

DIGITAL ARTS AND NEW MEDIA

ABOUT THE PROGRAM — Digital Arts & New Media is one of two interconnecting Media profiles in the Arts, Literature and Communication program. This is an exciting pre-university program which prepares students for a wide variety of university studies and careers.

The program's dynamic mix of theory and practice gives students a chance to sharpen their technical abilities, develop critical understanding of visual culture and develop personalized expressions of their creative voice.

YOU WILL LEARN

Students will learn digital 2D design and 3D modelling along with the fundamentals of traditional artistic techniques. The courses are designed to develop communication skills and critical thinking through a variety of creative approaches that include studio-based arts: drawing, assemblage, sculpture and photography. CGI projects encompass aspects of 3D digital modelling and animation.

The focus of the courses taught in open studios and the digital lab is experiential learning. These courses are complemented by theoretical courses that foster critical thinking through subjects that vary from art history to the analysis of visual culture.

THE POSSIBILITIES

Graduates of Digital Arts and New Media are prepared for a wide variety of related art-based university programs such as computational arts, game design, animation, design, industrial design, art education, art history, theatre design, as well as many other undergraduate programs including sociology, history and education.

Join us and prepare to engage in exciting studies that will open doors to a world of possibilities.

APPLICATION DEADLINE: MARCH 1st FOR THE FALL SEMESTER

Minimum Admission Requirements:

Quebec Secondary School Diploma or a level of education that is deemed equivalent by the College. Even if applicants meet the requirement of the Réglement sur le régime des études collégiale, they may be refused admission due to lack of space.

Contact Information:

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www.champlainonline.com

SEMESTER BREAKDOWN

SEMESTER

1

Introduction to Visual Creation: Drawing and Observation
Introduction to Digital Creation: 2D Imaging
The Power of the Image
Sight, Sound, Motion
English
Humanities
French

SEMESTER

2

Expression in Visual Genres
Web & FX: From Theory to Practice
2D Design Studio
3D Design Studio
English
French
Complementary
Physical Education

SEMESTER

3

Multi-Media Animation
Art History
3D Digital Modelling & Animation
Making Visual Narratives
English
Humanities
Physical Education

SEMESTER

4

Portfolio: Synthesis of Theory & Practice
Looking Critically and Creatively at Media
Graduating Integrative Project
English
Humanities
Complementary
Physical Education



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