

Magazine

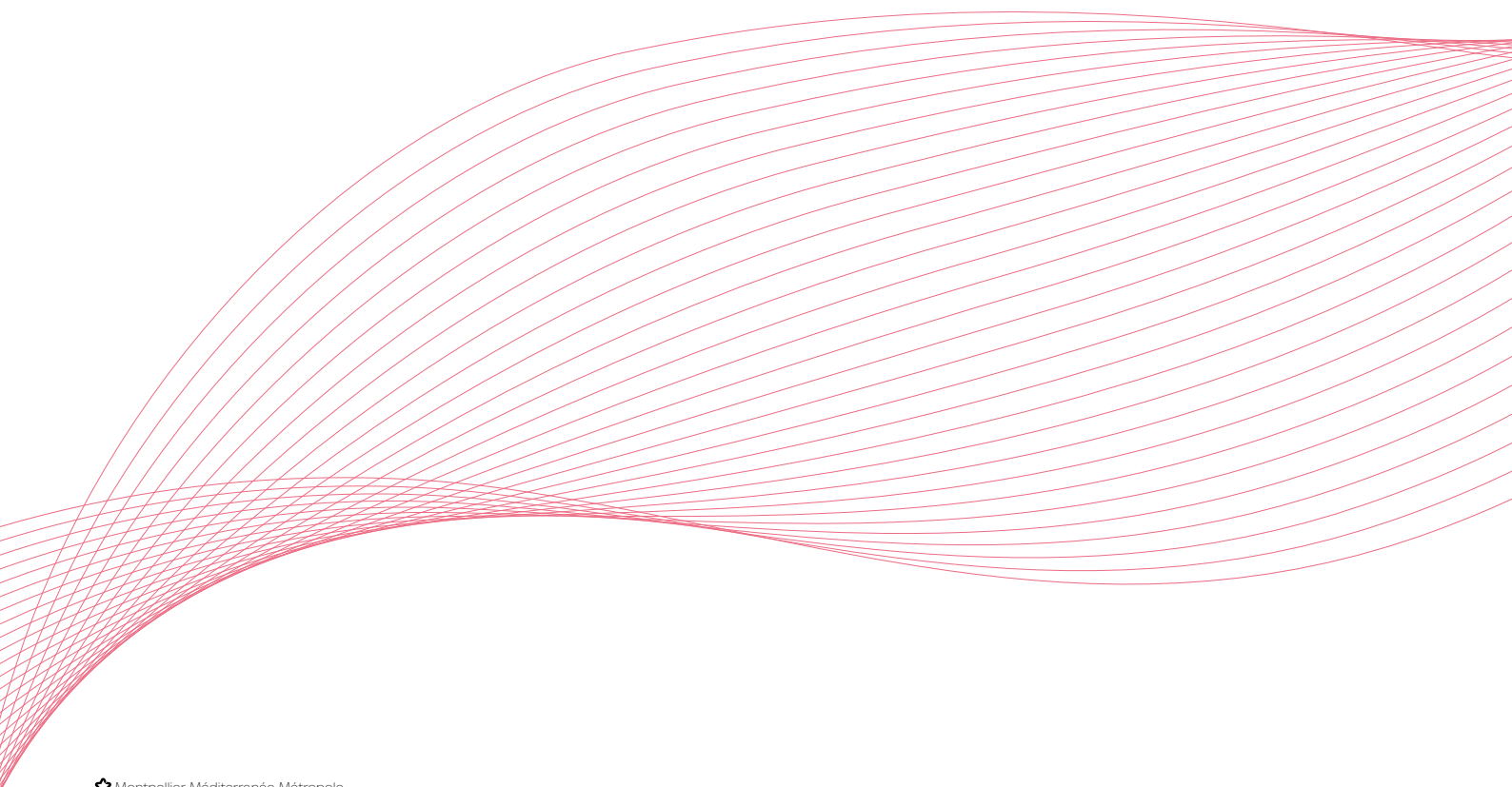
2025 Edition

Go FOR CCIs

Cultural and Creative Industries

**MONTPELLIER,
MAKING THE
FUTURE PRESENT.**





★ Montpellier Méditerranée Métropole –
Design: **wonderful**. Layout: Attractiveness, Economic,
Development and Employment Department – 05/2025.
Photos: Axel Coeuret, Bruno Doan, Charlotte Poncin,
David Maugendre, Dominique Quet, Alt Shift, Apifa, ArtFX,
Blue Twelve, Bold Brush, Build a Rocket Boy, Cité des
Scénaristes, Digixart, Dwarf, Esma, FranceTV, Fortiohe,
Illogic, French Kiss, Karlab, Le Mas Media, La Belle Affaire,
Le Plateau, Les Fées Spéciales, Les Tontons Truqueurs,
Light Fader, Mathematic, Menhir FX, Meet Your Legend,
Midgar, Miyu, Montpellier Images Animées, Montpellier ACM
Siggraph, Nobody, Netia, Objectif 3D, Orosys Two Notes,
Pics, Plug In Digital, Push Start, Saraband, Slope, Smart
Tale, Supamonks, The Beast Makers, The Game Bakers,
The Yard, Travelling, Ubisoft, Virtuos, Wild Sheep Studio,
Zone 658, ZQSD, Franck Deschando, Laurent Fellot, Les
Films Méditerranée, Montpellier Méditerranée Métropole,
istockphoto, the noun project, D.R.
Printing: Impact Imprimerie



for re w ro rd

**Cultural and Creative Industries – CCI
– are a cornerstone of the Montpellier
area’s economic activity. Their
expertise in animated images makes
them unique.**

Companies, schools, and associations continually undertake ambitious projects with an open mind, 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 metropolitan area is a vital space for CCIs, where interaction is real, cooperation constructive, and ambitions shared.

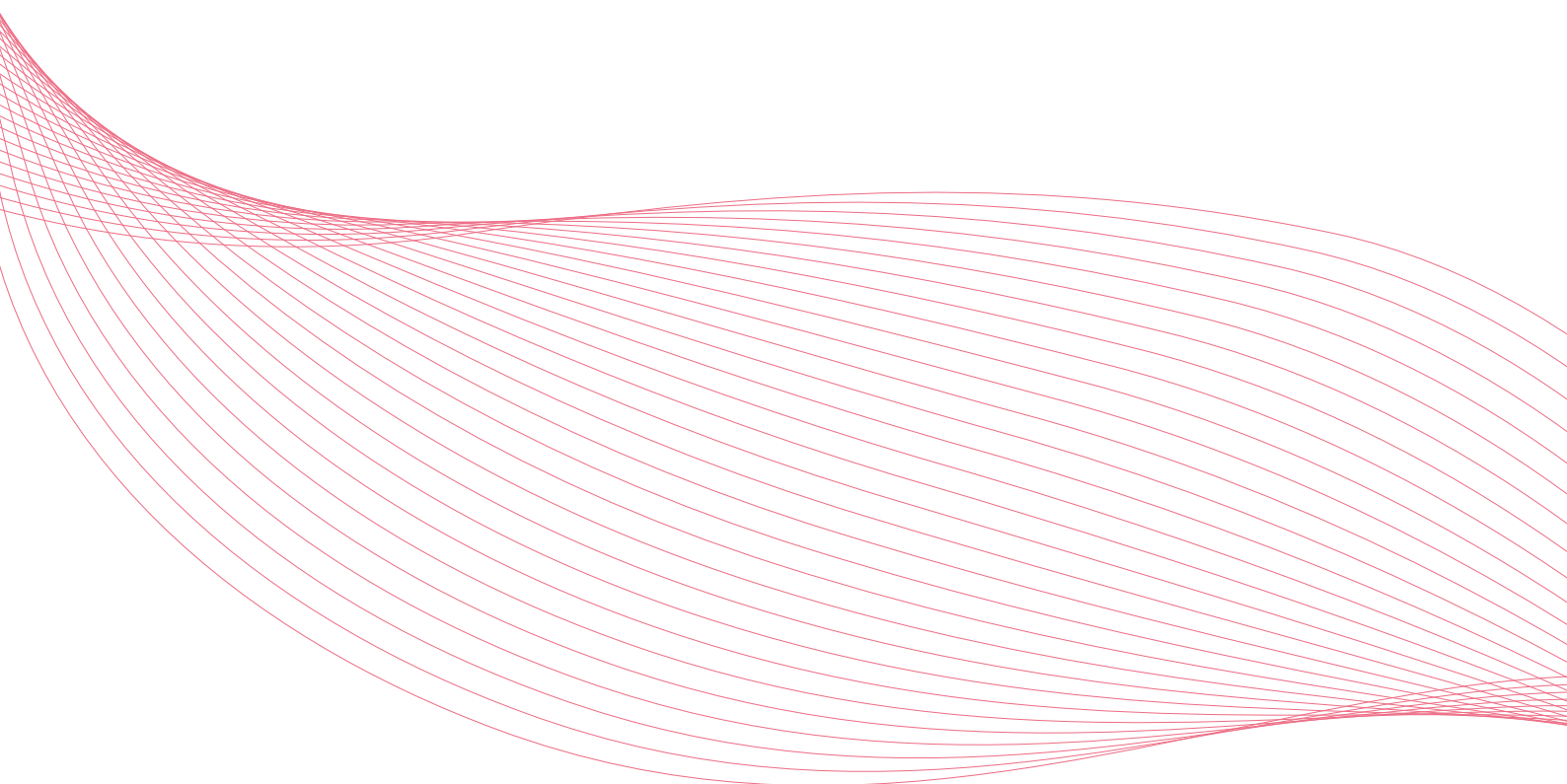
This was further confirmed by the results of submissions to the various France 2030 programs: with eight “La Grande Fabrique de l’Image” award-winners, two “Compétences et Métiers d’Avenir” award-winners, and a project to build a territorial CCI cluster taking shape, Montpellier is the leading metropolitan area (outside of Île-de-France) in the CCI sector.

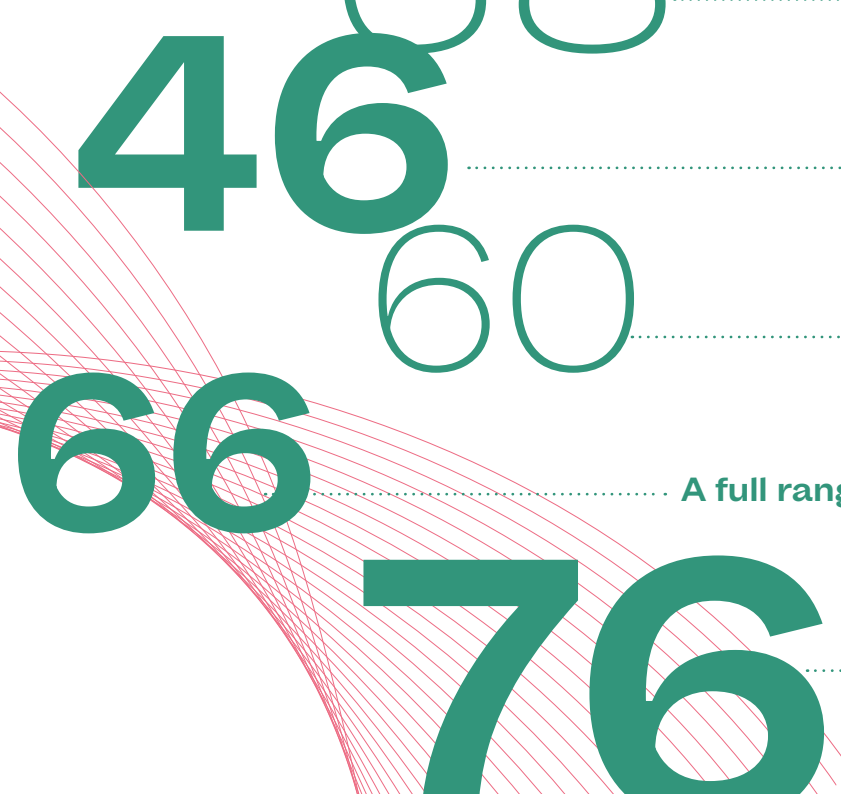
Last but not least, because our CCI industry is made up of people who are enthusiastic about their work and involved in an ecosystem that is constantly innovating and tirelessly creative, we are no doubt headed towards some amazing adventures... you are invited to join us!



MICHAËL DELAFOSSE
Mayor of Montpellier
President, Montpellier Méditerranée Métropole

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Why Montpellier?

A sector that knows no boundaries, yet subject to strong international competition and volatile demand, Cultural and Creative Industries continue to be one of the main economic drivers at the national level in France.

CCI development is often linked to the introduction of strong financial incentives in different countries. The sector's growth in France also leverages the technical and artistic expertise of professionals whose creativity is widely recognized.

National financial assistance programs have been implemented to support productions from all origins. In Montpellier, these programs are reinforced by a range of specific financial and operational tools.

As a result, new CCI-related projects spring up every day throughout the territory, where local authorities and stakeholders are working together to develop the sector, support project leaders, welcome new players, and promote the ecosystem.



Why Montpellier?

Cité Créative



The “Musée” business space at Cité Créative



The Cité Créative development reflects Montpellier Métropole and the city of Montpellier’s strong intention to be a haven for the Cultural and Creative Industries.

The goal is to provide CCI stakeholders with a solid framework and ecosystem that supports 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.

Another major economic facility, the Cité Créative’s “Musée” has been open since fall 2023. This business center combines the original 700 m² building with a more modern extension, providing over 2,150 m² of space dedicated to CCI players. Private offices and shared spaces offer a working environment for studios that want to be at the heart of Montpellier’s dynamic CCI scene. The “Musée” precedes the “Astella” project, which will offer 6,000 m² of office and shared space for sale. The building is scheduled for completion in 2026. The two buildings will be adjacent and will complement each other to offer optimal solutions for CCI players.



"Musée" annex

Located near Montpellier's city center and connected by tramway line 5 (starting in December 2025), Cité Créative will ultimately feature a range of real estate 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.



"Astella" project

Why Montpellier?

CCI events



The Montpellier Métropole area offers a wealth of CCI events.

These events promote interaction and innovation while showcasing Montpellier's creative talent, such as the Cinémed Mediterranean Film Festival, Tropisme Festival, "L'Illuminé" Festival (formerly called Les Rencontres du Cinéma d'Animation - Animation Film Festival), Push Start's ApérosJV, Jeudis de l'Anim (Animation Thursdays), and the OcSIGGRAPH meetups.

In addition, schools and companies in the sector, as well as Montpellier Métropole itself, organized major events such as ICONIC (formerly MICC) from 2018 through 2024, seeking to break down barriers between different sectors in the moving image industry by offering conferences, workshops, and masterclasses on topics relevant to all cultural and creative industries.

The common goal of all these events? To discuss current issues, showcase local expertise, encourage networking, stimulate innovation and creativity, and raise awareness about the sector.

You can catch up on the latest CCI news on entreprendre-montpellier.com



CCI Club is one of the highlights

CCI Club is a professional gathering that focuses on a specific topic relevant to the sector. In order to encourage interaction, the number of participants is limited.

This event is organized in partnership with Montpellier Métropole and a local player who hosts the event, providing an opportunity to showcase their premises, projects, teams, 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 and strengthen 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, both with respect to project set-up and the creation process, production, methodology, financing, and marketing.

The first four editions of the program provided assistance to approximately twenty video game studios at various stages of maturity.



Why Montpellier?

Company creation fund

In 2022, Montpellier Métropole launched a 720,000 € creation fund to support players in the CCI sector

The fund has several objectives: to promote the diversity of locally produced works, including joint national and international productions; support the film industry by helping key players establish a long-term presence in the region and thus encourage the creation of skilled jobs; and support emerging initiatives led by new talent and recent graduates from around the territory.

Montpellier Métropole's creation support fund, overseen by the Culture and Heritage Hub, covers animation, fiction, video games, immersive experiences, and documentaries.

It provides financial support during the development and/or production phases.



Why Montpellier?

A few figures to describe Montpellier's CCIs



+21%

establishments
set up in Montpellier
compared to
2023



+40

training programs



≈ 400M€

in sales revenue



Animation / VFX
Video games
Audiovisual / film

3 highly active
sectors

5,000m²

of indoor
film studios

3,500

Full-time equivalent job

720K€

creation fund
operated by
Montpellier
Métropole

> 1,000

shooting days
around the territory,
for all formats,
in studios and outdoors



+600

professionals
continuously
involved with four daily
series in Montpellier
and Sète

150

projects / yr.

68

projects assisted
in 2022-2023

Why Montpellier?

Montpellier actions for CCIs



STRUCTURE

Foster the emergence of a regional CCI cluster

to ensure strategic coordination within the sector and promote Montpellier Métropole internationally.



WELCOME

Define a comprehensive and varied real estate offering

to support the growth of local players and encourage new players to set up in the area.



ASSIST

Develop an incubation and support offering

including accommodation, administrative support, links with financial backers and partners, etc.



PROMOTE

Help make Montpellier Méditerranée Métropole a flagship area for CCIs

by promoting public and private initiatives and by offering events that bring people together.

Professionals who shine...

The Montpellier metropolitan area is a major hub for cultural and creative industries. This is why so many French and international studios continue to set up their operations here.

These players are attracted by the dynamism of an ecosystem that has all the necessary elements in place, whether they are involved in video games, animated films, audiovisual production for movies and TV series, audio, sound, or podcasts.

This ecosystem is further enhanced by a dense network of specialized training programs in film, video games, animation, and FX, all of which offer top-level instruction to meet the needs not only of local companies, but also of the world's leading studios, which come here to recruit their new talent.

The entire ecosystem is thriving, with over 3,500 full-time equivalent jobs and more than 5,000 established professionals. Nearly two-thirds of these players export their solutions, creations, and services internationally.

This dynamism helps make the Montpellier area a stronghold for CCIs. It's even getting hard to keep counting the number of companies and studios whose productions have won awards. Let's shine the spotlight on a booming ecosystem.

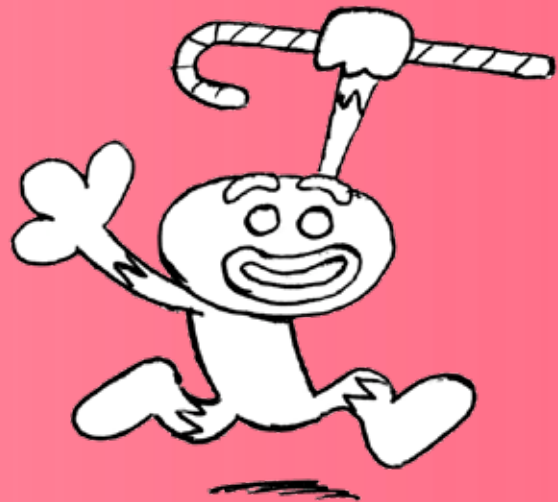


Discover the Montpellier Touch!

...Under the
Montpellier sun



THE PROS in animation



The Montpellier Métropole area has become a leading center for 2D/3D animation and special effects/VFX. Its advantages are clear to studios from all over the world.



“Until recently, everything related to animation was very centralized in Paris, but we chose to set up in Montpellier because it is a dynamic place with a great quality of life and a fast growing animation sector,” explains Théophile Dufresne, CEO of Illogic Studios.

The arrival of Illogic Studios follows in the footsteps of Fortiche Production, which set up its subsidiary Fortiche Animation in Montpellier, as well as Karlab and Supamonks, other Parisian companies that have opened branches there since 2021. This demonstrates

the attractiveness of the metropolitan ecosystem.

It is the result of a vibrant dynamic fueled by all local studios, including Dwarf Animation Studio, The Beast Makers, Do The Film, Nobody Studio, and Les Fées Spéciales. They all showcase inspiring creativity and are involved in local, national, and international projects, including short and feature films, series, services, and production.

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

MONTPELLIER'S VIRTUOUS CIRCLE

DWARF

Founded in 2010 by Olivier Pinol, who previously worked on Madagascar and Shrek at DreamWorks and Avatar at Weta Digital, the animation studio specializes in producing animated series and films for the international market.

Dwarf contributed to the Netflix series Trash Truck, the television series Monsters at Work, and the Netflix original series My Dad the Bounty Hunter. In addition, Dwarf has collaborated with Miraculous Corp, starting with the production of the animated feature film Ladybug & Cat Noir: The Movie, and expanding to the production of the television series Miraculous: Tales of Ladybug & Cat Noir (season 6), broadcast on TF1 and Disney+. Dwarf has also started production on a new original animated feature film, which will be officially announced at the Cannes Film Festival. In June 2023, Dwarf announced a strategic partnership with France.TV Studio designed to strengthen its operational infrastructure and accelerate the development of a leading creative hub in Montpellier, with the aim of attracting the best talent, creators of tomorrow, bold producers, and strategic partners on an international scale.



Animation professionals

FORTICHE



Fortiche Production is an animation studio based in Paris. Founded in 2009 by Pascal Charrue, Jérôme Combe, and Arnaud Delord, the company developed its own graphic style and a unique mix of 2D and 3D media, easily recognizable within the animation sector.

Fortiche produces and co-produces the series *Arcane*, based on *League of Legends*, one of Riot Games' most popular video games. This hit series, premiered on Netflix in November 2021, is considered one of the best series of all time. Released in November 2024, Season 2 was just as successful. *Arcane* has won awards at major festivals (including seven at the 52nd Annie Awards), and has been acclaimed by critics and audiences alike. It has left a lasting impression and shaped the history of the studio!

Fortiche's expertise and that of its Montpellier subsidiary, whose arrival in the city was supported at every stage by Montpellier Métropole, were showcased from January 27 to February 21, 2025, during the exhibition entitled "Behind the scenes of the *Arcane* series" at Montpellier City Hall, offering visitors a look into the creative process that went into making the series, highlighting the work of the studio's artists and technicians.



ILLOGIC STUDIOS

Following the success of its Oscar-nominated short film *Garden Party*, Illogic Studios is working on several animated feature film projects, including *Scavengers*.

Presented at MIFA 2023 in Annecy, the project is currently under development and seeking partners for production. Recognized for its excellence in 3D animation and original projects, the studio chose to set up its operations in Montpellier, notably to be part of a fast-growing “3D animation ecosystem,” and continues to collaborate with major international brands. The studio works on projects for brands such as Swarovski, Guerlain, Van Cleef & Arpels, as well as giants such as Google.

By creating 3D animations featuring animals, Illogic Studios continues the momentum built up by its creators, who have won over 70 awards, including several for *Maestro*.



Animation professionals

KARLAB



Founded in 2016 by Ali Hamdan & Laurent Guittard, Karlab has collaborated with leading studios on numerous productions: *Angelo in the Mysterious Forest*, *Belfort and Lupin*, *Animal Kingdom*, *My Dad the Bounty Hunter* (Netflix), *Vesper*, *Monsters at Work* (Disney), *Asterix and the Secret of the Magic Potion*, etc.

Based in Montpellier, with more than 20 employees throughout France and 22 years of experience, the studio offers high-end services that include design, modeling, grooming, rigging, facial animation, R&D, and strategic consulting.

Since 2024, Karlab has been developing its Karanim unit dedicated to keyframe animation, in partnership with animation director and filmmaker Xavier Bologna (*The Grinch*, *Trash Truck*, *Spell Bound*, etc.).

As a commitment-driven company, Karlab also works with producers on co-productions, providing artistic, technical, and financial support, including assistance with funding.



LES FÉES SPÉCIALES

Montpellier-based studio Les Fées Spéciales has made a name for itself in the world of 2D animation over the past ten years.

Its latest film, "The Most Precious of Cargoes" directed by Michel Hazanavicius, was released in theaters on November 20, 2024. Nominated three times at the 2025 César Awards, the film continues the studio's work on Michel Ocelot's "Dilili in Paris" (2019) and "Josep" by Montpellier cartoonist Aurel (2021), both of which won César Awards. At Annecy 2025, the film will be "Allah Is Not Obligated" premiered and entered into the official competition. The collaboration with Aurel also continues, with the studio working on "Desert", its next film scheduled for release in 2027. Renowned for its artistic engagement and cooperative model, the studio also continues to pursue innovative cultural experiences. One of their recent projects is "Immersion", an augmented reality set-up that gives visitors an interactive experience along the banks of a river. Les Fées Spéciales have also created digital outreach programs for museums such as Musée de Lodève, Musée Fabre, Musée de la Romanité, and Institut de France.



MIYU DISTRIBUTION



Founded by Luce Grosjean, a graduate of the French Gobelins school, and formerly with Miyu Productions, Miyu Distribution focuses on distributing short and feature-length animated films, seeking to promote the emergence of distinctive perspectives and works of art.

This subsidiary of the Miyu group supports author-driven cinema and has no fewer than 700 films in its catalog, several of which have been selected for the Oscars and the Césars. Another one of them collected several awards in 2022: "Dozens of Norths", produced by Miyu, which notably won the Grand Prize for Best Animated Feature at the Ottawa International Animation Festival and the Contrechamp Award at the Annecy International Animation Film Festival.

Miyu Distribution has a reputation for providing exposure to the films it distributes and showcasing them at foreign festivals. In 2020, Miyu Production received the Distribution Award from Unifrance in recognition of its work and ongoing commitment to the sector. Established in 2017, Miyu Distribution left Arles to settle in Montpellier in 2022. *"We felt that we were welcomed in Montpellier,"* explains Luce Grosjean.



SUPAMONKS

Supamonks distinguishes itself in the field of 2D & 3D animation for all types of formats, including series, feature films, video games, commercials, and trailers.

Among its recent notable projects are Tomo, Endless Blue, a fast-paced trailer for a video game, and Absolum, a PC game co-developed with Dotemu and Guard Crush. The studio also contributed to the creation of an educational program about fruits and vegetables at school (2025), an animated campaign designed to promote healthy eating among children.

By expanding its fields of activity, Supamonks has now firmly established itself as a production studio, a fact also demonstrated by the recent release of the series "Les Métiers" (Professions) on France TV, partly produced in Montpellier.

As one of the founding members of the Montpellier Images Animées association (see p. 79), Supamonks organizes an annual "Suparésidence," a unique program that gives new generations of artists the opportunity to make a short film in a professional setting, which also feeds into the studio's spirit of innovation. This win-win hybrid approach runs in the studio's DNA.



Animation professionals

NOBODY STUDIO

Nobody Studio, an animation studio founded in Montpellier, reflects the international aspirations of the industry.

Sébastien Chort and Grégory Jennings have a combined 35 years of experience working at DreamWorks, Blur, Framestore, and Dwarf on projects such as *Shrek*, *Kung-Fu Panda*, *Assassin's Creed*, *Gravity* and *Love Death + Robots* season 2. The studio specializes in 3D animation, lighting, compositing, and project supervision, primarily serving clients in North America. The studio strives to meet international animation needs while drawing on local talent. Its proximity to training programs and schools in Montpellier has been a real asset for Nobody Studio's fast growth.

The company was founded as a cooperative SCOP, a rare approach, but one that has been adopted by a few other organizations in Montpellier's CCI sector, such as the studio Les Fées Spéciales.



THE BEAST MAKERS

The Beast Makers specializes in creating and animating creatures and characters for film, visual effects, and television series.

The company created the lifelike virtual double of the lion cub in David Moreau's film *King*, on behalf of Mathematic Studio. It also designs tools for animation professionals, such as TBM2D, its flagship software used by the American studio Psyop for *Brawl Stars Animation* on the film *Piper's Sugar & Spice*, and Push Joints Tool, a tool for generating joint systems that refine character deformations and offer precise pose control thanks to an RBF solver.

In 2024, The Beast Makers collaborated with Ubisoft to develop the character Nix, an adorable creature from the *Star Wars Outlaws* universe.

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.



Animation professionals

ZONE 658



Zone 658, a legacy of expertise. Established in 2024 at the crossroads of audiovisual design, 3D animation, and visual effects, 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 is known for its agility in taking on projects that are diverse from both a technical and artistic standpoint.

“The support we receive from Montpellier Métropole is extremely helpful for developing our business,” confirms Zone 658.



THE PROS in VFX



CCI SECTORS

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. VFX is an essential link in the creative value chain, which continues to grow stronger in Montpellier.



Two significant developments in 2023 accelerated the visibility of Montpellier's VFX sector: Paris-based studios Mathematic and The Yard both decided to open offices in Montpellier, further confirming the area's appeal.

Their international reputations are an obvious asset for the entire industry while also inspiring local players.

The local VFX sector now includes multi-award-winning studios and newcomers, all convinced of the benefits of being part of an ecosystem where professionals and high-level training programs come together, and where institutional support is real.

BOLD BRUSH

Bold Brush VFX, the expert in digital scenery Bold Brush created digital scenery for the hit series The Crown throughout seasons 3, 4, and 5, earning an Emmy Award nomination for Best Visual Effects in a TV Series for season 6.

Having become synonymous with concept art and matte painting for recreating sumptuous, realistic settings, Montpellier-based studio Bold Brush VFX also contributed its expertise to Napoleon, The Winter King, Daft Punk's Infinity Repeating music video, and, with SPACE Film & VFX, the Netflix thriller Missing You. It also contributed to the project Kings Slam – Call Of The Kings, focusing on the desert and rock environments featured in the opening sequence.

Founder Aurélien Ronceray discovered this art form and began building his professional network during his many years working in London at The Mill and DNEG. In addition to Netflix, his clients include Warner and Left Bank Pictures.



LES TONTONS TRUQUEURS



Les Tontons Truqueurs build 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 should also appeal to streaming platforms. Having now achieved a level of maturity, Les Tontons Truqueurs invested 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 expand their studios by an additional 50%, with the new facilities scheduled to open at V Studios 2 by the end of 2025.



MATHEMATIC

Already having offices in Paris, Montreal, and Los Angeles, Mathematic was looking to set up a fourth location.

The visual effects 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.

Founded in 2006, the studio focuses on the advertising, audiovisual, cinema, and video game sectors. It has impressive references among major international brands, including Apple, Adobe, and Coca-Cola, and artists such as Lil Nas X. The studio has also created visual effects for several feature films in fiction (Asteroid City by Wes Anderson, AKA on Netflix) and animation (Ladybug), as well as series (Transatlantic).

In addition, Mathematic contributes to stage shows such as Starmania, for which it won two awards at the 2023 Molière Awards. With its wealth of talent, Mathematic has gained international recognition that stimulates its activity. In Montpellier, Mathematic opted for the Cité Créative. After a landing phase at the Annexe, the studio will move into the Museum facility in 2025. Its goal is to grow to around 100 employees within four years.



MENHIR FX



This studio specializes in 3D animation and designs and produces trailers and cinematics for the video game and e-sports industries.

From creating assets to visual effects, Menhir FX brings its unique expertise to the Montpellier CCI 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, etc.*), Red Bull, Plug In Digital, Tiny Build, and La Croix Rouge.

Also worth noting: they introduced a four-day work week with five days' pay. "*We are deeply committed to well-being at work,*" say the founders. The *entertainment* side of the CCI sector does not prevent them from being socially engaged!



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.

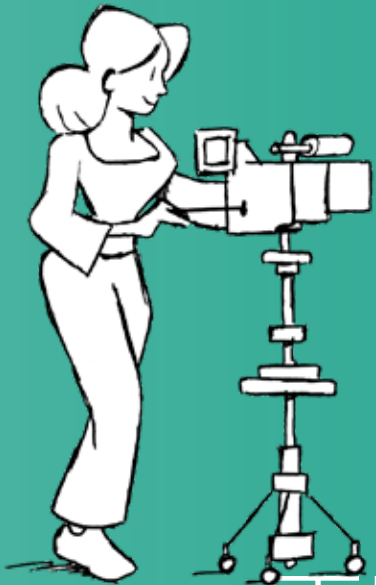
Specialized in overseeing and creating visual effects for cinema and streaming platforms, the 100% French company worked on the film "Notre Dame on Fire", for which Laurens Ehrmann, founder of The Yard, won a César award in 2023 for best visual effects. This award was followed in 2024 by an HPA Award for the Netflix mini-series All The Light We Cannot See, as well as two Genie Awards in 2025 for The Rings of Power S2 (Prime Video).

Today, the company is helping to create an ecosystem spanning London, Paris, and Montpellier, where it plans to create around 50 jobs to boost its appeal and international offering. The Yard acquired its own premises close to the city center to cement its presence in Montpellier. The studio hosts its own teams as well as those of its partners.



VFX professionals





THE PROS in audiovisual and film

Montpellier Métropole, an open-air studio...

...an asset that has not escaped the attention of audiovisual and film professionals.



In 2024, a total of 1,076 days of filming took place in the Montpellier Métropole area, equaling the record set in 2021, partly driven by post-COVID recovery! Four daily series are now filmed on location in Montpellier and Sète. In addition, these are complemented by more sporadic projects, mini-series, and feature films such as “Panda”, “A Priori”, “Belle Perdue”, “The Lost Station Girls”, and “Des femmes comme les autres”.

These projects can all benefit from Montpellier Métropole’s support measures (Shooting office, CCI creation fund, etc.) and the expertise of local professionals, from production companies to film studios and post-production specialists. The context is therefore favorable for new players in Audiovisual and filmographic production to settle here, enriching an already abundant ecosystem.

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

V STUDIOS

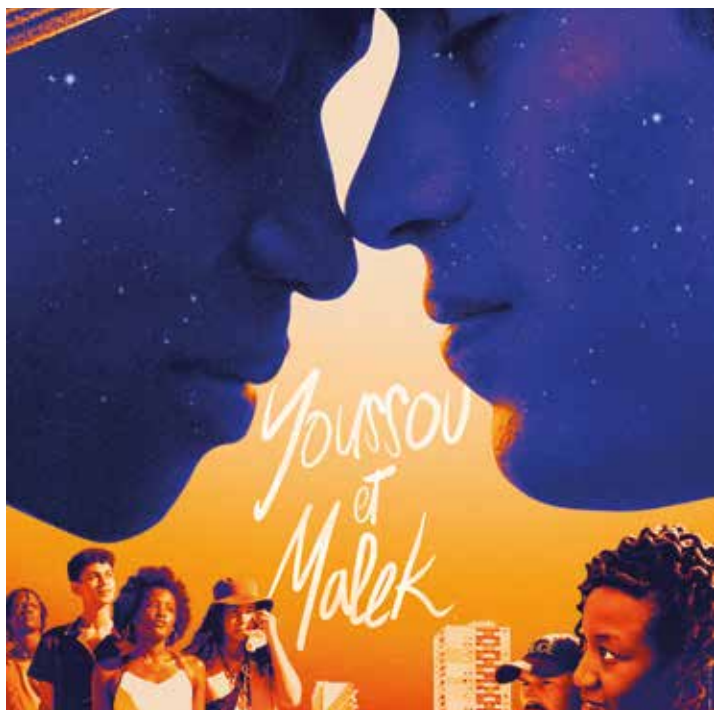
In March 2018, France Télévisions became a major player in the revival of production studios in France by setting up a 16,000 m² state-of-the-art facility in the Montpellier Métropole area. The site includes four 4,000 m² film studios, 600 m² of post-production facilities, a woodworking shop, a paint shop, and 1,400 m² of storage space for props and sets.

As part of its certification in the France 2030 “La Grande Fabrique de l’Image” (The Great Image Factory) program, the group plans to double filming capacity at its original site in Vendargues. The goal is to host all types of creative projects, including feature films, fiction, documentaries, video games, commercials, and music videos.

In the first phase of the project in 2025, two buildings will be built, comprising four sets ranging from 300 to 800 m², along with offices, dressing rooms, storage space, and catering facilities. Two sets will be designed to accommodate entertainment and streaming productions, as well as a backlot area. A third building could be added at the end of this first development phase.



LA BELLE AFFAIRE



Located at Montpellier's Halle Tropisme, La Belle Affaire Productions is a particularly active young company. The team has produced or co-produced about 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 Terratre Films and directed by Cláudia Varejão, this feature-length film – released in France in February 2023 – received the prize for Best Production at the 79th Venice International Film Festival in the Giornate Degli Autori autonomous section. It was also sold in a dozen countries around the world and broadcast on HBO. Founded in 2013, La Belle Affaire relocated to Montpellier from Paris in 2020 with a desire to help create a hub in the Montpellier area focused mainly on fiction, but also on documentaries, animation, and other hybrid forms. *"The cultural and creative industries ecosystem here is exceptionally dynamic. For me, it was a real discovery that I would like to help expand,"* highlights Jérôme Blesson.



PICS STUDIO

A world-class film complex is set to open just north of Montpellier, backed by the GGL and SPAG groups.

This film hub, called PICS Studio, will open in 2026. Equipped with the latest cutting-edge technological facilities, it will accommodate film shoots and offer a range of on-site services, thanks to its 11,000 m² of sound stages, 13,000 m² of production, post-production, and VFX space, and 10,000 m² of premises reserved for technical service providers. 6,000 m² dedicated to training will complement PICS Studio, which is being built on 14 hectares of land already owned by the group. In addition to its range of film services, the group plans to develop accommodations just south of Montpellier (in Pérols) for professionals in the sector and teams visiting the area. The PICS Studio project is one of the winners of the La Grande Fabrique de l'Image call for projects, part of the France 2030 national master plan.



Audiovisual and film professionals

ZQSD PROD



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

The hyper-active team of approximately 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 held in Montpellier. 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 e-sports competitions, through its two teams launched with ZeratoR under the Mandatory.GG banner.

"Our team won the World of Warcraft world championships in March 2024. Results couldn't have been better!" exclaims Nicolas Di Martino.



LES FILMS D'ICI MEDITERRANEE

Les Films d'Ici Méditerranée is a production company based in Montpellier since 2014.

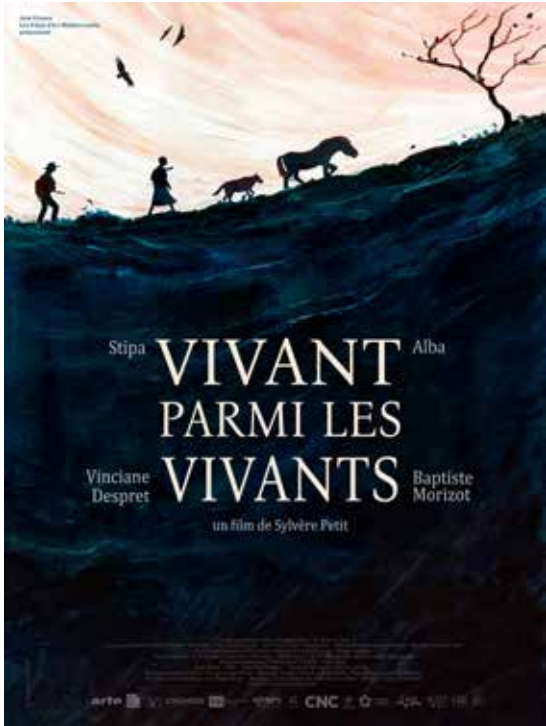
It was founded by Serge Lalou, associate producer of Les Films d'Ici in Paris when he moved to Montpellier, and Anne-Marie Luccioni, founder of Eurodoc, with the aim of producing and co-producing projects from the Mediterranean region. The company's ambition is to showcase and promote internationally the richness of the region's writing, regardless of the format: documentary, fiction, animation, or digital productions.

The company develops expertise adapted to the specific production and financing requirements of the region. It draws on its strong roots in Montpellier and Occitanie to support authors over the long term and promote the region's resources.

Les Films d'Ici Méditerranée has produced or co-produced several notable works, such as Josep de Aurel (César Award for Best Animated Film 2021), They Shot the Piano Player by Fernando Trueba and Javier Mariscal (nominated for the Gaudí and Goya Awards 2024 for Best Animated Film), and Vivant parmi les vivants, a documentary by Sylvère Petit co-produced with ARTE. Les Films d'Ici Méditerranée actively participates in the decentralization of audiovisual and cinematographic production by supporting projects led by unique voices, rooted in the Mediterranean basin.



Audiovisual and film professionals





The **PROS** in video games

In Montpellier, place your bets... on video games. This sector is firmly rooted in the history of the Mediterranean area's cultural and creative industries, right down to its very DNA.



Action, adventure, role-playing, strategy, thought-provoking, stimulating, serious games... All genres are represented here, spearheaded by gaming giant Ubisoft, which has been based locally since 1994 and has finally made the rare decision to build its own premises. Many studios have emerged in its wake, some created by a handful of its talented employees, others attracted by the presence of a particularly creative ecosystem.

Recent arrivals include Build a Rocket Boy and Virtuos Labs, the R&D arm of the international Virtuos group. To stimulate and unite the sector, professionals can count on the support of Push Start, the regional video game association based in Montpellier.

The arrival of these companies is no coincidence. More than 700 people work in the video game sector in the Montpellier Métropole area, an industry driven by the infectious creativity of its talented workforce. Examples include Alt Shift, DigixArt, Elia Games Studio, Pixel Reef, Plug In Digital / Dear Villagers, The Game Bakers, Wardenlight, and Wild Sheep Studio. The video game industry is clearly a winning ecosystem in the Montpellier metropolitan area.

IN MONTPELLIER, GAMES ARE SERIOUS BUSINESS

ALT SHIFT

Specializing in puzzle games and neo-retro games, the independent studio Alt Shift has imposed its style with 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 over 16 million times on mobile devices 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. Alt Shift is riding the wave of success from its flagship games (Not Not 2 was released in February 2023) while continuing to focus on creativity through new game projects. Its CEO Frédéric Lopez is involved in his community, notably through the Montpellier Game Lab, an incubation program dedicated to the video game sector supported by Push Start and Montpellier Métropole. He also praises the creation support fund launched by Montpellier Métropole in May 2022. *“This fund helps studios finance the riskiest phases of game production,”* he says.



BLUE TWELVE STUDIO



Founded in 2016 in Montpellier, Blue Twelve Studio has made 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, formerly from Ubisoft Montpellier, Blue Twelve Studio moved in 2023 into new, larger facilities in Montpellier, a city whose “dynamism” is worth mentioning. *“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,”* highlights Swann Martin-Raget, the studio’s executive producer.



SANDFALL INTERACTIVE

Founded in 2020, the studio chose to set up in Montpellier to focus on creating its first game.

Established in 2020, Sandfall Interactive is a video game studio that develops premium 3D games for PC and next-gen consoles, leveraging the latest real-time technologies. Its ambition is to create games with high-quality narrative, graphics, and sound, while also proving that it can be done by a young independent studio. Sandfall Interactive reached this goal with “Clair Obscur: Expedition 33”, the game on which the studio worked for five years, and which is now enjoying worldwide success since its release in late April 2025 (published by Kepler Interactive). Sandfall Interactive was founded by Guillaume Broche and Tom Guillermin, two former Ubisoft employees who had worked in Paris, Malmö, Shanghai, and Montpellier. They were quickly joined by François Meurisse. The studio chose to set up its development team in Montpellier in 2021 and now has about thirty employees. The studio was assisted by Montpellier Metropole at various stages of its development, including during its search for workspace, for help with recruitment to increase staff size, and with the opportunity to participate in the second cohort of the Montpellier Game Lab program.



Video game professionals

DIGIXART



DigiXArt is a studio that was imagined and incubated in Montpellier. Since it was founded in 2015, it has offered memorable gaming experiences based on three pillars – quality, innovation, and meaningful messages – which have earned the recognition of its peers.

Building on the success of *Lost in Harmony*, *11-11: Memories Retold*, and *Road 96*, which won five Pégase awards at the March 2022 ceremony, including one for narrative excellence, the studio founded by Anne-Laure and Yoan Fanise confirmed its influence in the video game world with the announcement of *Tides of Tomorrow*, an adventure game taking place on Elynd, an ocean planet threatened by a mysterious disease. The game features an innovative asynchronous system. In mid-2021, DigiXart joined Plaion (formerly Koch Media), a world-renowned German video game publisher that offers international exposure and creative independence, ensuring that the studio's history and future remain firmly rooted in Montpellier. The studio will celebrate its 10th anniversary with everyone who has helped make it a success, both in Montpellier and elsewhere. It may also be an opportunity for people to meet future colleagues, as recruitment is currently underway (jobs@digixart.com). According to its two founders, *"The local ecosystem is quite well-rounded. We have Montpellier BIC to thank for helping us get started in 2015. Without them, we would never have dared."*



NACON

Nacon is creating a video game hub in Montpellier. A publicly traded company and subsidiary of the Big Ben Group, Nacon stepped up its video game activities by setting up a technical hub in Montpellier in 2024.

Known as Nacon Tech, the new site's main mission will be to provide software development and motion capture services to the group's 16 video game studios, as well as to outside clients such as game studios, animation studios, film studios, advertising agencies, and more.

The technical hub will leverage two complementary infrastructures: a platform housing the software development and engineering studio in Montpellier's Cambacérès district, and a motion capture studio in the Aube-Rouge area of nearby Castelnau-le-Lez. This project follows the acquisition of Montpellier-based studio Midgar in 2022. Nacon Tech is headed by Jérémy Zeler-Maury, founder of Midgar Studio. He is now Nacon's Chief Technology Officer, supported by Valérie de Palma, Director of the motion capture studio. The hub now has more than 50 employees, and the team is expected to continue growing to support the division's expansion. The first major announcement resulting from this momentum is that Midgar Studio has unveiled its new game, *Edge of Memories*, which will be available on all platforms.



PLUG IN DIGITAL



Plug In Digital was founded by Francis Ingrand in 2012. Even though the company first started in Paris, it quickly moved to Montpellier, which is now the center of its international business.

As both a publisher and distributor, the company was able to establish itself rapidly as a complete player in all video game markets (PC, console, mobile), and has often been a precursor, such as with Cloud gaming where it holds a strong position.

The company's publishing label – Dear Villagers – is the flagship of its growth strategy, with a portfolio of existing games already strong on all platforms, with dozens of ambitious new games being prepared for the coming years.

In March 2023, Plug In Digital acquired Celsius Online, a specialist in free-to-play games, thereby becoming one of France's leading video game groups. In 2025, the group made another major move by announcing the acquisition of Spanish studio PixelRatio, which was already a long-standing partner. In March of the same year, the industry benchmark website Metacritic ranked Plug In Digital as the 14th highest-rated game publisher in the world, ahead of Ubisoft (18th) and Nintendo (22nd).

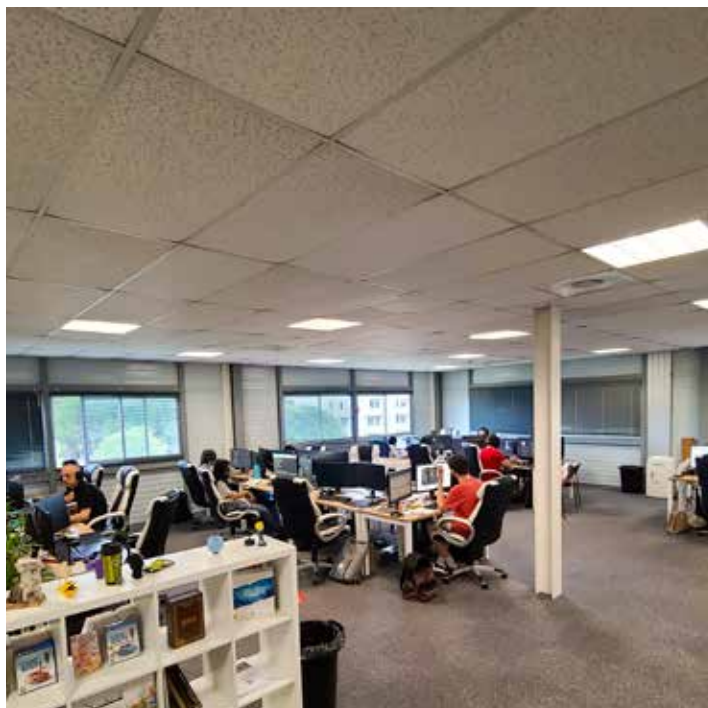
A distinguished ambassador for Montpellier!



NEXTALE

Founded by Charles Martini and Jonathan Marin, Nextale Games (formerly Smart Tale Games) has been working on a new chapter in its history since relocating from Arles to Montpellier in 2021. Until that point, the studio focused on developing games for other studios, most notably Eden Games and Microids.

Today, however, it is taking a new step forward. In April 2025, Nextale Games announced its first in-house project: Calame, a narrative tactical role-playing game (RPG) whose trailer is currently in production. “We have undertaken a strategic transition to broaden our sphere of activity and develop our own creative identity. With our first in-house game, we are taking a significant step towards greater autonomy and innovation,” the studio writes on its LinkedIn page. Nextale’s move to Montpellier was a turning point for the company. Their choice was by no means a coincidence. For the studio, it was a matter of becoming part of an already dynamic and highly promising ecosystem.



THE GAME BAKERS



The Game Bakers progresses along its creative path and is working on a highly anticipated game for 2025.

Founded in Montpellier in 2010, the studio's game credits include Haven, Furi, Squid, and Combo Crew, which all have one point in common: they are exciting and filled with memorable emotions. 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 studio is now getting ready to release its next title in 2025: "Cairn", a unique mountaineering experience whose central theme is the quest for freedom. The Game Bakers benefited from significant exposure at several major international events, such as Summer Game Fest 2024, where Audrey and Emeric presented the game and its visual universe, created by French comic book author Mathieu Bablet. Cairn's innovative climbing gameplay has since been enthusiastically received by hundreds of thousands of players thanks to its playable demo.



UBISOFT

The studio in Montpellier was one of the first to be created by the video game giant Ubisoft.

For more than 30 years, the studio has demonstrated its expertise by creating iconic brands such as Rayman, Raving Rabbids, and Unknown Soldiers. More recently, Ubisoft relaunched the Prince of Persia brand with an opus that won numerous international awards, including the Pégase award for best French video game in 2024.

Ubisoft's growth has greatly stimulated the growth of the video game industry in the Montpellier area, and continues to contribute to its development by promoting innovation and creativity. And it's far from over!



VIRTUOS



Virtuos develops video games, in whole or in part, for other large companies. Its services range from character and scene design to game porting, game play, and the implementation of new features in game engines, tools, and more.

With a total of 4,000 employees, the Singapore-based group has studios around the world, including one that opened in Montpellier in June 2022.

The Montpellier studio is led by Alexis Vaisse, assisted by Marianne Calva, two former Ubisoft employees who also founded their own studio, Wysilab, in 2016. Virtuos Montpellier plans to expand its staff from its current level of about 40 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 with *"its approach to video games, appreciated by professionals around the world."* The studio notably works for Ubisoft, Sony, Nintendo, and Microsoft.



Video game professionals

WILD SHEEP STUDIO

A small independent studio founded in Montpellier in 2012, Wild Sheep is driven by its passion for nature and culture!

In collaboration with Paris-based studio Double Jack, the local team led by Céline Tellier contributed to the success of the virtual reality game "Maestro", which places players in the shoes of an orchestra conductor for an unforgettable musical experience. Two DLCs (downloadable content) are already available with iconic themes from Harry Potter, Fantasia, Game of Thrones, Lord of the Rings, and many more to come!

In parallel, the studio has been developing a small game entirely dedicated to nature, scheduled for release towards the end of the year.



Video game professionals





THE PROS in Sound and audio



Sound and audio comprise the fourth CCI sector to be formalized in the Montpellier Métropole area, but it is quickly building momentum!



Audio, sound, and voice stakeholders are rallying together to contribute to the CCI sector. They are involved in every aspect of the industry: from digital software publishing for radio stations with Netia, to innovative products for musicians with Orosys/Two-Notes, audiobooks with Benjamins Media and Soladar, and post-production with Light Fader, Saraband, Tomato Sound Factory, and

The Kitchen, an American group that chose Montpellier as the location for its French subsidiary. Not to mention, of course, recording artists with studios such as Kiwi Records and soundtrack music with composer Christophe Héral.

No rests or wrong notes in this sector's growth, which is fueled by all the other cultural and creative industries in the Montpellier area.

PERFECT HARMONY

LIGHT FADER

Light Fader hits all the right notes. Light Fader, the successor to Audio Workshop, 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 in its specialties. 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 growing rapidly and now has four full-time employees to meet demand. Among the studio's key strengths are the diversity of its projects and its international profile.



NETIA



NETIA is a software publisher for major national radio stations around the world. Founded in 1993, it has been one of the industry's main facilitators of workflow digitalization. Present in about forty countries on 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. Based in the Ateliers Tropisme workspace at Montpellier's Cité Créative, NETIA is now preparing to embark on new projects that "will help strengthen Montpellier's position as a leading area in the highly important CCI field," says the company's CEO Bruno Tézenas du Montoel, who is actively involved in the CCI ecosystem in the Montpellier metropolitan area.



SARABAND

Founded in January 2020, Saraband is an audiovisual post-production company located in a 300 m² space near downtown Montpellier.

"We specialize in sound, editing, post-synchronization, and mixing," explains Gilles Benardeau, one of the company's five partners. One of Saraband's strengths is the 50 m² mixing studio it created, featuring 4 m high ceilings, a facility that is *"very rare outside Paris."* The studio includes two auditoriums for mixing, a voice booth, and two sound editing rooms. The acoustic studies for the auditoriums were performed by Serge Arthus. 20% of the investment was funded by the CNC, the French National Center for Film and Moving Images.

Why Montpellier? *"We liked what we saw here,"* he smiles. *"We could feel the momentum building in the film industry. The Montpellier Métropole area has many advantages, including the France. TV studios, film, documentary and series shoots, two train stations, and an airport."* The demand is there, so the supply 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?



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 go straight there to find new talent.

In Montpellier, there are both private and public organizations preparing future professionals 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, art direction...**
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.

CCI Montpellier

Training professionals

ARTFX



Ranked every year among the world's top special effects school, ARTFX is another major player in the Montpellier Métropole area's CCI ecosystem. This international recognition reflects the excellence of its programs.

While ARTFX prepares students for many careers in the creative industries, its main focus remains VFX, where it has become an industry reference. Many of its alumni work at Weta Digital, DNEG, Illumination Mac Guff, and other top companies. The school's students regularly win awards at major international festivals. The most recent example is the film *PITTURA* (class of 2024), which won an award at the VES Awards in February 2025.

The school proudly asserts that it was *"created by professionals for professionals."* Gilbert Kiner, its founder, is certainly one of the pioneers of special effects in France. In fact, the very presence of ARTFX in Montpellier encourages other studios to establish themselves in the city. 2024 marked an important milestone for the school, which celebrated its 20th anniversary! The future still looks bright!



CITÉ DES SCÉNARISTES

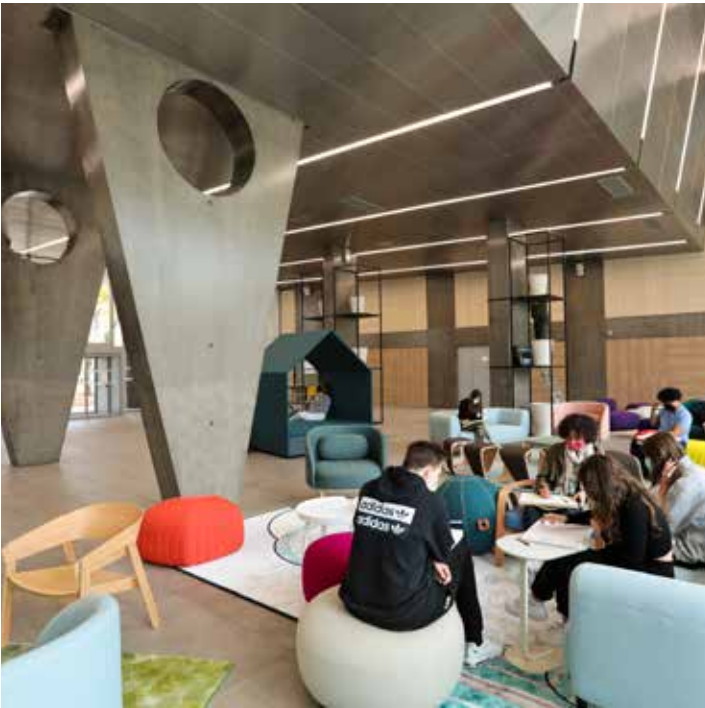
Certified France 2030, the "European Center for Screenwriters" trains aspiring screenwriters who want to improve their skills by discovering the ecosystem of a project currently in development, alongside a "mentor screenwriter." This four-month immersion program is part of the "Compagnonnage" apprenticeship training.

Trainees are tasked with coordinating writing, conducting documentary research, writing and reading reports to learn industry practices and build their network. Talents such as Jean-Baptiste Durand (film), Fabien Adda (TF1 TV series), Ghislaine Pujol (France TV series), and Suzanne Hébert (TF1 daily TV show) have been mentors and shared their projects with trainees. In 2024, 72% of trainees in the Occitanie region obtained one or more contracts as freelance artists or interim workers after graduation. Qualiopi-certified and supported by France TV, TF1 group, Canal, Arte, Mediaset, Banijay, and Xilam, La Cité Européenne des Scénaristes helps structure the sector, with support from the Occitanie Region and the Cité de l'Économie et des Métiers de Demain.



Training professionals

ESMA



CCIs in Montpellier are closely linked to ESMA, the Higher School of Artistic Professions. Founded in 1993 by Karim Khenissi, the school has trained several generations of 3D animation professionals, upholding high standards that have earned it a reputation as one of the best schools in the world.

Highly regarded 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 loônes network, has also established another school in its home town: CinéCréatis, dedicated to careers in film, positioning the school across all branches of the moving 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 end-of-year exam panels, giving students the opportunity to demonstrate their achievements to seasoned professionals.



OBJECTIF 3D

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, this school of higher education is celebrating its 26th 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.



Training professionals

TRAVELLING



The first higher education center in the South of France entirely dedicated to careers in film and television, Travelling trains 250 students every year in film set production, directing, cinematography, sound, post-production, and makeup.

Based in Muguio and Sète, the school was a winner in 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 spring 2023. It is in the process of launching new vocational courses to provide the skills required by virtual and hybrid productions.

Travelling also offers 4- to 8-week technician training courses in Muguio and Sète (since 2020), teaching new skills to around a hundred trainees a year, either undergoing a career transition or building their qualifications. The success rate is high: “Over 60% of our trainees obtained their status as intermittent entertainment workers.”

Thanks to its expertise, Travelling was awarded the call for tender launched by the French Agency for AIUla Development, chaired by Jean-Yves Le Drian, and provided technical training courses for film professionals in AIUla, Saudi Arabia, in late 2024.



SLOPE TRAINING

There was already music for images, now there's sound. This is Slope Audio Training's specialty.

Established in Montpellier by Gaëtan Theyssier, this training organization 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. Training courses can be subsidized, as the center is certified by Qualiopi.







ASSOCIATIONS in the ecosystem

Professional associations are key players in any sector.



It's no different in 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 structure, with one core feature in common: a desire to share moments for both thought and concrete action.

You are invited to enjoy constructive and friendly discussions on economic, technological, and societal issues with the Association of Independent Animation Producers, Montpellier Images Animées, Push Start (video games), the recently formed Montpellier ACM SIGGRAPH Chapter, and many others.

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, the association had at least 50 members in 2024. Their enthusiasm contributes to the creative vitality of the Occitanie region. “Not a single quarter goes 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



The 2D and 3D animation industry in Montpellier is organizing, asserting itself, and gaining momentum. Working groups are being launched, projects to pool resources are moving forward, and initiatives to raise national and international awareness are underway.

Driven by collective energy, the Montpellier Images Animées (MIA) association promotes ways to share resources and experience, and is building a solid ecosystem to support creativity. Its goal is to make Montpellier a veritable stronghold for animated images. Founded in 2023 by Illogic Studios, Karlab, Les Fées Spéciales, Menhir FX, Nobody Studio, and Supamonks, MIA also has a mission to represent 2D and 3D animation studios and professionals and defend their interests.

The association recently appointed a new board, headed by Laurent Guittard (Karlab), who succeeds Sophie Marron (Les Fées Spéciales). It is expanding synergies, partnerships, and ambitious projects, including developing a directory of local talent, hosting events, organizing professional meetings and social gatherings dedicated to networking, and designing a regular filmed event to showcase careers and expertise to help make Montpellier a strong hub that is recognized both in France and internationally.



MONTPELLIER ACM SIGGRAPH CHAPTER

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, and to promote and advance 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. *"The 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



The greater Montpellier area is a hotbed for video games. It was only natural for Push Start to be born here.

Created in 2015 as an association, this regional group of video game professionals and future professionals, chaired by Gwendolyn Garan, lies at the heart of a vibrant, rapidly expanding business sector.

In Montpellier alone, over 700 people work in video games. Push Start works every day to unite and coordinate stakeholders in the video game sector, from students and independent groups to larger established groups. Given the sector's tremendous international potential, it is essential for a player like this to be present in the area to raise awareness and showcase local expertise.

Push Start initiated the creation of the Montpellier Game Lab (MGL) in partnership with the Montpellier BIC (Montpellier Métropole's business incubator dedicated to innovation). Since 2021, MGL has provided support for five to six video game studios every year, focusing on both creativity and entrepreneurship.

