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Issues and current practices of computer graphics in the Democratic Republic of the Congo: What model of learning to make possibilities

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Computer Graphics is the field of computer-assisted digital imaging. This discipline takes hold of management, medicine, television, the entertainment industry (video games) and film as well as all scientific disciplines, mathematics, aeronautics, mechanics and all areas of design in general in the world, and, The most common studies go through private schools mostly located in the most developed countries. In our country, computer graphics and animation are more recent and many who enter the profession, are enthusiasts who have made their job; it is their perseverance, documentation and their regular manipulation of computer graphics software sometimes downloaded on the internet, which gradually allowed them to practice. In the current practice, the case of our company, we collaborate closely with other professionals such as artistic director, photographer, screenwriter, architect, printer, webmaster, programmer, and communication officer. However, most of these self-trained actors in computer graphics do not achieve the best results that can bring remarkable innovations as happens in developed countries, which creates the need for professional learning as well as the dynamics of regular participation in forums, conferences, conferences on the subject such as this, to facilitate the acquisition of new experiences. This self-taught practice has huge limitations in many areas, some of which we cite, such as architecture, animated commercials, and locally designed cartoons that do not use 3D: (i) In architecture, where 3D modelers are used to prefiguring the appearance of a building that is expected to be built, virtual prototyping of 3D objects allows to show a virtual reality tending to represent the object before realization (ii) In advertising or cinematic animation films, the power provided by 3D solutions is exploited to the maximum in developed countries by well-educated professionals with up-to-date applications, and this technique is totally unknown in our country. Thus, computer graphics is certainly a technical approach to computer and image capable of making the possibilities in several fields, but non-professional issues and practices are a brake on innovation; learning in the required standards is a major asset to push the limits of imagination further. However, the efforts of self-taught actors in developing countries are to be encouraged.

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