FILMUNIVERSITÄT
BABELSBERG
KONRAD WOLF

Die Präsidentin

W2 Professorship „Visual Storyworlds“

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 invites applications for a full-time tenure-track **grade W2** artistic professorship for the field of Visual Storyworlds to be filled at the earliest possible date. The position focuses on generative image-making techniques, including AI-assisted approaches, visual worldbuilding, and their creative integration into filmmaking workflows.

Time Limit

In accordance with Section 45 of the Brandenburg Higher Education Act (BbgHG), the professorship is initially limited to five years. Following a positive tenure evaluation, the successful candidate will be appointed to a permanent W2 professorship.

The professorship will be funded through the federal–state programme for the promotion of early-career researchers (Tenure-Track Programme). The tenure-track process is governed by the Film University’s Tenure-Track Regulations. The evaluation is based on the university-wide criteria set out in those regulations, with particular attention to artistic practice, teaching, knowledge transfer, academic self-governance, and professional development in transferable skills. These criteria are weighted to reflect the artistic focus of the professorship and the conventions of the relevant disciplines.

We particularly encourage applications from early-career candidates who combine expertise in artistic practice and academic research or are open to exploring the interplay between the two.

Responsibilities

We are looking for an artist with a distinctive creative practice and a proven track record in conceiving and realising narrative audiovisual worlds in visual effects or closely related fields. The role centres on developing the artistic concept for these worlds, shaping how their imagery serves the narrative, and bringing them to the screen. A sound understanding of traditional film production processes is required. Candidates are also expected to combine established workflows with generative AI techniques for creating still and moving images and to critically explore their aesthetic and storytelling potential through artistic practice. Openness to incorporating interactive media or real-time techniques is desirable. Candidates should be able to think beyond conventional uses of visual effects and established production models, and to experiment with new forms of audiovisual storytelling. The professorship approaches the development of digital visual, narrative, and experiential worlds as a form of artistic research through which new aesthetic strategies and media practices can emerge.

Within the BA programme in Visual Effects & Virtual Productions, the professorship focuses on conceiving and developing new cinematic worlds and shaping how they tell stories through images ("Visual Storyworlds"). A particular focus is the critically informed artistic use of generative AI. The position brings an artistic and conceptual perspective that complements the existing professorship in Visual Effects, which focuses on technical VFX practice, including FX, pipeline development, rendering, and Virtual Production. Visual effects are understood as an artistic practice with applications across film, episodic productions, immersive and interactive media, games, media art, virtual production, and other audiovisual contexts. The field is interdisciplinary, drawing on visual effects, production design, cinematography, directing, animation, and interactive and immersive media technologies.

To strengthen artistic and conceptual work across the Film University, the successful candidate is expected to contribute actively to relevant research projects, transdisciplinary teaching, and the activities of the Institute for Artistic Research (IKF).

The role includes active participation in academic self-governance and the ongoing development of the bachelor's and master's programmes. The successful candidate is also expected to communicate actively within and outside the university to build networks and develop interdisciplinary collaborations. They will guide students in developing their artistic practice and encourage them to reflect on their creative decisions. This calls for an open and empathetic approach to working with students.

Particular importance is placed on actively supporting and supervising academic staff undertaking artistic projects as part of their professional or academic qualifications. Where permitted by law, this also includes co-supervising doctoral projects that combine scholarly research and artistic practice, with particular responsibility for the artistic and creative component.

Qualification

As a tenure-track appointment, the professorship also supports the successful candidate's further professional development in preparation for the permanent W2 professorship. This development is guided by the duties set out in this call for applications and the university-wide evaluation framework established in the Film University's Tenure-Track Regulations.

An individual development plan may supplement this framework by linking the requirements of the role with the candidate's professional development goals for the tenure-track period. **Applicants are therefore asked to submit a brief development proposal outlining their artistic goals, their approach to artistic research or practice-based reflection, and how they would further develop the profile of the professorship.**

Recruitment requirements

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

- a completed higher education degree, ideally at the intersection of creative practice and technology, in a field such as visual effects, animation, game design, media design, or computer graphics, or a comparable qualification;
- pedagogical and didactical aptitude demonstrated through relevant teaching experience at a higher education institution, film school, or academy;

- special aptitude for artistic work, demonstrated through relevant artistic works and projects;
- furthermore, additional artistic achievements to be proven in particular through work that uses new technologies to shape cinematic imagery. Examples include independent artistic achievements with international visibility in VFX, virtual production, CGI, or 3D games that demonstrate documented creative innovation and make a contribution relevant to research.

Expected are, to be evidenced by relevant projects, or similar

- practical experience in conceiving and creating visual effects for films, series, or comparable audiovisual productions;
- a sound understanding of traditional film production processes and how key filmmaking departments work together;
- experience with digital image-making techniques, particularly generative artificial intelligence (AI) techniques, in areas such as previsualisation, environment design, worldbuilding, or storyworld development;
- the ability to critically reflect on technological developments, particularly in generative AI, from an artistic perspective and to integrate them into coherent concepts for visual storytelling and narrative;
- experience with digital image-making techniques and current generative image-making processes, in areas such as previsualisation, environment design, worldbuilding, or storyworld development;
- the ability to integrate technological developments into coherent concepts for visual storytelling and narrative;
- strong communication, coordination, organisational, and leadership skills;
- a very good command of spoken and written German and English, and a willingness to teach in both languages and to use online or hybrid formats as needed.

Also desirable are are

- willingness to collaborate with the Institute for Artistic Research (IKF), contribute to transdisciplinary teaching, and help shape the strategic direction and curriculum of the degree programme;
- expertise relevant to at least one of the following areas: interactive storytelling, games, extended reality, real-time media, or virtual production;
- experience in or interest in artistic or practice-based research;
- experience with interdisciplinary and hybrid production approaches;
- experience supporting emerging artists and supervising artistic projects undertaken as part of a qualification;
- strong professional networks in the national and international film and VFX industrie;.
- a proven track record of securing external funding and delivering externally funded projects.

Teaching responsibilities

Teaching comprises **18 LVS (weekly contact hours per semester)** according to the teaching obligation regulation of the state of Brandenburg and takes place primarily in the BA programme in Visual Effects &

Virtual Productions, with additional contributions to interdisciplinary teaching and teaching at the Institute for Artistic Research. The language of instruction at the university is German; individual courses are offered in English.

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.

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
- Development proposal
- 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 13.01.2027 exclusively via our **online application portal**.

Please note our privacy policy!

CHARTA FAMILIE IN DER HOCHSCHULE unterzeichnet 2014