



W2 Professorship „AI in Cinematic Image Design / VFX“

The **Film University Babelsberg KONRAD WOLF** is a lively centre of art, research, and education. Renowned experts from the worlds of film and academia provide students with intensive and individual support at Germany's only film university. Conducting innovative research with, in, and on film and other audio visual media, the university is a cosmopolitan and non-discriminatory space for cultural and social debate.

The Film University is seeking applications for a **grade W 2** artistic professorship for the field of “AI in Cinematic Image Design / VFX”, starting as soon as possible.

The professorship is initially limited to five years in accordance with **§ 45 Hochschulgesetz des Landes Brandenburg (BbgHG)**; following a positive tenure evaluation, the position will be converted to a W2 tenured professorship.

The professorship is funded by the Federal-State Program for the Promotion of Young Scientists (tenure-track program). Further details can be found in the Film University's tenure-track statutes.

Individuals with proven scientific and artistic achievements in the early stages of their careers are particularly encouraged to apply.

Responsibilities

We are looking for a renowned personality who can teach the artistic use of AI-supported application tools and processes, critically reflect on them, and further develop them for the field of film art and visual design at the Film University. The focus is on artistic processes for the design of moving images and digital worlds created through the use of generative processes, neural networks, and prompt-to-image workflows. There is a particular emphasis on the artistic disciplines of VFX, e.g., compositing, look development, concept art, and scenic design using AI-supported processes.

The Film University intends to use the professorship to advance the university-wide discourse on artificial intelligence, also in cooperation with the Institute for Artistic Research. The professorship therefore plays a central role in the development of the university's AI strategy. The development of own artistic research projects within the framework of teaching and research is expressly desired.

The professorship will be based in the BA Visual Effects & Virtual Productions program and will serve as an interface with other programs at the Film University in order to support film artistry with AI.

The tasks of the professorship “AI in Cinematic Image Design / VFX” will include in particular:

- $\frac{3}{4}$ of teaching duties are in the field of artistic VFX, also in English, including teaching the fundamentals

- ¼ of teaching duties are to be designed as transdisciplinary teaching
- Supervision of student projects, theses, presentations, exams
- Active further development of one's own field of expertise and the degree program
- Networking and establishing collaborations within and outside the university
- Research and development
- Collaboration on third-party funding applications and projects

The profile of the professorship includes participation and presence in academic self-administration and in contributing to the continuous development of the Bachelor's and Master's degree programs, and requires active communication internally and externally for networking and further development of interdisciplinary collaboration.

Particular emphasis is placed on actively promoting and supporting the artistic qualification projects of academic staff.

Recruitment requirements

The legal requirements for hiring are derived from § 43, paragraph 1, numbers 1 to 4a and paragraph 4 BbgHG as follows:

- Completed university degree, ideally at the interface between art and technology, e.g., in the field of media art, media design, game design, computer graphics, or a comparable degree
- Pedagogical aptitude demonstrated through relevant teaching experience, ideally at a university/film school/academy
- Special aptitude for scientific work, generally demonstrated through the quality of a doctorate or comparable scientific achievements
- Special aptitude for artistic work demonstrated through relevant artistic and/or artistic-technical works and projects
- Additional achievements, demonstrated in particular by artistic works and projects in the field of cinematic image design using new technologies; for example, through internationally visible, independent artistic and artistic-technical achievements in the fields of VFX, virtual production, CGI, and 3D games

Expected to provide evidence through relevant projects, or similar:

- Expertise in the artistic use of new technologies, especially AI-supported tools
- Creative and managerial experience in the field of visual effects, for example in VFX supervision, compositing, art direction, concept art, look development, or similar
- Special knowledge of software applications relevant to motion image generation and visual effects
- Experience in working with real-time rendering/3D game engines, ideally in connection with virtual productions
- Professional experience in cross-departmental collaboration on set
- Excellent contacts in the national and international film and VFX industry
- Communication, coordination, and organizational skills, leadership skills
- Ability to support students' artistic development process and reflect on it with them. An open-minded and empathetic attitude is required.
- Good written and spoken English skills and willingness to teach courses in English or online

Also desirable, to be evidenced by relevant projects, or similar:

- Experience in promoting young artists and in artistic research
- Artistic authorship of own projects
- Proven expertise in acquiring third-party funding

Teaching responsibilities

Teaching comprises **12 LVS (weekly contact hours per semester)** according to the teaching obligation regulation of the state of Brandenburg. Three-quarters of the teaching is in the field of artistic VFX and one-quarter is transdisciplinary teaching.

Other Notes

The Film University values the diversity of its members and pursues the goals of equal opportunity regardless of gender, nationality, ethnic and social origin, religion/belief, disability, age, and sexual orientation and identity. In accordance with **§7(4) BbgHG**, women and severely disabled persons are given preferential consideration in the case of equal suitability. Applications from abroad, from persons with a non-German background and applicants with family care responsibilities are explicitly welcome.

The Film University aims to increase the proportion of women in research and teaching and therefore strongly encourages qualified female applicants to apply. Please indicate any severe disability in your application, if applicable.

The Film University asks applicants to submit a **written teaching concept**.

In addition, we ask the applicants to formulate their ideas on how **equality and diversity** can be integrated into teaching and research and supported in university life. This should also include how latent and explicit forms of discrimination can be countered. These aspects will be considered in the selection decision.

Furthermore, the Film University is committed to strengthening sustainability in the university context and promotes the examination of ecological, social and economic dimensions of sustainability in teaching, art and research. With this in mind, we ask applicants to establish links between their own work and the field of sustainability.

Application documents

Please send in your application containing

- description of your artistic and pedagogical career
- curriculum vitae
- certificates
- teaching concept
- Presentation on equality and diversity in teaching and research
- Presentation on sustainability in relation to teaching and research of the advertised professorship
- proof of activities
- examples of work - through a corresponding link on a streaming platform

- list of publications

until 02.11.2025 exclusively via our **online application portal**.

Please note our privacy policy!

