NEW TECHNOLOGIES 2
INTERACTIVE DIGITAL ARTS

2009

Unlike many European countries, France has maintained a dynamic movie industry through a system of channeling a portion of box-office sales to support production costs. Operating alongside mainstream film companies are small companies that promote innovation. That innovative energy is a natural consequence of quality training programs in all areas of audiovisual creativity. The cinema offers many diversified careers: actor, scriptwriter, director, cameraman, sound engineer, film editor, set designer, graphic designer, and so on—people working together to produce films. Digital technologies—computer graphics, computer-generated images, animation, 3D animation, and all its spin-offs—all have brought significant changes to the industry and to traditional teaching methods. New fields of study and concentrations have been incorporated into film and media programs as the faculty have incorporated new technologies into the training they offer to future artists. Art and architectural schools have not remained indifferent to new technologies and also use them in their artistic works. At the same time, private programs, frequently organized as advanced training courses or continuing professional education courses, have multiplied. Chambers of Commerce have been particularly active in organizing these initiatives. The availability of training in film and media is therefore sizeable and diversified, involving both traditional media and new technologies, particularly in the area of video games and animation, where many openings are available in the many small French production companies.

The film and media schools described below make use of the digital technologies described in the related companion file ("New Technologies: Interactive Digital Arts") as well as continuing to provide training in production, direction, distribution, and other traditional areas.

ANIMATED FILM, COMIC ART (BANDE DESSINEE)

• École des métiers du Cinéma d'animation Angoulême
http://www.angouleme.cci.fr
Private (2,600 €/year)
Entrance exam for applicants with a baccalauréat and a solid grounding in drawing. Two-year program leads to certificate from the chamber of commerce of Angoulême

• École de la Poudrière à Valence
http://www.valentinois.com/site/foli2.htm
The curriculum centers on individual creation of animated films. The school emphasizes the transmission of knowledge and skills through personal contact. Applicants must submit a cassette or DVD of their work (animation, film, experimental work) and undergo a series of tests and interviews.
They must be at least 23 years old, have experience or prior technical training in animation, and demonstrate maturity, motivation, a solid educational and artistic background, and a record of achievement. Tuition for the two-year professional curriculum is low (609 €/year), thanks to a public/private Franco-European partnership that subsidizes most of the cost of the program.

• École Émile Cohl à Lyon
http://www.ecole-emile-cohl.fr/
Private (7,000 €/year)
Recognized by the French government.
The school prepares students for careers as illustrators, animators, comic artists, infographers, and multimedia designers. Its diploma is recognized as the equivalent of a level II French national diploma (upper undergraduate). The school also offers summer programs. In cooperation with the universities of Lyon II and Lyon III, the school offers bac+3 and bac+4 programs in the design and use of computerized tools for research, communication, exhibit design, and other subjects. It also offers joint degrees in digital imaging for use in anthropology and geography..

• Les Gobelins, l'École de l'image (photo et cinéma d'animation)
http://www.gobelins.fr/index-flash.htm
Administered by the Chambre de Commerce et d'Industrie de Paris (1,500 €/year). Programs in multimedia, animated film, graphic communication, photography, and video. Admission requirements vary by program . Qualified students may transfer into the program as late as the bac+2 level (to earn a licence professionnelle or a degree as a multimedia designer/director) or bac+4 (for a degree as a planner or manager of interactive digital pro jects). Admission is on the basis of test scores or performance on entrance exam. Graduates receive certificates awarded by the chamber of commerce (and recognized as equivalent to French national diplomas). Some degrees are conferred jointly by Les Gobelins and the universities of Paris VIII and Marne-la-Vallée.

3D - VIDEO GAMES

• ENJMIN - École Nationale du Jeu et des Médias Interactifs Numériques
http://www.enjmin.fr/
A site for both research and creation, ENJMIN uses the facilities of the Conservatoire National des Arts et Métiers (CNAM), the universities of La Rochelle and Poitiers, and the Centre national de la bande dessinée et de l'image in Angoulême.
International students are welcomed in a two-year master's program in video games and interactive media (bac+4, bac+5), leading to a degree from CNAM and the universities of La Rochelle and Poitiers in one of the following areas:

production, project management, game design, computer science, sound, graphics. The school is public. Graduate tuition is approximately 400 €/year.

• Supinfogame
www.supinfocom.fr
Private, administered by the chamber of commerce of Valenciennes (5,500 €/year). Holders of the baccalauréat may apply for admission to a two-year preparatory course in game design and management of video game production, followed by a third year of study in game design (also open to applicants with a bac+ 2 degree or equivalent professional experience).

• École des métiers de la création infographique Angoulême
http://www.angouleme.cci.fr
Private (2,600 €/year).
Applicants with a baccalauréat and a solid background in drawing take an entrance exam. Eleven-month program for students seeking careers in the entertainment industry (video games, Web animation, film and television production, digital postproduction). Program includes two-month corporate internship. Graduates receive a certificate from the Angoulême chamber of commerce.

• LISAA, Institut Supérieur des Arts Appliqués
http://www.lisaa.com/
Private (6,000 €/year). Applicants with a baccalauréat are interviewed beginning in January for admission in September to a twoyear curriculum, preceded by one-year of preparatory study. Graduates receive a degree as a 3D animator or game designer. (See also, "Applied Arts.") .

INFOGRAPHY

• Supinfocom
www.supinfocom.fr
Private, administered by the chamber of commerce of Valenciennes (5,500 €/year). Holders of a baccalauréat may apply for admission to a two-year preparatory course in infography or multimedia followed by a third year of specialized study (also open to applicants with a bac+2 degree or equivalent professional experience).

• ISART, Institut Supérieur de l'Art Digital
http://www.isart.fr/
Private (5,500 €/year), recently established and not yet recognized by the French government. ISART Digital offers three specialized programs leading to separate qualifications in the 3D and 2D industries: game designer and 3D video game developer, 3D feature production for film and television, web-designer (graphic design), and illustrator-layout artist. These degrees require two to three years of successful work, as measured by periodic tests and a final exam. Students may be admitted directly out of secondary school or after two years of postsecondary study, depending on the specialization sought.

• IIM, Institut International du Multimédia
http://www.devinci.fr/
Private institution on the university model (5,000 €/year). Holders of the baccalauréat may apply for admission to a four-year program preceded by a one-year preparatory course or may transfer in after two years of postsecondary study elsewhere. Graduates receive the school's diploma (accreditation applied for). Instruction is oriented toward the needs of the multimedia industry (3D, infography, Web design, synthetic image creation, etc.)

• IESA, Institut d'Études Supérieur des Arts
http://www.iesa.fr/
Private institution recognized by the French government. First undergraduate degrees in three areas: multimedia, the art market, event programming. IESA's multimedia department offers a three-year undergraduate program for holders of the baccalauréat that trains students in media concepts, techniques, tools, and methods, embracing fixed and animated images, sound and video, print publishing, Web site development, and CD and DVD development. (See also, "Applied Arts.").

• Hétic
http://www.hetic.net/
Private (6,000 €/year).
Applicants with a bac+2 degree are admitted to the full three-year program. Holders of a bac+3 degree (Licence or Licence Professionnel) are admitted to a two-year accelerated program. Holders of a bac+4 (Maîtrise, Master) may apply for admission to a year-long program of specialization. Graduates are recognized as digital communication specialists (bac+5) and receive a degree in multimedia technology for business and communication granted by the Université René Descartes Paris V.

INSTITUTION-SPECIFIC DEGREE PROGRAMS

Modeled on their more traditional programs, some **universities** have developed DESS programs focusing on the use of new technologies in image-related fields. Notable examples include

• Angers (DESS in new technologies for historic preservation, culture, and recreation)
http://www.univ-angers.fr/
• Nancy/Épinal ((DESS in digital imaging and interactivity)
http://www.univ-nancy2.fr/
• Nice (DESS in management of creative processes)
http://www.unice.fr
• Poitiers/Futuroscope (DESS in new technologies for library science)
http://icomtec.univ-poitiers.fr/
• Rennes (DESS in digital media and design of art projects, in cooperation with the École des beaux-arts,)
http://www.uhb.fr/
• Toulouse ((DESS in multimedia development; DESS in archives and images)
http://www.univ-tlse2.fr/

▶ Websites

• Culture portal (film, multimedia, more)
http://www.culture.fr/
• Site of the French ministry of education
http://www.education.gouv.fr/
• List of schools
http://www.ecoles-arts.com/fdag.htm
• CNC, Centre national de la cinématographie (national center for cinematography)
http://www.cnc.fr/
• CILECT, international liaison center of film and television schools
http://161.58.124.223/index.html
• French video game agency
http://www.afjv.com/
• Image consortium of Angoulême
http://www.magelis.org/
• video game guide
http://www.guidedujeuvideo.com
• INA, national audiovisual institute
http://www.ina.fr/formation/
• New images from AFAA, AFAA chronicles 29 and 31
http://www.afaa.assso.fr