

**French-Hellenic  
Master programme  
in  
“Art, virtual reality & multi-user systems”**



# French-Hellenic Master programme in “Art, virtual reality & multi-user systems”



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## Partnership

Paris 8 University - France  
Athens School of Fine Arts - Greece

## Contact

Chu-Yin Chen  
chu-yin.chen@univ-paris8.fr  
secretariatati@univ-paris8.fr

## Admission criteria

**Prerequisite:** Bachelor degree in Arts or Sciences (computer science, technology training...) or equivalent degree with emphasis on the fields of new image-processing technologies and multimedia. Candidates must be fluent in French or English.

**Enrolment:** Student selection by application which includes a digital portfolio of work showing artistic creativity and technical skills.

**Application:** Documents required can be downloaded from [www-artweb.univ-paris8.fr/spip.php?article1180](http://www-artweb.univ-paris8.fr/spip.php?article1180) and should be submitted to Paris 8 University, while the digital portfolio should be submitted per post to both French and Greek institutions:

### Paris 8 University

Secrétariat ATI, office A 079  
Département Arts et Technologies de l'Image  
2 rue de la liberté  
93526 Saint-Denis Cedex - France  
Phone: +33 1 49 40 66 04  
Fax: +33 1 49 40 66 96

### Athens School of Fine Arts

Secretary of Postgraduate Studies  
42 Patision st.  
106 82 Athens - Greece  
Phone: +30 210 3897128

## Programme

The French-Hellenic *Master programme in Art, virtual reality & multi-users systems* is an international innovative programme, which aims to provide students with both artistic and technological in-depth competences in the field of digital arts.

The post-graduate programme is oriented to build and strengthen the skills in and the knowledge on 3D digital images, 3D animation, virtual reality, multiuser virtual spaces, development of dynamic, real-time artistic content, 3D modeling based on behavioral programming, algorithms of artificial life or artificial intelligent and digital sound.

The training is backed-up on new technologies as teaching methods and artistic experimentation through workshops lead by professionals and academics, as well as distance learning through a virtual, collaborative and transnational platform. It enables students to acquire the necessary skills for collaborative creation of artworks in online and offline multiuser virtual spaces, as well as to answer the important development of digital creation and the diversification of business areas in which digital arts are used.

## Schedule

**Opening for application:** 20 march

**Deadline for application:** 5 may

**Result for application:** 30 june

**Beginning of the programme:** The 3<sup>rd</sup> week of September either in France or in Greece

## Year 1 .....

### 1st & 2nd semester

#### Paris 8 University

History and aesthetics of digital technology; Programming and algorithms (artificial intelligence); Digital media; Computer graphics; Programming and algorithms (artificial life); Virtual reality, Interactive installations and performances; Technology of multi-user networks.

#### Or Athens School of Fine Arts

History and aesthetics of numerical spaces and networks; Connectable platforms for interactive works; Digital images; Digital sound; Distance cooperation platforms; Virtual reality; Scenario, multi-scenario, programming, interactive arts, use and development of new technologies within online virtual reality works; Internship.

## Year 2 .....

### 3rd semester

#### Paris 8 University

Research on 3D animation; Research on virtual reality; programming and algorithms for artificial intelligence and life; Production and project management in numerical image and virtual reality; Development and experiment through sensors and interfaces; Language; preparation to artistic project on an online platform.

#### Or Athens School of Fine Arts

Scenario, multi-scenario, programming, interactive arts, use and development of new technologies within online virtual reality works; Development platforms for multi-user virtual reality spaces; Mid-term project; Preparation of the artistic project on an online platform.

### 4th semester

#### Paris 8 University or Athens School of Fine Arts

Research on digital art; Research on 3D animation & special effects; Virtual reality; Development of an artistic project shared on a networking platform; Final project; Thesis and defense.

## Career opportunities

The Master programme aims to enable graduates to adapt to future digital developments and to meet the opportunities in multiple areas of digital creation: 3D computer animation, special effects, video games, and interactive virtual reality / augmented space in multi-user online interface design, performing arts.

It also provides student with the opportunity to engage in academic research, in Research & Development in the industry, or to participate in the creation of innovative companies.

## Practical information

### Recognition of the study period abroad:

Student must acquire 120 ECTS at the end of the Master programme, among which at least 30 ECTS acquired at Paris 8 University and 30 ECTS acquired at Athens School of Fine Arts.

**Grants:** Erasmus.

**Languages:** French, English.

[www-ati.univ-paris8.fr](http://www-ati.univ-paris8.fr)