Master of Arts Digital Art Director Studies

Master of Arts, Literature, Languages
Arts Honours
Digital Art Director **Studies**

Objectives

In the visual and audio art field, electronic and computer technologies have enabled new forms of expression to appear. The course is designed for students to learn and master electronic and digital technology to work as digital art directors. They are directly involved in producing digital pieces and interact between artists and designers in the field of art and digital expression, software developers, contemporary art researchers.

Digital Art Director Master students are pooled with students on the Music Informatics Director course and their training shares the same core curriculum. Each course also has its own speciality areas. Key training: designing and making interactive pieces, motion capture, computer programming, real-time video and audio signal processing, history and aesthetic of digital art and electro-acoustic music, electro-acoustic composition, musical informatics, acoustics, computer-assisted composition etc.

The course covers two complementary areas:

> theory training, tutorials and lectures, taught by professionals in digital arts and music informatics and research professors (digital art, musicology, IT) for two semesters
> practical training in a work placement in France or abroad.

Who's it for?

Entry requirements

> Students for the Master 2 "Digital Art Director" are selected based on records.
> Apply for the Master 2 "Digital Art Director"

Skills

The Master is designed to train students in the use and design of digital tools design as well as in artistic design methods (installations, performance, multimedia systems). It provides knowledge in a variety of areas:

> Designing, managing and directing visual and audiovisual artistic projects using digital technologies from the choice and design of tools to the public presentation
(exhibitions, festivals, presentations in digital design centres, performances in the field of digital art etc.)
> Knowledge of different languages and software types for programming visual, digital and interactive arts (design, processing, computer graphics etc.)
> Theory approach to the history of contemporary and electronic art
> Understanding of different types of software for audiovisual production
> Joint approach to visual and audio art
> Multimedia tools (cinema, video games, internet)
> Skills in acoustics, signal processing, editing and audio mixing through pooling with the Music Informatics Director Master
> Work experience in digital and interactive design companies
> Digital composition, electronic musical instrument design

Arts, Literature, Languages Faculty
33, rue du 11 novembre
42023 Saint-Etienne cedex 2

Tel: +33 (0)4 77 42 13 05
fac-all@univ-st-etienne.fr
http://fac-all.univ-st-etienne.fr

Membre de
UNIVERSITÉ DE LYON

> Sensor technology, human-computer interaction
> MIDI equipment

What's next?

Prospects

This course primarily trains students to be digital art directors. Digital art directors are key figures in electrodigital artistic productions. They work with digital artists or people needing to use cutting-edge technology in visual, audio and

multimedia productions, contemporary art researchers, software developers. Graduates in this degree can work in the following areas (or positions):

> Assistant and director in digital art
> Engineer specialising in new technologies (sensors, circuits, networks etc.)
> Artist specialising in digital, multimedia and interactive art
> University research (research, design)
> Digital art teacher
> Employee in design centres, theatres, choreography centres, consultancy firms, film or video game studios

Teaching staff

There are over 20 members on the course's teaching staff including Lyon/Saint-Etienne teachers (graphic and digital art, musicology, IT, acoustic) and professionals working in partner structures (FIL, GRAME, CNSMDL, CRR-SE etc.) or world-renowned centres or companies (IRCAM, CRR Nice, Ubisoft, Cycling74, CNMAT etc.).