

COURSE CATALOGUE FOR INCOMING STUDENTS

This catalogue is provisional and proposed for information only. It may be modified during the constitution of your study program, depending on your level and previous studies.

For more information about ESAD Orléans, incoming mobility and academic calendar:

<https://esadorleans.fr/en/international-relations/incoming-students/>

BACHELOR

#GRAPHIC AND VISUAL DESIGN

The Visual and Graphic Design curriculum provides training in all aspects of visual creation in graphic design: visual expression, publishing, web design, graphic design in space (tangible, virtual, augmented, extended).

It offers 3 mentions that give colour to students' projects:

- Graphic Design: publishing, illustration, typography, etc
- Digital Arts and Design: web design, mobile applications, video game interfaces, virtual reality, etc.
- Visual Media: photography, film, animation, etc.

What makes ÉSAD Orléans so special is that it provides students with a solid grounding in professional practice, while also putting them in touch with contemporary art and other artistic movements and trends in design. The course aims to improve their ability to carry out a design or artistic project. It also introduces students to research by encouraging them to take part in various workshops.

#Graphism mention

The Graphic Design mention trains students for careers in graphic design. The main courses are: graphic design, visual expression, typography, printing, etc.

Accessibility: 2nd year (autumn semester and/or spring semester) / 3rd year (autumn semester)

List of courses

2nd year - Autumn semester

Name of course	Credits
September workshop	2
Infography I	1
Graphic object I	1
Graphism I	4
Drawing and colour	1
Installation	1
Publishing	1
Illustration I	1
Typography I	1
Web Design	1
January workshop	2
Personal project	6

Presentation of the semester work	4
French*	4

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2nd year - Spring semester

Name of course	Credits
Graphic design - Visual identity	4
Graphic expression / Posters	2
Drawing	2
Printing	2
Typography II	2
March workshop	2
History of art (in French) or a course in another mention	2
Personal project	6
Presentation of the semester work	4
French*	4

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3rd year - Autumn semester

Name of course	Credits
Infography II	1
Graphic object II	1
September workshop	2
Graphism II	4
Illustration II	2
Sceno-graphism	2
Typography and Printing	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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#Digital Arts and Design mention

The Digital Arts & Design mention trains designers or artists in many professions associated with digital creation.

With a strong artistic approach, the main courses are: web design, mobile design, augmented reality, virtual reality, media archaeology (how to create something new with something old), co-creation with artificial intelligence, video game creation (tech artist), etc.

Accessibility: 2nd year (autumn semester and/or spring semester) / 3rd year (autumn semester)

List of courses:

2nd year - Autumn semester

Name of course	Credits
September workshop	2
Media archeology workshop	2
Fundamentals of digital art and design	4
Media archeology I	1
Creative coding	1
Drawing and Colour	2
Installation	1
Graphism and Publishing	2
Typography	1
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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2nd year - Spring semester

Name of course	Credits
Web graphic Design	4
Media archeology II	2
Drawing	2
Net Art	2
3D Modelling I	2
March workshop	2
History of art (in French) or a course in another mention	2
Personal project	6
Presentation of the semester work	4
French*	4

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3rd year - Autumn semester

Name of course	Credits
September workshop	2
3D Modelling II	1
New digital forms (storytelling)	3
Media archeologie III	2
AI and NFTs	2
Virtual Reality	2
Printmaking and Printing	2
January workshop	2

Personal project	6
Presentation of the semester work	4
French*	4

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#Visual media mention

The Visual Media mention trains artists and designers in the fields of image culture, photography, animation, video art and sound art and design.

Accessibility: 2nd year (autumn semester and/or spring semester) / 3rd year (autumn semester)

List of courses:

2nd year - Autumn semester

Name of course	Credits
Fundamentals of photography	2
September workshop	2
Visual practices I	4
Drawing and Color	1
Video	1
Installation	1
Graphism and Publishing	1
Typography	1
Web design	1
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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2nd year - Spring semester

Name of course	Credits
Visual practices II	4
Video script I	2
Drawing	2
Printing	2
Sound design I	2
March workshop	2
History of art (in French) or a course in another mention	2
Personal project	6
Presentation of the semester work	4
French*	4

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3rd year - Autumn semester

Name of course	Credits
Picture and pixel	1
September workshop	2
Visual practices III	3
Sound design II	2
Video script II	2
Photography	2
Typography and Printing	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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#PRODUCT AND SPACE DESIGN

The product and space design curriculum covers all the aspects of conception in volumes: from the object to a space, from everyday to future-oriented design, from sensorial to interactive design.

The product and spatial specialisation aims to train young designers and artists in the ability to conceive and implement new projects integrating a social and societal analysis, an understanding of our digital and technological environment, and an awareness of ecological stakes. Able to bring responses to usages and users and lead businesses in innovative and unexpected ways, the young designers from Orléans School of Art and Design have a singular approach to art and design.

It offers 2 mentions that give colour to students' projects:

- Arts, Crafts and Computation: product and object design, interaction design, digital fabrication, etc
- Being(s) and Environments: space design, ecology design, scenography, architecture, etc.

#Arts, Crafts and Computation mention

The Arts, Crafts and Computation mention trains designers at the intersection of know-how and digital and ecological issues.

The main courses are: interactive design, data sculpture (how to create objects with digital data), product design, object design (furniture), e-textiles (smart textiles), digital manufacturing processes, materials...

Accessibility: 2nd year (autumn semester and/or spring semester) / 3rd year (autumn semester)

List of courses:

2nd year - Autumn semester

Name of course	Credits
Materials	1
Fundamentals of Modelling and Prototyping	1

September workshop	2
Fundamentals of Design and Digital fabrication	4
Drawing and Color	1
Graphism and Photography	1
Installation	1
3D Modelling I	1
Drawing and digital control programming	1
Plans/Models	1
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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2nd year - Spring semester

Name of course	Credits
Interaction design I	4
Digital product design	2
Drawing	2
Installation II	2
Furniture	2
March workshop	2
History of art (in French) or a course in another mention	2
Personal project	6
Presentation of the semester work	4
French*	4

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3rd year - Autumn semester

Name of course	Credits
Metal workshop	1
September workshop	2
Data sculpture	3
Interaction design (e-textile)	2
Product design and digital fabrication	2
Interaction design II	2
3D Modelling II	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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#Being(s) and Environments mention

The Being(s) and Environments mention trains designers to design and create objects and spaces from the perspective of ecological issues.

The main courses are: vernacular micro-architecture, eco-systemic design, public space design, furniture design, scenography, architecture, etc.

Accessibility: 2nd year (autumn semester and/or spring semester) / 3rd year (autumn semester)

List of courses:

2nd year - Autumn semester

Name of course	Credits
Materials	1
Fundamentals of plans/models	1
September workshop	2
Fundamentals of object and space design	4
Drawing and Color	1
Graphism and Photography	1
Installation	1
3D Modelling	1
Plans/models	1
<i>Space design course (to be confirmed)</i>	1
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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2nd year - Spring semester

Name of course	Credits
Microarchitecture	4
Scenography	2
Drawing	2
Installation II	2
Furniture	2
March workshop	2
History of art (in French) or a course in another mention	2
Personal project	6
Presentation of the semester work	4
French*	4

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3rd year - Autumn semester

Name of course	Credits
Wood workshop	1
September workshop	2
Ecosystemic design	3
Bio-sourced materials	2
Architecture	2
<i>Space design course (to be confirmed)</i>	2
Sceno-graphism	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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MASTER

At ESAD Orléans, the Master's level programmes are closely linked to the research work of the artist-researchers. Through individual and collective transdisciplinary plastic projects, ESAD Orléans students explore the relationship between living and nonliving, human and machine.

ESAD Orléans offers 4 different Master's level programmes:

- Media Design - Publishing: transmedia, mobile edition, extended publishing, game design, artificial intelligence, augmented reality, virtual reality, etc.
- Media Design - Visual Media: photography, video art, sound, animation, etc.
- Commons Design - Arts, Crafts and Computation: product design, data design, Internet of Things, crafts, etc.
- Commons Design - Being(s) and Environments: space design, vernacular microarchitecture, furniture, ecosystemic design, etc.

#MEDIA DESIGN

#Publishing Media Design

The Publishing Media Design programme is designed to help you get to grips with the changing face of publishing in the digital environment. It is aimed at all creative students, artists, authors, graphic, visual, object and space designers, web designers and game designers who want to specialise in literary, artistic and general publishing, in both digital and printed formats. In order to train high-level and innovative designers, part of the course is devoted to collective research activity in the form of workshops (conferences, study days, collective exhibitions, etc.).

The programme is supported by the “Publishing, Media, Design - Expanded Publishing, when data become forms - research programme”, which experiments with the new forms of publishing, experiences, narratives and interactive fictions offered by digital media: artificial intelligence, augmented reality, interactive transmedia devices and video-game experiences. He is also interested in the issues raised by the exponential production of data and its exploitation, studying the plastic and conceptual crossovers that are taking place today between print and digital publishing and their influence on writing and narrative.

Accessibility: 4th year (autumn semester only)

List of courses:

4th year - Autumn semester

Name of course	Credits
September research workshop Edition Media Design	3
Worksession research program Edition media design	6
Installation	1
Drawing	1
Graphic production studio	1
Transmedia	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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#Visual Media

The master's degree in Media Design, Visual Media mention, offers future artists and designers the opportunity to explore issues relating to image culture, photography, animated film, video art, animated design and sound design, by encouraging cross-disciplinary encounters in the creative process and the means of production. The aim is to experiment with images in all their diversity: image-fixed, image-movement, image-time and image-sound.

Responding to the needs of students' individual careers, questions of space, editing, distribution, narrative and documentary attitude will be addressed in the form of seminars and workshops throughout the course.

Accessibility: 4th year (autumn semester only)

List of courses:

4th year - Autumn semester

Name of course	Credits
September research workshop Visual media	3
Worksession research workshop Visual media	6
Installation	1
Drawing	1
Graphic production studio	1
Visual practices IV	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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#COMMONS DESIGN

The Commons Design is at the service of what everyone uses, whether it be natural entities, heritage entities, immaterial or material, or software and computer data. By focusing on usage and the conditions of this usage, the master's degree in Commons Design proposes ways of cohabiting, governing and circulating objects and spaces, as well as strategies and tactics for transitions.

#Arts, Crafts and Computation mention

The Arts, Crafts and Computation mention offers an approach to digital design that is unique in France in a local art school. It trains future designers and artists to create objects that materialise data, combining digital manufacturing processes with expertise in materials (ceramics, wood, metal, textiles, etc.). The course enables students to combine digital tools with plastic, craft and even vernacular practices in a way that is firmly rooted in the spirit of the design of the commons.

Accessibility: 4th year (autumn semester only)

List of courses:

4th year - Autumn semester

Name of course	Credits
September research workshop Objects, Crafts and Computation	3
Worksession research programme Objects, Crafts and Computation	6
December workshop	1
Installation	1
Graphic production studio	1
Internet of Things (IoT)	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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#Being(s) and Environments

Based on the search for a design of the commons, the Being(s) and Environments mention approaches the design of space and objects through the notions of cohabitation, reallocation and regeneration. It enables students to acquire the methods needed to achieve a balance, from design to production, between technical means and their environmental effects. It is intended for artists, designers and architects, and is particularly aimed at those who are concerned about territorial issues, the environment and the ecological transition.

Accessibility: 4th year (autumn semester only)

List of courses:

4th year - Autumn semester

Name of course	Credits
September workshop Being(s) and Environment	3
Worksession research programme Being(s) and Environment	6
December workshop	1
Installation	1
Graphic production studio	1
Vernacular design	2
January workshop	2
Personal project	6
Presentation of the semester work	4
French*	4

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