PC CD-ROM ■ 3DO ■ PlayStation ■ Saturn ■ 32X ■ Ultra 64 ■ Jaguar ■ Arcade ■ On-Line

NEXT GENERATION

Leading edge computer and video **games**



graphics to die for

50 Games reviewed and rated

The next step? Two revolutionary PC titles threaten to change the way you look at games forever

Crossfire **from Delphine and** ***Heart Of Darkness*** **from Amazing Studio: two unique games, each forging a new frontier in graphic excellence, epitomize France's reputation for technical innovation and aesthetic brilliance. NEXT Generation says** ***vive la revolution...***

volume **one**

06

$4.99 U.S./$5.99 CAN.

06 >

0 09281 02585 6

3DO Fights Back: Trip's M2 add-on is "10 times the power of Sony's PlayStation," page 36

DigiPen: Nintendo goes to school

Where will the next Shigeru Miyamoto hail from? A Nintendo-sponsored game school in Vancouver may hold the answer

Back in **NG 2**, Shiny Entertainment's David Perry mused as to where the next generation of game creators would come from. Game design isn't taught in schools, and it's nearly impossible to pick up a console and simply innately demonstrate the necessary skills. Nintendo is hoping that it may have found an answer.

DigiPen is the brainchild of Claude Comair, who remains as chairman of the only school for "the art and science of 2D and 3D videogame programming" in North America. Nintendo is sponsoring the course, supplying DigiPen with both financial and technical assistance. Students complete coursework on SNES (and soon Virtual Boy) development systems, but both Nintendo and DigiPen are keen to stress that graduates are free to make their own independent career decisions at the end of the course.



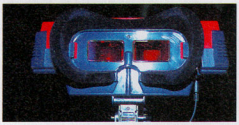
Hands-on individual and team projects make up the majority of DigiPen's coursework and tuition

The aim of the course is for graduates to enter the development community fully equipped with the skills for a job in programming

The emphasis of the tuition is on the technological aspects of putting together a videogame. A high degree of emphasis is placed on mathematics (necessary for programming) and gaining a grounding in all aspects of game development from motion-capture to digitizing to basic logic problems. The aim of the course is for graduates to enter the development community fully equipped with the skills for a programming job.



***DKC*: what DigiPen's students aspire to**



Students will work with Virtual Boy in '95

Competition for places at the DigiPen school, however, is fierce — there will be room for just 60 students at the start of next year's class. Though students come from all academic disciplines, the only strict course requirement is a minimum "B" average in 12th grade mathematics. Tuition fees approximate $6,000 per year, and the course lasts for six terms over two years. Our reporters visited DigiPen and were remarkably impressed by the dedication and commitment displayed by both staff and students. The course demands long hours, yet most students put in plenty of overtime working on individual projects.



NEXT Generation can (courtesy of Nintendo) exclusively offer one of its readers an exclusive, all-expenses-paid (accommodations, air-fare, incidental *karaoke* expenditures, etc.) chance to visit DigiPen in Vancouver, to personally present an application to join the 1995/96 class. Applications in this competition will be accepted on an equal footing with conventional applications, and so no place in the class is guaranteed — but you will have the edge of having presented your case personally. For full details, please write: DigiPen, **NEXT Generation** Applications, 5th Floor, 530 Hornby St., Vancouver, BC, Canada V6C 2E7. Requests for applications must be received by the end of June. ng

Summary of the Program

In DigiPen's own words, this is what graduates can expect to come away with after attending the two-year course:

In brief, the program is a condensed course in computer programming in general, and game programming in particular. It is suitable as a stepping stone toward other studies or as an end in itself. The program features a large amount of theory but is also kept very practical, containing science (computer science), and art (game writing, story boarding, computer generated imagery, and animation techniques) in the same program.

This condensed program offers excellent training in relatively short period of time, enabling students who are interested in joining the workforce as soon as possible to do so. DigiPen's aim is to provide top-quality education in the field of computer and videogame programming which will be locally and internationally recognized.

With the cooperation of Nintendo over the program and DigiPen's serious determination and experience in the field of computer graphics, we are sure to succeed in reaching this goal.