



NAD Centre
Imagine Knowledge

Computer Graphics
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NAD Centre's website

Français

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Guided
tour

Film and TV
training

Video Games
training

Summer
Camp

Introductory
Weekends

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2007
Demoreel

Scholarship
winners

Hello,

This is the NAD Centre's newly designed newsletter for the month of March. In addition to the new design, rich in colour, you will find exclusive news on our courses, activities, final year students and graduates. So, happy reading!

3 demos to be carried out in the video games program

From now on, in the Design and Digital Arts for Video Games program, students must carry out **3 projects**. The first is a **game cut-scene** that includes 20 seconds of animation in low polygons, thus mirroring the constraints of the industry. The second project, achieved in multidisciplinary teams, is the design and creation of a **playable 3D game level** integrated with Valve's Half Life 2 engine. Students complete their training with a **specialization project** in one of the following fields: character modeling, level design, environment/textures and animation. For more information ...

3DTotal Excellence Award et CG Choice Award

Within the framework of his second project at the NAD Centre, Michel Lanoie, student in the Design and Digital Arts for Video Games program (fall 2006), created a game cut-scene entitled "Kingpoby's Ruins". Two images from his demo have been selected for the CG Talk website and the "Science Fiction" section of 3DTotal (1st image at the top left hand-side). He was also awarded the "**3DTotal Excellence Award**" and the "**CG Choice Award**" for the quality and the composition of his images. The latter have been online for two weeks already!



The NAD Centre...An artistic and cultural experience

During the fall 2006 and winter 2007 sessions, the NAD Centre was pleased to welcome **12 foreign students** in the Film and Television and Video Games programs. These students came from various countries namely, *Switzerland, Belgium, France, Morocco, United States and Mexico*.

The NAD Centre went on tour!

The NAD Centre organized a 10-day European tour from **May 8 to 17, 2007** to meet several art schools in *Switzerland, Belgium and France*. The schools in Switzerland were EMAF, Ceruleum, Eracom and ECAV. In Belgium, the NAD Centre meet la Haute École Rennequin SUALEM, Albert Jacquard and ESPAV to end in Paris with Maryse Eloy school. The goal of these meetings was to familiarize a greater number of artists with 3D technology, which the NAD Centre has been teaching for 15 years now.

One step ahead

The "ATC8" lab is now equipped with **22 inch and 24 inch panoramic flat screens**. The technical team is completing the last verifications before the roll-out of the very first **64-bit version of 3ds max**. The NAD Centre's migration to **Windows Vista** is also in the pipeline. Among the advantages of this new operating system is DirectX 10, the most recent version of Microsoft's 3D library. The upcoming Windows Vista installation will once again enable the NAD Centre's training courses to be one step ahead.

Intensive ZBrush training for professionals

The NAD Centre will offer an intensive course on **ZBrush of Pixologic**, which will take place on the following Saturdays: *April 28, May 5 and May 12*. This course is intended for general 3D artists, modelers and texture artists. The overall objective of this training is to improve the productivity and quality of the artist's work by incorporating ZBrush into his production process. The course leads to a NAD Centre certificate of completion. For more information...

Pixologic
makers of ZBRUSH



Emmanuelle Couture CF-05 ©

Any recent news that

might interest our readers? Contact us now!



Student placements

86% of the students in the Design and *Digital Arts for Video Games* program of the fall 2005 session now work at: **Ubisoft in Québec and Montreal, EA, DC Studio, Cinégroup, AlphaVision and CAE**. As for the graduates of the *3D Animation and Special Effects for Film and Television* program, many were hired at **Buzz Image Groupe, AlphaVision, Fake Studio, Rodeo FX, Ubisoft Montreal, Hybride and Kutoka**. Four NAD graduates now work at Fake studio: Patricia Gaumont, Felipe Bello, Nicolas Gaffiero and Michel Bergeron. The latter studied in the Film and Television program in the fall 2004 session and now teaches the SOFTIMAGE|XSI introduction course at the NAD Centre.

What's become of our graduates?

Mathieu Raynault, graduate of the 3D Animation and Special Effects for Film and Television program (fall '96) created, in 2006, along with Sébastien Moreau the Rodéo FX studio specialized in the design of hyperrealist matte-paintings and in digital compositing for the film and television industries. Special effects designer for the film industry for more than 10 years now, Mathieu Raynault is renowned internationally and holds an impressive number of credits to his name: King Kong, The Lord of the Rings, The Matrix Reloaded, Gangs of New York... Last February, within the context of the Rendez-vous du cinéma québécois he was invited to talk about his career as a matte painter.



Stéphanie Duong, graduate of the 3D Animation and Special Effects for Film and Television program (fall 2003) and recipient of the Softimage|XSI Scholarship in the "Best Animation" category at the 2005 Gala, started her career at the National Film Board of Canada. Before training at the NAD Centre, she carried out the animation of characters and certain animals in the "**The Danish Poet**", which recently won the Oscar for Best Animated Short Film. Following her studies at the NAD Centre, Stéphanie worked, for 2 years, on the facial animation of the characters in the **3D short film "Roots"**. Since November 2006, she designs key poses of characters on Macromedia Flash at Studio B Productions in Vancouver.

Graduate of the Design and Digital Arts for Video Games program (fall 2004), **Philippe Poisson** has been working, for 9 months now, at A2M as a level designer. Philippe is also co-founder of Kokoromi, a small group of developers dedicated to creating artistic and experimental gameplay. His first project GAMMA 01 :: Audio Feed, which had for concept to generate 7 video games and visuals driven by Live audio, took place last November at the SAT within the context of the Arcadia Festival. Due to its success, the event will take place again this year under the name of GAMMA 256. This year, Philippe was also invited, within the framework of the Experimental Gameplay sessions at the Game Developers Conference in San Francisco, to present the 7 games in his GAMMA 01 project in front of a full audience.

300

Several studios in and around Montreal worked on the special effects of 300, a film by Zack Snyder. Several NAD alumni also greatly contributed in the realization of its special effects, namely, at Hybride, which had among its production team, seven of our graduates: Sonia Pronovost, Maryse Bouchard, Joseph Kasparian, Philippe Greffard, Marc Bourbonnais, Benoit Morin and Mathieu Veillette. Buzz Image Groupe also participated in 90 plans and Robin Tremblay, Manager, Visual Effects program at the NAD Centre worked on several matte paintings.

Little word from the webmaster

You have recent news that might interest our readers? Comments on the website? You are a graduate and you want to share your career path. Email me and I'll make good use of it, I promise!

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