

## NEW MEDIA CORE DISCIPLINES:

Sound Engineering

3D Graphics & Animation

VR & AR

Game Design



## SOUND ENGINEERING: QUALITY SOUND TRACKS



## GRAPHICS: MASTER MORE ADVANCED 3D MODELING TECHNIQUES

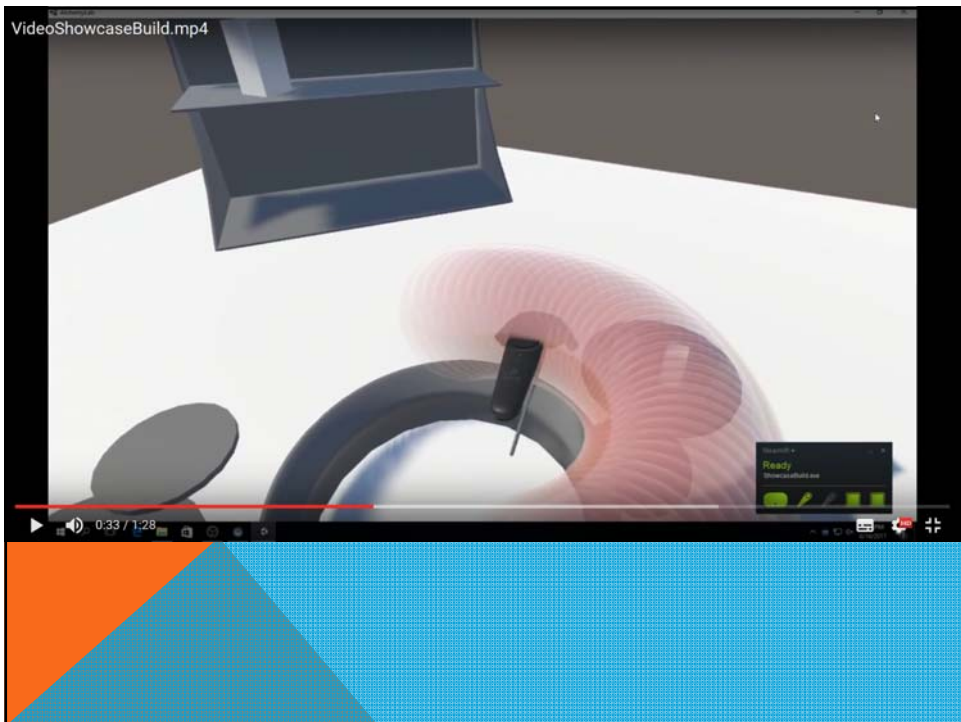
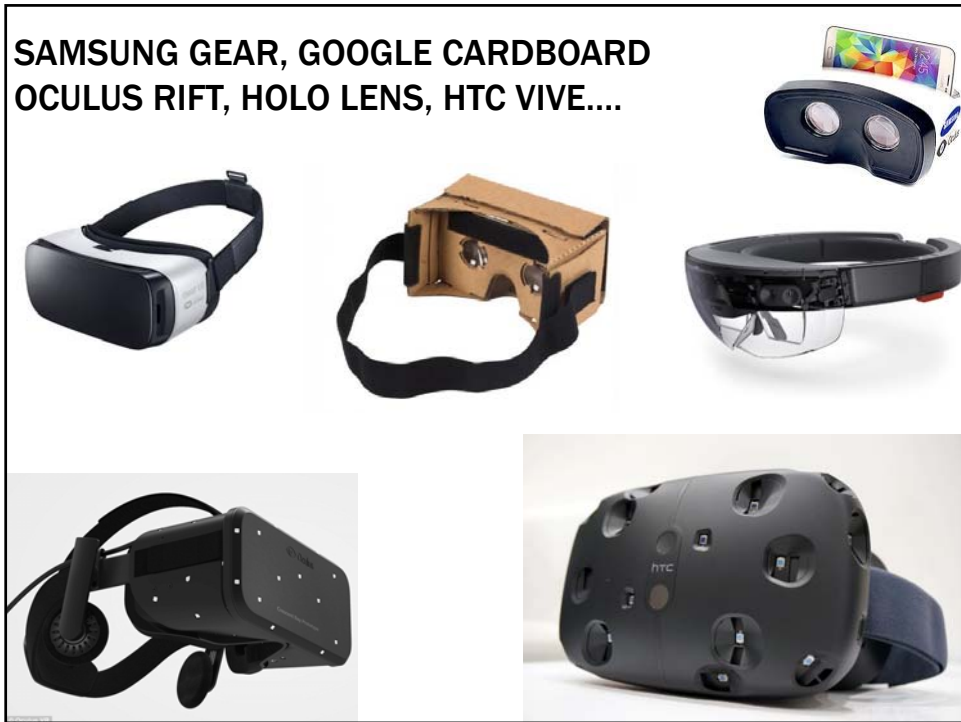


**ANIMATION: LEARN TO CREATE HUMAN ANIMATIONS**



**VIRTUAL REALITY &  
AUGMENTED REALITY  
(AR) SEEING IS BELIEVING**





## GAME DESIGN: GAME MECHANICS, DYNAMICS & EXPERIENCE



## RESEARCH PROJECT

Every student chooses a personal research topic for a project.

**Aim:** introduction to scientific research and methodology.

**What you are going to do:**

- Read papers, select relevant papers study those in more depth
- Write your own small “essay” in the form of a paper, based on what you learned from literature study.

## MATHEMATICS COURSE

Both the ST and the NM track provide a mathematics course. ("Systems & Signals")

Typical subject for the New Media track: Fourier Analysis, applied to Sound Engineering or Image Processing.

Form: Colstruction lecture style, plus extra trainings sessions.

## LECTURING STYLE

There are a number of "tracks" centered around *individual* techniques: Sound Engineering, 3D Graphics, VR&AR, Game Design.

There are instruction and tutorial sessions.

There is a lot of project work, where you create a new media product.

There are scheduled tutoring sessions (for all students, from both NM and ST)

For your individual research project, you have one of our lecturers as a coach.

**INTEGRATION PROJECT:  
MAKE A NEW MEDIA PRODUCT  
VIRTUAL WORLD / GAME**

