

4669



Premiers Peuples

CERTIFICATE IN DIGITAL CREATION

PROGRAM INTENDED FOR FIRST PEOPLES STUDENTS

This program is aimed at developing knowledge, skills and aptitudes in three fields of application of digital creation: design, direction and production.

*La terre est ronde
tourne aussi
oiseaux du ciel
sont ronds. Le
lune toutes les
circulaires. C'est
les quatre saisons
en rond : printemps
automne et hiver
leurs tentes sont
Nos sages aînés
le cœur de l'homme
la nature, devient
sages aînés sa
manque de respect*

UQAT

UNIVERSITÉ DU QUÉBEC
EN ABITIBI-TÉMISCAMINGUE

TYPE OF PROGRAM

30 credits, undergraduate

PROGRAM OBJECTIVES

This program is aimed at developing knowledge, skills and aptitudes in three fields of application of digital creation: design, direction and production. The program offers an intensive training in digital technology, within a creative process, as well as a training including theoretical elements based on the nature and resources of communication.

It is more particularly designed for professionals and practitioners in the fields of communication, publishing, computer science and others, interested in tapping into the potential of new media within their field of activity.

This certificate is also a minor that can be linked to a bachelor's degree with a major.

For the purpose of granting a bachelor's degree by accumulation of certificates, this program comes under the "ARTS" sector.

ADMISSION REQUIREMENTS

College basis

Hold a Diploma of Collegial Studies (DCS) in presentation design, industrial design, graphic arts, media arts and technology, electronic technology, documentation technique, bureautics and computer science or the equivalent.

University basis

Hold a diploma from a bachelor program in computer science, art history, literature, cinema, communication, bureautics, electronics, design, graphic arts, teaching or in a related field, or the equivalent.

Adult basis

Be at least 21 years of age, have appropriate knowledge and at least two years of work experience in an artistic field; when required, student's knowledge may be evaluated by means of tests and/or interviews and work experience must be attested by a letter from the employer.

OR

Be at least 21 of age and have obtained a minimum of nine university credits in a relevant field.

The admission requirements for a minor in digital creation are those defined for the bachelor degree with major to which it is linked.

TRAINING PLAN

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|-----------------|---|
| ARN1104E | Graphic Creation (3 cr.) |
| ARN2304E | Interactive Applications (3 cr.) (ART1211) |
| ARN2342E | Scripting, Production and Digital Media (3 cr.) |
| ARN2424E | Moving Images: Production and Graphic Processing (3 cr.) (ARN1104) |
| ARN5624E | Structured Workshop in Digital Creation (6 cr.) |
| ART1211E | Internet (3 cr.) |
| ART1221E | Graphic Design and Computer Graphics (3 cr.) (ARN 1104 or ART1104) |
| ART1401E | Basics I: The Basics of 3D Creation (3 cr.) |
| SON1215E | Introduction to Digital Audio (3 cr.) |

COURSE DESCRIPTION

ARN1104 Graphic Creation

Objectives

Develop conceptual skills through various software tools designed for digital creation. Demonstrate how a computer can be used as a creation tool or support by exploring various state-of-the art software tools to develop disciplinary or multidisciplinary projects (simulation, image processing, sound design and editing, etc.). Develop student's critical judgement on artistic projects and accept constructive criticism of one's own creations.

Content

Exploration of software products designed for digital creation: basic compugraphics, image processing and digitalisation, graphic design and editing. Learning about the various specific steps in ideating, conceptualising and producing a multi-media project.

ARN2304 Interactive Applications (ARN1104)

Objectives

Learn how to use peripherals and software products to create an interactive media application. Know how an authoring software, under adequate operating conditions, can become an efficient creation support in a digital environment.

Content

Familiarisation with different types of actors involved in a digital production. Control of the interactivity parameters of software products used by the industry. Familiarisation with the notions of visual ergonomics and navigation specific to interactive applications. Learning an algorithmic and programming base easily transferable to different media processing software tools.

ARN2342 Digital Media Scripting and Production

Objectives

Initiate student to the field of knowledge and to the concepts commonly used by digital media scripting and production practitioners and more particularly regarding non-linear applications. Understand the creative process of an interactive application. Develop the ability to write an interactive script and to produce an application in interactive media. Develop a creative and critical approach to interactive production in the digital media field.

Content

Exploration of the main parameters of interactive scripting: interactive scripting process, development of a basic concept, content structuring, arborescence or navigation plan, navigation strategies, interface design and story-board. Visualisation of a number of documents representative of the different types of productions in interactive digital media (interactive terminals, tutorials, corporate presentations, performance, video games, etc.). Exploration of the production process (tasks and operations sequence), task-sharing in team production; notions of non-linear scripting; experimenting with elements taken from a variety of digital or analogical sources.

ARN2424 Moving Images: Production and Graphic Processing (ARN1104)

Objectives

Know the different possibilities of graphic and artistic expression offered by animation, visual processing and postproduction software tools. Conceive and develop moving graphic content within a design, animation, artistic exploration and narrative expression perspective. Seek and develop technical methods of visual processing that allow enhancing televisual, cinematographic or artistic contents. Reflect upon digital technologies' contribution to artistic practice and determine the contribution of visual arts to digital creation.

Content

Study of an animation, visual processing and postproduction software. Research and analysis with a view to producing moving graphic content. Student exposure to different digital media involving movement: televisual branding and cinematographic processing, animated signature, credits, moving graphics and animated design.

ARN5624 Structured Workshop on Digital Creation

Objectives

Hands-on experience of the various operations related to exercising the profession. Correct certain weaknesses in order to enhance student's portfolio. Develop an awareness of the commitments inherent to his/her profession. Promote his/her integration in a workplace related to the field of digital creation.

Content

Structured learning in an individual or group workshop setting. The student defines his/her workshop project with the program administrator, taking into account his/her training objectives. The project is aimed at enhancing the portfolio quality, fill certain skills gaps and thus providing him/her with the necessary tools to integrate the labour market at the end of the training.

ART1211 Internet (3 cr.)

Objectives

Acquire the necessary knowledge and skills to design, produce and launch a website. Develop knowledge by exploring the major software tools used in creating a structured and user-friendly website. Develop a logical approach to structuring and designing a website.

Content

Learn the history of the Internet and its evolution. Use services offered on the Internet, such as the Web, email, FTP file transfer, newsgroups, search engines, etc. Understand basic HTML programming language. Learn website creation software used by the industry. Develop knowledge about tree-structured menus and website structure. Integrate animated images, video and sound into a webpage. Successfully publish and manage a website, and successfully register the website with a search engine. Clearly define a target audience and build the site with the target audience in mind.

ART1221 Graphic Design and Computer Graphics (3 cr.)
Prerequisite: ARN 1104 or ART1104

Objectives

Learn the basic concepts and methods used in modeling graphic objects, transform them and give them a realistic appearance. Become aware of the evolution of forms in time. Design and create visually, in a manner that efficiently communicates an idea or creates a specific atmosphere. Be able to deal effectively with all technical aspects of good visual communication. Acquire the ability to develop one's ideas in order to identify viable solutions to given situations.

Content

Graphic design and computer graphics in the context of multimedia application development. Creation of graphics for a multimedia application using 2D and 3D animation software. Techniques to enhance concepts. Computer-assisted animation: basic principles, keyframe animation, procedural animation, animation of articulated bodies, facial animation, animation based on the physical, behavioral animation. Computer-simulated reality component: virtual reality equipment, virtual reality systems, distributed virtual reality.

ART1401 Basics I: The Basics of 3D Creation (3 cr.)

Objectives

Master the theoretical ideas and basic techniques for using a 3D environment and all of its elements correctly. Develop conceptual abilities for using software designed for 3D modeling and animation. Demonstrate how 3D software can become an effective tool or medium within a multimedia project (computer-generated pictures, simulations, prototyping, animation of environment and actors, integration and composition at the editing desk, etc.).

Content

Introduction to 3D theory. Exploration of basic modeling techniques and modifiers within 3D creation software. Design of simple and complex 3D environments. Learn about parameters specific to the environment, to the creation of materials, textures, simple and volumetric lighting, and parameters specific to cameras, image rendering and formats. Scripting, design and production of a simple animation.

SON1215 Introduction to Digital Audio

Objectives

Familiarise students with the physical and structural characteristics of sound. Understand sound as a complex entity, decomposable using sound captation, broadcasting and analysis tools. Understand the typical sound recording and broadcasting sequence in a professional setting. Become self-reliant in addressing the challenges that sound represents in a digital creation work environment.

Content

The notions of frequency, amplitude, cycle, velocity, tone, signal/noise ratio, amplification, distortion. Sound synthesis, sampling, sound filters, modulation, digitalisation, rhythmic patterns. Basic musical notions: sound pitch ratio, musical phrasing, melody, harmony, rhythm.



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FOR INFORMATION

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In case of discrepancy between the French language original text and the English language translation, the French text shall prevail.