

Characteristics

Cultivating cross-cultural minds in the field of image arts

- To cultivate the ability to comprehensively and structurally analyze, and flexibly examine with a multifaceted perspective, the ever-diversifying and expanding world of image arts within the comprehensive environment of Ritsumeikan University.
- Rather than cultivating learners with a narrow scope of expertise and skills focused on one field, to develop a multifaceted perspective and acquire a high expertise complete with skills, abilities and knowledge that can be applied to a wide range of uses, and the ability to responsively adapt to changes replete in the culture of visual arts.
- To identify issues demanded by society, research them, and deepen individual studies, creative projects and developments.

Curriculum

01 Combining theme/project-based production and research with discipline research studies

- Introductory and foundational courses are arranged to allow students who already have a basic understanding of image arts to be able to carry out research activities at an early stage, and if necessary, acquire and supplement basic knowledge and learning in a concentrated environment.
- Curriculum courses link together in a complex relationship.

"Theme / project" courses

- Students set their own theme for a creative or research project.
- Courses such as "Introduction to Image Arts" and "Image Arts Research Theory" offer students fundamental knowledge for creative projects and research, and "Project Training" prepares students for the master's thesis or master's project.

"Discipline research" courses

- Classroom courses and hands-on courses teach students the knowledge, analysis methods, skills and abilities necessary for diverse image arts research projects.

02 The Five Learning Zones

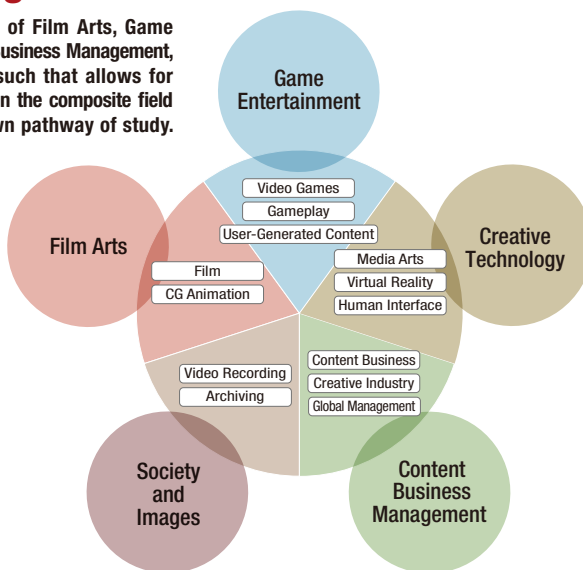
By establishing the five "Subject Zones" of Film Arts, Game Entertainment, Creative Technology, Content Business Management, and Society and Images, the curriculum is such that allows for research, production, and development in the composite field of "Visual Images" while realizing one's own pathway of study.

Film Arts Zone

Learn about production, as well as the relevant theory and history, for the creation of live-action film and CG animation works as a means of expression.

Society and Images Zone

Question the value and meaning of visual images in the context of how they relate not only to modern society, where they are pervasive, but to past and future societies as well. Create and research images within, about, and for society.



Game Entertainment Zone

Learn the knowledge and skills for creating cutting-edge entertainment for hardware, software, and services in a knowledge-based society.

Creative Technology Zone

Gain academic skills related to engineering and art, based on information and media technology. Create media representations by learning content and technology together in unified form, in combination with new technological development.

Content Business Management Zone

Gain specialized knowledge about the visual media industry and all the related business areas with an eye on contributing to society and the rest of the world.

03 Advisory committee

For both master's thesis and master's project/review, each deliverable will be assigned one advisory committee consisting of two faculty members and one graduate student.



Interview

Middleware development in gameplay - "Games that people can play together"

Takahiro TSUDA Sophomore (AY2018), Graduate School of Image Arts, Ritsumeikan University

My research topic is "Games that people can play together." My true desire is to create games that families and friends can actually get together and have lots of fun playing, even in this age where online video games are everywhere. Undergraduate studies had taught me how much fun it could be to produce things as a team, and I wanted to research more, and create more, so I decided to go on to graduate school. My desire to create something fun is my motivation for the research. After finishing my studies, I want to create "products that inspire strong feelings in people" as a planner in the gaming industry.

Also, in August 2018 I participated in Replaying Japan 2018: The 6th International Japan Game Studies Conference, held in Nottingham, UK, where I exhibited a demo.

The best thing about the Graduate School of Image Arts is that there is so little distance between the students and the professors, with an environment where they quickly give us instruction whenever there is something we want to know. The multiple-instructor system also allows us to incorporate diversified perspectives in perfecting our works. I strongly feel that with what I learn here, I will definitely be able to pioneer new worlds.



Studios integrated with Shochiku Studio and fully-equipped with advanced, professional facilities...

Jukokan Hall is the main building for the College of Image Arts and Sciences and the Graduate School of Image Arts. Equipped with facilities and gear of high quality, equivalent to those used in the professional fields of anime, game, CG and image arts, and also an off-campus filming studio, Jukokan allows students to produce a variety of image arts projects.

JUKOKAN Hall Floor guide



1F

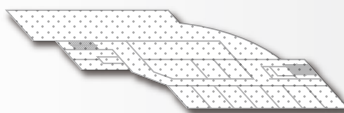


Sound editing room

A practical learning room for sound editing, with Mac terminals and "Pro Tools" editing software.

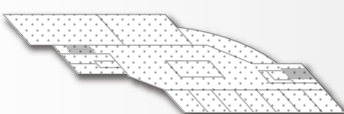
3F

- Student self-study room
- Faculty research lab
- Rooftop garden etc.



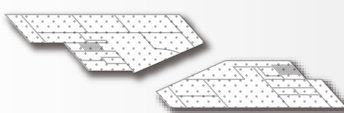
2F

- Interactive lab
- CG & game lab
- Image arts training room
- Faculty research lab etc.



1F

- MA room
- Video editing room
- Sound editing room
- Student lounge etc.



B1F

- 001 classroom (theater classroom)
- Information training room 1
- Information training room 2
- Student lounge etc.



2F



CG & game lab

Room for learning CG animation, game creation and image processing. Complete with high-performance computers and professional-grade software, applicable to a variety of creative projects.



Interactive lab

A lab with a huge screen for creating 120-degree visual virtual spaces, and motion capture equipment. For practical learning in the virtual reality field.

B1F



001 classroom (theater classroom)

A theater-style classroom with top-quality cinema projector, film projector, and 5.1ch sound system for a full-ambience experience.



Studio R1

The main filming studio for live-action classes. Features film sets created by the art staff at Shochiku Studio.



Information training room 2

A computer room with Avid Media Composer, a digital editing software used widely in the image arts industry. For practicing image arts editing with state-of-the-art equipment.

KYURONKAN



KYURONKAN HALL opened in 2015 which is the "Graduate school facilities".

Ritsumeikan Shochiku Studio

Shochiku Studio is a practical learning facility for the College of Image Arts and Sciences, integrated with the Shochiku Kyoto Studio located in Uzumasa, Kyoto. It has filming studios, editing facilities and lecture classrooms.



Studio R1

The main filming studio for live-action classes. Features film sets created by the art staff at Shochiku Studio.



Studio R2

A studio also used for interactive classes. Offers advanced filming methods, such as motion capture or filming with cranes, in an effectively used space.



MA room 1

Digital multi-audio room, primarily for upper level students who require advanced sound editing facilities. Often used for thesis projects.

About Graduate School of Image Arts

Degree	Language of Instruction	Enrollment Semester	Duration	Enrollment Capacity	Mandatory Course
Master of Image arts	Japanese	April	2 Years	10 students	Creative Project Seminar I・II

See our website for detailed information.

► <http://www.ritsumei.ac.jp/gsia/>

