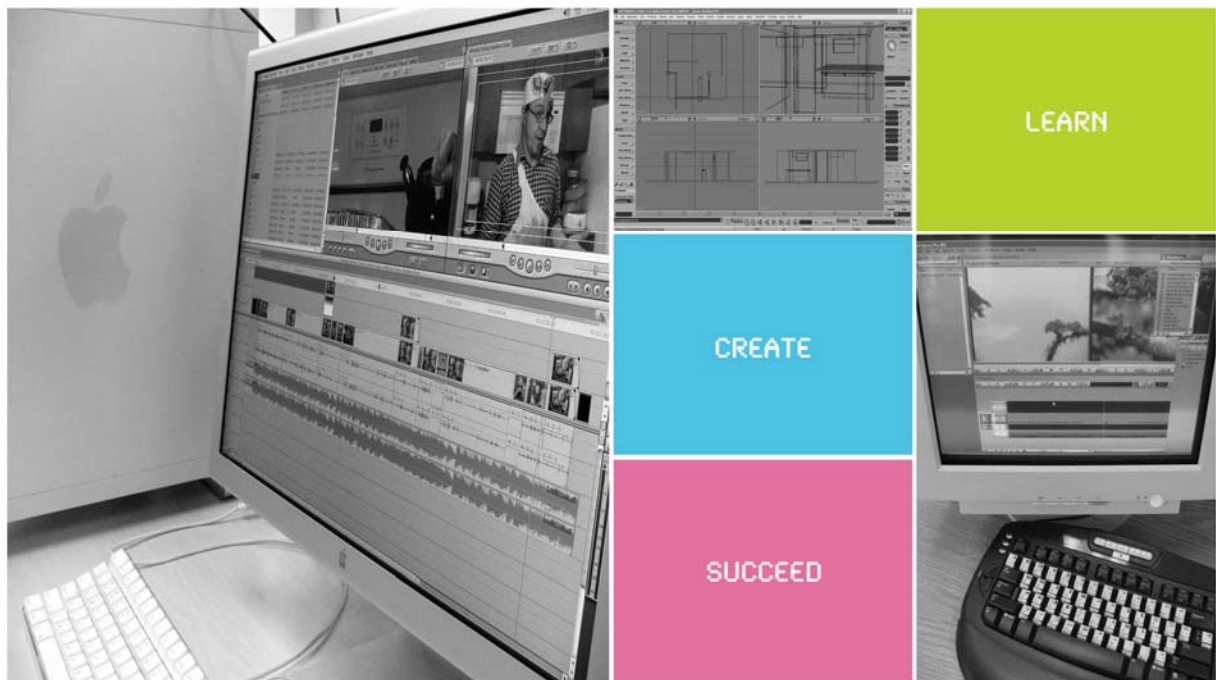


# Digital Visual Effects And Animation



## Digital Visual Effects and Animation Diploma

The Digital Visual Effects and Animation diploma allows the students to combine a love of computer technology with a love of special visual effects for film. Through this program, students will become efficient at creating stunning virtual visual effects and animation, and integrating them with existing footage.

Students work on Mac OS X, Windows and Linux workstations using various High-end professional software. The image processing and 2D software used are Adobe Photoshop, Illustrator and Flash. The 3D computer graphics software are Discreet Logic Maya and Side Effects Houdini. The editing suites are Avid XPress Pro HD and Apple

Final Cut Pro. The compositing software are Discreet Logic Combustion, Adobe After Effects and Apple Shake.

With the rapid growing number of TV broadcasters and the need of content for the new distribution windows, more and more skilled workers are sought and hired. This program converges toward the realization of a final complete project which will include all the techniques learned throughout the terms.

#### DVE110 - Visual Effects and CGI history and techniques

This course studies the history of the visual effects in motion pictures from Georges Méliès to George Lucas. Students will learn the techniques of early special effects such as forced perspective, optical compositing, mirror illusions, blue screen chroma masking and will proceed to their modern computerized applications as an introduction to the rest of the program.

#### DVE 130 - Image processing and 2D animation

Our students initiation to the world of digital image will start with this introduction to the basics of how an image is created in a computer and how it can be modified, saved, compressed, and eventually animated. Software such as Adobe Photoshop, Illustrator and Flash will be used to teach these basic skills which will be improved throughout the rest of the program.

#### FP110 - Introduction to Film Production

A general introduction to producing, directing, editing, cinematography and videography in the motion pictures industry. Budgeting and scheduling are also studied as students work and collaborate to produce a short project.

#### DVE 150 - Digital Audio and Video editing

Students will take a rough cut of film and will begin learning to turn this into a final product. Topics studied include capturing analog and digital audio, still image and video data, multiple video track editing and basic digital special effects. Students will work individually and as teams to produce their final project.

#### DVE 170 - Introduction to 3D Computer Graphics

One of the cornerstones of the program, this course will teach the foundations of 3D computer graphics to the students by going in detail through the first and necessary steps to create 3D pictures : Modeling, Texturing (shading) and Rendering still images with the current industry standard software (Discreet Maya, Softimage XSI).

#### PP210 - Compositing for Post Production

In this course, students study the concepts and techniques of 2D and 3D compositing, color correction, 3D tracking, broadcast & motion graphics design, and finally, 3D characters and elements integration in 2D pictures..

#### DVE210 - Digital Special Effects and 3D Animation

Following the steps of their illustrious masters like Willis O'Brien and Ray Harryhausen, students will learn the basics of 3D animation (stop motion, go motion ) and then apply this knowledge to CGI

animation (keyframing, inverse kinematics) with the appropriate tools (Maya, Softimage, Houdini). Techniques to animate shapes, titles, particles and special effects will also be taught along their specific tools (Houdini, Shake, After Effects).

#### DVE230 - Advanced 3D Animation

This optional course will lead the students who want to specialize in 3D animation deeper in the tools that they'll have learned in DVE120. Professional advanced techniques will be taught specifically according to the type of animation desired (characters, procedural, objects...)

OR

#### DVE 240 - Advanced Special Effects

This optional course will lead the students who want to specialize in special effects deeper in the tools they'll have learned in DVE120. Professional advanced techniques will be taught specifically according to the type of special effects required (cable removal, image restoration, advanced tracking and stabilization...)

#### DVE250 - ShowReel Projects

An opportunity for the students to create their first original project, from writing the script to the final conformation. Students collaborate to develop, pitch, produce and create their own short film. The finished projects will can then be used as a personal showreel and signal the beginning of a long career in Computer Visual effects and Animation !