

## MODULES DESCRIPTIONS • YEAR 3

### INTERNATIONAL PROGRAM • SEMESTER 1

Digital Media Design		
COMPULSORY CLASSES	HOURS	ECTS
<b>Sociology</b> An introduction to the notions and tools of sociology that can be used in a design project.	18	3
<b>Narrative Images</b> Using drawing in a creative way to tell a story. Creative practices and approaches applied to all means of expression, learning to explore your personal artistic approach.	18	3
<b>Technology and Materials</b> Basics in digital technology: coding, arduino, processing, etc. Research, evaluation, practice, experimentation of materials, personal projects.	16	2
<b>Tools and digital language</b> 3D Modeling: Maya. Using digital tools and languages for the design project.	20	1
<b>Video workshop</b> Photography, recording, writing and montage in a group project.	28	2
<b>Long project</b> Students learn how to use all the skills of a digital designer in a complex professional project, in context, with an industrial partner. Working together in groups on a complex topic related to a professional field. Students learn to develop their own approach.	56	4
<b>Motion design</b> Project using After-Effects	18	2
<b>Digital Workshop</b> Exploration of digital technology for a visual arts project	28	2
<b>TOTAL</b>	<b>202</b>	<b>19</b>
OPTIONAL CLASSES	HOURS	ECTS
<b>FRENCH LANGUAGE AND CULTURE</b>	20	4
<b>PHOTOGRAPHY</b> <u>OR DRAWING</u> (observation drawing, life model drawing etc)	20	4
<b>GRAPHIC DESIGN</b> <u>OR ILLUSTRATION</u> (various drawing techniques to illustrate a story)	20	4
<b>PERSONAL PROJECT</b>	140	8