



Inter-Dec College

VIDEO GAMES

DIGITAL ARTS

THIS INTER-DEC COLLEGE PROGRAM WILL ALLOW YOU TO BECOME A VIDEO GAME INDUSTRY ARTIST AND CREATE YOUR OWN GAME IN JUST ONE YEAR!

THIS PROGRAM WILL TEACH YOU TO:

Core competencies shared with the Game Level Design program:

- Conduct documentary research and a feasibility study prior to developing a video game project
- Be aware of the constraints involved in creating a video game
- Create, select and organize technical, visual or sound components according to targeted objectives
- Analyze video game products and the video game industry
- Understand project limitations depending on requests

COURSE OBJECTIVES

- Understand and apply a production budget, a methodology, a timeline and control mechanisms
- Analyze and create design elements, given a script and a defined period of time
- Design, model and texture 3D elements such as characters, objects or environments
- Master the principles of character animation in video games
- Produce special effects in game engines

PROSPECTIVE STUDENT PROFILE

- You have artistic skills
- You have a strong interest in new technologies
- You have a sense of aesthetics and are a good communicator

ELIGIBILITY CRITERIA

To be considered for admission to a program leading to an attestation of college studies, you must have an education considered sufficient by the College or meet one of the following criteria:

- Completion of at least one year of postsecondary studies
- Participation in a government program or an agreement between the College and your employer
- Two semesters or one full school year must have passed since your previous studies (i.e. high school)

CAREER POSSIBILITIES

Once you have obtained your diploma, you will have the skills needed to hold a position in video game design, management or production. You will be able to become part of a video game creation team as an animator, modeller, texture artist or 2D/3D artist.

BE A STUDENT FOR A DAY

Come spend the day with our students and teachers. This is a unique opportunity to help you make a better choice about your education. It's free of charge with no future obligations!



Khammone Keomeuangkhoun

PROGRAM LENGTH

One year (three 15-week semesters). Total of 1035 hours

CLASS SIZE & FACILITIES

- Maximum 20 students per class
- One student per workstation during lab time

SOFTWARES

3ds Max, ZBrush, Photoshop, UDK

DIPLOMA

Attestation of college studies

REQUIRED MATERIALS

On the first day of class, the teacher will provide you with a detailed list of the required materials for the semester and then help find the best deals.



Louis-Philippe Desjardins

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