

FVU

Subjects offered in english language

FIRST CYCLE: Undergraduate studies (BFA)



Studio GRAPHIC DESIGN

(main art module)



code: A-1

status: Elective semester: both

CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:
Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production
Conditioned by subjects:
None.
Objectives of the subject:
Adoption of the principals and procedure of making page publications, with the aspect of typesetting methods and tools, as well as generation of correct files for printing. The course aims to profile students towards the acquisition of qualifications in the subject area.
Name and surname of lecturer and assistant:
Prof. Nikola Latković, MFA
Methodology applied:
Lectures, exercises, case studies, discussions, semestral project.
Assessment techniques:
work in presence, homework, seminars, colloquia and defence of project at final exam

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	L: Book – light between cover E: Presentation of favourite publication: book or magazine Task: Visiti to local museums exhibiting old books, with wrtten report
II	L: History of book: scroll, codes, web, ebook E: Analysis of book binding Task: Conversion of page from dictionary into the interctive ebook page
III	L: Book as a piece of fine art: graphical editing E: Collecting and analysing daily press examples; Task: Book project – Concept
IV	L: Book as an object: standard book elements E: Making new book project in professional DTP software Task: Book project – Typographical gradation, first print trials
V	L: Book a an experiment: oneman book, bibliofily, bibiomany E: Paragraph and Character Styles Task: Book project – page layout
VI	1st Colloquium – Book project semisummary: Design concept and layout
VII	L: Typesetting and its types, DTP "rubber set" E: Digital tools and smooth justification Task: Book project – Parent-child styles and draft layout of pages
VIII	L: Readability and Legibility E: Inspecting elements of readability and legibility in books Task: Book project – Introduction of readability elements
IX	L: Typesetting extremes: novels and poetry E: Typographic colour of typeset Task: Book project – Proofreading and corrections
X	L: Illustrated book E: Print reproduction of digital image (resoulution vs. size) Task: Scanning and editing of illustations
XI	2nd Colloquium – Digital mockup
XII	L: Large-run press E: Generating correct press PDF Task: Book project – Communicationf with presshouse. Technical specification of book and offer from presshouse
XIII	L: Copyright, Impressum,... E: CIP, Catalogization in Publication, ISBN Task: ISBN Barcode generation and placement
XIV	L: Book and paper E: Paper and book genres Task: Book project – final draft and paper mockup
final	Final exam – Book project defence, paper model

LEARNING OUTCOMES:

After the sucessful comletion of the course the student will be able to:

- Define meaning and range of typesetting;
- Explain the specifics of digital typewriting tools;
- Distinguish the terms text, set, space, line spacing, indent, kerning, diacritics, paragraph, character, letter, gradation, columns and margins;
- Form a book body of a publication (book, magazine) in professional DTP software;
- Interprets conventional proofreading marks and enters them into the layout;
- Know the possibilities of digital publishing;
- Generates a valid pdf for professional types of printing.

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40
exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)

Students are required to attend classes and exercises. Students realize practical classes within the exercises that are an integral part of each teaching unit – these are analyzes, sketches and studies, as well as their translation into digital tools and files, and making models. Occasional

guest visits by editors and designers working in the field of publishing are also planned.

Literature/sources:

- Samara, T. *Making and Breaking the Grid*, Beverly, USA: Rockport Publishers, Inc, 2002, 2005
- Daily press excerpts
- Novels and poetry layout examples
- Manual of DTP software

CSPK/ECTS	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant
	Attendance	5		
	Exercises	25		
	1st colloquium	10		
	2nd colloquium	10		
	Final exam	50		
	Total points:		100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: VI week	Reparatory terms:	1st colloquium: VII week
	2nd colloquium: XII week		2nd colloquium: XIII week
	Final exam: -		Final exam: -



Studio ILLUSTRATION

(main art module)



code: B-1

status: Elective semester: both CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:

Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production

Conditioned by subjects:

None.

Objectives of the subject:

Students master more advanced principles of scientific and children's illustrations. Students understand the processes of research, idea development and design of scientific and children's illustration. They realize more complex tasks from illustration by developing individual visual language. The course aims to profile students towards the acquisition of qualifications in the subject area.

Name and surname of lecturer and assistant:

Prof. Marija Džoganović, MFA

Methodology applied:

Lectures, exercises, presentations, practical projects

Assessment techniques:

Homework, colloquia, final exam

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	Introduction. Traditional vs. Contemporary aspects of illustration. Function and goals of illustration as an author's work
II	Scientific illustration – function and goals. Analysis of a scientific text. Concept and planning of the work process.
III	Techniques of scientific illustration. Practical exercises.
IV	Analysis and research, concept and practical solutions for an independent project – a series of scientific illustrations
V	Technical production, design of a series of illustrations - artistic attitude and unity. Practical work. Project
VI	1 st Colloquium
VII	Illustration of children's books - function and goals. Children's perception Analysis of a literary work for children
VIII	Author's analysis and research. Combined techniques for designing children's illustrations. Practical exercises
IX	2 nd Colloquium
X	Illustrating a literary work for children. A children's book. Project development
XI	Artistic and technical aspects of designing a book for children. Practical work
XII	Narration, character development, visual scene and authorial art elements in children's illustration
XIII	Preparation for printing and printing of scientific and children's illustration projects
XIV	Promotional materials - derivatives of the illustration project: poster, map, infographic, etc. Practical work
final	Final exam

LEARNING OUTCOMES:

After the successful completion of the course the student will be able to:

- Understand the author's position in illustrating a literary work
- Transposes a literary into visual language
- He masters traditional illustration techniques as well as modern illustration design tools
- It combines different techniques and media of illustration
- He creates scientific and children's illustrations and applies them to various graphic forms
- Designs and realizes the publication of illustrations

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40
exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)

Students are required to attend classes and exercises. Students realize practical classes within exercises and projects, with the mentorship of teachers. Some of the projects are realized in cooperation with publishing agencies or other subjects of the creative industry.

Literature/sources:

- The Technical Image : A History of Styles in Scientific Imagery, Horst Bredekamp, Vera Dunkel, Birgit Schneider, 2015, Will Publish
- Color and Light : A Guide for the Realist Painter, 2010, Andrews McMeel Publishing
- Encyclopedia of Illustration Techniques, catharine Slade, 1997, Quarto

CSPK/ECTS	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant
	Attendance	5		
	Exercises	25		
	1st colloquium	10		

	2nd colloquium	10		
	Final exam	50		
	Total points:		100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: VI week	Reparatory terms:	1st colloquium: VII week
	2nd colloquium: XII week		2nd colloquium: XIII week
	Final exam: -		Final exam: -



Studio PHOTOGRAPHY

(main art module)



code: C-1

status: Elective semester: both

CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:

Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production

Conditioned by subjects:

None.

Objectives of the subject:

In this course, through predominantly practical work preceded by lectures and demonstration exercises, students learn advanced forms of photographic activity. The practical work is based on field and studio photographic production and research in classical and alternative forms of photographic printing. Students learn to publicly display and criticize photographic work, to effectively and purposefully use a photographic studio and available accessories, to make a complete photographic product of high technical and aesthetic qualities, to plan and responsibly perform tasks in the form of a photographic project. The course aims to profile students towards the acquisition of qualifications in the subject area.

Name and surname of lecturer and assistant:

Ass.prof Balša Gobovič, MFA

Methodology applied:

Lectures, exercises, discussions, independent research

Assessment techniques:

work in presence, homework, analysis, debates, semi-semester assessment, final exam

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	Seminar 1: Establishing a work assignment. Field - topic 1. (adapted to the student) / Research topic: necessary technologies, techniques and accessories for work, genre determination, good examples from practice and pre-production
II	Seminar 2: Individual formal analysis of the completed task / Individual practical analysis of the completed task
III	Seminar 3: Photographic film development technique; photographic chemistry, tools and apparatus for obtaining photographic negatives, film development process / Introduction to laboratory work; photographic paper, latent image, photogram and luminous (light) print
IV	Seminar 4: Establishing a work assignment. Field - topic 2. (adapted to the student) / Research topic: necessary technologies, techniques and accessories for work, genre determination, good examples from practice and pre-production
V	Seminar 5: Individual formal analysis of the completed task / Individual practical analysis of the completed task
VI	Seminar 6: Printing technique by enlarging negatives on photographic paper, developing photography from a latent image / Practical work in a photographic laboratory
VII	Seminar 7: Introduction to alternative techniques of obtaining photographic images and printing technologies: cyanotype and cliche verre, contact printing / Introduction to alternative techniques of obtaining photographic images and printing technologies: Wet collodion on glass (workshop / workshop / seminar)
VIII	Semi-semester assessment of knowledge and learning progress
IX	Seminar 8: Establishing a work task: Studio - topic 1: Research of simple forms and shapes (surface, cube, sphere); Practical study paper / Research of complex forms and shapes (light distribution): Practical study paper
X	Seminar 9: Individual formal and practical analysis / critique of completed task / Commercial standards
XI	Seminar 10: Magnifying printing on photosensitive paper. Control and processing of positives (Decorating, dodge & burn techniques, masking, exponential lighting) / Independent work in a photographic laboratory
XII	Seminar 11: Establishing a task: Studio - topic 2: Research and recording of three-dimensional compositions / Creating and recording dioramas
XIII	Seminar 12: Individual formal and practical analysis / critique of completed tasks / Commercial standards
XIV	Seminar 13: Independent work in the studio / Independent work in the studio; Selection and archival processing of the resulting material
final	Final exam

LEARNING OUTCOMES:

After the successful completion of the course the student will be able to:

- Analyze one's own and other people's photographic work
- Use studio and laboratory equipment and techniques;
- Experiment independently and works in classical photographic techniques
- Understand theoretical-sociological interpretation of the photographic image
- Know and applies commercial standards in photography
- Recognizes differences between the phenomenon of photography and other flat images

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40
exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	

213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)

Students are required to attend classes and exercises. In this course, students learn (practically) advanced forms of photographic work. The four seminars are conducted at the same time and are tailored to the individual needs of the students and the group.

- First seminar - field work (retail)
- Second seminar - photography studio (product and diorama)
- Third seminar - classic photo prints
- Fourth seminar - formal critique

The main forms of learning are case study work, classical photographic printing and evaluation / critique of the created material, in which all applicants of the module participate. Lectures and Exercises were accompanied by adequate illustrative material, analysis and practical work in the photographic studio, darkroom, photographic laboratory and in the field. The process takes place individually or in small groups in the form of demonstration exercises, and then through independent practical work. According to the possibilities, visits to thematic exhibitions and guest lectures are also organized.

Literature/sources:

- Fizi, M. (1966) *Fotografija*, Zagreb: Epoha
- Galer, M. (2007) *Photography Foundations For Art and Design, Fourth Edition*, Oxford: Focal Press
- Clarke, G. (1997) *The photograph*, New York: Oxford University Press Inc.
- DuChemin, D. (2009) *Within the Frame: The Journey of Photographic Vision*, Berkeley: New Riders
- Grey, C. (2004) *Master lighting guide*, Buffalo: Amherst Media Inc.
- Goldsworthy, A. (1990) *Collaboration with Nature*, New York: Abrams
- Blakemore, J (1991) *Inscape*, Art Books Intl. Ltd.
- Emerson, P. H.(1973) *Naturalistic Photography for Students of the Art*, New York: Arno Press
- McCullin, D. (1995) *Sleeping with Ghosts*, London: Vintage. London
- Horenstein, H. (2005) *Black & White Photography, Third Revised Edition*, Boston: Little, Brown and Company
- Stephen G. Anchell, S. Troop, B. (2009) *The Film Developing Cookbook*, Oxford: Focal Press
- Renner, E. (2009) *Pinhole Photography From Historic Technique to Digital Application, Fourth Edition*, Oxford: Focal Press
- Eastland, J. (1999) *Essential darkroom techniques*, Third Edition, London: Cassell

CSPK/ECTS	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant
	Attendance	10		
	Polusemestraln1st colloquium	40		
	Final exam	50		
	Total points:		100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: VI week	Reparatory terms:	1st colloquium: VII week
	2nd colloquium: XII week		2nd colloquium: XIII week
	Final exam: -		Final exam: -



Studio DIGITAL ART & ANIMATION

(main art module)



code: D-1

status: Elective semestar: both

CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:

Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production

Conditioned by subjects:

None.

Objectives of the subject:

By studying this module, advanced knowledge in the field of digital arts, animation, motion graphics and post-production is being acquired. Using advanced techniques and software tools used in modern production of motion images, the subject develops skills in the fields of animation, interactive projects, as well as the application of basic principles of storytelling. Studio projects integrate audio and video content with advanced animation techniques. The course aims to profile students towards the acquisition of qualifications in the subject area.

Name and surname of lecturer and assistant:

Assoc.prof Dino Karailo, ArtD

Methodology applied:

Lectures, exercises, work in art and other studios, guest lectures

Assessment techniques:

homeworks, colloquia, final exam.

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	Rhythm, dynamics, time manipulation: Working with video and animations, manipulation of time units in video form, analysis of dynamics and rhythm, fluidity and duration of animated forms.
II	Advanced techniques of working with motion typography: typographic letters, principles of advanced techniques for animating letters, words, syllables; specifics of kinetic typography and roles.
III	Transparency channels and masks: work with image overlaps (double exposure), blending modes, transparency channels, alpha and luma; advanced work with masks.
IV	Chroma key and rotoscopy techniques: use of special techniques and digital tools to extract parts of video material and special effects for removing chrome backgrounds; digital image manipulation.
V	Image stabilization, trekking, animation and creative use: image preparation and stabilization, operation and application of special techniques for 2d and 3d trekking, as well as combining moving graphics.
VI	1st Colloquium
VII	Compositing and video collage: introduction to 2D compositing techniques and procedures for fitting raster and vector graphics to the scene, as well as video collage and manipulation.
VIII	Advances in color correction and tone grading: color grading and the use of special effects and plug-in software for advanced coloring of graphics and video.
IX	Animation and special effects: use of special 3d and light effects and particle particles in order to achieve realism and creative graphic solutions.
X	Narrative animation: a complex art project that involves the use of various animation techniques to more faithfully and creatively follow a narration, selected text or speech.
XI	2nd Colloquium
XII	Scene sequence, storyboard, personnel planning, narration and storytelling: An unavoidable process in the proper preparation of a complex project, which includes narration, action, script and message.
XIII	File preparation and adaptation to different media standards: Proper use and adequate preparation of materials in accordance with the requirements of media channels and standards.
XIV	Commercial short animated forms: An overview of the historical context; the applicability of animation as a discipline in the advertising industries and music videos.
final	Final exam

LEARNING OUTCOMES:

After the successful completion of the course the student will be able to:

- Create conceptually and visually various interactive and multimedia animated forms;
- Manages skillfully the process of character design of the character and the environment, knowing all the stages of character preparation for animated film, video games, applications;
- Government with advanced principles of moving graphics, combines vector and raster graphics, creatively use typographic letters;
- Understand the role of moving graphics and moving (kinetic) typography, creates dynamic and authentic animated forms that are indispensable in the advertising industry;
- Forms a critical opinion on the existing "motion-design" standards in the market, as well as a critical attitude towards their work;
- Master the technological and aesthetic features and possibilities of digital painting, illustration (character design) and use them creatively in the process of creating a narrative work of art;
- Adapt the form of his/her work to the presentation in different media.

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40

exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)
<p>The principle is based on a combination of practical work, which involves solving visual problems in an art studio / video studio / multimedia studio, as well as working on a computer. An individual mentoring approach is applied, as well as an <i>ex-cathedra</i> lecture followed by examples of artists relevant to the field being studied. Group discussions are an integral part of any knowledge test. During the semester the focus is on individual short-term projects, although a given topic sometimes requires working together on a group project.</p>			
Literature/sources:			
<ul style="list-style-type: none"> - David Harland Rousseau, Benjamin Reid Phillips (2013) Storyboarding Essentials: SCAD Creative Essentials (How to Translate Your Story to the Screen for Film, TV, and Other Media) - Richard W. (2012): The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators: Faber and Faber - Tom Sito, Harold Whitaker (2009): Timing for Animation, Second Edition (Paperback): Focal Press - Ken A. P. (2010): The Advanced Art of Stop-Motion Animation: Cengage Learning PTR - Christiane Paul (2015): Digital Art (Third edition) (World of Art): Thames & Hudson 			

CSPK/ECTS	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant
	Attendance	5		
	Studio work	25		
	First Colloquium	10		
	Second Colloquium	10		
	Final exam	50		
	Total points:		100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: VI week	Reparatory terms:	1st colloquium: VII week
	2nd colloquium: XII week		2nd colloquium: XIII week
	Final exam: -		Final exam: -



Studio VIDEO & NEW MEDIA

(main art module)



code: E-1

status: Elective semester: both CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:

Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production

Conditioned by subjects:

None.

Objectives of the subject:

The student will be able to independently import video material, create text, graphics or animation and apply video effects on the video material, which will be used by a professional and make a video to make a video work for broadcasting or further production processing. The student will be able to independently apply and modify a number of video effects and image correction, as well as compose various elements into one moving image. The course aims to profile students towards the acquisition of qualifications in the subject area.

Name and surname of lecturer and assistant:

Prof. Nikola Simanić, MFA

Methodology applied:

Lectures, exercises, presentations, exercises, project

Assessment techniques:

project assessments, evaluations, colloquia, finale exam

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	Introduction to the basics of video, photography and other visual elements.
II	Introduction to the After Effects software interface.
III	Moving image, working with Keyframes
IV	Working with Layers: Types and uses of Layers / Layers of special functions / Layer visibility functions
V	Manipulation of masks, layers, work with text.
VI	Timeline work and two-dimensionality of composition / Text movement
VII	Layers within After Effects, Using Photoshop layers and 3D layers, 3D environment
VIII	Using vector elements within After Effects. Working with material from Adobe Illustrator
IX	1st Colloquium
X	Filters and effects, composing, Exercise: simulating reality
XI	Color correction, basic concepts, basic tools, for color correction
XII	Effects - Trapcode suite
XIII	2nd Colloquium
XIV	Rotoscopy
final	Final exam

LEARNING OUTCOMES:

After the successful completion of the course the student will be able to:

- Master and use advanced techniques and principles of vector and raster imaging, as well as basic techniques of moving graphics, and video and audio editing;
- Use creatively various classical and modern techniques and types of animation, combining them in creating an authentic multimedia work;
- Create complex special effects for wider application in the film industries
- Understand and interpret contemporary artistic tendencies, while building their own visual authorial expression;
- Plan independently, develop and implement a marketing campaign, using modern audio-visual tools;
- Master video editing techniques as well as advanced video post-production techniques.

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40
exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	
			213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)

Students are required to attend classes and exercises. Students realize practical classes within exercises and projects, with the mentorship of teachers. Some of the projects are realized in cooperation with publishing agencies or other subjects of the creative industry.

Literature/sources:

- Adobe After Effects CC Classroom in a Book, 2018, Adobe – Lisa Fridsma, Brie Gyncild
- In the Blink of An Eye: 2nd Edition: A Perspective on Film Editing – 2001, Walter Murch
- Filmmaker's Handbook 2013 Edition, 2013, Steven Ascher, Edward Pincus

PK /E CT	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant

	Attendance	5		
	Rad u studiju	25		
	Kolokvijum I	10		
	Kolokvijum II	10		
	Final exam	50		
	Total points:		100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: IX week	Reparatory terms:	1st colloquium: X week
	2nd colloquium: XIV week		2nd colloquium: XV week
	Final exam: -		Final exam: -



Studio SCENE & INTERIOR DESIGN

(main art module)



code: F-1

status: Elective semester: both

CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:

Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production

Conditioned by subjects:

None.

Objectives of the subject:

This module is based on acquiring basic knowledge of the concept of stage design and interior design. The course aims to profile students towards the acquisition of qualifications in the subject area.

Name and surname of lecturer and assistant:

-

Methodology applied:

Lectures, exercises, discussions, semestral project

Assessment techniques:

work in presence, homework, seminars, colloquia and defence of project at final exam

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	L: Theater scenography Creative Workshop: Introduction to the elements of theater scenography
II	L: History of scenography and costumes / Creative Workshop: Practical application in work
III	L: Introduction to the technique of painting and light / Creative Workshop: Introduction to colors and techniques of space lighting
IV	L: Theater show / Creative Workshop: Tumačenje pozorišne predstave i priprema scenografije
V	L: Author's scenography / Creative Workshop: Designing your own stage
VI	1st Colloquium
VII	L: Interior Styles / Creative Workshop: Application in space
VIII	L: Application of industrial design in interior design / Creative Workshop: Introduction to techniques and application of industrial design
IX	L: Visual Presentation Techniques II / Creative Workshop: 3D Techniques
X	L: 3D sketching / Creative Workshop: Working in groups - designing the interior in a 3D program
XI	2nd Colloquium
XII	L: Materials and equipment / Creative Workshop: Introduction to materials and equipment
XIII	L: Form in space / Creative Workshop: Exploring the relationship of form, proportion, dynamics through spatial positioning
XIV	L: Spatial design / Creative Workshop: Mastering the structure of the ambient form at the level of shape, proportion, color, light, etc.
final	Final exam

LEARNING OUTCOMES:

After the successful completion of the course the student will be able to:

- Know the basic elements of theatrical scenography;
- Recognize painting and light techniques;
- Apply interior styles in the space;
- Know the 3D program closely.
- Analyze the relationships of shape, proportion and dynamics;
- Understand the contemporary situation of theatrical scenography.

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40
exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)

Students are required to attend classes and exercises. Students realize practical classes within exercises and projects, with the mentorship of teachers. Projects can be implemented in cooperation with external entities.

Literature/sources:

- The stage is set, Simonson, L. Theatre art Books, New york, 1963
- Small Modern Architecture, Filip Jodio, 2014
- Urban space, John Morris Dixon, 2008
- Styled: Secret for arranging rooms, Angeli Borsics 2015

PK /E CT	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant

	Attendance	5		
	Studio work	25		
	First Colloquium	10		
	Second Colloquium	10		
	Final exam	50		
Total points:			100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: VI week	Reparatory terms:	1st colloquium: VII week
	2nd colloquium: XI week		2nd colloquium: XII week
	Final exam: -		Final exam: -



Studio FINE ART

(main art module)



code: G-1

status: Elective semester: both

CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:

Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production

Conditioned by subjects:

None.

Objectives of the subject:

The subject studies combined painting techniques and introduces basic techniques and artistic graphics through practical and theoretical teaching. The aim of the fine arts module is to enable students to create independent works from traditional art disciplines as well as to use them in the field of fine and applied arts and interdisciplinary projects. The course aims to profile students towards the acquisition of qualifications in the subject area.

Name and surname of lecturer and assistant:

Assoc.prof. Danijela Darmanović-Mahmutović, MFA

Methodology applied:

Lectures, exercises, semestral project

Assessment techniques:

work in presence, homeworks, colloquia, final exam

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	Combined painting techniques
II	Collage
III	Image based on collage (imitation of one technique by another technique)
IV	Originality and uniqueness of the image as opposed to the principle of multiplication in graphics
V	Visit to the graphic studio
VI	1st Colloquium
VII	Preparation of sketches for stamps in suitable material, principle of repetition and rhythm
VIII	Application of printing stamps for decorative purposes, the term ornament
IX	Preparation of sketches for graphics in one color, the principle of contrast, linocut technique
X	Matrix processing, linocut
XI	2nd Colloquium
XII	Printing a graphic sheet using a graphic press or manually
XIII	Linocut in 3 colors, making a sketch, separating colors, preparing stencils
XIV	Linocut in 3 colors, printing with 3 stencils
final	Final exam

LEARNING OUTCOMES:

After the successful completion of the course the student will be able to:

- Know how to apply artistic principles: contrast, repetition, rhythm, texture
- Demonstrate motoric skills of linoleum processing on smaller and larger formats
- Master the basics of artistic and applied graphics that are done by hand
- Create independently artistic graphics in several colors

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40
exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)

Students are required to attend classes and Exercises. The main forms of learning are classroom work in the studio and homeworks. Art graphics are realized with the proofreading of the professor, which implies a group and individual approach through all phases of work, intensive consultations, development and nurturing of personal expression of each student. According to the possibilities, visits to art studios, art exhibitions, museums are organized.

Literature/sources:

- Hozo Dž. The Art of Multioriginals, Mostar, 1988
- Klaus Honnef, Contemporary Art, Taschen, 1994
- Hal Foster, Rosalind Krauss, Yve-Alain Bois, Benjamin H. D. Buchloh, Art Since 1900, Thames & Hadson, 2004

CSPK/EC TS	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant
	Attendance	5		
	Rad u studiju	25		

	Kolokvijum I	10		
	Kolokvijum II	10		
	Final exam	50		
	Total points:		100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: VI week	Reparatory terms:	1st colloquium: VII week
	2nd colloquium: XI week		2nd colloquium: XII week
	Final exam: -		Final exam: -



Studio SOUND DESIGN

(main art module)



code: H-1

status: Elective semester: both CSPK/ECTS: 10

hours: 6+6

Study programme containing subject:

Visual arts (VA), Faculty of Visual Art / ISCED: 0211 - Audiovisual techniques and media production

Conditioned by subjects:

None.

Objectives of the subject:

Through this introductory course, students learn the basic tools and techniques of nonlinear audio production, improve listening skills, raise awareness of their auditory experience and sound environment, integrate sound with narrative visual media, and enable communication and conceptualization of sound. The course aims to profile students towards the acquisition of qualifications in the subject area.

Name and surname of lecturer and assistant:

Ass.prof. Marko Gošović, MFA

Methodology applied:

Lectures, exercises, case studies, discussions, semestral project.

Assessment techniques:

work in presence, homework, seminars, colloquia and defence of project at final exam.

COURSE CONTENT:

week	description
preparatory	Introduction to the content and outcomes
I	L: Introductory lecture. Introduction to matter and literature.
II	L: Why and how to design sound?
III	L: The sound design process. Exercise: Choose one artist who deals with sound or a specific work in the field of sound art and make a presentation of 5-7 minutes
IV	L: Everyday "sound" objects.
V	L: Introduction to Pure Data (Pd) software.
VI	L: Physics of sound.
VII	1st Colloquium – knowledge test
VIII	L: Pd programming concepts.
IX	L: Sound perception. Exercise: Essay "Listen to yourself while listening" - your own listening experience
X	L: Soundwalk. Take a walk and focus on the sounds of the environment.
XI	L: Format sound with the help of Pd.
XII	2nd Colloquium – knowledge test
XIII	L: Digital audio theory.
XIV	L: Sound recording and editing techniques.
final	Final exam

LEARNING OUTCOMES:

After the successful completion of the course the student will be able to:

- Gain sound knowledge from historical, technological, cultural / social, aesthetic and analytical perspectives.
- Get a new appreciation for the role of sound in everyday life.
- Think about and analyze everyday sound experiences and articulate them to others.
- Gain basic and intermediate knowledge of professional audio software, such as open source Pure Data (Pd) software.

STUDY LOAD OF THE STUDENT:

Weekly		During the semester	
10 CSPK/ECTS x 40/30 hours =	13:20	Course and exam:	213:20
lectures:	6:00	Semester preparation/validation:	26:40
exercises/laboratories:	6:00	Additional work:	60:00
individual work and critiques:	1:20	Load in total:	300:00
		Structure of load:	213:20 (Course) + 26:40 (Preparation) + 60:00 (Additional work)

Students are required to attend classes and Exercises. Students realize practical classes within the exercises that are an integral part of each teaching unit.

Literature/sources:

- Blauert, J. (1997): Spatial Hearing; The Psychophysics of Human Sound Localization; Revised Edition, MIT Press, Cambridge, USA
- Blesser, B. & Ruth-Salter, L (2007): Spaces Speak, Are You Listening?: Experiencing Aural Architecture, MIT Press, Cambridge, USA
- Moore, B. C. (2012): An Introduction to the Psychology of Hearing, 6th ed., Emerald, UK, 2012
- Rumsey, F (2012): Spatial Audio, Focal Press, Oxford, UK
- Thompson, D. M. (2005): Understanding Audio: Getting the Most Out of Your Project or Professional Recording Studio, Berklee Press, Boston, USA

CSPK/ECTS	Quantification of assessment	Maximum points	Maksimum/minimum points	
			I-variant	II-variant
	Attendance	5		

Rad u studiju	25		
Kolokvijum I	10		
Kolokvijum II	10		
Final exam	50		
Total points:		100/51	100/51

Lectures time:	-	Exercises time:	-
Consultation time (with teacher):	-	Consultation with assistant:	-
Assessments time:	1st colloquium: VII week	Reparatory terms:	1st colloquium: VIII week
	2nd colloquium: XII week		2nd colloquium: XIII week
	Final exam: -		Final exam: -