialisations (Master's level, Bac+5), which offer more advanced technical training and stronger artistic mentorship on group projects and personal portfolios.

Keys informations

1.000h to 1.200h

hours per year, face-to-face teaching hours with a teacher

State-recognised
bachelor's degree

(French Level 6 RNCP title – equivalent to a Bachelor's degree)

95%

Of students graduated in the
2025–2026 academic year



COURSES:

First year

Artistic Anatomy
Object Drawing
Cast Drawing
Character Drawing
Documentary Drawing
Life Drawing
Perspective
Sculpture / volume
Comics
Animation
Graphic Design
Film History and Culture
Art History

Second year

Life Drawing
Object Drawing / illustration
Cast Drawing
Documentary Drawing
Sculpture / volume
Artistic Anatomy
Comics
Animation
Digital drawing
Perspective
Sketching
Graphic design
Classic Art History
Modern Art History

Third year

Comics / Scenario
Narrative painting
Youth illustration
Sketching / Painting
Sculpture / volume
Caricature / Press drawing
Animation
2D computer graphics
Concept art
Graphic Design
Interactive media / digital books
Matte painting
Introduction to 3D animation in Blender
Media culture
Art History
Game Art
Multimedia publishing technical reinforcement workshop
Technical reinforcement workshop for animated films
Workshop to strengthen video game techniques

**Bachelor's
artistic
progression**



**Skeetching
Painting**
Third year



**Life
Drawing**
Second year



**Life
Drawing**
First year

From bottom to top: Alessandro CERVINI, Laudine CATHAUX, Justin LE BOURHIS



**Sculpture
volume**
Third year



**Sculpture
volume**
Second year

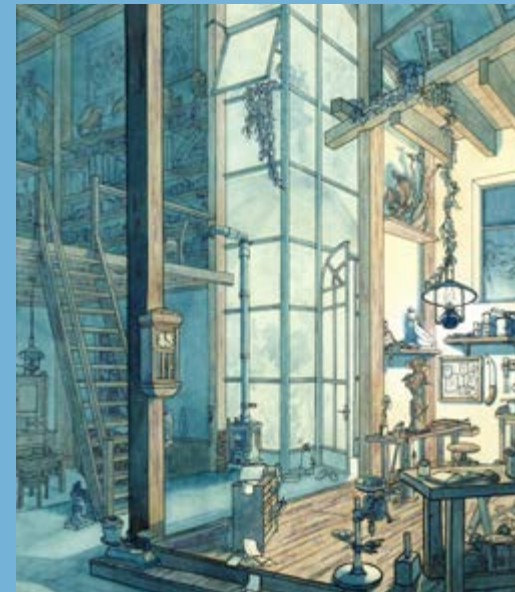


**Sculpture
volume**
First year

From bottom to top: Valentin DUBESSY, group project, Amir GAUTHIER



**Matte
painting**
Third year



**Object
Drawing**
Second year

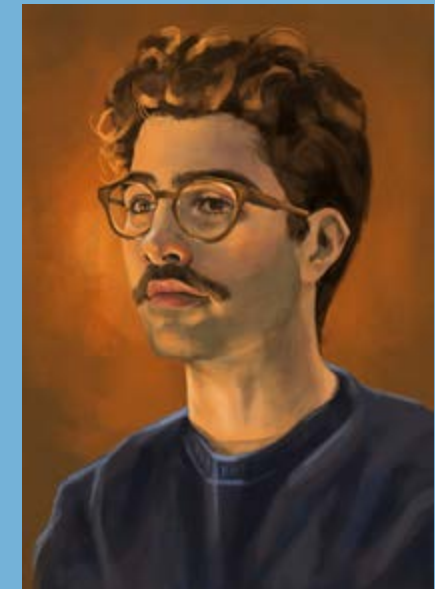


**Object
Drawing**
First year

From bottom to top: Inès BAKKOUCH, Johanna SALLEY-
RON, Samuel BOUVANT



**Concept
art**
Third year



**Digital
drawing**
Second year



**Character
Drawing**
First year

From bottom to top: Julie BERGER, Louisa GALLIOT, Lilou NOEL

External
partnerships



Musée d'Orsay



OLXAdidas



Museum of Fine Arts
of Lyon



After the bachelor's degree



Théo Grosjean
Comic book author

Dupuis, Canal+, les livres du futur, Delcourt, Editions Jungle, Exempleire, Soleil



Jade Ng Cheong Sang
Drone show animator

Alumee



Pauline Detraz
Board games illustrator

Blue orange, Daimon play, Gigamic, Borderlines éditions, Bad Luck Games, Bankliiz éditions, KYF édition, Ludonaute, Opla, Jeux FK



Paul-Emmanuel Separi
Background artist

Fortiche production, Gaumont, Wegood studio, Sun creature, The line, Chouette compagnie



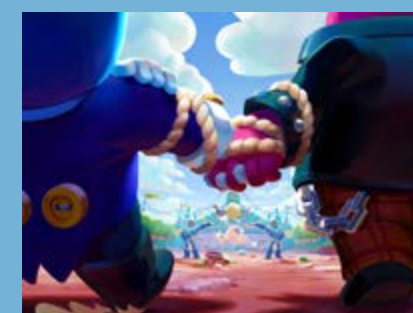
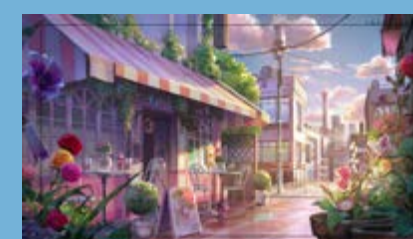
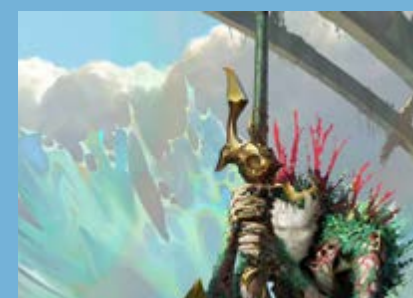
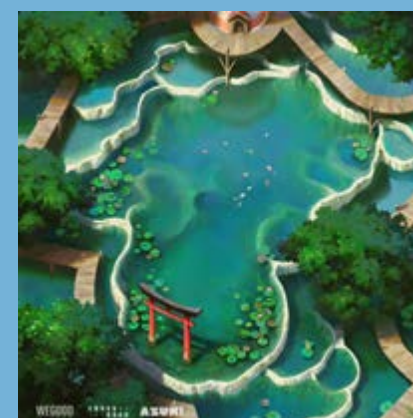
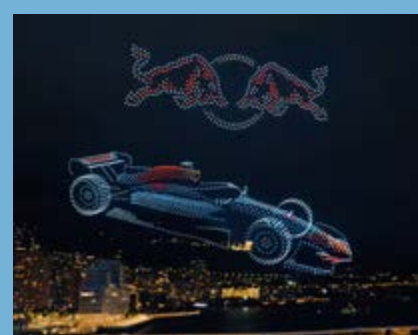
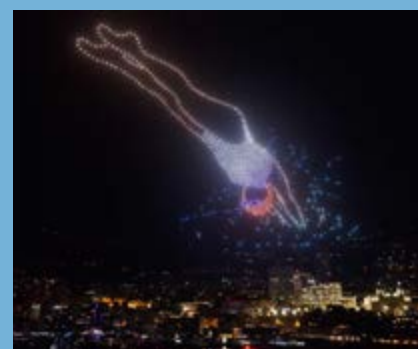
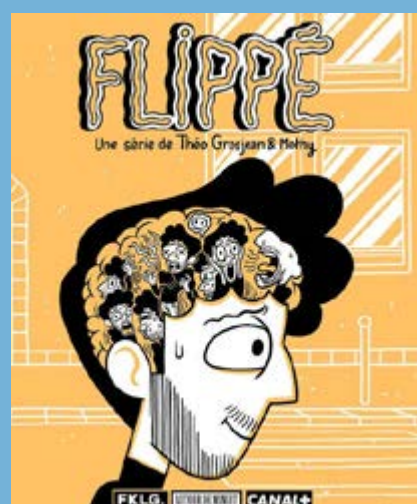
Edith Baudrand
Film industrie painter

The French Dispatch, Bonnard, At Eternity's Gate, Seraphine, Malgret et la jeune morte



Davy Dumartheray
Mapping artist

Les Ateliers BK



MASTER DEGREE ANIMATION

In French

This Master's program in animation prepares students for careers as Concept Artist – Director. More broadly, this program prepares students for the wide range of careers that make up the animation production pipeline.

The author-director is creative and innovative in their art, strategic in their professional online presence, and equipped with managerial skills to lead animation film projects.

They are the decision-maker from development through to the final animated and sound-designed image. They can also oversee the promotion of the work.

They commission, manage and supervise animation film production teams. They seek and establish relevant partnerships to promote

their animated productions, and position themselves on the French and international animation film market in collaboration with producers.

Certification: Artistic Designer – Animation Film Director. Level 7 professional qualification.

Careers in animation film: Concept Artist · Animation Film Director · Lead Animator · Lead Storyboard Artist · Lead Character Designer · Background Artist · Visual Development Artist · Technical Artist · Art Director

First year

1.220 hours of classes

Second year

870 hours of classes

840 hours of internship



COURSES:

First year

Methodology and Documentation

Matte painting

Compositing

3D

Sketching / Painting

Software

Life sketching

Storyboard

2D/3D Animation

Music

Sound

Media writing

Background Design

Sculpture

Character design

Layout

Coordination

Stop Motion Workshop

Group project

Mode/Lighting

Second year

Art direction

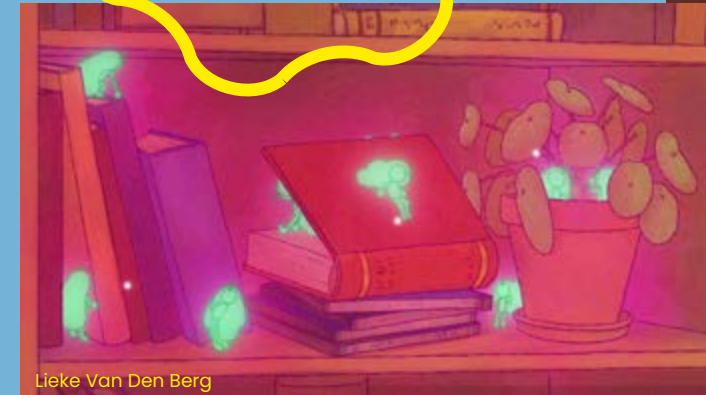
Administrative and Legal Seminars

Talks & Workshops

Project supervision

Coordination

Animation
students
work



Lieke Van Den Berg



Valentine Castella



Camille Brucker



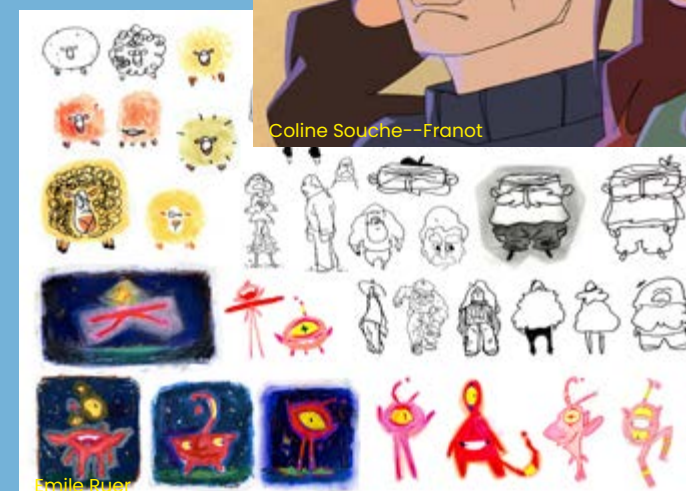
Marie Zivec



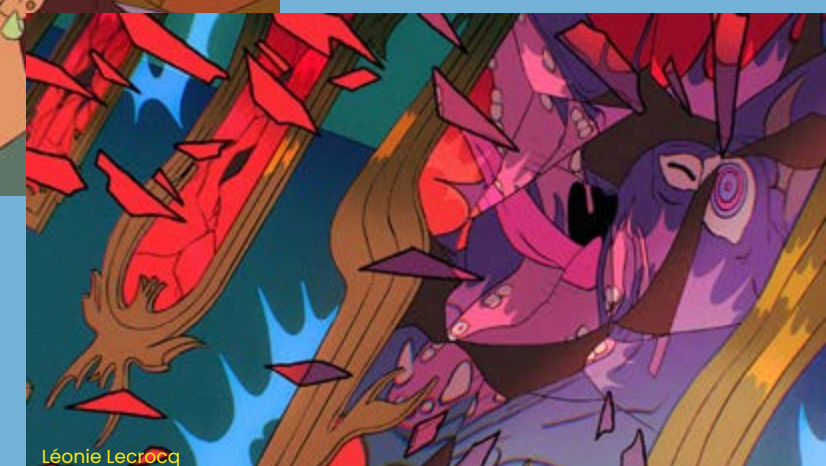
Nell Lambert



Coline Souche--Franot



Emile Ruer



Léonie Lecrocq

MASTER DEGREE VIDEO GAME

In French

The concept artist – video game director defines the visual identity of a video game project and creates the functional prototype of the game.

Working under the studio's production director, they collaborate with the game designer to shape the game's concept, rules and user experience. The video game director-designer is both an artist and a manager with essential technological knowledge. They oversee all visual elements of the game and lead a team of 2D and 3D artists, modellers and animators. At the heart of their role lies the research and design of a project's unique graphic identity. They carry the artistic vision, coordi-

nate their team's work, and share creative decisions throughout production. They also strategically design and distribute communication and promotional materials for the game, in France and internationally.

Certification: Artistic Designer – Video Game Director. Level 7 professional qualification.

Careers in video games: Concept Artist · Video Game Director · Art Director · Creative Director · Production Director · Lead Graphic Artist · Level Designer

First year

1.220 hours of classes

Second year

870 hours of classes

840 hours of in-ternshipadditional courses



COURSES:

First year

Methodology and Documentation

Video games culture

Background Design

Game Art

Character design

Matte painting

3D

3D Animation

Real Time Engine

Compositing

Layout

Media writing

Music

Sound design

Life sketching

Sketching / Painting

Seminars

Group project

Workshop

Coordination

Second year

Background / Level Design

Art Direction

Administrative seminars

Workshops

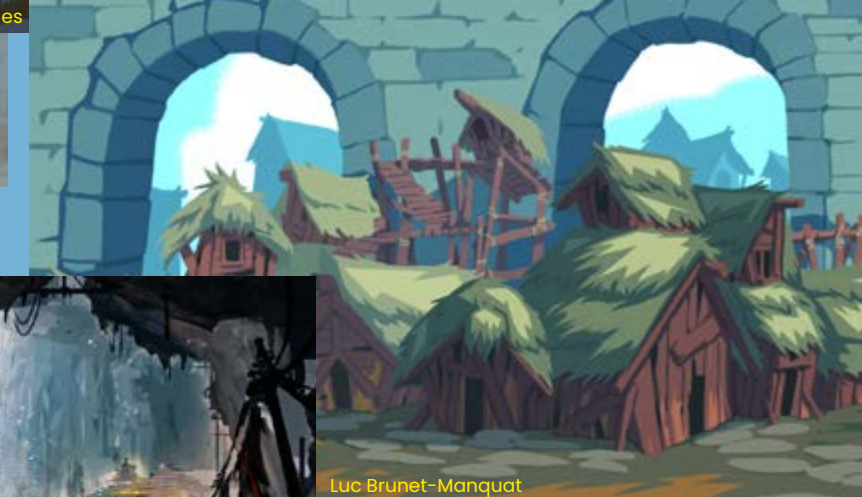
Project supervision

Game Art

Sound design

Storyboard

Video game students work



MASTER DEGREE COMICS & ILLUSTRATION

In French

The concept artist – multimedia publishing director oversees the complete production of an illustrated project, such as a children's picture book, a graphic novel, video game illustrations, an animated film, and more.

They translate texts or ideas into images with original, innovative and relevant graphic responses, while respecting various constraints (technical, regulatory, budgetary, and audience-related). They lead teams by valuing each member's contribution and maintaining the artistic direction throughout the project.

The multimedia publishing creative director may manage commissions across various media and develop their practice within the French and international publishing market. They work across different

techniques and media, overseeing the entire production pipeline. They organise and supervise the production team, and ensure strategic commercial positioning and development in France and internationally within the publishing market.

Certification: School certificate

Careers in book and publishing: Concept Artist · Illustrator · Art Director · Creative Director · Comic Book Author and Artist · Creative Director · Production Director · Lead Graphic Artist · Level Designer

First year

1.220 hours of classes

Second year

870 hours of classes

840 hours of internship



COURSES:

First year

Methodology and Documentation

Book culture

Scenario

Illustration

Comics

Music

Storyboard

Software

Group project

Editorial project

Matte painting

3D

Motion design

Interactive Multimedia

Layout

Life sketching

Painting / Sketching

Engraving

Sculpture

Workshop

Press drawing

Coordination

Seminar

Second year

Art Direction

Scénography

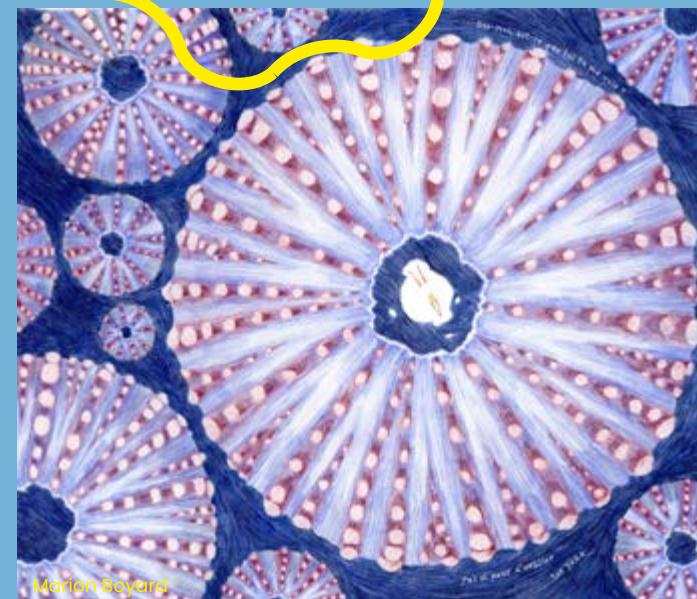
Administrative and Legal Seminars

Workshops & Talks

Project Supervision

Technical Supervision

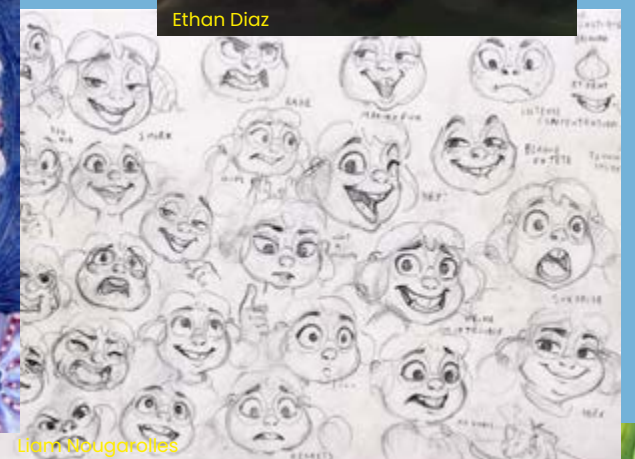
Comics & illustration students work



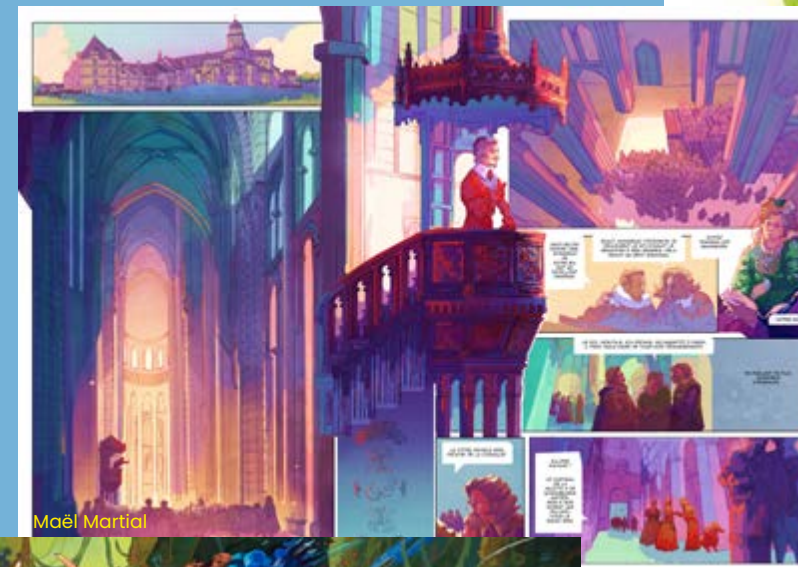
Marion Boyard



Ethan Diaz



Liam Nougatolles



Maël Martial



Pierre Charbonnet



Mathilda Abou Samra



Samuel Bouvant & Liam Nougatolles



Ning-Chao

International students

ADMISSIONS

Depending on your nationality, country of residence, secondary school diploma and the level you wish to join, you will need to follow a different application process.

The school supports you throughout your application process for our programmes. Please contact Aurélia Gulyas Szulc (international@cohl.fr) should you have any questions.

Case 1: You are a national of a European Union country or Switzerland

- Submit your application on the French platform Parcoursup

Case 2: You are not a national of a European Union country or Switzerland, and you reside in a country subject to the Études en France procedure (see list below)*

- Submit your application on the dedicated platform CampusArt
- Once admitted to the school via CampusArt, register on the Études en France platform for your visa process

Case 3: You are not a national of a European Union country or Switzerland, and you do not reside in a country subject to the Études en France procedure (see list below)*

- Submit your application on the dedicated platform CampusArt
- Contact the consular services of the French embassy in your country of residence

Are you eligible for a grant?

Many grants are available to international students. These are listed on the dedicated CampusBourses website (link below).

Useful links:

CampusArt:

<https://www.campusart.org/>

Études en France procedure:

<https://pastel.diplomatie.gouv.fr/etudes-en-france/>

Parcoursup:

<https://www.parcoursup.gouv.fr/>

CampusBourses:

<https://campusbourses.campusfrance.org/#/catalog>

List of countries subject to Etudes en France:

**Algeria, Angola, Argentina, Armenia, Azerbaijan, Bahrain, Benin, Bolivia, Brazil, Burkina Faso, Burundi, Cambodia, Cameroon, Canada, Central African Republic, Chad, Chile, China, Colombia, Comoros, Congo, Côte d'Ivoire, Democratic Republic of the Congo, Djibouti, Dominican Republic, Ecuador, Egypt, Ethiopia, Gabon, Georgia, Ghana, Guinea, Haiti, Hong Kong, India, Indonesia, Iran, Israel, Japan, Jordan, Kenya, Kuwait, Lebanon, Madagascar, Malaysia, Mali, Mauritania, Mauritius, Mexico, Morocco, Myanmar, Nepal, Nigeria, Pakistan, Peru, Qatar, Russia, Rwanda, Saudi Arabia, Senegal, Singapore, South Africa, South Korea, Taiwan, Thailand, Togo, Tunisia, Türkiye, Ukraine, United Arab Emirates, United Kingdom, United States, Vietnam.*



Our international coordinator

Aurélia Gulyas Szulc

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EVALUATION CRITERIA

DRAWING FROM OBSERVATION

Your artistic portfolio must include a drawing folder composed of 4 boards, each containing 2 to 3 drawings made exclusively from direct observation of the real world.

Board 1 – Buildings (interior or exterior views)



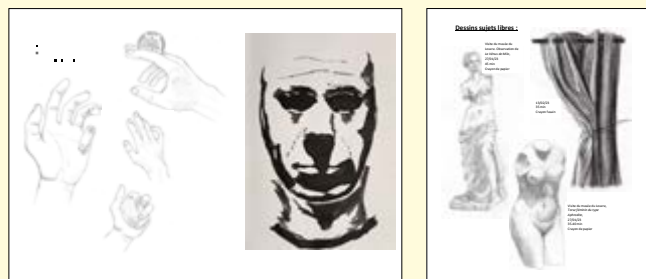
Board 2 – Figures, full-length life drawing



Board 3 – Tools, objects, fruit or vegetables

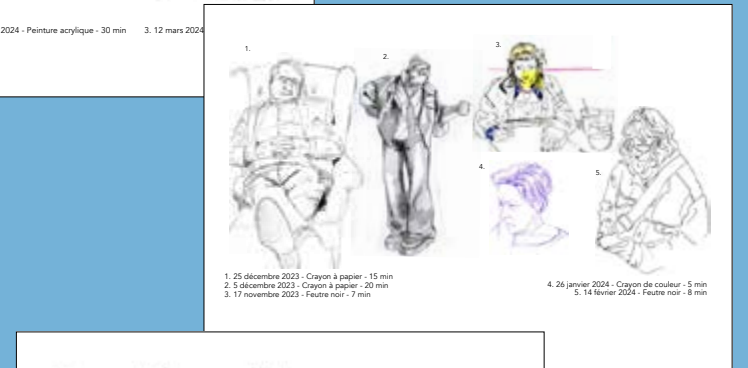
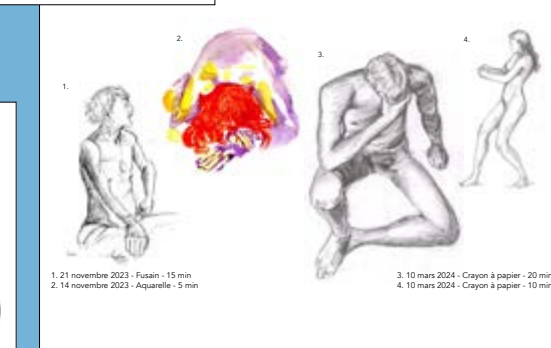


Board 4 – Observational drawings, subject of your choice



Each board must include the date, techniques used and time taken to complete the drawings.

Portfolio examples



TUITION FEES

2027-2028*

Drawing and french foundation year <i>850h/yr, included 350h of french classes</i>	
Annual administration fees	1 500 €
Annual tuition fees	7 310 €
Bachelor in Drawing & visual storytelling in English <i>1st year - 1.020h/yr</i> <i>2nd year - 1.134h/yr</i> <i>3rd year - 1.236h/yr, internship inculed</i>	
Annual administration fees	1 500 €
Annual tuition fees	11 700 €
Masters degree in French <i>1st year - 1.220h/yr</i> <i>2nd year - 1.710h/yr, internship inculed</i>	
Annual administration fees	900 €
Annual tuition fees	9 530 €

SCHOOL PROFILE

École Émile Cohl
1 rue Félix Rollet, 69003 Lyon
Tel. +33 (0)4 72 12 01 01
50 rue du Gond, 16000 Angoulême
Tel. +33 (0)5 54 72 00 01
eec@cohl.fr

Private higher education institution in the arts, founded in 1984, state-recognised (decree of 23 May 1989, published in the Official Gazette of 27 May 1989), awarding in particular:

The Level 6 state-accredited diplomas in Practitioner Illustrator (order of 24 June 2020, published in Official Bulletin no. 29 of 16 July 2020 – DIPLOVIS RNCP34819) and 3D Illustrator (order of 12 January 2023, published in Official Bulletin no. 4 of 26 January 2023 – DIPLOVIS RNCP38072), accredited by the Ministry of Higher Education and Research

The Level 7 RNCP professional qualifications in Artistic Designer – Video Game Director (RNCP38793) and Artistic Designer – Animation Film Director (RNCP37770)

Supervisory ministries: Ministry of Higher Education and Research, Ministry of Labour

Authorised to receive national grant students for the Practitioner Illustrator and 3D Illustrator certifications, as well as for the video game and animation film specialisations.

Continuing education organisation registered under no. 82690823969 with the Regional Prefecture (this registration does not constitute state approval).

The school’s continuing education activity is Qualiopi-certified under reference framework AC-REF-003-02 (training programmes and VAE). This certification covers both the Lyon and Angoulême campuses.

Tuition fees are updated every year.

Interview appointments and drawing portfolio advice are free of charge.

*Should the inflation rate determined by INSEE exceed 2% in 2027, École Émile Cohl reserves the right to reflect this increase by adjusting its tuition fees.

Websites



School website:
cohl.fr
CRHI research centre:
le-crhi.fr
Alumni website:
alumni.cohl.fr
Graphein Foundation:
fondation-graphein.org

Social media



@ecoleemilecohl

Instagram Facebook X LinkedIn
YouTube Vimeo TikTok

See you there

