

Architectural Design and Technology (bachelor)

Plastic, Visual and Spatial Arts

The main objective of the Architectural Design and Technology curriculum is to acquire know-how in the art of representing a building space by integrating aesthetic, technical and environmental data. This versatile curriculum allows students to acquire a sense of observation, a critical, analytical and synthetical mindset, an autonomous work method, developed with rigour, precision and in accordance with professional practice.

Accessibility: autumn semester, spring semester or full year.

Course schedule - Autumn semester (year 3)

		Credits
UE 21	Architectural Design and Technology/Studio	15
	3D Informatics	2
UE 22	Research Methodology	2
UE 23	Stability	2
UE 24	Construction Theory	2
	Construction and Building Pathology	2
UE 25	Building Equipment	2
UE 26	History of Arts and Architecture	2
	Philosophy	1
		30

Course schedule - Spring semester (year 3)

		Credits
UE 21	Architectural Design and Technology/Studio	10
	3D Informatics	2
UE 27	Management	3
UE 28	Law	2
UE 29	History of Arts and Architecture	2
	Philosophy	1
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Interior Design (bachelor)

Plastic, Visual and Spatial Arts

The aim of Interior Design curriculum is to respond creatively to assignments for the design of interior spaces. This requires various skills on the part of the students (analysis, observation, technical and graphic means, etc.) to help them to place people and their multisensory activity at the centre of their concerns and allows them, through a better knowledge of spaces, to opt for choices adapted to the situations they encounter.

Accessibility: autumn semester, spring semester or full year.

Course schedule - Autumn semester (year 3)

		Credits
UE 21	Interior Design/Studio	12
	Sociology of Habitat	1
	Techniques and Technologies/Lighting	1
UE 22	Research Methodology	3
UE 23	Furniture and Object Design	3
UE 24	Drawing and Means of Expression	2
UE 25	Art and architecture	2
	Philosophy	2
UE 26	Techniques and Technologies/Interior Design	2
UE 27	Infography	2
		30

Grille de cours - Spring semester (3e année)

		Credits
UE 21	Interior Design/Studio	11
	Sociology of Habitat	1
	Techniques and Technologies/Lighting	1
UE 22	Research Methodology	3
UE 23	Furniture and Object Design	3
UE 24	Drawing and Means of Expression	2
UE 28	Management	3
UE 29	Art and Architecture	2
UE 30	Infography	2
UE 31	Techniques and Technologies/Interior Design	2
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Interior Architecture (bachelor)

Plastic, Visual and Spatial Arts

The Interior Architecture curriculum trains creator-designers in the field of interior architecture. This training provides the necessary foundations for a versatile and empowering profession. It focuses on the execution of conceptual and creative tasks, the transposition of an idea, the accomplishment of research work and missions that require a high level of technical skills in an existing or future spatial context (restoration, reassignment, renovation, public space design, scenography).

Accessibility: autumn semester, spring semester or full year.

Course schedule - Autumn semester (year 3)

		Credits
UE 20	Interior Architecture/Studio	15
	Artistic News and Readings	2
UE 21	Research Methodology	3
UE 22	Choice of activity: photography, textile, sculpture, object design	3
UE 23	Techniques and Technologies/Interior Architecture	2
UE 24	Philosophy/Aesthetics	3
UE 25	Artistic News and Readings	2
		30

Grille de cours - Spring semester (3e année)

		Credits
UE 20	Interior Architecture/Studio	21
UE 22	Choice of activity: photography, textile, sculpture, object design	3
UE 26	Basic Chemistry	2
UE 27	Techniques and Technologies/Interior Architecture	2
UE 28	History and current events in the arts / Design	2
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Digital Arts (bachelor)

Plastic, Visual and Spatial Arts

The Digital Arts curriculum is characterized by its multidisciplinary nature, always focused on the artistic potential of the digital medium. The purpose of the programme is to enable students to design narrative visual experiences that use image and programming as a means of expression.

Accessibility: autumn semester, spring semester or full year.

Class schedule - Autumn semester (year 3)

		Credits
UE 18	Digital Arts/Studio	9
	Writing/Scriptwriting	3
	Informatics/Programming	1
	Digital Arts / Multimedia Video Creation	1
UE 19	Research Methodology	3
UE 20	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
UE 21	Drawing and Means of Expression	3
UE 22	Digital Image	2
UE 23	Philosophy	2
	Literature	3
		30

Grille de cours - Spring semester (3e année)

		Credits
UE 18	Digital Arts/Studio	15
	Informatics/Programming	2
	Digital Arts / Multimedia Video Creation	2
UE 19	Research Methodology	3
UE 20	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
UE 21	Drawing and Means of Expression	3
UE 24	Philosophy	2
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Illustration (bachelor)

Plastic, Visual and Spatial Arts

The Illustration curriculum trains author-illustrators capable of continuing their development independently in the fields of publishing and graphic arts (publishing for young audiences and adults, book covers, posters, etc.). Based on the study of plastic, narrative and literary language, this course combines a diversified graphic training and an in-depth theoretical approach.

Accessibility: autumn semester, spring semester or full year.

Class schedule - Autumn semester (year 3)

		Credits
UE 24	Illustration / Studio	10
	Book/Practices	3
	Literature	3
UE 25	History and History of the Arts	2
	Drawing/Perception	2
	Research Methodology	3
UE 26	Drawing and Means of Expression	4
UE 27	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
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Grille de cours - Spring semester (3e année)

		Credits
UE 24	Illustration / Studio	14
	Literature	3
UE 25	History and History of the Arts	2
	Drawing/Perception	2
UE 26	Drawing and Means of Expression	4
UE 27	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
UE 29	Anthropology of Art	2
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Comics Editions (bachelor)

Plastic, Visual and Spatial Arts

This curriculum offers graphics training in support of storytelling. The aim is to teach students to master the processes of text and image development, in order to help them become authors capable of continuing their development independently. The learning of the undergraduate program aims at mastering the rules of storytelling and narrative, representation techniques and editing. It is also about getting students to sharpen their perception of the world in order to nurture their creativity and assert their autonomy. This implies a broadening of training to include related disciplinary fields (illustration, painting, animation drawing, etc.).

Accessibility: autumn semester, spring semester or full year.

Class schedule - Autumn semester (year 3)

		Credits
UE 24	Comics Editions/Studio	9
UE 25	Research Methodology	3
	History and Art History	2
	Literature	2
	Infography	3
UE 26	Drawing and Means of Expression	4
UE 27	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
UE 28	Anatomy Drawing	2
UE 29	Text and Storytelling	2
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Grille de cours - Spring semester (3e année)

		Credits
UE 24	Comics Editions/Studio	13
UE 25	History and Art History	2
	Comics Editions / Internships	2
UE 26	Drawing and Means of Expression	4
UE 27	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
UE 30	Anatomy drawing	2
UE 31	Anthropology of Art	2
	History of Comics	2
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Graphic Design (bachelor)

Plastic, Visual and Spatial Arts

The aim of this course is to train creative students in visual communications. It offers them an education providing them with the necessary means to effectively convey a message whatever the media used. It includes a range of courses that provide the student with the tools necessary to succeed in the graphic arts field. The purpose is to train creators capable of communicating a visual message in the form of an image, whether it be drawn, typographic, photographic, infographic, in 3D or animated; to develop imagination and a sense of creativity based on research and experimentation and to acquire an effective method in documentary research.

Accessibility: autumn semester, spring semester or full year.

Class schedule - Autumn semester (year 3)

		Credits
UE 20	Graphic Design/Studio	9
	Typography	3
	Digital Media (workshop)	1
	Typography / Type design	1
UE 21	Research Methodology	3
	Production	1
	Bookbinding	1
	History and History of the Arts	2
UE 22	Drawing and Means of Expression	3
UE 23	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
UE 24	Digital Arts/Internet	3
		30

Grille de cours - Spring semester (3e année)

		Credits
UE 20	Graphic Design/Studio	9
	Typography	3
	Digital Media (workshop)	1
UE 21	Production	2
	Bookbinding	2
	Drawing and Means of Expression	2
UE 22	Drawing and Means of Expression	3
UE 23	Choice of art courses: screen printing, metal engraving, lino engraving, textile, sculpture or photography	3
UE 25	Digital Arts/Internet	3
UE 26	Printing techniques	2
		30

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Advertising (bachelor)

Plastic, Visual and Spatial Arts

The Advertising curriculum trains professionals in advertising design, who will evolve within an advertising or communication agency. The objective of the programme is to enable students to acquire and master the means of expression necessary for the formulation of original ideas: drawing, typography, computer graphics, writing, photography, internet, marketing, new media, etc. Students are also required to take an open, critical and constructive view of society.

Accessibility: autumn semester or full year.

Class schedule - Autumn semester (year 3)

		Credits
UE 27	Advertising/Studio	6
UE 28	Research Methodology	2
UE 29	Production	3
	Infography	3
UE 30	Communication	2
	New media	4
UE 31	Typography/Graphic Design	6
UE 32	Philosophy	4
		30

Grille de cours - année complète (3e année)

		Credits
UE 27	Advertising/Studio	23
UE 28	Research Methodology	5
	Internship	10
UE 29	Production	3
	Infography	3
UE 30	Communication	2
	New media	4
UE 31	Typography/Graphic Design	6
UE 32	Philosophy	4
		60

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