



The National University of Theatre and Film "I.L. Caragiale"
Film Faculty

Field FILM AND MEDIA

MA Study Programme

NEW MEDIA DESIGN

Full-time study – 2 years (4 semesters, 120 credits)

University year 2017/2018

CONTEST TESTS

REGISTRATION REQUIREMENTS

- the contest is open to graduates of profile faculties or to graduates in the fields of Architecture, Plastic Arts, Engineering
- candidates must have completed a specialization with 180 credits or 240 credits;
- when registering candidates will submit *:
 1. a **Curriculum Vitae**;
 2. an **essay of 1,500-2,000 words** explaining their interest in design studies for new media;
 3. a **portfolio of works** relevant to professional activity (submitted on DVD, in a standard appropriate format, on which **test 1 is based**);
 - It can be comprised, **by choice**, of:
 - a **suite** of up to **15 2D photos** made by the candidate, from which a film situation should arise and in which the depth of the visual field is highlighted and justified;
 - **5-7 panoramic photos** (cylindrical or spherical) made by the candidate, from which a film situation and the spatial relation between elements should arise;
 - **an immersive 360° / stereoscopic / interactive short film** (max. 5 min)
 - **an interactive / immersive application**
 4. a **design project for a New Media product** (film, application, special effects, etc.) - (on which **test 2.2 is based**)

Single stage (Tests are graded from 1 to 10)

Test 1 – oral

Interview based on the submitted CV and essay.

Test 2 – oral (colloquy in English)

1. Viewing and analyzing the candidate's portfolio; defending the concept and explaining its way of realization, analysis of the technical means used.
2. Defending the design project for a New Media product (submitted by the candidate at registration).

* Each candidate will submit the file in three copies in digital format (DVD / memory stick)

BIBLIOGRAPHY

- Brinkmann, Ron: *The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics*, Morgan Kaufmann, Burlington MA, 2008
- Byrne, Bill: *The Visual Effect Arsenal: VFX Solutions for the Independent Filmmaker*, Focal Press, Burlington MA, 2009
- Dixon, Steve: *Digital Performance: A History of New Media in Theater, Dance, Performance Art, and Installation*, The MIT Press, Cambridge, 2007 (reprinted edition, 2015)
- Frich, Arnaud: *Panoramic Photography: From Composition and Exposure to Final Exhibition*, Focal Press, Burlington MA, 2007
- Hussar, John J.: *360 Degree Spherical Video: The Complete Guide to 360-Degree Video*, Grey Goose Graphics LLC, New York, 2016
- Manovich, Lev: *The Language of New Media*, The MIT Press, Cambridge, 2002
- Mendiburu, Bernard: *3D Movie Making: Stereoscopic Digital Cinema from Script to Screen*, Focal Press, Burlington MA, 2009
- Wilson, Stephen: *Information Arts: Intersection of Art, Science and Technology*, The MIT Press, Cambridge, 2003