Leduc, Nicholas   42307321945
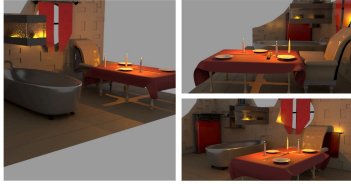

Concordia University - Design and Computation Arts

Computation Arts (Specialization, Joint Major, Minor) 2024

Nicholas Leduc

580 graham

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Submitted: March 4, 2024

Forms

Additional Information   * indicates a required field

1. Commitment to Diversity and Safer Spaces

The Department of Design and Computation Arts is committed to fostering an equitable and positive learning experience for all students, free from discrimination based on race, gender, gender identity and expression, sexual orientation, ability, religion, ethnicity, age, etc. We value diversity and difference, and strive together to create safer spaces in our studios, and labs, where all students can fully engage in scholarly and artistic pursuits. If you wish to self-identify as a member of a minority or underrepresented group to the review committee, you are welcome to do so in your letter of intent.

2. Portfolio Instructions

ONE PORTFOLIO IS REQUIRED FOR EACH PROGRAM Applicants must complete two Slide room applications if applying to both programs.

Categories:

1. Visual Communication (i.e. Illustration, graphic design, book work, packaging, typography, photography animation, video)

2. Multi Media/Digital Media (i.e. Web design, 3D modelling, sound, social media projects, programming or scripting)

3. Built Environment (ie. Furniture, objects, technical drawing, clothing, art projects, jewelry, arts & crafts, space design)

4. Design or Media Studies or Sustainability (ie. Collaborative projects, history/theory essays, projects on diversity and sustainability, community work, nature inspired/biomimicry and designing for nature)

5. • Programming

*NOTE: Applicants to the BFA Computation Arts – Major may wish to concentrate their portfolio on programming (Category #5 above).

If your portfolio is a URL, you can submit the link here below.

Applicant Information   * indicates a required field

1. I am a

Concordia BFA Internal Transfer

2.

For Concordia Undergraduate students who wish to transfer from within the Faculty of Fine Arts (BFA). Applicants applying to the M.Des program - please skip this question.

To Undergraduate Applicants in a BFA program: Please complete the "Internal Transfer Form" if you are currently in a BFA program wanting to switch to another BFA program.
https://www.concordia.ca/content/dam/finearts/docs/Internal-Transfer-Form.pdf and upload it to this application. Our department will refuse Internal Transfer forms uploaded after the March 1st deadline.

3. My Citizenship Status Is

Canadian Citizen

4. Concordia Student ID

On successful completion of the application to Concordia University, you were sent a confirmation email from Enrolment Services which contained your student I.D. number (8 digits) that is to be entered in this field. No other number will be accepted. (this is not your application number).

40211185

Program Choices

* indicates a required field

1. First Choice

Computation Arts Specialization

1.1. Computation Arts Specialization, Letter of Intent

Format: PDF To view a Letter of Intent template visit:
http://www.concordia.ca/content/dam/finearts/design/docs/Letter_of_Intent_template.pdf

letter of intent comp 2024.pdf

2. Are you a New Applicant?

No

2.1. First Choice Minor

No Minor

3. Are you a Transfer Applicant?

Yes

3.1. Please attach a Letter of Intent for either your Minor.

Format: PDF To view a Letter of Intent template visit:
http://www.concordia.ca/content/dam/finearts/design/docs/Letter_of_Intent_template.pdf

4. Second Choice

None

5. Second Choice Minor

No Minor

6. Third Choice

Other / None

7. Third Choice Minor

No Minor

Leduc, Nicholas

REFERENCES

Proffesor Pippin Barr

Associate Professor and Chair

Concordia University

pippin.barr@concordia.ca
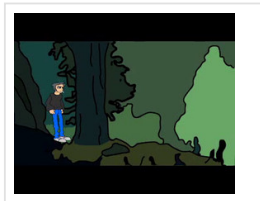
teacher

Request emailed on March 4, 2024

Waived right to review

Leduc, Nicholas   42307321945

PORTFOLIO

📄 Room Of Perspective

Room of Perspective, 3D Maya, i.e. Winter 2021,
This room was made with an abstract idea in mind, thinking of different ways a
room may look while forgetting its functionality.

📄 Smoking Deer

Smoking Deer, Adobe Animate, i.e fall 2020,
This is the first animation i ever created, I wanted to convey a short story
where a man is the same as any other just like a deer is the same as any
other.

📄 Arctic Synth

Arctic Synth, Adobe Animate, i.e. Winter 2021,
This animation is my interpretation of my favourite song Do I Want To Know?
By the arctic monkeys made with sound visualizers in order to express myself
in a musical way.
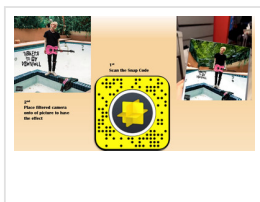
📄 Snaps

Snaps, SnapchatLens, i.e. Winter 2023,
i waned to go out my usual mediums to create a project that would improve my
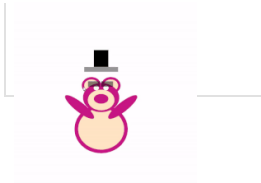artistic talent and chose to do a snapchat lens that create a 3d depth effect.
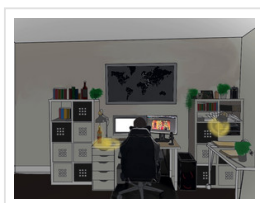
📄 Living with demons

Living with Demons, Photoshop, i.e. winter 2023,
covid was a struggle for many people and it effected me quite a lot, for this
piece i wanted to convey the time i spent glued to my chair working on project
due to being stuck inside the house.

### 📄 First P5 Creation

Angry Bear, VsCode, i.e Fall 2023
this was my very first creation Cart253, the simplicity of the code reminds me of my beginnings and how far I've progressed.
Link to game:
https://nicholasl3duc.github.io/Cart_253-2023/expirements/variables_expirement/

Link to code:
https://github.com/NicholasL3duc/Cart_253-2023/tree/main/expirements/variables_expirement
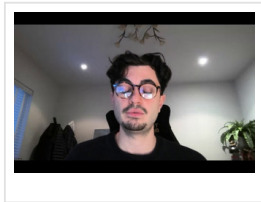
📄 Krab Maze

Krab Maze, VsCode, i.e Fall 2023
this was a final project for Cart 253, in wich i made a maze like game with the main Character attempting to rescue his kids.
the video presented is my final presentation video for my project.

Link to game:
https://nicholasl3duc.github.io/Cart_253-2023/expirements/final project Cart 253

Link to code:
https://github.com/NicholasL3duc/Cart_253-2023/blob/main/expirements/final project Cart 253/js

📄 A Whale Of Fun

A Whale Of Fun, VsCode, i.e Fall 2023
this was the first game where arrays were used wich became the stepping stone to how coding technique evolved to what it is now. this game consists of a whale navigating around the trash to eat the fish.
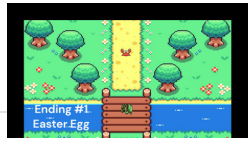
Link to game:
https://nicholasl3duc.github.io/Cart_253-2023/expirements/the%20final%20Age_of_Aquarium/

Link to code:
https://github.com/NicholasL3duc/Cart_253-2023/blob/main/expirements/the%20final%20Age_of_Aquarium/js/script.js

📄 KrabVenture Time - Made with Clipchamp
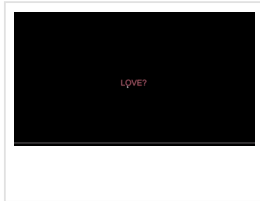
Crabventure Time, VsCode, i.e winter 2024
this was a final project for Cart 263, in wich i made a riddle-solving game all controlled by voice.

Link to game:
https://nicholasl3duc.github.io/Cart263_2024/activities/FInalSoundActivity/

Link to code:
https://github.com/NicholasL3duc/Cart263_2024/blob/main/activities/FInalSoundActivity/

📄 **Love Actually P5 Creation**

Love Actually, VsCode, i.e Fall 2023
this was the first "game" I created in Cart 253, where the mice either fall in love, miss each other or run away.

Link to game:
https://nicholasl3duc.github.io/Cart_253-2023/expirements/love-actually

Link to code:
https://github.com/NicholasL3duc/Cart_253-2023/blob/main/expirements/love-actually/

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SlideRoom