

Go **FOR** CCIs

Cultural & Creative
Industries

MONTPELLIER
LET'S MAKE
A NEW WORLD!



 Montpellier Méditerranée Métropole –

Production: Attractiveness, Economic Development, and Employment Department
– 06/2026.

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forward

The Cultural and Creative Industries - CCI - in Montpellier not only exist, but they innovate, make their mark, and transform the entire area.

A powerful economic driver and a major attraction for the area, the CCI sector draws on exceptional expertise in the field of moving images. Studios, schools, and associations all move forward together, driven by the same creative energy and collective boldness that push the boundaries of the imagination and open tremendous opportunities for innovation, jobs, and growth.

Here, creativity is a shared playground. The territory's entrepreneurial richness and the global prestige of its training programs make Montpellier a leading CCI ecosystem. Interactions are natural, collaborations rewarding, and projects ambitious. In Montpellier, we are jointly building, experimenting, and inventing the future of the creative industries.

This dynamic is widely recognized on a national scale. The results achieved under the France 2030 initiative stand as proof: eight selections for La Grande Fabrique de l'Image, two selections for Compétences et Métiers d'Avenir, and a rapidly emerging regional CCI hub. Montpellier is firmly establishing itself as the leading metropolis outside the Île-de-France/ Paris region for cultural and creative industries.

Montpellier's excellence is also evident on-screen and in everyday life, through works that have become benchmarks: "Arcane", the phenomenal animated series by Fortiche Production; "The Unloved Wolf", a landmark animated commercial by Illogic Studio; and "Clair Obscur - Expedition 33", an ambitious video game developed by Sandfall Interactive. Proof that local talent knows both how to create and captivate the general public.

Behind these successes are, above all, passionate, committed individuals driven by a spirit of collaboration and experimentation. Together, they make Montpellier's creative and cultural industries a playground for continually evolving creative adventures. So, are you ready to join the movement? Come along with 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. However, the sector's growth in France also leverages the technical and artistic expertise of professionals whose creativity is widely recognized.

National financial assistance programs exist 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 work together to develop the sector, support project leaders, welcome new players, and promote the ecosystem.



Why Montpellier?

Cité Créative



“Musée”

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

The objective is to bring creative entrepreneurs into an environment that fosters imagination and innovation.

Following the opening of the Halle Tropisme facility in early 2019 and the Creative Campus in October 2020, Cité Créative now offers flexible and scalable property solutions designed to meet the needs of companies involved in the creative and cultural industries, regardless of their size or stage of development.

Cité Créative's "Museum" has been available to host players in the sector since 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 and shared space offers a working environment for studios that want to be at the heart of Montpellier's dynamic CCI scene.

As an extension of the Museum, the Astella project will offer 6,000 square meters 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.

Located in the immediate vicinity of downtown Montpellier, Cité Créative has been easily accessible via tramway line 5 since December 2025.





A rapidly growing creative ecosystem

Cité Créative is home to a dynamic ecosystem that fuels creativity and drives innovation:

- **Schools for learning:** CinéCréatis, ESJ Pro, ESMA, Slope Audio Training
- **Companies for creating:** BoldBrush, Chuck Productions, Do the Film, La Voix du 12, Mathematic, NETIA
- **Places to meet:** Ateliers and Halle Tropisme, cultural and event venues



"Astella" project

Why Montpellier?

CCI events



Every year, Montpellier's cultural ecosystem offers a rich and diverse program that actively contributes to the development and structuring of the cultural and creative industries sector. Backed by Montpellier Métropole and/ or its partners, these events are open to all audiences and address current topics while highlighting local expertise. They all share one thing in common: they promote the sector!

Examples include the HyperActive Festival, Cinémed, Coeur de Ville en Lumières (Downtown in Lights), L'Illuminé, and numerous film premieres. These events are designed for the general public, inviting people to discover local creativity and expertise, and they feature professional components in their programming aimed at familiarizing attendees with the industry, emerging trends, and the challenges of creative work.



Alongside those, events such as Convergences, the SATIS+ trade show, and the Mixer Unreal Engine evenings, and Iconic (2018–2024) are designed for professionals and help break down barriers between the moving picture and interactive sectors. They give participants an opportunity to keep up with the latest technical developments in their sector, share best practices, and drive innovation and collaboration.

Furthermore, regular events — Push Start's "Apéros JV" cocktail receptions, MIA's "Jeudis de l'Anim" (Thursdays for Animation), OC SIGGRAPH conferences, and the CCI clubs organized by Montpellier Métropole — provide platforms for discussion, training, and networking that fully contribute to the vitality of Montpellier's creative ecosystem.





A wide range of highlights with a common focus

These events address several challenges facing all players in the sector and the institutions supporting them, including:

- Education in images and image production
- Challenges linked to innovation and technological convergence
- Funding for the Cultural and Creative Industries: works vs. organizations

Particular attention is paid to coordinating these events in order to ensure overall consistency and give participants the most comprehensive view possible of the sector's specific characteristics.



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 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.

Alumni include Fireplace Game (En Garde!), Duper (Day of the Shell), and Sandfall Interactive (Clair Obscur: Expedition 33), among others. This is a clear illustration, if one were still needed, of the potential held by the young studios assisted by Montpellier Game Lab.



Why Montpellier?

Creation Support Fund

In 2022, Montpellier Métropole established a €700,000 fund to support creative projects, designed to assist organizations in the cultural and creative industries. Since its launch, this initiative has provided support for 140 projects involving 78 organizations.

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. Montpellier Métropole also runs three writer-in-residence programs in partnership with the CNC (French National Centre of Cinema): Rewriting, Animation, and Chemins en Court (short pathways).



Why Montpellier?

A few figures to describe Montpellier's CCIs



700 K€

creation
support fund
led by Montpellier
Métropole

140

projects assisted
since 2022

27

studios assisted
by MGL - Montpellier
Game Lab - since 2021

3

author residencies

+30

authors assisted
since 2022



3

fast-growing sectors:

Animation / VFX
Video games
Audiovisual / film

3,000

jobs in the animated and
interactive media industry

≈ 400 M€

in revenue

+40

training programs



>1,400

film shooting
days in the area, across
all formats, in studios
and outdoors

150

film projects
assisted every year

+500

professionals
involved
continuously
in 3 daily
series in
Montpellier and Sète

>9,000 m²

studio space
for indoor shooting

Why Montpellier?

Montpellier actions for CCIs

STRUCTURE

Foster the emergence of a regional CCI cluster

by providing strategic coordination and leadership for the sector and promoting Montpellier on the international stage.

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

that includes accommodations, administrative support, links with financial backers and partners, and more.

PROMOTE

Make Montpellier 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 CCIs. 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.

The 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.

This comprehensive ecosystem is thriving and now comprises more than 3,000 professionals. Nearly two-thirds of these players export their solutions, creations, and services internationally.

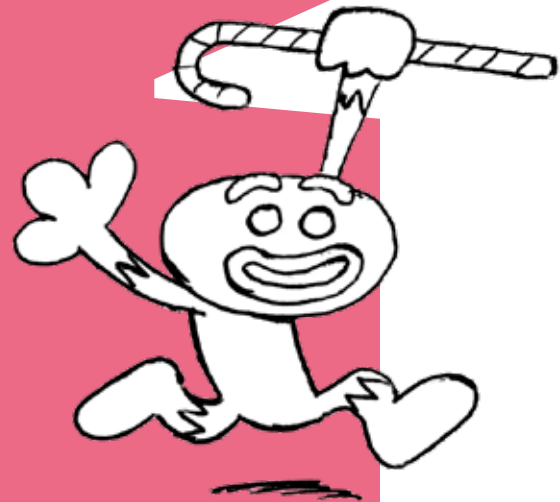
This dynamism helps make the Montpellier area a stronghold for CCIs. It's even getting hard to keep counting the number of companies and studios whose productions have won awards. Let's shine the spotlight on a booming ecosystem.



Discover the Montpellier Touch!

**... under the
Montpellier sun**

THE PROS in animation



Montpellier has become a leading hub for 2D/3D animation and special effects/VFX. Its advantages are clear to studios all around 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 locally since 2021. This demonstrates the attractiveness of the metropolitan ecosystem.

It is the result of a vibrant dynamic fueled by all local studios, including Crabs Studio, Dwarf Animation Studio, The Beast Makers, Do The Film, Nobody Studio, Zone 658, 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.

These are just a few examples of studios thriving within Montpellier’s creative ecosystem...

To stimulate and unite the industry, professionals in the sector can count on the efforts of Montpellier Image Animée, a local animation association.

MONTPELLIER’S VIRTUOUS CIRCLE

CRABS STUDIO

Crabs Studio is a 3D animation studio based in Montpellier, founded in January 2023 by Mathieu Peters-Houg, an animator and creator.

The studio works with French and international studios on animation projects, notably specializing in real-time animation.

It has worked on a variety of projects, including: an Oasis drink commercial with King Size FX, 3D remastering projects for Push Gaming, campaigns for Publicis, the pilot for A Mouse Called Julian with Stim Studio, as well as several teasers for the game Fabledom with Menhir FX.

Crabs Studio is currently developing a flexible approach to support brands and studios in creating animated content, combining animation, visual storytelling, and real-time workflows.



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 Entertainment is a production company dedicated to developing original animated content for film, television, digital media, and international platforms.

The studio develops highly ambitious intellectual properties and is actively involved in international co-production initiatives. Dwarf Entertainment champions stories with a strong creative identity through its projects, designed to resonate with audiences of all ages around the world.

This new dynamic is particularly evident in Dwarf Entertainment's participation as an associate co-producer on the animated feature film Twisted, produced by Mediawan Kids & Family, scheduled for release in theaters in 2027.



FORTICHE

Founded in 2009 by Jérôme Combe, Pascal Charrue, and Arnaud Delord, Fortiche is an internationally renowned French production company and animation studio whose unique visual style blends 2D and 3D aesthetics to tell bold stories.

At the crossroads of animation and live-action, Fortiche has made a name for itself through its ambitious film-like approach, notably with the hit series Arcane (Netflix/Tencent), which propelled the studio to the top of the industry, winning a combined total of 8 Emmy Awards and 14 Annie Awards over two seasons.

From iconic collaborations with Riot Games (K/À, Rise) to music videos for artists like Stromae, Coldplay, and Gorillaz, as well as projects for Marvel Studios, Fortiche cultivates distinctive expertise geared towards adult and young adult audiences. Driven by a passion for pushing creative boundaries, the studio continues to redefine pop culture standards by creating groundbreaking visual experiences. Fortiche's expertise and that of its Montpellier-based subsidiary, whose arrival in the city was assisted at every stage by Montpellier Métropole, were showcased in 2025 as part of an exhibition entitled "Behind the scenes of the Arcane series" at Montpellier City Hall. The exhibition offered more than 14,000 visitors a window 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 the Oscar-nominated *Garden Party* and the global phenomenon *The Unloved*, Illogic Studios continues to pursue several projects, including the animated feature film *The River Family*.

Following the success of its 2018 Oscar-nominated short film *Garden Party*, Illogic Studios has established itself as a leading studio in 3D animation. The following year, with *Maestro*, the studio confirmed its talent by winning numerous awards at international festivals.

In 2025, *The Unloved (Le Mal Aimé)*, a commercial produced for Intermarché's Christmas campaign, propelled the studio onto the global stage. This viral fable showcases Illogic Studios' expertise in creating compelling animated characters and environments.

Alongside its collaborations with major brands such as Swarovski, Guerlain, Van Cleef & Arpels, and Google, Illogic Studios is working on several feature films and series, including *Scavengers*, which was presented at MIFA 2025 in Annecy.

Illogic Studios was assisted by Montpellier Métropole, particularly in its search for office space.



KARLAB

Karlab is a studio specializing in the creation of 3D characters for animation, VFX, and video games.

Founded in 2016 by Ali Hamdan and Laurent Guittard, the company collaborates with international studios on acclaimed productions such as Marsupilami, Dad Is an Alien Hunter (Netflix), Monsters at Work (Disney), League of Legends, Animal Kingdom, Vesper, and Asterix: The Secret of the Magic Potion.

Based in Montpellier and comprising a team with over 20 artists and technicians, Karlab covers the entire character pipeline, from design to body and facial rigging, and supports productions with an integrated approach that combines artistic excellence, technical expertise, and workflow optimization. The studio's core focus is on advanced R&D, enabling it to work on ambitious productions as well as hybrid and experimental projects, such as Liminal by Pierre Huyghe. Karlab engages with its partners from development through production, contributing artistically, technically, and in co-production.



LES FÉES SPÉCIALES



Montpellier-based studio Les Fées Spéciales has made a name for itself in the world of 2D and 3D animation over the past ten years.

The studio has produced around ten feature films. The most recent theater release, “Allah is not obliged” (Special Touch Studios), directed by Zaven Najjar, was screened in the official competition at the 2025 Annecy Festival. At the previous edition of the festival, the studio was represented by the film “The Most Precious of Goods” (Ex Nihilo, 2024) by director Michel Hazanavicius, building on the work done for Michel Ocelot’s “Dilili in Paris” (Nord Ouest Films, 2019) and “Josep” by Montpellier-based cartoonist Aurel (Les Films d’Ici Méditerranée, 2021), both of which won César Awards. The collaboration with Aurel continues, as Les Fées Spéciales works to meet the technical and artistic challenges of his upcoming feature film, “Desert”.

Known for its artistic dedication, R&D team, and collaborative model, Les Fées Spéciales continues to develop innovative digital solutions for feature films as well as other narrative formats, including short films, documentaries, immersive films, cultural and scientific outreach programs, and interactive experiences.

Among its recent projects, the studio is creating the complete audiovisual and multimedia experience for the future Carnac Museum of Prehistory, following previous collaborations with the Natural History Museum of Nîmes, Institut de France, Royal Castle of Collioure, Cité du Vin in Bordeaux, the CEFE-CNRS laboratory, Fabre museum, Palace of the Kings of Majorca, and others.



NOBODY STUDIO

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

In just a few years, Nobody Studio has established itself as a leading player in 3D animation through its contributions to numerous international projects. The studio collaborates on both major video game franchises and leading animated series, including Doom: The Dark Ages and Indiana Jones and the Great Circle in the gaming sector, and an episode of Love, Death + Robots Vol. 4 (Netflix), along with an episode of Secret Level (Prime Video) in the animation sector.

Founded by Sébastien Chort and Grégory Jennings, who bring over 35 years of combined experience from DreamWorks Animation, Blur Studio, Framestore, and Dwarf Animation Studio, Nobody Studio now boasts a team of around thirty artists specializing in environment creation, lighting, compositing, and project supervision.

Its client base is primarily in North America, but the studio's presence in Montpellier serves as a strategic advantage, drawing on a large pool of talent supplied by local schools.

Nobody Studio was founded as an "SCOP" cooperative company, 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.



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 notable recent 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.



THE BEAST MAKERS

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

Most recently, the studio created all the character rigs for the film “Falcon Express” for TAT, as well as the virtual stand-in for the lion cub in David Moreau’s film “King” for Mathematic studio. The Beast Makers also designs tools for animation professionals, such as TBM2D, its flagship software that was used by the American studio PSYOP for Brawl Stars Animation on the film “Piper’s Sugar & Spice,” and BEAST, an innovative character rigging tool that offers precise control over character deformations.

In 2025, The Beast Makers collaborated with Eddy Studio on a project for RIOT Games, and with Illogic Studios on their upcoming feature film “La Famille Rivière.”

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.



ZONE 658



Zone 658: a collective experience that reinforces the trajectory of an exceptional animation and visual effects studio.

Since it was founded in 2024, ZONE 658 has built on the complementary skills of its five founders to offer a full range of audiovisual services, including 3D animation, visual effects (VFX), film production, as well as video game cinematics and immersive projects.

The wealth of experience brought by its co-founders who are all equal partners — Mathieu Benedetti, Adrien Cappai, Loïc Cartal, Sandrine Hauducoeur, and Pierre Lergenmüller (creator of the series Points de Repères (Butterfly Effect), Déclics, and 2080: Our Futures) — enables the studio to handle all types of projects at every stage of production, from both technical and artistic perspectives.

The studio also offers assistance in setting up production pipelines, from design to delivery, without ever sacrificing technical precision or creative risk-taking.

Zone 658 benefits from the support of Montpellier Métropole, which the studio considers a real asset when it comes to consolidating its activities.



THE PROS in VFX



CCI SECTORS

Now a key pillar of Montpellier's creative industries sector, the VFX and visual effects industry continues to attract new studios. 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, an expert in digital decor. Bold Brush created digital decor 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.

Specializing in concept art and matte painting, Bold Brush creates realistic and stylized backgrounds for audiovisual and film productions.

The studio has contributed to international projects such as the series *Hijack* (Apple TV+, Idris Elba), Ridley Scott's film *Napoleon*, and Daft Punk's music video *Infinity Repeating*. Bold Brush VFX also collaborates with brands such as Renault, Tinder, and Amazon, contributing its expertise to various VFX and animation studios. In 2025, the studio worked with Illogic Studios on the short film *The Unloved*, produced for Intermarché's Christmas campaign, which was widely praised for its sensitivity and the quality of its visual world.

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.



DO THE FILM



Founded in 2017 in Montpellier, DO THE FILM is a production company and VFX/animation studio. The company supports its projects throughout the entire production process, offering both turnkey and “à la carte” solutions.

DO THE FILM takes a direct, personalized approach, supported by its own in-house research and development work. It creates proprietary tools and technologies to adapt to the unique requirements of each project and meet the highest technical and creative standards. DO THE FILM made a name for itself with Bubbling Synapses, an original production that has won over forty international awards. At the same time, it has built up an executive production business, collaborating with prestigious agencies and brands, such as Fortnite, Twitch, L'Oréal, and Nestlé, to create campaigns with a strong cinematic flair, blending creative precision with technical mastery.

DO THE FILM received assistance from Montpellier Métropole, particularly during its search for office space. The company is now based in the heart of the Cité Créative site.



VFX PROFESSIONALS

LES TONTONS TRUQUEURS

Les Tontons Truqueurs develops their own 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.

Following their selection in the France 2030 call for projects alongside France TV Studio, Les Tontons Truqueurs moved into the group’s studios in Vendargües. The company offers a full range of services covering virtual production (LED and green screen), 3D environment creation, motion capture, 360° filming, post-production VFX, and on-set coordination.



MATHEMATIC



With offices already in Paris, Montreal, and Los Angeles, Mathematic was looking to set up at 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, Disclaimer by Alfonso Cuarón).

Mathematic also contributes to various musical productions, including Starmania, Théodora, Etienne Daho, and the rap duo PNL. With its wealth of talent, Mathematic has gained international recognition that stimulates its activity.

Mathematic was assisted by Montpellier Métropole when it was looking for office space. Today, the company is located in the heart of the Cité Créative.



MENHIR FX

This studio, which specializes in 3D and 2D animation, designs and produces trailers and cutscenes for the video game and esports industries.

From asset creation to visual effects, Menhir FX brings its unique expertise to the Montpellier area's CCI landscape.

Founded by Simon and Pierre Tarsiguel, graduates of the Artline Institute and ESMA Montpellier, the studio has worked with major names such as Ubisoft, Red Bull, Plug In Digital, Dotemu, Nacon, and international clients including Behaviour.

In 2026, Menhir FX collaborated with The Game Bakers and produced some of the cinematics for the video game Cairn. In addition, they introduced benefits such as a four-day workweek with pay for five days, financial transparency, and menstrual leave, and more. The CCI sector's *entertainment* factor does not prevent social commitment!



THE YARD VFX



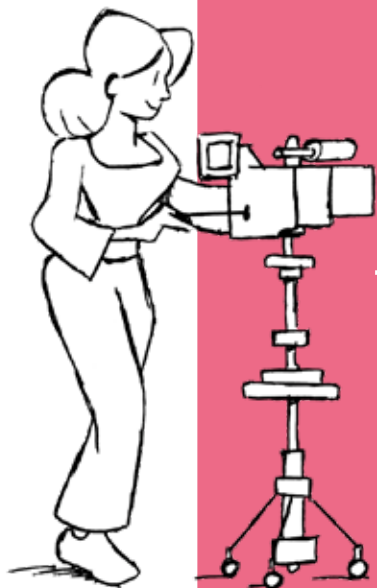
Based in downtown Montpellier since 2023, The Yard VFX has over a decade of experience in creating digital visual effects. The studio also helps promote the industry internationally.

Specializing in visual effects for film and streaming platforms, The Yard is an independent French company founded in 2014 by Laurens Ehrmann, with offices in Paris, Montpellier, and London. With a team of internationally experienced professionals, the company collaborates with major studios on globally renowned franchises (Indiana Jones, John Wick, Predator, Stranger Things, etc.) as well as ambitious independent productions such as Nomadland, which won three Oscars in 2021.

The quality of The Yard's work is regularly acknowledged by the industry, as illustrated by the César Award for Best Visual Effects won by Laurens Ehrmann, founder of The Yard, in 2023 for Notre Dame On Fire (Pathé Films); the HPA Award received in 2024 for the Netflix miniseries All The Light We Cannot See; and two consecutive Emmy Award nominations for All The Light We Cannot See in 2024 and The Rings of Power – Season 2 (Amazon MGM Studios) in 2025.

With a passion for innovation, The Yard develops its own tools and talent to offer visually striking solutions with high creative value, meeting the demands of both French and international markets.





THE **PROS**

in

**audio-
visual**

and

cinema

**Montpellier Métropole,
an open-air film set...
... an asset that has not
escaped the attention
of audiovisual and film
professionals.**

The Montpellier Métropole area welcomed 1,400 days of filming in 2025, a record for the area. Three daily series are shot on location in Montpellier and Sète, along with short and feature films (Des Femmes Comme les Autres, Balle Perdue, etc.), series and miniseries (Panda, A priori, La Cible, etc.), TV movies, and documentaries (On dansera quand même, Végapolis, etc.).

These projects can all benefit from support programs provided by Montpellier Métropole (Film Commission, CCI Creative Grant Fund, etc.) and the expertise of local professionals, ranging from production companies to film studios and post-production specialists. The environment is particularly attractive for new audiovisual and film production companies looking to set up operations.

Professionals in the sector know that they can count on the Association of Independent Producers of Occitanie (APIFA) to help stimulate and unite the industry.

MONTPELLIER FACTORY FOR CINEMA AND AUDIOVISUAL PRODUCTION.

A BETTER PROD

Since 2022, A Better Prod has been helping audiovisual production companies with their environmental and social transition, from advertising and live broadcasts to TV drama, and film.

Founded by former production manager Alison Begon, the consulting firm offers tailored services, including carbon footprint assessments, Ecoprod certification, and guidance on the CNC's new CSR+ grant, adapted to all formats and budgets.

Among its clients: Chien 51, Les Gouttes de Dieu, Hot Ones, Loto and Bouygues Telecom commercials, and Un Si Grand Soleil, and it has trained or raised awareness for over 1,500 professionals.

“Ecological and socially responsible production has become the new standard,” says Alison Begon.

At the beginning of 2026, A Better Prod opened its first office outside Paris, in Vendargues, in partnership with V Studios and france.tv studio. The Montpellier site anchors the company in the heart of France's second-largest film production area, within a dynamic creative and cultural ecosystem.



BAPLA FILMS



Bapla Films is an independent production company based in Montpellier that supports socially conscious filmmakers, with a strong focus on both local ties and openness to the world.

Founded in 2025 by producer Alice Baldo, following more than fifteen years at French Kiss Productions, Bapla Films develops and produces works for film and television.

The company, which initially focused on short films and artist films, is now involved in producing documentaries and fiction films, particularly as part of international co-productions. Bapla Films supports projects such as Tamara Stepanyan's "My Armenian Phantoms", a Franco-Armenian documentary that explores the legacy of Armenian cinema through conversations with the director's late father.

Alice Baldo also co-directs the studio PHARE in Montpellier and chairs APIFA Occitanie, actively contributing to the development of the independent film industry.



LA BELLE AFFAIRE

Located at Montpellier's Halle Tropisme, La Belle Affaire Productions is a particularly active young production 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. Its goal is to help create a hub 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 grow," highlights Jérôme Blesson.



LES FILMS D'ICI MÉDITERRANÉE



Les Films d'Ici Méditerranée is a production company based in Montpellier since 2014, founded by Serge Lalou and Anne-Marie Luccioni to produce and co-produce works from across the Mediterranean region. The company is dedicated to showcasing the region's rich creative output on the international stage, whether in documentary, fiction, animation, or digital formats.

Firmly attached to the Occitanie region, Les Films d'Ici Méditerranée builds expertise adapted to the realities of regional production and provides long-term assistance to authors by promoting local resources. It has produced or co-produced several notable works, including Josep by Aurel, They Shot the Piano Player by Fernando Trueba and Javier Mariscal, as well as Vivant Parmi les Vivants by Sylvère Petit, co-produced with ARTE and accompanied by a book published by Actes Sud.

Building on these successes, Les Films d'Ici Méditerranée is currently working on new projects, including Desert, presented at Cartoon Movie Bordeaux 2025; Last Refuge with Vincent Macaigne and Alba Flores; and The Whale by Sylvère Petit. Through its support of projects led by unique voices rooted in the Mediterranean region, the company actively promotes the decentralization of audiovisual and film production.



PHARE POST PRODUCTION

PHARE Post-production, a new video and audio studio in the heart of Montpellier.

Formed by the merger of several long-established post-production companies, PHARE Post-production is an independent studio based in Montpellier, offering a full range of video and audio post-production services for the film and audiovisual industries.

Led by Alice Baldo and David Thiers, PHARE covers the entire production chain, from managing and securing rushes to delivering completed works, ensuring the highest technical standards.

The studio is involved with a wide variety of projects, offering custom assistance for documentaries, fiction films, and animation. PHARE is also committed to the development of the independent sector through its support of creative projects, emerging filmmakers, and local initiatives.

The studio partners with several festivals, including Cinelatino in Toulouse and Cinemed in Montpellier, further strengthening its involvement in the regional creative ecosystem.



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 soon. 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, 23,000 m² of space for production, post-production, VFX, and technical service providers. 7,000 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 hosting solutions 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.



V STUDIOS

In March 2018, France Télévisions confirmed its position as 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 metropolitan area.

The group has expanded its filming capacity in Vendargues with the opening of its new studios in February 2026, certified under the “La Grande Fabrique de l’Image – France 2030” label, marking the start of a new phase of sustainable development. France Télévisions now offers a new 24,000 m² space for your creative projects, featuring a comprehensive and integrated range of services at the forefront of new technologies and CSR, including: 9 soundproofed and climate-controlled soundstages, two of which are public access venues, as well as an XR studio, over 7,000 m² of filming space, construction workshops, a set and costume resource center, and numerous post-production suites.

Designed to accommodate all types of French and international projects — including feature films, fiction series, documentaries, television shows (game shows, variety shows, live broadcasts), video games, commercials, and music videos — the site is recognized as a leading center for audiovisual production in France.



ZQSD PROD



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

The hyper-active team of approximately forty employees broadcasts large-scale gaming tournaments live and via streaming, such as the ZLAN multi-game competition in May and the ZEVEN charity event in autumn, both held in Montpellier. ZQSD Productions shoots its programs on a set at the France TV Studio in Vendargues. Its high-profile ZLAN and ZEVEN events are broadcast live from Montpellier.

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

“Our World of Warcraft team has risen to the top of the international scene with several world titles this year and is already aiming for another championship in Los Angeles. At the same time, our VALORANT team has emerged as a regular contender for the top spots in France and Europe, with 11 finals under its belt!” says Nicolas Di Martino, CEO of ZQSD Productions.





The **PROS**
in
**video
games**

CCI SECTORS

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 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.

Among recent arrivals is 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 new 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, Blue Twelve Studio, Digixart, Nextale, Plug in Digital, Sandfall Interactive, The Game Bakers, 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 tactical and space strategy games, Alt Shift has made a name for itself with creations that combine rich storytelling and innovative gameplay in artistic worlds with a strong identity. In 2026, the studio announced the release of Battlestar Galactica: Scattered Hopes.

The studio's first success – Crying Suns, 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. Now a reference in the genre, its console, tablet, and mobile versions have brought the game to over a million players worldwide. In 2026, the studio announced the release of Battlestar Galactica: Scattered Hopes, adapted from the famous American series and published by Dotemu.

At the same time, its CEO Frédéric Lopez is involved in his local community, notably by creating and leading 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. *“It helps fund the riskiest phases of game development,”* he adds.



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” they appreciate.

“You can feel that there is a lot of desire and emulation 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 director.



DIGIXART

DigiXArt is a studio that was imagined and incubated in Montpellier. Since it was founded in 2015, it has offered narrative game experiences based on three pillars – quality, innovation, and relevant topics – which have earned the recognition of its peers. In 2026, the studio launched its fifth game, Tides of Tomorrow.

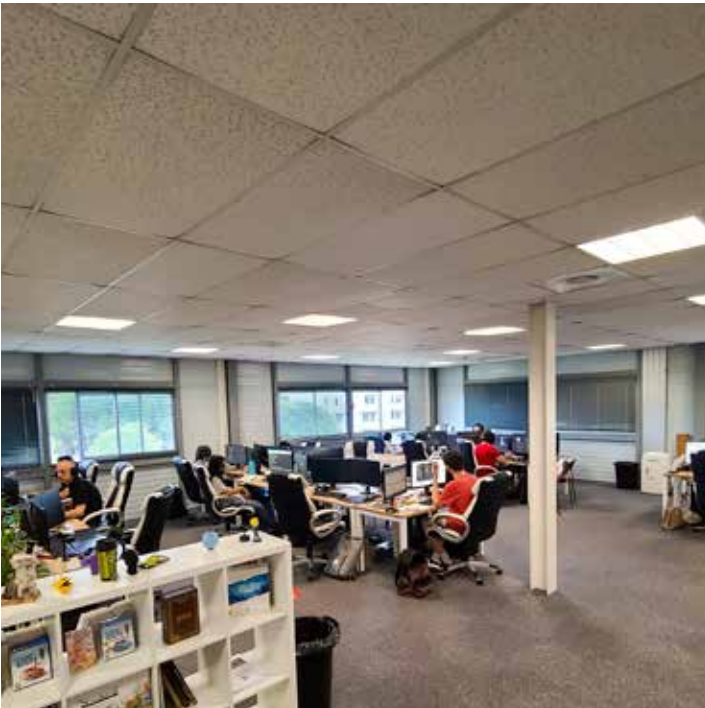
Under the leadership of its founders, Anne-Laure and Yoan Fanise, DigiXArt has made its mission to create memorable narrative games that blend creativity, innovation, and rich, immersive worlds. The studio gained recognition quickly with titles such as *Lost in Harmony*, *11-11: Memories Retold*, and *Road 96*, which won five Pégases awards in 2022. After the studio joined the European Embracer Group in mid-2021, its games are now published by THQ Nordic, the Austrian branch known worldwide among gamers.

With its international success and creative power, DigiXArt continues to write its history and shape its future in Montpellier. In late April 2026, the studio released *Tides of Tomorrow*, an adventure game set on Elynd, an ocean planet threatened by plastic waste, featuring a completely new asynchronous gameplay system.

“The local ecosystem is very comprehensive, with a convergence of video game and animation studios that is unique in the world,” say its two founders. They add: *“We have Montpellier BIC to thank for helping us get started in 2015. Without them, we would never have dared.”*



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 tactical 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.



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). In 2026, Plug In Digital earned its way into the top 100 of the "Long-Term Growth Champions" list published by Les Echos.

A distinguished ambassador for Montpellier!



VIDEO GAME PROFESSIONALS

SANDFALL INTERACTIVE



Founded in 2020, Sandfall Interactive chose Montpellier as the place to develop its very first game, Clair Obscur: Expedition 33.

Specializing in the development of video games for PC and consoles, this independent French studio is distinguished by its strong creative drive. It designs original licenses focused on immersive narrative experiences, driven by memorable characters and rich fantasy worlds.

Released in late April 2025 and published by Kepler Interactive, Clair Obscur: Expedition 33 has met with tremendous international success. Praised for the quality of its art direction and the depth of its universe, the game was named Game of the Year 2025 and won several awards at the Pégases ceremony, including for Visual Excellence, Narrative Excellence, and Best Sound Design.

The game's soundtrack, now performed at sold-out concerts, has gained a broad European following, reflecting the magnitude of the phenomenon.

At every stage of its development, the studio has benefited from assistance provided by Montpellier Métropole, from finding office space for its operations to support for expanding its workforce, not to mention its inclusion in the second cohort of the Montpellier Game Lab program.



THE GAME BAKERS

Founded in 2010 in Montpellier, The Game Bakers has made a name for itself as an independent studio with a distinctive style, blending challenging gameplay with emotional experiences. The studio unveiled the game Cairn in 2026.

Founded by Audrey Leprince and Émeric Thoa, the studio has made a name for itself with standout titles such as Squids, Combo Crew, Furi, and Haven. These creations have already attracted more than 10 million players worldwide.

Staying true to its approach, the studio continues its creative exploration with Cairn. Released in early 2026, the game was supported by the Metropolitan CCI Creation Support Fund. Cairn is a mountaineering experience, focused on the quest for freedom, distinguished by its unique approach and its ability to transcend genres and gaming experiences. Praised by critics for its boldness, the game has already won over more than 500,000 players.

At The Game Bakers, every game is a unique creation crafted with passion, care, and originality.



UBISOFT

Founded in 1994, Ubisoft Montpellier is one of the Ubisoft Group's top studios: a long-standing player and driving force in the French video game industry.

For three decades, Ubisoft has brought to life iconic franchises such as Rayman — which celebrated its 30th anniversary in 2025 — Raving Rabbids, and Unknown Soldiers, all of which have become international references in the sector.

More recently, the studio impressed audiences with "Prince of Persia: The Lost Crown" (2024), which was widely praised by critics and won numerous awards, including the Pégase Award for Best French Video Game, as well as distinctions for its game design, accessibility, and soundtrack. This success illustrates Ubisoft Montpellier's ability to reinvent iconic franchises while exploring new creative directions.

Based in Montpellier, the studio plays a pivotal role in the local industry. Through its international reach, commitment to innovation, and ability to bring together talent, it helps make the area a major hub for video games in Europe.



VIRTUOS

Virtuos co-develops video games, in whole or in part, for other large companies. Its interventions range from character and scene design to game porting, gameplay and the implementation of new features in game engines.

Founded in 2004, the Singapore-based group works with an extensive network of studios across Asia, Europe, and North America. With over 20 years of expertise, Virtuos collaborates with 23 of the world's 25 largest publishers, including Ubisoft, Sony, Nintendo, and Microsoft, and has contributed to more than 1,500 titles.

Based in Montpellier since June 2022, the studio is now led by Clément Galiay, who also oversees the Lyon and Paris offices. He is supported by the expertise of Marianne Calva and Alexis Vaisse, who remains a key figure in the group's technological vision. The Montpellier branch plans to increase its workforce from 40 people to around 100 within three years.

"Virtuos was keen to open a studio in Montpellier because of the vitality of the area's world-class training programs," they explain. "In return, the group brings its co-development approach to the local ecosystem — a skill set that is now highly sought after by professionals worldwide."



VIDEO GAME PROFESSIONALS

WILD SHEEP STUDIO



Founded in 2012 in Montpellier, Wild Sheep Studio has developed its signature style of creating games that are contemplative, accessible, and filled with positivity. In 2026, the studio unveiled *Adorable Adventures*, a thoughtful adventure inspired by the wilderness of the Cévennes National Park.

Working with the Paris-based studio Double Jack, Wild Sheep contributed to the success of *Maestro*, an immersive virtual reality game that puts players in the shoes of an orchestra conductor. Distinguished as Meta's App of the Year, the game has been enhanced with DLC based on iconic themes such as Harry Potter, Fantasia, Game of Thrones, and The Lord of the Rings.

In 2026, the studio unveiled *Adorable Adventures*, a tender and introspective adventure inspired by the wild beauty of the Cévennes National Park. Players take on the role of Boris, a curious young wild boar, who travels through meadows, forests, and rocky plateaus to find his family. Supported by the Metropolitan CCI Creation Fund, the game offers a sensitive, immersive, and emotionally moving experience driven by warm storytelling and meticulous sound design.



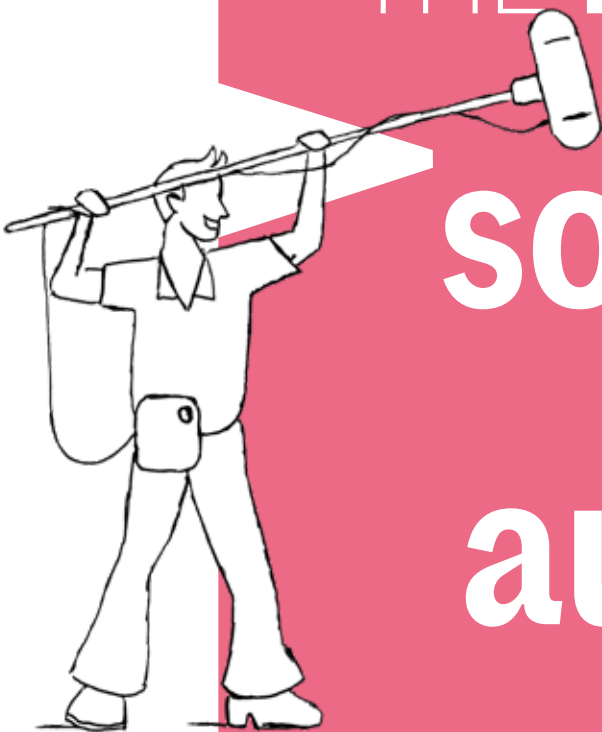
THE **PROS**

in

sound

and

audio



CCI SECTORS

Sound and audio comprise the fourth CCI sector to be formalized in Montpellier, 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, 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, fueled by all the other cultural and creative industries in the Montpellier area.

PERFECT HARMONY

LIGHT FADER

Light Fader hits all the right notes. Specializing in audio, the studio draws on expertise it has built up since 2018. From post-production and music to voice-overs, Light Fader is involved in film, television, animation, and video games.

Strongly rooted in Montpellier, the studio now has its own international reach. Led by Morgan Dufour, Light Fader collaborates with top-tier partners and studios and has notably established its presence in Asian markets, particularly in China and Japan, where strategic partnerships with local players support its growth in the video game industry.

Light Fader was responsible for the French dubbing of the films *Sound of Hope* and *King of Kings*, as well as sound editing for the feature film *Belle Enfance*. The studio also contributes to international productions such as *Clair Obscur: Expedition 33* (sound design), *Nioh 3* (English dubbing), *Kingdom Come: Deliverance 2* (French dubbing), and *Drop Duchy* (music).

With its international momentum, the studio is committed to a rigorous development strategy that is firmly focused on the global market.



NETIA



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

As a key partner supporting its customers' digital transformation strategies, the company draws on its ability to listen closely to feedback from users in order to offer them agile implementation solutions to the greatest extent possible. 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 sector,"* says the company's CEO Bruno Tézenas du Montcel, who is actively involved in the CCI ecosystem in the Montpellier Métropole area.



SOUND AND AUDIO PROFESSIONALS

SARABAND

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

Having initially specialized in audio post-production, Saraband has gradually expanded its scope of expertise and now offers a comprehensive range of services in both video and audio post-production.

Its facilities include a video lab, three video editing rooms, two sound editing rooms, a screen-based color grading room, as well as a Home Atmos mixing auditorium and a 7.1 cinema mixing auditorium, providing a technical environment adapted to each stage of production.

In April 2026, the company took another step forward with the acquisition of a 2K DCI projector and a DCP server, enabling it to perform color grading on a large screen, project and manage DCPs, and create mixes with perfectly calibrated video.

Today, Saraband supports a wide variety of audiovisual and film projects by offering an integrated post-production solution, all gathered in one place.



LA VOIX DU 12



Founded in late 2024 in Montpellier by David Tartar, Studio La Voix du 12 is a recording studio specializing in producing high-definition, mix-ready voice-overs. Leveraging the expertise of its founder in the field of vocal interpretation, each script is treated as a role in its own right, whether it involves providing voice-over for a radio broadcast, dubbing, or voicing a commercial.

The studio offers a full range of services covering the entire production chain:

recording of voice actors, artistic direction, editing, and mixing, with deliverables meeting broadcast standards. It works with companies, communications agencies, and freelancers to produce voice-overs for commercials, corporate videos, documentaries, TV trailers, and digital content.

La Voix du 12 is now located in the Museum building at the heart of Cité Créative, further strengthening its presence as part of an ecosystem dedicated to the cultural and creative industries.





A full range of training opportunities

Are you interested in pursuing a career in 3D animation, video games, or film? Or looking to recruit promising young professionals?

The CCI sector is doing well here. Learning a CCI specialty is a sure way to find an exhilarating job.

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

Cinécréatis, ArtFX/Ecole 24, Travelling, Paul Valéry University, 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, Paul Valéry University, 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, Paul Valéry University, 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.



TRAINING PROFESSIONALS

ARTFX



Ranked year after year among the best creative schools in the world, ARTFX has established itself as a major player in Montpellier's creative and cultural industries ecosystem. This international recognition attests to the excellence of its programs.

While visual effects (VFX) have been its traditional area of expertise, the school also stands out for the quality of its programs in 2D animation, 3D animation, and video games, training talent that is in high demand across all fields of digital creation. Many graduates go on to work at world-renowned animation and VFX studios, such as The Yard, Illogic, Mikros, and Framestore. ARTFX students also consistently perform well at major international festivals. A recent example: Azimuth (Class of 2025), which won the Best Student Film award at the VES Awards in February 2025 — a distinction earned for the third consecutive year.

For the past 20 years, ARTFX has established a unique position, in keeping with its core values: a school “created by professionals for professionals.” Based in Montpellier, it actively contributes to the area's appeal and helps attract other studios to the region. 2024 marked a symbolic milestone with the celebration of the school's 20th anniversary. The future looks equally promising: in the fall of 2028, ARTFX will inaugurate its new Montpellier campus dedicated to digital arts, in the heart of the Parc Marianne district – an 18,000 m² space designed for studying, living, and creating.



TRAINING PROFESSIONALS

CITÉ DES SCÉNARISTES

Accredited by France 2030, the Cité Européenne des Scénaristes (European Screenwriters' Center) fosters new talent and fresh storytelling. Its flagship initiative is a mentorship program, operating in five locations, including the Occitanie region.

Launched in 2021 in partnership with AFDAS, this program helps emerging screenwriters accelerate their entry into the audiovisual sector, including series, feature films, live-action, and animation, through a five-month program consisting of two stages: an intensive five-week theoretical phase, followed by a four-month professional immersion period within writing teams, alongside experienced screenwriters.

This mentorship program provides learners with training in concrete professional practices, such as writing coordination, documentary research, drafting reading notes, and writing drafts, while helping them develop their professional network.

On average, 63% of participants in 2024 and 2025 secured one or more contracts as writers within 18 months of completing the mentorship program.

With support from the Occitanie Region, the Cité de l'Économie et des Métiers de Demain, and Montpellier Métropole, this program addresses the need to establish a regional hub focused on writing.



ESMA



CCIs in Montpellier are closely linked to ESMA, the Higher School of Artistic Professions. For more than 30 years, 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 Icônes 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, Icon Creative Studio, Dreamworks, Illumination Mac Huff, Sony Animation, Mathematic, 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.



NOUVELLES ÉCRITURES

Founded in 2021 in the Île-de-France (Paris) region and relocating to Montpellier in 2025, Nouvelles Écritures is a tuition-free school dedicated to the creation of television series, open to everyone regardless of educational background. Its goal is to foster a diversity of voices and promote equal opportunity for access to careers in the audiovisual industry.

To achieve this, the school has adopted an immersive project-based approach that combines workshops, masterclasses, and professional immersion to train well-prepared professionals who are well-suited to the realities of the audiovisual industry.

The school offers two programs: Series Screenwriter (credit program) and Series Production. The first aims to train screenwriters to write for series, while the second introduces people from 18 to 25 years old to all the professions involved in a series, from writing to post-production.

Short modules also give screenwriters the opportunity to acquire or strengthen their knowledge of the tools used to create series storylines. Its establishment in Montpellier was actively supported by Montpellier Métropole, which helped the school find premises.



OBJECTIF 3D



Located in the heart of the Agropolis science park, Objectif 3D provides three professional training options, with Bachelor's degree programs in 3D Animation & VFX, Game Art & Design, and Game Tech & AI.

Established in 1999, Objectif 3D is a pioneering independent higher education institution that has committed to a more personal approach to teaching.

Strongly focused on the industry, the school trains its students on the sector's leading tools, including: Unreal Engine, Nuke, Maya, Substance, and many others. It is also the first school in Montpellier to integrate Epic Games' Unreal Engine into its programs.

With no fewer than 11 specializations to choose from, each student can refine their profile and focus precisely on the careers that inspire them, whether that be animation, film, or video games.

Every year, major national and international studios come looking for new talent among Objectif 3D students to bring their most ambitious projects to life, such as iconic productions like Avatar, Wednesday, Assassin's Creed, Arcane, and Game of Thrones.



SLOPE TRAINING

Following its selection in the France 2030 La Grande Fabrique de l'Image (Great Image Factory) call for projects, Slope has established itself as the premier center of excellence for training in sound professions relating to film and video games.

Located at the heart of the Cité Créative, Slope trains professionals to the highest standards in the following fields:

- Sound design for film & video games
- Music composition for film & interactive media
- Studio voice-overs

With a team of over 60 instructors – all experts from leading studios in France and around the world – and a network of international partners, Slope provides students with training tailored to the needs of businesses, and supplies top audio talent to the cultural and creative industries.



TRAVELLING



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

Based in Mauguio 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, and 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 professional technician training courses in Mauguio and also in Sète (since 2020). These training sessions provide new skills to approximately 100 vocational training students each year, including people going through career transition and people looking to improve their skills. The success rate is high: “Over 60% of our trainees obtained their status as intermittent entertainment workers.”



Thanks to its expertise, Travelling was selected through a competitive bidding process launched by Afalula, the French agency for the development of AIUla, headed by Jean-Yves Le Drian, and has been providing a series of technical training courses in the film industry in AIUla, Saudi Arabia, since late 2024. In 2026, the Travelling school is partnering with the Montpellier-Sète University Institute of Technology to create a university degree program in eco-technology specifically for the film and audiovisual industries.

UNIVERSITY PROGRAMS

University programs

University of Montpellier Paul Valéry is distinguished by its Department of Cinema, Audiovisual Studies, and New Media.

It offers a Bachelor's degree and specialized Master's programs: Cinema and Audiovisual Studies (with tracks in research, production, distribution, and documentary filmmaking) and Digital Creation (animated images and interactive technologies), as well as a video game track offered through the Department of Fine Arts. The university provides comprehensive teaching in the fields of visual media and digital technology.

The University trains experts in visual media, computer graphics, virtual reality, and video games. Its IMAGINE Master's program prepares engineers and researchers for careers ranging from imaging project management to lead 3D programming, image processing, and 3D modeling research. The university also offers several applied University Diplomas in audiovisual production, post-production, video game project management, and eco-technician roles in the cultural industries. These short-term programs are tailored to the needs of the job market.



The Campus for Careers and Qualifications in Design and the Creative Industries (DIC)

The Campus for Careers and Qualifications in Design and the Creative Industries (DIC) is jointly supported by the Montpellier Academic District and the Occitanie Region. It brings together educational institutions, businesses, and institutional partners across 10 areas of activity. It offers a comprehensive range of training programs, from CAP (vocational certificate) to PhD, including initial training, apprenticeships, and ongoing training, and promotes pathways between disciplines to meet the needs of the design and cultural and creative industries.



TRAINING PROFESSIONALS



Master Création Numérique

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ASSOCIA- TIONS

Professional associations are key players in every economic sector.

The creative and cultural industries are no exception, and here too, associations have emerged to support project leaders, bring companies together, stimulate creativity, foster professional exchanges, optimize operations, pool resources, and generally promote the sector.

Today, every branch of the moving image industry has its own associative structure, united by a shared commitment to both collaborative reflection and concrete action.

The Association of Independent Producers in Occitanie (APIFA), Montpellier Images Animées, Occitanie Film, Push Start in the video game sector, and the brand-new Montpellier ACM SIGGRAPH Chapter invite you to join them for meaningful and friendly discussions on economic, technological, and societal challenges!

APIFA

APIFA Occitanie, the voice for independent production companies. Founded in 2016, it brings together independent film production companies across all genres throughout the area.

Chaired by Montpellier-based producer Alice Baldo, the association has nearly 70 members representing more than 50 production companies. APIFA Occitanie brings together industry professionals, contributes to the sector's vitality, and advocates for their interests with industry partners and public authorities at the local, regional, national, and European levels.

It also works to strengthen and promote audiovisual and film production by highlighting the wealth of talent and diversity of works produced, co-produced, and created in Occitanie.

"Not a single quarter goes by without a film produced by one of our members being selected for a major film festival," points out Sophie Bourdon, Executive Director of APIFA Occitanie.



MONTPELLIER IMAGES ANIMÉES



The 2D and 3D animation industry in Montpellier is getting organized, 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, now headed by Pierre De Cabissole (Supamonks), who succeeds Sophie Marron (Les Fées Spéciales). It is now expanding synergies, partnerships, and ambitious projects, including developing a directory of local talent, hosting business 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.



ASSOCIATIONS

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 a Montpellier chapter is part of the momentum building among the city's cultural and creative industries stakeholders. *"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



Montpellier 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 Keven Bard (DigixArt), lies at the heart of a vibrant and 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. Alumni of the program include Fireplace Game (En Garde!), Duper (Day of the Shell), and Sandfall Interactive (Clair Obscur: Expedition 33).



MONTPELLIER

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