

COURSE CATALOGUE

INFORMATION ABOUT THE STUDY PROGRAMS

DEPARTMENT OF FINE ARTS

STUDY PROGRAM: VISUAL ARTS - BA

SPECIALIZATION: ILLUSTRATION AND DRAWING – BACHELOR (BA)

Academic Title Awarded upon Completion of the 240 ECTS Study Programme: Bachelor of Illustration and Drawing in Visual Arts

YEAR I - SEMESTER I – II

(PER YEAR) / 10 COMPULSORY COURSES (C)

NR.	STATUS	YEAR	COURSE CODE	COURSE NAME	L	U	H	ECTS SEM	ECTS YEAR	COURSE ID
1.	C	I	10B11S12042	INTRODUCTION TO DRAWING: FUNDAMENTALS AND TECHNIQUES	3	3	6	5	10	2332
				Course Description <i>The course Introduction to Drawing: Fundamentals and Techniques introduce students to drawing as a fundamental form of expression in visual arts. The course focuses on the development of basic knowledge of line, form, spatial relationships, light, shadow, and composition, combining theoretical approaches with practical studio-based work. It provides a formative foundation for further artistic development and advanced courses in drawing, illustration, and related fields.</i>						
				Course objective <i>The purpose of the course is to develop students' basic drawing skills, strengthen visual perception, and establish an understanding of drawing as a tool for observation, analysis, and artistic expression.</i>						
				Learning Outcomes						

Upon completion of the course, the student will be able to:

1. Demonstrate basic knowledge of the fundamental elements of drawing;
2. Use line, form, and spatial relationships in a controlled manner;
3. Apply the principles of light and shadow in drawing;
4. Develop observational skills and visual perception;
5. Produce structured basic drawings based on observation;
6. Reflect on one's own creative process and the outcomes of the work;
7. Present one's work in a clear and well-organised manner.

Course Content

- Introduction to drawing and visual language
- Line, form, and structure
- Spatial relationships and composition
- Light, shadow, and volume
- Observational drawing
- Studio-based practical exercises
- Presentation and discussion of student work

Teaching and Learning Methods

Studio-based practice, guided exercises, individual mentoring, critical discussions, and visual analysis of student work.

Relation to the Programme

This course provides a foundational component of the Bachelor Programme in Visual Arts and directly supports the development of drawing competencies required for advanced courses and specialisations within the programme.



2.	C	I	10B11SI2043	INTRODUCTION TO ILLUSTRATION: FUNDAMENTALS AND TECHNIQUES	3	2	5	5	10	2333
<p>Course objective</p> <p>The course Introduction to Illustration: Fundamentals and Techniques introduce students to illustration as a distinct discipline within visual arts and as a form of visual communication. It focuses on developing fundamental skills in illustrative image construction, visual narration, and the relationship between idea, text, and image. The course combines theoretical knowledge with studio-based practice, establishing a foundation for further development in illustration.</p>										

Course objective

The purpose of the course is to develop students' basic knowledge and practical skills in illustration, building a clear understanding of the role of illustration within artistic, cultural, and communicative contexts, and preparing them for further studies in the field.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Understand fundamental principles of illustration as a visual arts discipline;*
- 2. Develop basic skills in illustrative image construction;*
- 3. Apply elements of visual narration in illustration;*
- 4. Use basic illustration techniques in a conscious manner;*
- 5. Establish conceptual relationships between idea and image;*
- 6. Analyse illustrations within artistic and communicative contexts;*
- 7. Present their work in a structured and reflective manner.*

Course Content

- Introduction to illustration and its role in visual arts*
- Relationship between text, idea, and image*
- Fundamentals of visual narration*
- Basic illustration techniques*
- Drawing as the foundation of illustration*
- Studio-based practical exercises*
- Presentation and discussion of student work*

Teaching and Learning Methods

Studio-based practice, guided exercises, individual mentoring, visual analysis of illustrations, critical discussions, and student presentations.

Relation to the Programme

This course provides a foundational framework for the development of illustration competencies within the Bachelor Programme in Visual Arts, directly supporting the programme's objectives related to creative skills, critical thinking, and visual communication.

3.	C	I	10B11SI2044	<p align="center">PAINTING FOR ILLUSTRATORS</p>	4	0	4	3	6	2334
				<p>Course Description <i>The course Painting for Illustrators focuses on the use of painting as an expressive and constructive tool for illustrative imagery. It examines the relationship between painting and illustration, emphasising the use of colour, light, composition, and texture to strengthen visual narration and illustrative character. The course is developed through studio-based practice and the analysis of examples from contemporary and classical illustration.</i></p> <p>Course objective</p> <p><i>The purpose of the course is to develop painting skills oriented toward illustration, enabling students to use painting functionally and creatively in the construction of illustrative images and editorial projects.</i></p> <p>Learning Outcomes</p> <p>Upon completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Use painting as an expressive tool in illustration;</i> 2. <i>Apply colour and light to build atmosphere and visual narration;</i> 3. <i>Integrate painting elements into structured illustrative images;</i> 4. <i>Develop a personal style combining painting and illustration;</i> 5. <i>Analyse the relationship between painterly technique and visual message;</i> 6. <i>Realise illustration projects based on painting;</i> 7. <i>Professionally and reflectively present their work.</i> <p>Course Content</p> <ul style="list-style-type: none"> • <i>Relationship between painting and illustration</i> • <i>Colour and light in visual narration</i> • <i>Composition and structure of illustrative images</i> • <i>Texture and visual expression</i> • <i>Contemporary approaches to painterly illustration</i> • <i>Studio-based practical projects</i> • <i>Analysis and discussion of student work</i> <p>Teaching and Learning Methods</p> <p><i>Studio-based practice, guided exercises, individual mentoring, visual analysis, critical discussions, and project presentations.</i></p> <p>Relation to the Programme</p>						

This course supports the objectives of the Bachelor Programme in Visual Arts by linking painting competencies with illustration, visual communication, and professional practice development.

4.	C	I	10B11S12058	ARTISTIC ANATOMY	3	0	3	3	6	2345
<p>Course Description</p> <p><i>This course examines the anatomy of the human body from an artistic perspective, focusing on skeletal structure, musculature, and anatomical proportions as a foundation for figurative representation. It aims to connect anatomical knowledge with drawing and painting practice.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to equip students with structured knowledge of artistic anatomy, improving accuracy, credibility, and understanding of the human figure in art.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Explain the skeletal and muscular structure of the human body.</i> <i>2. Apply anatomical knowledge in figurative drawing and painting.</i> <i>3. Analyse movement and bodily function in artistic representation.</i> <i>4. Construct accurate and convincing human figures.</i> <i>5. Connect anatomy with artistic expression and visual form.</i> <i>6. Evaluate anatomical accuracy in figurative works.</i> <i>7. Present structured and analytical anatomical drawings.</i> <p>Course content</p> <ul style="list-style-type: none"> <i>• Skeleton and body proportions</i> <i>• Muscular system</i> <i>• Joints and movement</i> <i>• Anatomy of the head, hands, and feet</i> <i>• Anatomy in drawing and painting</i> <i>• Human figure analysis</i> 										

- *Practical anatomical exercises*

Teaching and Learning Methods

Teaching is conducted through structured lectures, practical exercises, analytical drawing, and studio-based figure analysis.

Relation to the Program

This course is fundamental for figurative drawing, painting, sculpture, and advanced visual art practices.

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5.	C	I	10B11S12059	FOREIGN LANGUAGE	2	0	2	2	4	2346
<p>Course Description</p> <p><i>This course objectives to develop foreign language competencies with a particular focus on academic and professional communication in the fields of visual arts and design. It integrates reading, writing, listening, and speaking skills within artistic contexts and terminology.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to enable students to use a foreign language functionally and accurately for studies, research, presentations, and professional communication in art and design.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Interpret academic and professional texts in a foreign language within the fields of visual arts and design;</i> 2. <i>Identify main ideas, arguments, and supporting information in texts and audio-visual materials;</i> 3. <i>Summarize and paraphrase relevant content while preserving meaning and basic terminology;</i> 4. <i>Use fundamental art and design terminology accurately in oral and written communication;</i> 5. <i>Draft structured texts (e.g., a professional email, a project description, a summary) with coherence and basic accuracy;</i> 6. <i>Deliver short academic/professional presentations and defend the main ideas in discussion;</i> 										

7. *Collaborate in international academic communication situations by observing communication ethics and standard formats.*

Course content

- *Basic language skills*
- *Art and design terminology*
- *Reading and text analysis*
- *Basic academic writing*
- *Professional communication*
- *Presentations and discussions*
- *Practical language exercises*

Teaching and Learning Methods

Teaching is conducted through interactive exercises, group work, text analysis, discussions, and structured presentations.

Relation to the Program

This course supports the internationalization of the program and prepares students for studies, collaboration, and presentation in international contexts.

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6.	C	I	10B11S12025	HISTORY OF ART I	2	0	2	2	4	1819
<p>Course Description</p> <p><i>This course provides an introduction to the history of art, covering major artistic developments from early periods through the end of the Middle Ages. It analyses artworks within their historical, cultural, and social contexts.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to equip students with fundamental knowledge of art history and analytical skills for interpreting artworks.</i></p> <p>Learning Outcomes</p>										

Upon successful completion of the course, the student will be able to:

1. Identify key periods and developments in art history from early periods to the end of the Middle Ages;
2. Describe stylistic, thematic, and iconographic characteristics of representative works;
3. Explain the relationship between art, religion, power, and social structures in the periods covered;
4. Analyse works of art by situating them within historical, cultural, and geographical contexts;
5. Compare forms and styles across different cultures and periods;
6. Use basic art history terminology accurately in writing and discussion;
7. Formulate an initial critical interpretation of a specific artwork/object based on arguments.

Course content

- Prehistoric and ancient art
- Art of ancient civilizations
- Greek and Roman art
- Early Christian and Byzantine art
- Medieval art
- Analysis of representative artworks
- Methods of historical interpretation

Teaching and Learning Methods

Teaching is conducted through structured lectures, visual analysis of artworks, discussions, and individual assignments.

Relation to the Program

This course establishes the historical foundation for the study of visual arts and supports students' theoretical and critical development.

7.	C	I	10B11S12060	PEDAGOGY	2	0	2	2	4	2347
				Course Description						

This course examines the fundamental principles of pedagogy, focusing on learning and teaching processes. It analyses the role of education, pedagogical methods, and teacher–student relationships, with particular application in the arts.

Course Objectives

The objective of this course is to equip students with basic pedagogical knowledge and skills to understand and structure educational processes in formal and non-formal contexts.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Define fundamental concepts of pedagogy and education;*
- 2. Explain basic theories of learning and their implications for teaching;*
- 3. Compare teaching methods and pedagogical approaches across different contexts;*
- 4. Analyse factors influencing student motivation, participation, and progress;*
- 5. Use principles of classroom management and educational communication at a basic level;*
- 6. Apply pedagogical principles in art education scenarios (activities, tasks, organization of work);*
- 7. Reflect critically on the role of education in society and on the teacher’s professional identity.*

Course content

- Pedagogy as a discipline*
- Learning theories*
- Teaching methods*
- Teacher–student relationship*
- Education and society*
- Pedagogy in art*
- Analysis of educational practices*

Teaching and Learning Methods

Teaching is conducted through theoretical lectures, discussions, case analysis, and reflective assignments.

Relation to the Program

This course supports students' pedagogical formation and connects with art methodology and educational practices in art.

8.	C	I	10B11S12061	PSYCHOLOGY OF ART	2	0	2	2	4	2348
<p>Course Description</p> <p><i>This course examines the psychological aspects of artistic creation and perception. It analyses mental, emotional, and perceptual processes that influence the creation, experience, and interpretation of artworks.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to help students understand the psychological dimensions of art and their impact on the creative process and aesthetic experience.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Explain basic psychological concepts related to artistic creation and perception;</i> <i>2. Analyse the role of visual perception and attention in aesthetic experience;</i> <i>3. Explain the influence of emotions and personal experience on the interpretation of a work;</i> <i>4. Discuss theories and factors related to creativity and the creative process;</i> <i>5. Interpret audience responses to art through psychological concepts;</i> <i>6. Analyse dimensions of the artist's identity (motivation, self-esteem, creative block) in a conceptual manner;</i> <i>7. Connect psychological knowledge with reflection on artistic practice and one's personal working process.</i> <p>Course content</p> <ul style="list-style-type: none"> <i>• Psychology and art</i> <i>• The creative process</i> <i>• Visual perception</i> <i>• Emotion and aesthetic experience</i> 										

- Creativity
- Psychology of the artist and the audience
- Psychological analysis of artworks

Teaching and Learning Methods

Teaching is conducted through lectures, discussions, case analysis, and theoretical reflection.

Relation to the Program

This course connects with art theory, aesthetics, and creative practices in visual art.

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9.	C	I	10B11S12056	CREATIVE WRITING AND PROJECT MANAGEMENT FOR ARTISTS	2	0	2	2	4	2337
<p>Course Description</p> <p>This course examines creative writing as a conceptual and reflective tool in artistic practice, alongside basic principles of artistic project management. It focuses on idea development, concept articulation, and the organization of projects from initial phase to realization.</p> <p>Course Objectives</p> <p>The objective of this course is to enable students to clearly and creatively articulate their artistic ideas and to manage artistic projects in a structured and professional manner.</p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Generate ideas and themes for creative writing related to artistic practice; 2. Write creative and reflective texts that articulate the artistic process and concept; 3. Formulate an artist statement/concept statement and a project description with clarity and structure; 4. Plan an art project (objectives, phases, timelines, resources) at a basic level; 5. Organize project documentation (process, materials, evidence) for professional presentation; 6. Use basic principles of time and resource management in implementing the project; 										

7. Present the project and accompanying texts professionally, with coherence and argumentation.

Course content

- Creative writing in art
- Text as a conceptual tool
- Idea and concept development
- Artistic project planning
- Time and resource management
- Project documentation and presentation
- Practical projects

Teaching and Learning Methods

Teaching is conducted through writing exercises, project-based work, critical discussions, and individual mentoring.

Relation to the Program

This course supports students' conceptual and professional development and connects with independent practice, public art, and creative management.

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10.	C	I	10B11S12062	PUBLIC ART	2	0	2	2	4	2349
<p>Course Description</p> <p><i>This course examines public art as an artistic practice developed in public spaces and engaging with community, urban context, and social environments. It analyses the forms, functions, and impact of public art in contemporary society.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to develop students' ability to conceptualize and analyse public art projects in relation to space, audience, and social context.</i></p> <p>Learning Outcomes</p>										

Upon successful completion of the course, the student will be able to:

1. *Describe the main forms and principles of public art in contemporary contexts;*
2. *Analyse the relationship between art, public space, the public, and the community through case studies;*
3. *Explain the social, political, and cultural dimensions of interventions in public space;*
4. *Develop a concept for a public art project (purpose, audience, location, medium, message);*
5. *Evaluate the social and ethical impact of the project on the community and the space;*
6. *Draft a basic implementation plan (permits, collaborations, resources, timelines) for the project;*
7. *Present and justify the project with clear visual and textual argumentation.*

Course content

- *Public art as contemporary practice*
- *Public space and art*
- *Community and engagement*
- *Politics, identity, and public art*
- *Forms of public art*
- *Case studies*
- *Conceptual public art projects*

Teaching and Learning Methods

Teaching is conducted through thematic lectures, analysis of existing projects, discussions, and conceptual project development.

Relation to the Program

This course connects with contemporary art, sociology of art, and conceptual and spatial practices.

<i>N.N.</i>	<i>C</i>	<i>I</i>	<i>10B11SI2057</i>	<i>INTERNSHIP I</i>			<i>50 Hrs/Sem</i>	<i>2</i>	<i>4</i>	<i>2344</i>	
<i>Additional Information on Student Support and Engagement</i>											
<i>N.N.</i>	<i>STUDIO / (Technical Support for Students)</i>					<i>8 Hours/Daily</i>					
<i>Total:</i>							<i>27</i>	<i>3</i>	<i>30</i>	<i>30</i>	<i>60</i>

YEAR II - SEMESTER III – IV

(10 COURSE PER YEAR)

7 Compulsory Courses (C) + 1 Secondary Compulsory Course (SC) + 1 Artistic Elective Course (E) + 1 Theoretical Elective Course (E)

NR.	STATUS	YEAR	COURSE CODE	COURSE NAME	L	U	H	ECTS SEM	ECTS YEAR	COURSE ID
1.	C	II	10B11S34142	INTERMEDIATE DRAWING: COMPOSITION AND STYLE DEVELOPMENT	3	3	6	5	10	2501
				<p>Course Description</p> <p>The course Intermediate Drawing: Composition and Style Development aim to deepen students' drawing skills through advanced study of composition, visual structure, and the development of personal style. The course focuses on strengthening visual thinking, analysing form and spatial relationships, and exploring diverse expressive approaches in drawing. The work is primarily studio-based, combining structured exercises with individual projects.</p> <p>Course objective</p> <p>The purpose of the course is to develop students' compositional abilities, strengthen their visual identity, and support the transition from basic drawing towards a more conscious and personal artistic approach.</p> <p>Learning Outcomes</p> <p>Upon completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Apply advanced principles of composition in drawing; 2. Analyse and structure visual space intentionally; 3. Develop stylistic coherence in their work; 4. Use drawing as an analytical and expressive tool; 5. Experiment with diverse visual approaches and solutions; 6. Critically reflect on their creative process and artistic outcomes; 						

7. *Present and articulate their work within an academic context.*

Course Content

- *Composition and organisation of visual space*
- *Rhythm, balance, and visual tension*
- *Development of personal style in drawing*
- *Analysis of form and structure*
- *Thematic and conceptual drawing*
- *Advanced studio-based exercises*
- *Presentation and critical discussion of student work*

Teaching and Learning Methods

Intensive studio practice, individual projects, continuous mentoring, critical discussions, and structured analysis of student work.

Relation to the Programme

This course directly contributes to the development of artistic competencies within the Bachelor Programme in Visual Arts and prepares students for advanced courses in drawing, illustration, and related specialisations.



2.	C	II	10B11S34141	INTERMEDIATE ILLUSTRATION: COMPOSITION AND STYLE DEVELOPMENT	3	2	5	5	10	2502
<p>Course Description</p> <p><i>The course Intermediate Illustration: Composition and Style Development focus on advancing students' illustrative skills through the development of composition, image construction, and articulation of personal style. It is grounded in intensive studio practice and critical analysis of contemporary illustration, encouraging students to develop a coherent and consistent visual language.</i></p> <p>Course objective</p> <p><i>The purpose of the course is to advance students' illustration skills by developing composition and personal style, preparing them for more complex illustration projects and further specialisation in the field.</i></p> <p>Learning Outcomes</p> <p><i>Upon completion of the course, the student will be able to:</i></p>										

1. *Apply advanced principles of composition in illustration;*
2. *Develop and articulate a personal illustration style;*
3. *Construct structured and coherent illustrative images;*
4. *Integrate narrative and conceptual elements into illustration;*
5. *Critically analyse and evaluate one's own work and the work of others;*
6. *Produce illustration projects with clearly defined formal and conceptual requirements;*
7. *Present one's work in a professional and reflective manner.*

Course Content

- *Composition in illustration*
- *Formal relationships and visual rhythm*
- *Development of personal style*
- *Advanced visual narration*
- *Analysis of contemporary illustration*
- *Studio-based exercises and projects*
- *Presentation and critical discussion of student work*

Teaching and Learning Methods

Advanced studio practice, guided projects, individual mentoring, critical analysis, structured discussions, and periodic presentations.

Relation to the Programme

This course directly supports the objectives of the Bachelor Programme in Visual Arts by advancing creative competencies, critical thinking, and visual communication skills within illustration.

3.	C	II	10B11S34143	CHARACTER DESIGN	3	0	3	3	6	2503
				<p>Course Description</p> <p><i>The course Character Design focuses on the creation and development of visual characters as essential elements of narration and visual communication. It addresses the construction of a character's visual identity through form, line, colour, expression, and posture, integrating conceptual, psychological, and narrative aspects. The course is delivered through intensive studio practice and analysis of characters from illustration, animation, and contemporary visual arts practices.</i></p>						

Course objective

The purpose of the course is to develop students' abilities to conceptualise and realise coherent and functional visual characters, preparing them for the application of character design in illustration, publishing, narrative projects, and related fields of visual communication.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Conceptualise and develop visual characters with clear identity;*
- 2. Construct distinctive forms and silhouettes for characters;*
- 3. Use colour, line, and expression to communicate character personality;*
- 4. Integrate characters into narrative and visual contexts;*
- 5. Analyse existing characters from formal and conceptual perspectives;*
- 6. Develop visual series and character variations;*
- 7. Professionally and coherently present character design projects.*

Course Content

- Principles of character design*
- Form, silhouette, and proportion*
- Expression, posture, and body language*
- Colour and visual identity of characters*
- Character and visual narration*
- Analysis of characters from illustration and animation*
- Studio-based practical projects*

Teaching and Learning Methods

Studio-based practice, guided exercises, individual mentoring, visual analysis, critical discussions, and project presentations.

Relation to the Programme

This course supports the objectives of the Bachelor Programme in Visual Arts by developing advanced creative skills, conceptual thinking, and professional competencies in character design and narrative illustration.

4.	C	II	10B11S34103	<p align="center">FREELANCE PRACTICE IN VISUAL ART</p>	3	0	3	2	4	2416
				<p>Course Description</p> <p><i>This course focuses on the development of independent artistic practice, guiding students toward the creation of individual projects based on their personal interests, research, and approaches. It treats the creative process as a self-directed activity, emphasizing responsibility, discipline, and critical reflection.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to strengthen students' artistic autonomy by supporting the development of a sustainable and self-aware visual art practice.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Develop independent artistic projects based on personal interests.</i> 2. <i>Plan and manage the creative process autonomously.</i> 3. <i>Integrate theoretical research with artistic practice.</i> 4. <i>Critically reflect on their own artistic development.</i> 5. <i>Document the process and outcomes of artistic practice.</i> 6. <i>Make informed conceptual and formal decisions.</i> 7. <i>Present artistic projects in a professional manner.</i> <p>Course content</p> <ul style="list-style-type: none"> • <i>Independent artistic practice</i> • <i>Idea and concept development</i> • <i>Artistic research</i> • <i>Creative process and reflection</i> • <i>Practice documentation</i> • <i>Presentation of artistic work</i> • <i>Individual visual art projects</i> <p>Teaching and Learning Methods</p>						

Teaching is conducted through individual mentoring, critical discussions, periodic presentations, and independent studio work.

Relation to the Program

This course integrates knowledge and skills acquired in practical and theoretical courses and prepares students for advanced projects, exhibitions, and professional development in visual art.

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5.	C	II	10B11S34104	COLOUR THEORY	2	0	2	2	4	2417
<p>Course Description</p> <p><i>This course examines colour theory as a foundation for understanding and using colour in visual art and design. It analyses colour properties, chromatic relationships, and the psychological and aesthetic impact of colour on composition and visual perception.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to equip students with theoretical and practical knowledge for the conscious and functional use of colour in visual creation.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Explain the fundamental principles of colour theory.</i> 2. <i>Analyse chromatic relationships and colour harmonies.</i> 3. <i>Apply colour consciously and functionally.</i> 4. <i>Evaluate the psychological and aesthetic impact of colour.</i> 5. <i>Develop chromatically balanced visual compositions.</i> 6. <i>Integrate colour coherently in art and design contexts.</i> 7. <i>Present projects with a reasoned and purposeful use of colour.</i> <p>Course content</p> <ul style="list-style-type: none"> • <i>Properties of colour</i> • <i>Colour wheel and harmonies</i> 										

- *Colour contrast and balance*
- *Colour and perception*
- *Psychology of colour*
- *Colour in art and design*
- *Practical chromatic exercises*

Teaching and Learning Methods

Teaching is conducted through theoretical lectures, practical exercises, visual analysis, and individual projects emphasizing colour application.

Relation to the Program

This course is fundamental for painting, design, drawing, and visual media, directly influencing the aesthetic and communicative quality of artistic work.

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6.	C	II	10B11S34105	HISTORY OF ART II					2	0	2	2	4	2418
				<p>Course Description</p> <p><i>This course continues the study of art history by examining major developments from the Renaissance to modern art. It analyses stylistic, conceptual, and social changes that shaped Western art.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to deepen students' historical knowledge and develop their ability to critically analyse artworks within cultural and ideological contexts.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Identify key artistic developments from the Renaissance to modern art;</i> <i>2. Describe the aesthetic and conceptual features of the main movements and currents of the period;</i> <i>3. Analyse works and styles through formal elements (composition, perspective, light, materiality) and meaning;</i> 										

4. Explain the impact of historical, ideological, and social changes on artistic production;
5. Compare aesthetic approaches and artistic concepts across different periods/movements;
6. Use advanced art history terminology in discussion and analytical writing;
7. Construct a critical historical argument about a movement or an artist by using representative examples.

Course content

- Renaissance and Humanism
- Baroque and Rococo
- Neoclassicism and Romanticism
- Realism and Impressionism
- Twentieth-century avant-gardes
- Modernism
- Analysis of representative artworks

Teaching and Learning Methods

Teaching is conducted through thematic lectures, artwork analysis, critical discussions, and individual assignments.

Relation to the Program

This course supports students' theoretical and historical development and serves as a foundation for understanding contemporary art and current practices.

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7.	C	II	10B11S34106	SOCIOLOGY OF ART	2	0	2	2	4	2419
<p>Course Description</p> <p><i>This course analyses art as a social phenomenon, examining relationships between art, society, institutions, and cultural contexts. It addresses the role of art in producing and reflecting social realities.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to develop students' ability to understand and analyse art in relation to social, cultural, and institutional structures.</i></p>										

Learning Outcomes

Upon successful completion of the course, the student will be able to:

1. Explain art as a social phenomenon and as part of cultural production;
2. Analyse art–society relations in historical and contemporary contexts;
3. Interpret the role of art institutions in the legitimization, evaluation, and circulation of art;
4. Analyse the relationship between art, politics, identity, and power;
5. Evaluate the role of the public, community, and media in the understanding of art;
6. Use basic sociological concepts for the analysis of artistic practices;
7. Draft a sociological analysis of a case/art project using argumentation and examples.

Course content

- Sociology and art
- Art and society
- Art institutions
- Audience and art
- Culture and identity
- Art and politics
- Sociological analysis of artistic practices

Teaching and Learning Methods

Teaching is conducted through theoretical lectures, case analysis, discussions, and analytical assignments.

Relation to the Program

This course supports critical understanding of contemporary art and connects with art theory, aesthetics, and public art.

8.	SC	II		COURSE 1	3	0	3	3	6	
9.	E	II		COURSE 2	2	0	2	2	4	
10.	E	II		COURSE 3	2	0	2	2	4	

<i>N.N.</i>	<i>C</i>	<i>II</i>	<i>10B11S34257</i>	<i>INTERNSHIP II</i>	<i>50 Hrs/Sem</i>	<i>2</i>	<i>4</i>	<i>2449</i>	
<i>Additional Information on Student Support and Engagement</i>									
<i>N.N.</i>	<i>STUDIO / (Technical Support for Students)</i>				<i>8 Hours/Daily</i>				
<i>Total:</i>					<i>27</i>	<i>3</i>	<i>30</i>	<i>30</i>	<i>60</i>

YEAR III - SEMESTRI V – VI

(10 Courses per Year)

7 Compulsory Courses (C) + 1 Secondary Compulsory Course (SC) + 1 Artistic Elective Course (E) +1 Theoretical Elective Course (E)

NR.	STATUS	YEAR	COURSE CODE	COURSE NAME	L	U	H	ECTS SEM	ECTS YEAR	COURSE ID
1.	C	III	10B11S56140	ADVANCED DRAWING STUDIO: EXPERIMENTATION AND PERSONAL EXPRESSION	3	2	5	5	10	2504
<p>Course Description</p> <p><i>The course Advanced Drawing Studio: Experimentation and Personal Expression is oriented towards the advanced development of drawing as an autonomous and conceptual artistic practice. It focuses on exploring experimental approaches, expanding visual language, and articulating personal expression through drawing. The course is delivered in a studio format, supporting individual artistic research, reflective processes, and critical dialogue.</i></p> <p>Course objective</p> <p><i>The purpose of the course is to support students in developing a mature drawing practice by encouraging experimentation, critical thinking, and the formation of a clear artistic identity.</i></p> <p>Learning Outcomes</p> <p>Upon completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Develop an independent and experimental approach to drawing;</i> 2. <i>Articulate personal expression through visual language;</i> 3. <i>Integrate concept and process in the realisation of artworks;</i> 4. <i>Use drawing as a tool for artistic research;</i> 										

5. Critically analyse and evaluate one's own work and the work of others;
6. Document and structure the creative process;
7. Present drawing projects in a professional and well-argued manner.

Course Content

- Drawing as a conceptual practice
- Experimentation with materials and visual approaches
- Creative process and critical reflection
- Development of individual projects
- Documentation of artistic processes
- Critical discussions and studio presentations

Teaching and Learning Methods

Intensive studio practice, research-based individual projects, advanced mentoring, critical discussions, and continuous analysis of artistic processes and outcomes.

Relation to the Programme

This course strengthens advanced artistic competencies within the Bachelor Programme in Visual Arts and prepares students for portfolio development, professional practice, and specialisations requiring conceptual approaches and mature visual expression.



2.	C	III	10B11S56141	ADVANCED ILLUSTRATION STUDIO: EXPERIMENTATION AND PERSONAL EXPRESSION	3	3	6	5	10	2505
<p>Course Description</p> <p><i>The course Advanced Illustration Studio: Experimentation and Personal Expression is oriented towards advanced artistic development in illustration, emphasising creative experimentation, conceptual research, and the articulation of personal expression. It is based on intensive studio practice and the development of individual projects, encouraging students to explore diverse formal, narrative, and conceptual approaches to illustration.</i></p> <p>Course objective</p> <p><i>The purpose of the course is to advance students' creative autonomy in illustration by developing the ability for independent experimentation, conceptual construction, and sustained personal expression within contemporary artistic and communicative contexts.</i></p>										

Learning Outcomes

Upon completion of the course, the student will be able to:

1. Develop advanced illustration projects through an experimental approach;
2. Articulate personal expression through illustration;
3. Integrate conceptual research into the creative process;
4. Explore and combine diverse illustration techniques and media;
5. Critically reflect on the artistic process and its outcomes;
6. Analyse contemporary illustration within diverse cultural contexts;
7. Present illustration projects in a professional and well-argued manner.

Course Content

- Experimentation in illustration
- Development of personal expression
- Conceptual research and creative process
- Contemporary approaches to illustration
- Individual studio projects
- Critical analysis and discussion of works
- Professional presentation of projects

Teaching and Learning Methods

Intensive studio practice, advanced individual mentoring, research-based projects, critical discussions, conceptual analysis, and periodic presentations.

Relation to the Programme

This course directly supports the objectives of the Bachelor Programme in Visual Arts by fostering advanced creative competencies, critical thinking, and artistic autonomy within illustration.

2506										
3.	C	III	10B11S56142	CONCEPTS OF ENTERTAINMENT ART	3	0	3	2	4	2506
Course Description										
The course Concepts of Entertainment Art focuses on entertainment art as a contemporary field of visual arts, connected to the development of visual concepts for film, animation, digital games, and other narrative media. It addresses the creation of visual ideas, world-building, character and environment design, as well as the conceptual										

processes preceding final production in the entertainment industry. The course is delivered through studio-based practice and analysis of contemporary conceptual projects.

Course objective

The purpose of the course is to equip students with foundational conceptual knowledge and skills in entertainment art, enabling them to develop coherent and functional visual ideas for narrative and multimedia projects in artistic and professional contexts.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Understand the fundamental principles of entertainment art within visual arts;*
- 2. Develop visual concepts for worlds, environments, and characters;*
- 3. Articulate conceptual ideas for narrative projects;*
- 4. Integrate illustration, design, and visual narration within the creative process;*
- 5. Analyse entertainment art examples from formal and conceptual perspectives;*
- 6. Realise structured conceptual projects for entertainment media;*
- 7. Professionally and coherently present visual concepts.*

Course Content

- Introduction to entertainment art and its fields*
- Visual concept development and ideation*
- World-building and narrative environments*
- Conceptual character development*
- Visual narration in entertainment projects*
- Analysis of contemporary projects*
- Studio-based practical projects*

Teaching and Learning Methods

Studio-based practice, guided conceptual exercises, individual mentoring, visual analysis, critical discussions, and project presentations.

4.	C	III	10B11S56103	LIFE DRAWING	3	0	3	3	6	2423
Course Description										

This course focuses on the study and drawing of the human figure, analysing structure, proportions, movement, and expression. It addresses the human figure as a fundamental subject in visual art and as a means for developing observational and analytical skills.

Course Objectives

The objective of this course is to develop students' ability to represent the human figure accurately and consciously by integrating knowledge of body structure, movement, and spatial relationships.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Describe the basic structure and proportions of the human figure.*
- 2. Apply anatomical ratios in observational figure drawing.*
- 3. Analyse movement, posture, and body balance.*
- 4. Produce coherent and accurate drawings of the human figure.*
- 5. Develop technical control and visual sensitivity in figure drawing.*
- 6. Evaluate the relationship between the figure and surrounding space.*
- 7. Present figure drawings in a structured and visually reasoned manner.*

Course content

- The human figure in art*
- Proportions and body structure*
- Skeleton and body mass*
- Movement and posture*
- Figure in space*
- Drawing from a live model*
- Practical figure drawing projects*

Teaching and Learning Methods

Teaching is conducted through live model drawing sessions, demonstrations, drawing analysis, and structured studio critiques.

Relation to the Program

This course provides a foundation for artistic anatomy, figurative painting, sculpture, and advanced visual art practices.

5.	C	III	10B11S56104	THEORY OF VISUAL ART	2	0	2	2	4	2424
<p>Course Description</p> <p><i>This course examines key concepts and theories related to visual art, analysing methods of interpretation, perception, and meaning. It provides theoretical tools for critical analysis and aesthetic reflection.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to develop students' ability to analyse and interpret visual art through theoretical and critical approaches.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Define the basic concepts of visual art theory (form, content, meaning, perception);</i> <i>2. Explain major approaches to interpreting art and the differences between them;</i> <i>3. Apply theoretical concepts to the analysis and interpretation of visual works (by others and/or one's own);</i> <i>4. Use theoretical terminology accurately in writing and discussion;</i> <i>5. Analyse the relationship between formal elements and the meanings produced in a work;</i> <i>6. Construct a structured critical argument about a specific work or theoretical topic;</i> <i>7. Connect theory with artistic practice through analytical reflection and case studies.</i> <p>Course content</p> <ul style="list-style-type: none"> <i>• Art theory and interpretation</i> <i>• Visual perception</i> <i>• Form, content, and meaning</i> <i>• Visual semiotics</i> <i>• Art criticism</i> 										

- *Contemporary theoretical approaches*
- *Theoretical analysis of visual artworks*

Teaching and Learning Methods

Teaching is conducted through theoretical lectures, text analysis, critical discussions, and analytical assignments.

Relation to the Program

This course strengthens the theoretical foundation of the program and supports students' critical and conceptual development in visual art.

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6.	C	III	10B11S56105	THE ART OF CREATIVE MANAGEMENT: FROM IDEA TO EXECUTION	2	0	2	2	4	2425
<p><i>Course Description</i></p> <p><i>This course focuses on creative management as a process that connects artistic ideas with practical realization. It analyses strategies for developing, organizing, and implementing creative projects within artistic and cultural contexts.</i></p> <p><i>Course Objectives</i></p> <p><i>The objective of this course is to develop students' ability to manage creative processes and transform artistic ideas into realizable projects.</i></p> <p><i>Learning Outcomes</i></p> <p><i>Upon successful completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Define the principles and basic concepts of creative management in the cultural/artistic sector;</i> <i>2. Transform an idea into a project concept with objectives and expected outcomes;</i> <i>3. Draft an implementation plan (work structure, roles, timelines, deliverables) for a creative project;</i> <i>4. Manage collaboration and team communication during project implementation;</i> <i>5. Evaluate resources (human, financial, technical) and implementation constraints;</i> 										

6. *Monitor progress and adjust the plan as needed (risks, changes);*
7. *Evaluate and report project results in relation to objectives and audience.*

Course content

- *Creative management as practice*
- *From idea to project*
- *Organization and planning*
- *Collaboration and teamwork*
- *Resource management*
- *Project implementation and evaluation*
- *Case studies*

Teaching and Learning Methods

Teaching is conducted through case studies, practical projects, discussions, and mentoring.

Relation to the Program

This course connects with creative writing, professional practice, and career development in art and design.

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7.	C	III	10B11S56106	AESTHETICS OF ART	2	0	2	2	4	2426
<p>Course Description</p> <p><i>This course examines aesthetics as a philosophical discipline concerned with the nature of aesthetic experience, beauty, taste, and artistic values. It analyses how artworks are experienced, understood, and evaluated across different historical and cultural contexts.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to develop students' ability to understand and interpret aesthetic experience and criteria for evaluating art through theoretical and philosophical approaches.</i></p> <p>Learning Outcomes</p> <p><i>Upon successful completion of the course, the student will be able to:</i></p>										

1. Define basic concepts of aesthetics (beauty, taste, aesthetic judgment, value);
2. Explain major models of aesthetic experience and the evaluation of art;
3. Compare classical and contemporary approaches in aesthetics and their implications;
4. Analyse the relationship between form, content, and aesthetic experience;
5. Apply aesthetic concepts in the analysis of artworks (with specific examples);
6. Construct a critical argument about criteria for evaluating art in different contexts;
7. Formulate a structured reflection on artistic values and the role of aesthetics in practice.

Course content

- Aesthetics as a philosophical discipline
- Beauty and aesthetic experience
- Taste and aesthetic judgment
- Aesthetics and art
- Artistic values
- Classical and contemporary approaches to aesthetics
- Aesthetic analysis of artworks

Teaching and Learning Methods

Teaching is conducted through theoretical lectures, analysis of philosophical texts, discussions, and reflective assignments.

Relation to the Program

This course supports the theoretical and philosophical foundation of the program and connects with art theory, philosophy of art, and critical practices.

8.	SC	III		COURSE 1	3	0	3	3	6	
9.	E	III		COURES 2	2	0	2	2	4	
10.	E	III		COURSE 3	2	0	2	2	4	
Total:					28	2	30	30	60	

<i>N.N.</i>	<i>C</i>	<i>I</i>	<i>10B11S56357</i>	<i>INTERNSHIP III</i>	<i>50 Hrs/Sem</i>	<i>2</i>	<i>4</i>	<i>2450</i>	
<i>Additional Information on Student Support and Engagement</i>									
<i>N.N.</i>	<i>STUDIO / (Technical Support for Students)</i>				<i>8 Hours/Daily</i>				
<i>Total:</i>					<i>27</i>	<i>3</i>	<i>30</i>	<i>30</i>	<i>60</i>

YEAR IV – SEMESTER VII – VIII

(10 COURSES PER YEAR) / 8 Compulsory Courses (C) + 2 Elective Courses (E)

NR.	STATUS	YEAR	COURSE CODE	COURSE NAME	L	U	H	ECTS SEM	ECTS YEAR	COURSE ID
1.	C	IV	10B11S78140	PORTFOLIO DEVELOPMENT AND PROFESSIONAL PRACTICE IN DRAWING AND ILLUSTRATION	4	2	6	6	12	2507
				<p>Course Description</p> <p><i>The course Portfolio Development and Professional Practice in Drawing and Illustration focuses on preparing students for professional presentation of their artistic work in academic and professional contexts. It aims to structure, curate, and articulate an artistic portfolio in drawing and illustration by integrating creative processes, critical reflection, and professional presentation standards.</i></p> <p>Course objective</p> <p><i>The purpose of the course is to prepare students for entry into professional practice and further advanced studies by developing skills for building and managing a coherent, well-structured, and critically grounded artistic portfolio.</i></p> <p>Learning Outcomes</p> <p><i>Upon completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Structure and develop a professional portfolio in drawing and illustration;</i> <i>2. Select and justify works in accordance with artistic and professional objectives;</i> <i>3. Articulate the creative and conceptual process through written text and visual presentation;</i> <i>4. Apply professional standards of presentation and documentation;</i> <i>5. Analyse the requirements of the professional and academic market;</i> 						

- 6. Prepare presentation materials for exhibitions, applications, and digital platforms;
- 7. Critically reflect on personal development and professional direction.

Course Content

- Concept and structure of the artistic portfolio
- Selection and organisation of artworks
- Visual and textual documentation of works
- Writing the artist statement
- Professional practice and artistic ethics
- Public presentation and simulation of professional applications

Teaching and Learning Methods

Guided individual work, professional mentoring, portfolio reviews, presentation exercises, critical discussions, and simulations of professional scenarios.

Relation to the Programme

This course plays a key role in the professional preparation of students within the Bachelor Programme in Visual Arts, linking artistic development with real-world practices related to employment, exhibitions, and advanced academic studies.



2.	C	IV	10B11S78141	CONTEMPORARY ISSUES IN ILLUSTRATION	4	2	6	4	8	2508
<p>Course Description</p> <p><i>The course Contemporary Issues in Illustration examines current developments, debates, and practices in contemporary illustration, analysing its relationship with visual culture, media, technology, and society. It focuses on the critical role of illustration in visual communication, the representation of social, cultural, and political themes, and the transformation of the profession in contemporary contexts.</i></p> <p>Course objective</p> <p><i>The purpose of the course is to develop students' analytical and critical abilities to understand and interpret contemporary issues affecting illustration, enabling them to position their artistic practice in relation to current cultural, media, and societal contexts.</i></p> <p>Learning Outcomes</p>										

Upon completion of the course, the student will be able to:

- 1. Identify and analyse contemporary issues in illustration;*
- 2. Understand the role of illustration within contemporary visual culture;*
- 3. Reflect on the impact of media and technology on illustration;*
- 4. Analyse illustration as a medium of social and cultural communication;*
- 5. Interpret illustrations within critical and theoretical contexts;*
- 6. Articulate well-argued positions on contemporary illustration practices;*
- 7. Integrate critical reflection into one's own artistic practice.*

Course Content

- Illustration in contemporary visual culture*
- Relationship between illustration, media, and technology*
- Illustration and social, cultural, and political themes*
- Ethics and professional responsibility in illustration*
- Contemporary practices and the role of the illustrator*
- Critical analysis of case studies*
- Thematic discussions and presentations*

Teaching and Learning Methods

Thematic lectures, case study analysis, critical discussions, individual research work, presentations, and structured reflections.

Relation to the Programme

This course supports the objectives of the Bachelor Programme in Visual Arts by fostering critical thinking, professional awareness, and cultural analysis skills within illustration.

3.	C	IV	10B11S78142	EDITORIAL ILLUSTRATION FOR CHILDREN'S BOOKS	4	0	4	3	6	2509
				<i>Course Description</i>						
				<i>The course Editorial Illustration for Children's Books focuses on illustration as a specialised form of visual communication within the context of children's publishing. It addresses the relationship between text and image, visual storytelling, character development, and the adaptation of visual language for young audiences. The course is grounded in studio-based practice and the analysis of contemporary and classical illustrated children's books.</i>						

Course objective

The purpose of the course is to prepare students for creating editorial illustrations for children's books by developing skills in visual interpretation of text, coherent narrative construction, and the creation of images suitable for educational and cultural contexts.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Visually and narratively interpret literary texts for children;*
- 2. Develop editorial illustrations appropriate for children's audiences;*
- 3. Construct clear and coherent visual narratives across an illustrated book;*
- 4. Develop consistent characters and visual environments;*
- 5. Apply compositional principles and visual rhythm in editorial illustration;*
- 6. Analyse children's books from visual and conceptual perspectives;*
- 7. Professionally present editorial illustration projects.*

Course Content

- Editorial illustration and children's books*
- Relationship between text and image*
- Visual storytelling in illustrated books*
- Character and environment development*
- Composition and visual rhythm on the page*
- Analysis of contemporary illustrated books*
- Studio-based practical projects*

Teaching and Learning Methods

Studio-based practice, guided exercises, individual mentoring, analysis of illustrated books, critical discussions, and project presentations.

Relation to the Programme

This course supports the objectives of the Bachelor Programme in Visual Arts by developing advanced illustration, visual communication, and narrative interpretation skills essential for professional practice in publishing and visual education.

4.	C	IV	10B01S78105	THEORY OF CONTEMPORARY ART	2	0	2	2	4	2430
				<p>Course Description</p> <p><i>This course focuses on key theories and discourses of contemporary art, analysing conceptual, social, and political shifts in artistic practices since the mid-twentieth century.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to enable students to understand and interpret contemporary art through current theoretical and critical frameworks.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Describe key theories and discourses of contemporary art after the mid-twentieth century;</i> <i>2. Explain the transition from modernism to postmodernism and its impacts on artistic practice;</i> <i>3. Analyse contemporary practices (e.g., installation, performance, conceptual art, new media) through theoretical frameworks;</i> <i>4. Interpret art within social, political, and cultural contexts using specific examples;</i> <i>5. Evaluate the role of art institutions and institutional critique in the production/circulation of art;</i> <i>6. Use contemporary terminology of art theory and criticism correctly;</i> <i>7. Draft an argued critical analysis of a contemporary work/practice based on sources.</i> <p>Course content</p> <ul style="list-style-type: none"> <i>• From modernism to the contemporary</i> <i>• Postmodernism</i> <i>• Art institutions and institutional critique</i> <i>• Identity, politics, and art</i> <i>• New media and contemporary theory</i> <i>• Globalization and art</i> <i>• Analysis of contemporary practices</i> <p>Teaching and Learning Methods</p>						

				<p><i>Teaching is conducted through theoretical lectures, analysis of critical texts, discussions, and analytical assignments.</i></p> <p>Relation to the Program</p> <p><i>This course is essential for understanding contemporary art and supports students' conceptual and critical development within the program.</i></p>																																																																																																				
5.	C	IV	10B01S78106	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="4" style="text-align: center;">PHILOSOPHY OF ART</th> <th style="text-align: center;">2</th> <th style="text-align: center;">0</th> <th style="text-align: center;">2</th> <th style="text-align: center;">2</th> <th style="text-align: center;">4</th> <th style="text-align: center;">2431</th> </tr> </thead> <tbody> <tr> <td colspan="10">Course Description</td> </tr> <tr> <td colspan="10"><i>This course focuses on fundamental philosophical questions related to art, examining the nature of artworks, the role of the artist, the meaning of art, and its relationship with reality, ethics, and society.</i></td> </tr> <tr> <td colspan="10">Course Objectives</td> </tr> <tr> <td colspan="10"><i>The objective of this course is to develop students' ability to analyse art through philosophical thinking and to construct critical arguments about the meaning and function of art.</i></td> </tr> <tr> <td colspan="10">Learning Outcomes</td> </tr> <tr> <td colspan="10">Upon successful completion of the course, the student will be able to:</td> </tr> <tr> <td colspan="10"> <ol style="list-style-type: none"> 1. <i>Identify the main issues in the philosophy of art (the definition of art, authorship, interpretation);</i> 2. <i>Explain major philosophical positions on the nature and function of art;</i> 3. <i>Compare philosophical theories of art and their fundamental arguments;</i> 4. <i>Analyse the relationship between art and reality and the issue of representation;</i> 5. <i>Discuss the links between art, ethics, society, and cultural responsibility;</i> 6. <i>Construct a structured argument (premises–counterargument–conclusion) on a specific debate;</i> 7. <i>Apply philosophical thinking to the interpretation of contemporary art practices.</i> </td> </tr> <tr> <td colspan="10">Course content</td> </tr> <tr> <td colspan="10"> <ul style="list-style-type: none"> • <i>What is art?</i> • <i>The role of the artist</i> • <i>Art and reality</i> </td> </tr> </tbody> </table>	PHILOSOPHY OF ART				2	0	2	2	4	2431	Course Description										<i>This course focuses on fundamental philosophical questions related to art, examining the nature of artworks, the role of the artist, the meaning of art, and its relationship with reality, ethics, and society.</i>										Course Objectives										<i>The objective of this course is to develop students' ability to analyse art through philosophical thinking and to construct critical arguments about the meaning and function of art.</i>										Learning Outcomes										Upon successful completion of the course, the student will be able to:										<ol style="list-style-type: none"> 1. <i>Identify the main issues in the philosophy of art (the definition of art, authorship, interpretation);</i> 2. <i>Explain major philosophical positions on the nature and function of art;</i> 3. <i>Compare philosophical theories of art and their fundamental arguments;</i> 4. <i>Analyse the relationship between art and reality and the issue of representation;</i> 5. <i>Discuss the links between art, ethics, society, and cultural responsibility;</i> 6. <i>Construct a structured argument (premises–counterargument–conclusion) on a specific debate;</i> 7. <i>Apply philosophical thinking to the interpretation of contemporary art practices.</i> 										Course content										<ul style="list-style-type: none"> • <i>What is art?</i> • <i>The role of the artist</i> • <i>Art and reality</i> 									
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- *Art, ethics, and society*
- *Philosophical theories of art*
- *Contemporary debates in philosophy of art*
- *Philosophical analysis of artworks*

Teaching and Learning Methods

Teaching is conducted through lectures, analysis of philosophical texts, discussions, and argumentative assignments.

Relation to the Program

This course strengthens the philosophical and critical dimension of the program and connects with aesthetics, art theory, and contemporary art.

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6.	C	IV	10B01S78107	METHODICS OF ART	2	0	2	2	4	2432
<p><i>Course Description</i></p> <p><i>This course examines methodologies of teaching art, focusing on planning, organizing, and implementing the learning process in visual art. It analyses didactic and pedagogical approaches for developing students' creative and critical abilities.</i></p> <p><i>Course Objectives</i></p> <p><i>The objective of this course is to prepare students for effective art teaching by developing skills in lesson planning, method selection, and evaluation of artistic work.</i></p> <p><i>Learning Outcomes</i></p> <p><i>Upon successful completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Draft instructional planning for visual arts (objectives, activities, materials, time);</i> <i>2. Select didactic methods appropriate for developing creative and critical skills;</i> <i>3. Design learning activities that integrate the artistic process and the artistic product;</i> <i>4. Apply classroom management strategies and lead practical studio-based work in art;</i> 										

5. *Develop assessment instruments (rubrics, portfolio, self-assessment) for artistic work;*
6. *Differentiate teaching according to students' level/capabilities and the teaching context;*
7. *Reflect on the professional role of the art teacher and the improvement of their teaching practice.*

Course content

- *Art methodology as a discipline*
- *Lesson planning*
- *Teaching methods in visual art*
- *Assessment in visual art*
- *Creativity development in teaching*
- *Teaching practice*
- *Analysis of pedagogical cases*

Teaching and Learning Methods

Teaching is conducted through lectures, practical exercises, teaching simulations, case analysis, and pedagogical reflection.

Relation to the Program

This course directly connects with pedagogy, psychology of art, and educational practices, preparing students for work in art education.



7.	C	IV	10B01S78108	ACADEMIC WRITING AND CRITICAL THINKING IN ART	2	0	2	2	4	2433
<p>Course Description</p> <p><i>This course focuses on the development of academic writing and critical thinking within the context of visual art. It addresses analysis, argumentation, and academic text structure, enabling students to articulate theoretical and critical ideas about art clearly and convincingly.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to develop students' ability to write academic and critical texts on art, strengthening analysis, argumentation, and the use of theoretical sources.</i></p>										

Learning Outcomes

Upon successful completion of the course, the student will be able to:

1. Explain the principles of academic writing in the field of art (structure, style, argumentation);
2. Analyse theoretical/critical sources and extract relevant theses, concepts, and quotations;
3. Formulate research questions and a clear thesis on an art-related topic;
4. Construct critical arguments supported by evidence, examples, and literature;
5. Draft an academic essay/paper with coherence, logic, and formal language;
6. Apply citation and referencing standards accurately according to the required style;
7. Revise and improve writing through feedback, self-editing, and academic criteria.

Course content

- Academic writing in art
- Critical thinking and analysis
- Argumentation and text structure
- Use of sources and references
- Citation styles
- Critical reading
- Practical writing exercises

Teaching and Learning Methods

Teaching is conducted through text analysis, writing exercises, critical discussions, and individual mentoring.

Relation to the Program

This course supports the theoretical and research foundation of the program and connects with art theory, aesthetics, and contemporary art studies.

8.	C	IV	10B01S78109	DIPLOMA PROJECT - EXHIBITION	2	0	2	3	6	2434
9.	E	IV		COURSE 1	2	0	2	2	4	

<i>10.</i>	<i>E</i>	<i>IV</i>		<i>COURSE 2</i>	<i>2</i>	<i>0</i>	<i>2</i>	<i>2</i>	<i>4</i>	
<i>N.N.</i>	<i>C</i>	<i>IV</i>	<i>10B11S78457</i>	<i>INTERNSHIP IV</i>	<i>50 Hrs/Sem</i>			<i>2</i>	<i>4</i>	<i>2451</i>
<i>Additional Information on Student Support and Engagement</i>										
<i>N.N.</i>	<i>STUDIO / (Technical Support for Students)</i>				<i>8 Hours/Daily</i>					
<i>Total:</i>					<i>28</i>	<i>2</i>	<i>30</i>	<i>30</i>	<i>60</i>	

TABLE A.

YEAR II-III										
Secondary Compulsory Courses/ SC										
(One Course Per Year During The Second And Third Year)										
NR.	STATUS	YEAR	COURSE CODE	COURSE NAME	L	U	H	ECTS SEM	ECTS YEAR	COURSE ID
1.	SC	II-III	10B01S34568	ANIMATION / IB	3	0	3	3	6	2443
				<p>Course Description</p> <p><i>This course introduces the fundamentals of animation as a visual and narrative discipline. It covers the basic principles of movement, timing, rhythm, and sequence construction. Students explore different animation techniques, both analogy and digital, focusing on transforming visual ideas into motion.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to provide students with foundational knowledge and skills in animation and to develop visual thinking through movement and time-based media.</i></p> <p>Learning Outcomes</p> <p>Upon completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand fundamental principles of animation (movement, time, rhythm, sequence); 2. Plan a simple sequence through basic sketching and storyboarding; 3. Create simple animation sequences using analogy and/or digital techniques; 4. Apply concepts of movement and rhythm in constructing visual timing; 5. Experiment with different animation techniques for expressive effect; 6. Organize the working process in phases (idea, tests, production, revision); 						

				<p>7. Present animation work in a structured manner.</p> <p>Course content</p> <ul style="list-style-type: none"> Principles of animation Movement, timing, and rhythm Basic animation techniques Sequence and narrative construction Practical animation exercises <p>Teaching and Learning Methods</p> <p>Teaching is carried out through studio-based practice, demonstrations, guided exercises, and group critiques.</p> <p>Relation to the Study Program</p> <p>The course provides a foundation for animation, video art, and time-based media within the visual arts program.</p>						
2.	SC	II-III	10B01S34569	ANIMATION II/ (PRE-REQUISITES: ANIMATION / IB)	3	0	3	3	6	2444
				<p>Course Description</p> <p>This course builds on the foundational knowledge of animation and focuses on the development of more complex, concept-driven animated projects. Students work with narrative structure, character development, spatial composition, and advanced animation techniques, integrating animation with other visual media when appropriate.</p> <p>Course Objective</p> <p>The objective of the course is to advance students' creative and technical skills in animation and to support the development of a personal artistic language through time-based media.</p> <p>Learning Outcomes</p>						

				<p><i>Upon successful completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Develop advanced animation projects with a more complex temporal structure;</i> <i>2. Construct visual narratives through animation with conceptual clarity;</i> <i>3. Apply advanced animation techniques in accordance with the chosen style;</i> <i>4. Develop characters and visual elements for an animation project;</i> <i>5. Integrate animation with other visual media when required by the project;</i> <i>6. Manage the production process (plan, deadlines, roles, versioning) at a basic level;</i> <i>7. Present animation projects professionally.</i> <p><i>Course content</i></p> <ul style="list-style-type: none"> <i>• Advanced animation techniques</i> <i>• Narrative and character development</i> <i>• Conceptual animation projects</i> <i>• Integration with other visual media</i> <i>• Final animated projects</i> <p><i>Teaching and Learning Methods</i></p> <p><i>Teaching is conducted through project-based studio work, individual mentoring, technical demonstrations, and critical reviews.</i></p> <p><i>Relation to the Study Program</i></p> <p><i>The course strengthens competencies in animation, video art, and digital media within the visual arts curriculum.</i></p>
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3.	SC	II-III	10B01S34562	PRINTMAKING / IB	3	0	3	3	6	2437
<p><i>Course Description</i></p> <p><i>This course addresses the fundamentals of artistic printmaking and focuses on the introduction and application of basic printmaking techniques. It includes essential processes of printing, engraving, and matrix-based work, developing an understanding of graphic imagery, visual structure, and the relationship between form and material. The course is accessible to students from different visual arts specializations.</i></p>										

Course Objectives

The objective of this course is to develop students' basic skills in artistic printmaking through print techniques and to encourage an understanding of printmaking as an artistic and experimental process.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Understand the basic principles of artistic printmaking and print graphics;*
- 2. Use elementary engraving and printing techniques with matrices;*
- 3. Produce graphic images through basic printing processes;*
- 4. Organize graphic composition and the visual structure of the image;*
- 5. Work safely with basic graphic materials and tools;*
- 6. Document the graphic process from idea to final print;*
- 7. Present and justify the completed graphic works.*

Course content

- Printmaking as an artistic discipline*
- Fundamentals of printmaking*
- Engraving and printing techniques*
- Matrix and graphic materials*
- Graphic image and composition*
- Printmaking process*
- Practical exercises and basic projects*

Teaching and Learning Methods

Teaching is conducted through practical studio work, technical demonstrations, structured exercises, and critical discussions of student work.

Relation to the Program

This course contributes to the development of graphic skills and connects with painting, drawing, graphic design, and other visual practices.

4.	SC	II-III	10B01S34563	<p align="center">PRINTMAKING /II B (PRE-REQUISITES): GRAPHICS / IB)</p>	3	0	3	3	6	2438
<p>Course Description</p> <p><i>This course focuses on the advancement of artistic printmaking through the deepening of print techniques and the development of more complex graphic projects. It builds on foundational printmaking knowledge and encourages experimentation with new techniques, material combinations, and personal approaches to graphic expression. The course is suitable for students from different visual arts specializations who have completed basic printmaking studies.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to advance students' technical and expressive skills in printmaking and to support the development of a more independent and structured graphic language.</i></p> <p>Learning Outcomes</p> <p><i>Upon successful completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Apply advanced printmaking techniques in more complex projects;</i> <i>2. Experiment with different matrices, materials, and graphic processes;</i> <i>3. Develop complex graphic imagery through the combination of techniques;</i> <i>4. Plan and produce graphic projects with expressive coherence;</i> <i>5. Analyse print quality and propose technical improvements;</i> <i>6. Document the graphic process by describing stages and decisions;</i> <i>7. Present and justify graphic works professionally.</i> <p>Course content</p> <ul style="list-style-type: none"> <i>• Advanced printmaking as artistic practice</i> <i>• Advanced printing techniques</i> <i>• Combination of techniques and materials</i> <i>• Development of complex graphic imagery</i> <i>• Creative process in printmaking</i> <i>• Critical analysis of graphic works</i> <i>• Advanced individual projects</i> 										

				<p>Teaching and Learning Methods</p> <p><i>Teaching is conducted through intensive studio work, individual mentoring, advanced demonstrations, and analytical critiques of student projects.</i></p> <p>Relation to the Program</p> <p><i>This course contributes to advanced graphic practice and connects with graphic design, illustration, conceptual art, and contemporary visual art practices.</i></p>
5.	OD	II - III	10B01S34516	<p>TECHNIQUES AND PRACTICES OF RESTORATION 3 0 3 3 6 2510</p> <p>Course Description</p> <p><i>The course focuses on active restorative interventions in artistic works across various media (drawing, illustration, painting, paper, and mixed materials). It addresses the assessment of the condition of the artwork, identification of damage, application of basic restorative techniques, and documentation of the intervention. The course is delivered through supervised practical exercises, in accordance with the ethical principles of restoration and the professional limits of intervention.</i></p> <p>Course Objective</p> <p><i>To develop foundational knowledge and skills for controlled and documented restorative interventions, preparing students to work responsibly with existing works and to understand the role of restoration in the preservation of artistic heritage.</i></p> <p>Learning Outcomes</p> <p><i>Upon completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> 1. <i>Explain the fundamental principles of the restoration of artworks;</i> 2. <i>Assess the physical and visual condition of works in various media;</i> 3. <i>Identify structural and surface damage;</i> 4. <i>Apply basic restoration techniques under professional supervision;</i> 5. <i>Respect ethical principles and the limits of restorative intervention;</i> 6. <i>Document the restoration process in a structured manner;</i>

7. Analyze the impact of restorative intervention on the preservation of the work.

Main Course Content

- Introduction to the restoration of artworks
- Ethical and professional principles of restoration
- Material damage and degradation
- Restoration materials and techniques
- Methods of cleaning and active stabilization
- Consolidation of surfaces and structures
- Documentation of the restoration process
- Supervised practical exercises in the studio/laboratory

Teaching Methodology

Introductory lectures, technical demonstrations, case analysis, supervised practical exercises, individual mentoring, and critical discussions.

Relation to the Program

The course contributes to the development of professional competencies of students in Illustration and Drawing by providing applicable knowledge in the preservation, treatment, and documentation of artworks.

Confidence level: Very high. The translation is precise, faithful to the original text, with no additions or omissions, and fully aligned with formal academic English standards

6.	OD	II - III	10B01S34517	TECHNIQUES AND PRACTICES OF CONSERVATION (PREREQUISITE: TECHNIQUES AND PRACTICES OF RESTORATION / IB)	3	0	3	3	6	2511
				Course Description <i>The course focuses on the long-term preservation of artworks through preventive conservation and the management of environmental conditions. It addresses factors of degradation, methods of physical protection,</i>						

storage, transport, and the safe exhibition of artworks. The course does not include active intervention in the work, but rather preventive measures and long-term preservation strategies.

Course Objective

To develop professional competencies in preventive conservation and the management of the preservation of artworks, preparing students to protect them from degradation and to plan for their long-term preservation.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Analyze environmental factors that affect the degradation of artworks;*
- 2. Apply the principles of preventive conservation;*
- 3. Plan optimal conditions for storage and exhibition;*
- 4. Select protective materials and storage systems;*
- 5. Document the condition of artworks and conservation measures;*
- 6. Develop basic conservation plans for artworks or collections;*
- 7. Monitor changes in the condition of artworks over time.*

Main Course Content

- Preventive conservation and its fundamental principles*
- Factors of degradation (light, humidity, temperature, pollution)*
- Protective materials and packaging*
- Storage and transport of artworks*
- Safe exhibition and museum standards*
- Monitoring of environmental conditions*
- Conservation documentation*
- Practical exercises in preventive conservation*

Teaching Methodology

Analytical lectures, case analysis, guided practical exercises, group work, and critical discussions.

Relation to the Program

The course complements the professional component of the Illustration and Drawing profiles by ensuring competencies in the preservation, management, and long-term protection of artworks and collections.

7.	<i>SC</i>	<i>II-III</i>	<i>10B01S34566</i>	PHOTOGRAPHY/ IB	3	0	3	3	6	<i>2441</i>
				<p>Course Description</p> <p><i>This course provides an introduction to photography as an artistic discipline and visual medium. It addresses the technical foundations of camera use, lighting, composition, and exposure, as well as the theoretical and historical aspects of photography. The course focuses on the development of visual perception and the artistic interpretation of reality.</i></p> <p>Course objective</p> <p><i>The aim of this course is to equip students with basic technical and conceptual knowledge for using photography as an expressive tool in visual art.</i></p> <p>Learning Outcomes</p> <p>Upon completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Understand the basic principles of photography as a visual and artistic medium;</i> <i>2. Use the camera and basic settings (exposure, focus, ISO, aperture, shutter speed);</i> <i>3. Control basic lighting and the light–shadow relationship within an image;</i> <i>4. Apply visual composition to create photographs with artistic intent;</i> <i>5. Produce simple photographic series with a clear theme and coherence;</i> <i>6. Analyse photographic work through critical discussion;</i> <i>7. Present photographic works in a basic professional format.</i> <p>Core Course Content</p> <ul style="list-style-type: none"> <i>• History and role of photography</i> <i>• Photographic equipment</i> <i>• Light and exposure</i> <i>• Photographic composition</i> <i>• Practical exercises in photographic production</i> <p>Teaching and Learning Methods</p>						

				<p><i>Teaching is conducted through practical work, theoretical lectures, guided exercises, and analysis of student work.</i></p> <p><i>Relation to the Program</i></p> <p><i>The course provides a foundation for the use of photography in visual arts, design, and new media.</i></p>								
8.	SC	II-III	10B01S34567	<p>PHOTOGRAPHY/ II B (PRE-REQUISITES: PHOTOGRAPHY/ IB)</p>			3	0	3	3	6	2442
				<p><i>Course Description</i></p> <p><i>This advanced course focuses on the development of photography as a conceptual and narrative medium. Building on the technical foundations acquired previously, students work on structured photographic projects and series, exploring personal, social, and cultural themes. Photography is approached as a critical and reflective artistic practice.</i></p> <p><i>Course Objective</i></p> <p><i>The objective of the course is to deepen students' technical proficiency and conceptual understanding of photography through the creation of coherent, project-based photographic work.</i></p> <p><i>Learning Outcomes</i></p> <p><i>Upon successful completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Develop advanced photography projects and structured thematic series;</i> <i>2. Apply advanced lighting and composition techniques in different situations;</i> <i>3. Use post-production tools creatively and professionally;</i> <i>4. Construct a visual narrative through sequencing and coherence of images;</i> <i>5. Articulate the concept of a photographic project in written and oral form;</i> <i>6. Analyse and interpret photographic work critically;</i> <i>7. Present and justify photography projects in a professional format.</i> <p><i>Course content</i></p>								

				<ul style="list-style-type: none"> • <i>Advanced photographic techniques</i> • <i>Visual narrative and photographic series</i> • <i>Conceptual approaches in photography</i> • <i>Post-production and image presentation</i> • <i>Individual photographic projects</i> <p>Teaching and Learning Methods</p> <p><i>Teaching is based on project-oriented studio work, technical demonstrations, independent research, and critical discussions.</i></p> <p>Relation to the Study Program</p> <p><i>The course supports advanced artistic practice in photography and connects directly with visual arts, multimedia, and contemporary artistic research.</i></p>	
9.	SC	II-III	10B01S34560	SCULPTURE/IB	3 0 3 3 6 2435
<p>Course Description</p> <p><i>This course addresses the fundamentals of sculpture as an artistic discipline and focuses on the construction of three-dimensional form through modelling, shaping, and material processing. It includes work with basic materials such as clay, wood, and plaster, developing an understanding of form, volume, and spatial relationships. The course is accessible to students from different visual arts specializations.</i></p> <p>Course Objectives</p> <p><i>The objective of this course is to develop students' basic skills in creating three-dimensional form and using sculptural materials for artistic expression.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Understand the basic principles of sculpture as three-dimensional form;</i> 2. <i>Use elementary modelling and shaping techniques;</i> 3. <i>Work with different sculptural materials while respecting their properties;</i> 4. <i>Construct three-dimensional forms with an accurate volume–space relationship;</i> 					

5. Produce basic sculptural works with structure and stability;
6. Develop spatial and constructive thinking in the creative process;
7. Present and justify one's works professionally.

Course content

- Sculpture as an artistic discipline
- Three-dimensional form and volume
- Basic sculptural materials
- Modelling and construction techniques
- Relationship between form and space
- Sculptural working process
- Practical exercises and basic projects

Teaching and Learning Methods

Teaching is conducted through continuous studio work, technical demonstrations, practical exercises, and structured critiques of completed works.

Relation to the Program

This course contributes to the development of three-dimensional skills and connects with painting, installation, ceramics, and contemporary visual art practices.

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10.	SC	II-III	10B01S34561	SCULPTURE/ II B (PRE-REQUISITES: SCULPTURE/ IB)	3	0	3	3	6	2436
<p>Course Description</p> <p><i>This course focuses on advancing sculptural practice through the development of more complex three-dimensional projects and deeper exploration of form, material, and concept. It builds on the foundational knowledge acquired in sculpture and encourages a more independent and analytical approach to the creative process. The course is open to students from different visual arts specializations who have completed basic sculptural studies.</i></p> <p>Course Objectives</p>										

The objective of this course is to advance students' technical and conceptual skills in sculpture and to support the development of three-dimensional projects with higher artistic and research-based standards.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Apply advanced sculptural construction techniques in three-dimensional projects;*
- 2. Develop three-dimensional projects with a more in-depth conceptual approach;*
- 3. Experiment with different forms, materials, and structures in sculpture;*
- 4. Analyse the relationship between form, material, and concept within a project;*
- 5. Document the creative process with clear evidence (sketches, trials, stages);*
- 6. Produce advanced sculptural works with a higher artistic level;*
- 7. Present one's works in an argued and critical manner.*

Course content

- Advanced sculpture as artistic practice*
- Development of complex three-dimensional form*
- Advanced materials and techniques*
- Relationship between form, material, and concept*
- Creative process and artistic research*
- Critical analysis of sculptural works*
- Advanced individual projects*

Teaching and Learning Methods

Teaching is conducted through intensive studio work, individual mentoring, critical discussions, and continuous assessment of student projects.

Relation to the Program

This course contributes to advanced three-dimensional practice and connects with installation, conceptual art, ceramics, restoration, and contemporary visual art practices.

11.	SC	II-III	10B01S34564	CERAMICS / IB				3	0	3	3	6	2439

Course Description

This course addresses the fundamentals of ceramic practice and focuses on the introduction of materials, techniques, and basic processes of working with ceramics. It includes hand-building techniques, form construction, surface treatment, and an introduction to firing processes. The course develops an understanding of three-dimensional form and ceramics as an artistic medium.

Course Objectives

The objective of this course is to develop students' basic skills in ceramic practice and to encourage an understanding of ceramic material as an expressive medium in visual art.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Understand the basic properties of ceramic materials and their behaviour in process;*
- 2. Apply elementary hand-building and form-construction techniques;*
- 3. Construct three-dimensional ceramic forms with stability and proportion;*
- 4. Understand the basic drying and firing process and its impact on the material;*
- 5. Produce basic ceramic works with simple surface treatment;*
- 6. Apply basic safety rules when working with materials and equipment;*
- 7. Present and justify the completed works.*

Course content

- Ceramics as artistic practice*
- Ceramic materials and their properties*
- Basic hand-building techniques*
- Three-dimensional form and structure*
- Surface treatment*
- Drying and firing processes*
- Practical exercises and basic ceramic projects*

Teaching and Learning Methods

Teaching is conducted through practical studio work, technical demonstrations, structured exercises, and critiques of student work.

				<p>Relation to the Program</p> <p><i>This course contributes to the development of three-dimensional skills and connects with sculpture, installation, object design, and contemporary visual art practices.</i></p>						
12.	SC	II-III	10B01S34565	CERAMICS/ II B (PRE-REQUISITES: CERAMICS/ IB)	3	0	3	3	6	2440
				<p>Course Description</p> <p><i>This course represents an advanced level of ceramic practice and builds upon the foundational knowledge acquired in Ceramics / IB. It focuses on the development of complex three-dimensional forms, experimentation with advanced construction techniques, surface treatments, glazing, and the integration of conceptual thinking into ceramic practice. Ceramics are approached as a contemporary artistic medium.</i></p> <p>Course Objective</p> <p><i>The aim of this course is to further develop students' technical and conceptual skills in ceramics and to encourage the formation of a personal artistic approach to three-dimensional work.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Apply advanced ceramic construction techniques in three-dimensional forms;</i> 2. <i>Experiment with forms, structures, and textures for artistic expression;</i> 3. <i>Use glazes and different surface treatments in a controlled manner;</i> 4. <i>Understand advanced firing processes and their impact on the outcome;</i> 5. <i>Develop ceramic projects with conceptual content and visual coherence;</i> 6. <i>Document the working process and the technical tests performed;</i> 7. <i>Present and justify artistic work critically.</i> <p>Course content</p> <ul style="list-style-type: none"> • <i>Contemporary ceramics</i> • <i>Advanced construction techniques</i> 						

- *Experimental three-dimensional forms*
- *Glazing and surface treatment*
- *Firing processes*
- *Individual ceramic projects*

Teaching and Learning Methods

Teaching is conducted through intensive studio practice, technical demonstrations, individual projects, and structured critiques.

Relation to the Study Program

The course enhances three-dimensional skills and is closely connected to sculpture, installation, and contemporary visual art practices.

TABLE B.

YEAR II – III - IV										
ELECTIVE ARTISTIC COURSE <i>(One course per year during the Second, Third, and Fourth Year of Study)</i>										
ELECTIVE ARTISTIC COURSES – APPLICABLE TO ALL SPECIALIZATIONS										
NR.	STATUS	YEAR	COURSE CODE	COURSE NAME	L	U	H	ECT S SEM	ECTS YEAR	COURSE ID
1.	E	II/III/IV	10B01S34570	3D MODELLING AND RENDERING	2	0	2	2	4	2512
				<p>Course Description</p> <p><i>This course explores three-dimensional modelling and rendering as essential tools for creation and visualization in contemporary art and digital design. It focuses on building virtual objects and spaces, applying digital materials, lighting, and producing visual renderings with artistic or conceptual intent.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to develop students’ technical and creative skills in 3D modelling and rendering for artistic and interdisciplinary use.</i></p> <p>Learning Outcomes</p> <p>Upon completion, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Create basic three-dimensional models in accordance with project requirements;</i> <i>2. Create advanced three-dimensional models with stable structure and detail;</i> <i>3. Apply digital materials and textures for different surfaces;</i> 						

4. Use digital lighting to build atmosphere and visual legibility;
5. Produce renderings of a quality suitable for artistic or conceptual presentation;
6. Understand and apply the relationship between form, space, and light in a 3d scene;
7. Present 3d projects professionally with basic process documentation.

Course content

- Fundamentals of 3D modelling
- Digital geometry and form
- Materials and textures
- Lighting and rendering
- Practical 3D projects

Teaching and Learning Methods

Digital studio practice, technical demonstrations, and individual projects.

Relation to the Study Program

The course is related to animation, digital art, design, and architecture.

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2.	E	II/III/IV	10B01S34571	ANIMATION BASICS FOR VISUAL ARTISTS	2	0	2	2	4	2513
<p>Course Description</p> <p><i>This course introduces animation as an expressive tool for visual artists. It focuses on the basic principles of movement, time, rhythm, and visual sequencing, approaching animation as an artistic and conceptual medium.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to provide students with foundational animation knowledge applicable to visual art practices.</i></p> <p>Learning Outcomes</p> <p><i>Upon completion, the student will be able to:</i></p>										

1. Understand fundamental principles of animation (movement, time, rhythm, sequence);
2. Plan a simple animated sequence through sketching and storyboarding;
3. Create simple animated sequences using analogy and/or digital tools;
4. Use movement as an expressive element in constructing visual meaning;
5. Apply timing and rhythm to structure the flow of a sequence;
6. Integrate animation into visual projects in accordance with the concept;
7. Present animation work in a structured and reasoned manner.

Course content

- Principles of animation
- Time, rhythm, and movement
- Analog and digital animation
- Practical animation exercises

Teaching and Learning Methods

Studio-based practice, technical demonstrations, and group critiques.

Relation to the Study Program

The course provides a foundation for animation, video art, and time-based media.

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3.	<i>E</i>	<i>II/III/IV</i>	10B01S34572	ART AND IDEAS: THEORY OF CONCEPTUAL ART	2	0	2	2	4	2514
<p>Course Description</p> <p><i>This course examines conceptual art as a theoretical and artistic approach, emphasizing the role of the idea as the core element of the artwork. It analyses the historical development of conceptual art and its impact on contemporary practices.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to develop students' conceptual and critical thinking in art.</i></p> <p>Learning Outcomes</p>										

Upon completion, the student will be able to:

1. Understand the main theories of conceptual art and the role of the idea as a central element;
2. Explain the historical development of conceptual art and its key contexts;
3. Analyse conceptual works by identifying strategies, materials, and forms;
4. Interpret the relationship between concept, documentation, and the presentation of the work;
5. Develop art projects grounded in ideas and process;
6. Justify the conceptual position of one's work in a structured manner;
7. Use writing and documentation as an integral part of conceptual practice.

Course content

- History of conceptual art
- The idea as artwork
- Documentation and text
- Contemporary conceptual practices

Teaching and Learning Methods

Lectures, critical analysis, and conceptual projects.

Relation to the Study Program

The course is fundamental to contemporary artistic practice.

4.	E	II/III/IV	10B01S34573	ART AND TECHNOLOGY: THEORY AND APPLICATIONS	2	0	2	2	4	2515
<p>Course Description</p> <p><i>This course explores the relationship between art and technology, examining the impact of technological tools on contemporary artistic creation. It focuses on both theoretical perspectives and practical applications of technology as an artistic medium.</i></p> <p>Course Objective</p>										

The objective of the course is to develop theoretical understanding and practical competence in the use of technology within artistic practice.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Analyse the relationship between art and technology in historical and contemporary contexts;*
- 2. Analyse technology-based art by identifying key media and strategies;*
- 3. Use technology as a medium and creative tool in the artistic process;*
- 4. Apply technological tools purposefully for artistic production;*
- 5. Develop art projects through technology with a clear concept;*
- 6. Evaluate the impact of technology on aesthetic experience and on the communication of the work;*
- 7. Present technology-based projects with theoretical and practical justification.*

Course content

- Digital and technological art*
- Media and technology*
- Interactive and experimental practices*
- Technology-based art projects*

Teaching and Learning Methods

Lectures, practical studio work, experimental projects, and critical discussion.

Relation to the Study Program

The course is connected to digital art, new media, and interdisciplinary artistic practices.

5.	<i>E</i>	<i>II/III/IV</i>	10B01S34574	<i>BASICS OF DIGITAL PAINTING</i>	2	0	2	2	4	2516
				<i>Course Description</i>						
				<i>This course introduces digital painting as an extension of traditional painting practice. It focuses on digital tools, techniques, and workflows used to create painterly imagery in a digital environment.</i>						

Course Objective

The objective of the course is to develop students' foundational skills in digital painting for artistic and illustrative purposes.

Learning Outcomes

Upon completion of the course, the student will be able to:

1. Use digital painting tools and software to create painterly images;
2. Apply principles of colour, light, and composition in a digital environment;
3. Use digital brushes and textures for surface and visual treatment;
4. Develop digital painting works from idea to final execution;
5. Integrate traditional painting skills into digital practice;
6. Organize files, layers, and workflow in a structured manner;
7. Present digital work professionally in an appropriate format.

Course content

- Digital painting tools and interfaces
- Colour and light in digital environments
- Brush techniques and textures
- Digital painting projects

Teaching and Learning Methods

Digital studio practice, demonstrations, and individual assignments.

Relation to the Study Program

The course supports digital art, illustration, and contemporary visual practice.

6.	E	II/III/IV	10B01S34575	DESIGN AND ILLUSTRATION	2	0	2	2	4	2517
				Course Description						

This course examines illustration as a form of visual communication and design. It focuses on image-making, visual storytelling, and the integration of illustration within design contexts.

Course Objective

The objective of the course is to develop students' creative and technical skills in illustration and visual design.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Create illustrations with a communicative function for different themes and audiences;*
- 2. Apply basic visual design principles in composition, hierarchy, and rhythm;*
- 3. Develop visual narrative through illustration and the structuring of images;*
- 4. Combine illustration with design elements (typography, layout, form);*
- 5. Adapt illustrative style according to context of use and the brief;*
- 6. Develop illustration and design projects from concept to final presentation;*
- 7. Present illustrative projects professionally with visual justification.*

Course content

- Illustration fundamentals*
- Visual communication and storytelling*
- Design principles*
- Illustration projects*

Teaching and Learning Methods

Studio work, guided exercises, project development, and critiques.

Relation to the Study Program

The course is related to visual communication, graphic design, and contemporary illustration practice.

7.	E	II/III/IV	10B01S34576	ENVIRONMENTAL AND INSTALLATION ART	2	0	2	2	4	2518

Course Description

This course explores environmental art and installation as spatial and conceptual artistic practices. It focuses on the relationship between artwork, space, environment, and audience.

Course Objective

The aim of the course is to understand and analyse students' knowledge of space as an artistic medium and to encourage the creation of site-specific and conceptual works.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Analyse environmental art and installation practices in contemporary contexts;*
- 2. Develop spatial artistic concepts connected to environment and audience;*
- 3. Work with space and context to construct site-specific meaning;*
- 4. Select appropriate materials and structures for installation;*
- 5. Create installation projects from idea to spatial realization;*
- 6. Document the process and outcome of an installation at a basic level;*
- 7. Present installation works professionally.*

Course content

- Environmental art*
- Installation art*
- Space, site, and context*
- Installation projects*

Teaching and Learning Methods

Studio-based projects, spatial experimentation, and critiques.

Relation to the Study Program

The course is connected to contemporary art practice, installation, and spatial arts.

8.	E	II/III/IV	10B01S34577	<p align="center">EXPERIMENTAL CONCEPTS IN THEATRE, FILM AND TV</p> <p>Course Description</p> <p><i>This course explores experimental and interdisciplinary approaches in theatre, film, and television. It examines alternative narrative structures, visual language, and performative concepts across media.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to develop experimental thinking and interdisciplinary creativity in audiovisual and performative contexts.</i></p> <p>Learning Outcomes</p> <p>Upon completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Analyse experimental stage and audiovisual forms in theatre, film, and TV;</i> <i>2. Identify alternative narrative structures and expressive strategies;</i> <i>3. Analyse visual and performative language in intermedial practices;</i> <i>4. Develop interdisciplinary concepts for stage and/or audiovisual projects;</i> <i>5. Apply alternative narrative approaches in project construction;</i> <i>6. Create experimental projects that combine media and expressive forms;</i> <i>7. Reflect critically on media practices and on one's own outcomes.</i> <p>Course content</p> <ul style="list-style-type: none"> <i>• Experimental performance and narrative</i> <i>• Visual language across media</i> <i>• Interdisciplinary practices</i> <i>• Experimental projects</i> <p>Teaching and Learning Methods</p> <p><i>Lectures, screenings, creative projects, and critical discussions.</i></p> <p>Relation to the Study Program</p>	2	0	2	2	4	2519
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9.	<i>E</i>	<i>II/III/IV</i>	<i>10B01S34578</i>	<i>INTERIOR DESIGN</i>	<i>2</i>	<i>0</i>	<i>2</i>	<i>2</i>	<i>4</i>	<i>2520</i>
				<p><i>Course Description</i></p> <p><i>This course introduces the basic principles of interior design, focusing on spatial organization, functionality, aesthetics, and human experience within interior environments.</i></p> <p><i>Course Objective</i></p> <p><i>The objective of the course is to develop students' understanding of interior space design from both functional and artistic perspectives.</i></p> <p><i>Learning Outcomes</i></p> <p><i>Upon completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Analyse interior spaces in relation to function, circulation, and the user;</i> <i>2. Apply basic design principles in spatial organization and aesthetics;</i> <i>3. Develop interior design concepts with purpose and coherence;</i> <i>4. Use materials, lighting, and colour to support spatial experience;</i> <i>5. Integrate basic ergonomics principles into interior solutions;</i> <i>6. Develop interior design projects from analysis to proposed solutions;</i> <i>7. Present interior projects professionally with basic visualization.</i> <p><i>Course content</i></p> <ul style="list-style-type: none"> <i>• Principles of interior design</i> <i>• Space, function, and aesthetics</i> <i>• Materials and lighting</i> <i>• Interior design projects</i> <p><i>Teaching and Learning Methods</i></p> <p><i>Lectures, design exercises, project development, and critiques.</i></p>						

Relation to the Study Program

The course is related to design, architecture, and spatial art practices.

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10.	E	II/III/IV	10B01S34579	INTERSECTION OF ART AND ARCHITECTURE	2	0	2	2	4	2521
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Course Description

This course examines the intersection of art and architecture, focusing on their shared spatial, conceptual, and aesthetic dimensions. It explores how artistic and architectural practices influence one another.

Course Objective

The objective of the course is to develop students' understanding of spatial thinking across art and architecture.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Analyse the interaction between art and architecture in spatial and aesthetic dimensions;*
- 2. Interpret spatial concepts in relation to experience and perception;*
- 3. Identify forms of interdisciplinary collaboration across different practices;*
- 4. Analyse case studies where art and architecture mutually influence each other;*
- 5. Develop interdisciplinary projects that combine art and architecture;*
- 6. Justify aesthetic and conceptual approaches in spatial solutions;*
- 7. Present projects with professional language and clear logic.*

Course content

- Art and architectural space*
- Spatial concepts*
- Interdisciplinary practices*
- Case studies*

Teaching and Learning Methods

Lectures, spatial analysis, project work, and discussions.

Relation to the Study Program

The course is related to visual arts, architecture, and spatial design.

11.	E	II/III/IV	10B01S34580	MULTIMEDIA DIRECTING	2	0	2	2	4	2522
<p><i>Course Description</i></p> <p><i>This course focuses on artistic direction in multimedia projects. It examines the coordination of visual, audio, and interactive elements within complex media works.</i></p> <p><i>Course Objective</i></p> <p><i>The objective of the course is to develop students' skills in conceptualizing and directing multimedia projects.</i></p> <p><i>Learning Outcomes</i></p> <p><i>Upon completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"><i>1. Conceptualize multimedia projects with clear structure and purpose;</i><i>2. Develop artistic and conceptual direction for multimedia content;</i><i>3. Direct visual and audiovisual elements in accordance with the concept;</i><i>4. Coordinate sound, visual, and interactive elements into a functional whole;</i><i>5. Manage creative processes at a basic level (roles, phases, deadlines);</i><i>6. Document the project process and key directorial decisions;</i><i>7. Present multimedia projects professionally.</i> <p><i>Course content</i></p> <ul style="list-style-type: none"><i>• Multimedia concepts</i><i>• Visual and audiovisual direction</i><i>• Project coordination</i><i>• Multimedia projects</i>										

				<p>Teaching and Learning Methods</p> <p><i>Project-based learning, mentoring, and critiques.</i></p> <p>Relation to the Study Program</p> <p><i>The course supports multimedia, digital art, and interdisciplinary practices.</i></p>						
12.	E	II/III/IV	10B01S34581	PRINCIPLES OF VIDEO PRODUCTION	2	0	2	2	4	2523
				<p>Course Description</p> <p><i>This course introduces the technical and creative foundations of video production. It covers basic camera operation, sound, lighting, editing, and narrative structure.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to provide students with fundamental skills in video production for artistic and documentary purposes.</i></p> <p>Learning Outcomes</p> <p>Upon completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> 1. <i>Use basic video equipment (camera, audio, lighting) functionally;</i> 2. <i>Carry out basic shooting while respecting framing and exposure;</i> 3. <i>Record basic sound and understand its role in video quality;</i> 4. <i>Perform basic editing and organize footage into meaningful sequences;</i> 5. <i>Apply principles of visual storytelling in the narrative structure of video;</i> 6. <i>Produce short videos with a clear concept (artistic and/or documentary);</i> 7. <i>Present video projects professionally in an appropriate format.</i> <p>Course content</p> <ul style="list-style-type: none"> • <i>Video production basics</i> • <i>Camera, sound, and lighting</i> • <i>Editing and post-production</i> 						

- *Video projects*

Teaching and Learning Methods

Practical workshops, demonstrations, and project-based learning.

Relation to the Study Program

The course provides a foundation for video art, film, and multimedia practice.

TABLE C.

YEAR II - III – IV										
ELECTIVE THEORETICAL COURSE <i>(One course per year during the Second, Third, and Fourth Year of Study)</i>										
ELECTIVE THEORETICAL COURSES – APPLICABLE TO ALL SPECIALIZATIONS										
NR.	STATUS	YEAR	COURSE CODE	COURSE NAME	L	U	H	ECTS SEM	ECTS YEAR	COURSE ID
1.	E	II/III/IV	10B01S34582	ART AND ARTIFICIAL INTELLIGENCE	2	0	2	2	4	2524
				<p>Course Description</p> <p><i>This course examines the relationship between contemporary art and artificial intelligence, focusing on the impact of algorithmic technologies on artistic creation, authorship, aesthetics, and artistic experience. Students are introduced to the basic concepts of artificial intelligence and its application in visual art practices, including generative imagery, interactive systems, and experimental artistic approaches.</i></p> <p><i>The course emphasizes the critical and creative use of artificial intelligence as an artistic tool, while simultaneously addressing the ethical, cultural, and conceptual implications of AI within contemporary art.</i></p> <p>Course Objective</p> <p><i>The objective of this course is to develop students’ theoretical understanding and practical skills in the use of artificial intelligence in art, and to encourage critical, experimental, and concept-driven approaches to technology as a creative medium.</i></p> <p>Learning Outcomes</p>						

Upon successful completion of the course, the student will be able to:

- 1. Analyse the basic principles of artificial intelligence in the context of contemporary art;*
- 2. Evaluate the impact of AI on the creative process and the concept of artistic authorship;*
- 3. Apply artificial intelligence–based tools for visual creation;*
- 4. Integrate AI as a conceptual element within artistic projects;*
- 5. Analyse the ethical and cultural implications of the use of AI in art;*
- 6. Develop experimental artistic projects based on AI;*
- 7. Critically argue the artistic position of projects realized using AI.*

Course content

- Contemporary art and artificial intelligence*
- Algorithms as creative tools*
- Generative imagery and interactive systems*
- Authorship, ethics, and responsibility in AI-based art*
- Experimental artistic practices with AI*
- Individual AI-based art projects*

Teaching and Learning Methods

Teaching is conducted through theoretical lectures, studio-based practical work, technical demonstrations, critical analysis, and the development of individual artistic projects.

Relation to the Study Program

The course is directly related to visual arts, new media, digital art, and interdisciplinary contemporary practices, expanding students’ conceptual and technological competencies.

2.	<i>E</i>	<i>II/III/IV</i>	<i>10B01S34583</i>	<i>ART AND INTEGRATED XR</i>	<i>2</i>	<i>0</i>	<i>2</i>	<i>2</i>	<i>4</i>	<i>2525</i>
				<i>Course Description</i>						
				<i>This course focuses on the exploration of extended reality (XR), including virtual reality (VR), augmented reality (AR), and mixed reality (MR), as creative tools and environments within contemporary art. Students</i>						

are introduced to the basic technological and aesthetic principles of XR and its integration into visual and interactive art practices.

The course approaches XR as an experimental space for the creation of immersive artistic experiences, emphasizing the relationship between the body, space, technology, and visual perception.

Course Objective

The objective of this course is to develop students' conceptual and practical skills in the use of XR technologies for the creation of interactive and immersive artistic works.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Analyse the basic principles of VR, AR, and MR in the context of art;*
- 2. Interpret immersive experience as a form of contemporary artistic practice;*
- 3. Apply XR technologies in the creation of artistic works;*
- 4. Explore the relationship between virtual and physical space;*
- 5. Use XR as a narrative and conceptual tool;*
- 6. Develop interactive and immersive artistic projects;*
- 7. Present and critically justify XR projects in a professional manner.*

Course content

- XR in contemporary art*
- Virtual, augmented, and mixed reality*
- Immersive spaces and interaction*
- Body, perception, and technology*
- Digital installation and interactive experience*
- XR-based artistic projects*

Teaching and Learning Methods

Teaching is carried out through studio and digital laboratory work, technical demonstrations, experimental projects, and structured critiques.

				Relation to the Study Program								
				<i>The course contributes to the development of digital art, new media, installation, and interdisciplinary contemporary practices within the visual arts study program.</i>								
3.	E	II/III/IV	10B01S34584	ART MARKETING			2	0	2	2	4	2526
				Course Description								
				<i>This course examines the basic principles and practices of marketing within the context of art and cultural industries. It focuses on the promotion, management, and communication of artworks, artists, and cultural institutions in the contemporary art market. The course analyses the relationship between art, audience, and market, with particular attention to the role of digital media and contemporary communication platforms.</i>								
				Course Objective								
				<i>The objective of this course is to provide students with theoretical knowledge and practical skills in art marketing, preparing them to professionally present and manage artistic works and practices.</i>								
				Learning Outcomes								
				Upon successful completion of the course, the student will be able to:								
				<ol style="list-style-type: none"> 1. Analyse the fundamental principles of art marketing; 2. Evaluate the art market and cultural audiences; 3. Develop basic strategies for artistic promotion; 4. Apply digital communication tools within an artistic context; 5. Prepare presentation and promotional materials for artists and artistic projects; 6. Analyse the relationship between art, audiences, and the market; 7. Justify marketing choices within artistic and cultural contexts. 								
				Course content								
				<ul style="list-style-type: none"> • Marketing in art and cultural industries • Art markets and audiences • Branding and artistic identity 								

				<ul style="list-style-type: none"> • <i>Promotion and digital communication</i> • <i>Cultural institutions and art management</i> • <i>Practical art marketing projects</i> <p>Teaching and Learning Methods</p> <p><i>Teaching is carried out through lectures, case study analysis, group work, practical projects, and structured discussions.</i></p> <p>Relation to the Study Program</p> <p><i>The course supports the professional development of visual arts students and is closely related to contemporary art practices, cultural management, and professional artistic practice.</i></p>
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4.	E	II/III/IV	10B01S34585	COPYRIGHT ESSENTIALS FOR CREATORS	2	0	2	2	4	2527
<p>Course Description</p> <p><i>This course addresses the fundamental principles of copyright law and the legal protection of creators in the fields of art and culture. It focuses on moral and economic rights, licensing, the use of artistic works, and legal issues related to authorship in the contemporary digital context.</i></p> <p><i>The course objectives to provide students with practical knowledge of creators' rights and obligations, as well as methods for protecting artistic works.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to develop students' basic legal understanding of copyright law and to enable them to responsibly protect and manage their artistic creations.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Analyse the basic principles of copyright in art;</i> <i>2. Distinguish between the moral and economic rights of the creator;</i> <i>3. Identify copyright infringements in artistic practice;</i> 										

				<ol style="list-style-type: none"> 4. Interpret the concept of authorship within the digital context; 5. Apply basic legal knowledge in the management of artistic works; 6. Evaluate specific cases of licensing and use of artistic works; 7. Argue issues related to the legal protection of creative practice. <p>Course content</p> <ul style="list-style-type: none"> • Principles of copyright law • Moral and economic rights • Authorship and co-authorship • Licensing and use of artistic works • Copyright in the digital environment • Case studies and legal analysis <p>Teaching and Learning Methods</p> <p>Teaching is conducted through lectures, case study analysis, discussions, and practice-oriented exercises.</p> <p>Relation to the Study Program</p> <p>The course directly supports professional artistic practice and contributes to the responsible and legally protected development of creativity within the visual arts program.</p>
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5.	E	II/III/IV	10B01S34586	CULTURAL DIPLOMACY	2	0	2	2	4	2528	
				<p>Course Description</p> <p>This course examines cultural diplomacy as an interdisciplinary field connecting art, culture, politics, and international relations. It analyses the role of art, cultural institutions, and artistic initiatives in fostering intercultural dialogue, shaping national identity, and promoting international representation. The course explores culture as a form of soft power in the contemporary global context.</p> <p>Course Objective</p>							

The objective of the course is to develop students' critical understanding of the role of art and culture in diplomacy and to enable them to analyse and conceptualize cultural initiatives within an international framework.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Analyse the fundamental concepts of cultural diplomacy;*
- 2. Interpret the role of art and culture in international relations;*
- 3. Identify the key actors of cultural diplomacy;*
- 4. Evaluate international cultural policies and projects;*
- 5. Develop ideas for cultural initiatives with diplomatic impact;*
- 6. Analyse art as a tool of soft power;*
- 7. Argue the role of art in the construction of intercultural dialogue.*

Course content

- Cultural diplomacy and soft power*
- Art and cultural policy*
- International cultural institutions*
- Intercultural dialogue*
- Cultural identity and representation*
- Case studies in cultural diplomacy*

Teaching and Learning Methods

Teaching is conducted through lectures, case study analysis, structured discussions, and research-based projects.

Relation to the Study Program

The course is connected to visual arts, cultural management, curatorial practice, and the international context of contemporary art.

6.	E	II/III/IV	10B01S34587	CURATORIAL STUDIES	2	0	2	2	4	2529

Course Description

This course examines contemporary curatorial theory and practice in visual arts. It focuses on the role of the curator as a mediator between the artist, artwork, institution, and audience. The course addresses exhibition-making, curatorial narrative, and the management of exhibition projects in both institutional and alternative contexts.

Course Objective

The objective of the course is to develop students' theoretical knowledge and practical skills in curatorial practice and to prepare them for professional engagement in exhibition and art project development.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Analyse the role and responsibilities of the curator in visual arts;*
- 2. Interpret contemporary curatorial practices;*
- 3. Conceptualize exhibition projects using a critical approach;*
- 4. Construct a structured curatorial narrative;*
- 5. Organize and manage curatorial projects;*
- 6. Evaluate the relationship between the artwork, the exhibition space, and the audience;*
- 7. Critically reflect on the curatorial process.*

Course content

- History and theory of curatorship*
- The role of the curator*
- Exhibition-making*
- Curatorial narrative*
- Exhibition spaces and audiences*
- Practical curatorial projects*

Teaching and Learning Methods

Teaching is carried out through lectures, exhibition analysis, project-based work, and structured critiques.

				Relation to the Study Program
				<i>The course is essential for visual arts studies and directly connected to gallery practice, professional development, and art management.</i>

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7.	E	II/III/IV	10B01S34588	GAME THEORY	2	0	2	2	4	2530
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Course Description

This course introduces game theory as an analytical framework for studying strategic decision-making in contexts of cooperation and conflict. It presents fundamental concepts such as games, strategies, equilibrium, and rationality, and applies them to various fields, including art, culture, economics, and social interaction.

The course emphasizes the use of game theory as an analytical tool for understanding complex interactions and decision-making processes in artistic and institutional contexts.

Course Objective

The objective of the course is to develop students' analytical skills and to enable them to apply game theory to the analysis of strategic situations in cultural and social contexts.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Analyse the basic concepts of game theory;*
- 2. Interpret situations of strategic decision-making;*
- 3. Apply simple game-theoretical models in cultural contexts;*
- 4. Analyse strategies and decision-making equilibria;*
- 5. Use game theory in institutional analysis;*
- 6. Evaluate the consequences of strategic decisions;*
- 7. Argue strategic decisions in a structured manner.*

Course content

- Introduction to game theory*

				<ul style="list-style-type: none"> • <i>Cooperative and non-cooperative games</i> • <i>Strategies and equilibrium</i> • <i>Rational decision-making</i> • <i>Applications in art, culture, and society</i> • <i>Analytical exercises and case studies</i> <p>Teaching and Learning Methods</p> <p><i>Teaching is conducted through lectures, analytical exercises, discussions, and case study analysis.</i></p> <p>Relation to the Study Program</p> <p><i>The course supports the development of critical and analytical thinking and is related to cultural management, cultural diplomacy, and strategic practices in art.</i></p>
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8.	E	II/III/IV	10B01S34589	GENDER STUDIES AND ART	2	0	2	2	4	2531
<p>Course Description</p> <p><i>This course examines the relationship between art and gender studies, focusing on the representation of gender, identity, and the body in visual arts. It explores how art reflects, challenges, and redefines gender norms and social structures in historical and contemporary contexts.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to develop students' critical understanding of gender issues in art and to encourage theoretical and visual analysis based on equality, diversity, and inclusion.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Analyse the basic concepts of gender studies within the context of visual art;</i> <i>2. Interpret representations of gender and identity in historical and contemporary artworks;</i> <i>3. Evaluate the impact of art on the construction and challenging of gender norms;</i> <i>4. Analyse the relationship between the body, identity, and visual politics;</i> 										

5. *Apply gender theory in the critical analysis of artworks;*
6. *Develop critical arguments on equality, diversity, and inclusion in art;*
7. *Articulate contemporary approaches to gender and art in a structured academic manner.*

Course content

- *Gender theory and art*
- *Gender representation in art history*
- *The body, identity, and visual politics*
- *Feminism and contemporary art*
- *Case studies and visual analysis*

Teaching and Learning Methods

Teaching is conducted through lectures, analysis of texts and artworks, structured discussions, and analytical essays.

Relation to the Study Program

The course is related to art theory, contemporary visual practice, and cultural studies.

9.	E	II/III/IV	10B01S34591	INTERSECTION OF ART AND NATURE	2	0	2	2	4	2532
<p>Course Description</p> <p><i>This course explores the relationship between art and nature, examining how artists interpret, represent, and interact with the natural environment. It focuses on ecological art, landscape, natural materials, and sustainable artistic practices.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to develop students' critical awareness of environmental issues and the role of art in reflecting and addressing them.</i></p> <p>Learning Outcomes</p>										

				<p><i>Upon successful completion of the course, the student will be able to:</i></p> <ol style="list-style-type: none"> <i>1. Analyse the relationship between art and nature across different artistic contexts;</i> <i>2. Interpret ecological and environmental artistic practices;</i> <i>3. Evaluate representations of nature in historical and contemporary art;</i> <i>4. Apply ecological materials and concepts in artistic practice;</i> <i>5. Develop environmentally sensitive artistic projects;</i> <i>6. Analyse the role of art in environmental awareness;</i> <i>7. Argue the role of art within contemporary ecological discourse.</i> <p><i>Course content</i></p> <ul style="list-style-type: none"> <i>• Art and environment</i> <i>• Landscape and representation of nature</i> <i>• Ecological art and sustainability</i> <i>• Natural materials in art</i> <i>• Contemporary case studies</i> <p><i>Teaching and Learning Methods</i></p> <p><i>Teaching is conducted through lectures, visual analysis, practical work, conceptual projects, and guided discussions.</i></p> <p><i>Relation to the Study Program</i></p> <p><i>The course is related to contemporary artistic practices, installation, and environmental art.</i></p>								
10.	E	II/III/IV	10B01S34592	SEMIOTICS IN ART			2	0	2	2	4	2533
				<p><i>Course Description</i></p> <p><i>This course introduces semiotics as an analytical method for understanding signs, symbols, and meaning-making systems in visual arts. It focuses on the analysis of image, form, colour, and composition as semantic and cultural elements in artworks.</i></p> <p><i>Course Objective</i></p>								

The objective of the course is to equip students with theoretical tools for critical analysis and interpretation of artworks through semiotic approaches.

Learning Outcomes

Upon successful completion of the course, the student will be able to:

- 1. Analyse the basic concepts of semiotics in visual arts;*
- 2. Interpret signs and symbols in artworks;*
- 3. Analyse the image as a system of signs and cultural meanings;*
- 4. Apply semiotic methods in the analysis of artworks;*
- 5. Construct structured visual interpretations;*
- 6. Compare different semiotic approaches in art;*
- 7. Argue semiotic analyses in a critical and academic manner.*

Course content

- Introduction to semiotics*
- Sign, symbol, and meaning*
- Semiotics of the image*
- Visual and cultural analysis*
- Case studies in art*

Teaching and Learning Methods

Teaching is conducted through lectures, image analysis, interpretive exercises, and structured discussions.

Relation to the Study Program

The course is related to art theory, art criticism, and visual analysis.

<i>11.</i>	<i>E</i>	<i>II/III/IV</i>	<i>10B01S34593</i>	<i>TRADITIONAL ARTS</i>	<i>2</i>	<i>0</i>	<i>2</i>	<i>2</i>	<i>4</i>	<i>2534</i>
				<i>Course Description</i>						

This course examines traditional arts as cultural and identity-based expressions, analysing forms, techniques, and materials used in different historical and ethnographic contexts. It focuses on the role of tradition in shaping cultural identity and the relationship between heritage and contemporary practices.

Course objective

The aim of the course is to understand and analyse students' knowledge of traditional arts and to encourage respect for and critical analysis of cultural heritage.

Learning Outcomes

Upon completion of the course, the student will be able to:

- 1. Analyse the main characteristics of traditional arts;*
- 2. Interpret traditional techniques, forms, and materials;*
- 3. Evaluate the symbolism and cultural function of traditional arts;*
- 4. Analyse the role of cultural heritage in art;*
- 5. Compare the relationship between tradition and contemporary art;*
- 6. Critically reflect on the preservation of artistic heritage;*
- 7. Argue the importance of traditional arts in the construction of cultural identity.*

Course content

- Traditional art and culture*
- Traditional techniques and materials*
- Symbolism and identity*
- Cultural heritage*
- Ethnographic case studies*

Teaching and Learning Methods

Teaching is conducted through lectures, visual analysis, research work, and structured discussions.

Relation to the Study Program

The course is related to cultural anthropology, art history, and contemporary artistic practice.

12.	E	II/III/IV	10B01S34594	<p style="text-align: center;">VISUAL ANTHROPOLOGY</p>	2	0	2	2	4	2535
				<p>Course Description</p> <p><i>This course examines visual anthropology as a field that studies culture through images, film, and visual practices. It focuses on the use of visual media for documenting, interpreting, and analysing cultural and social practices.</i></p> <p>Course Objective</p> <p><i>The objective of the course is to develop students' analytical and visual skills for the study of culture through visual methods.</i></p> <p>Learning Outcomes</p> <p>Upon successful completion of the course, the student will be able to:</p> <ol style="list-style-type: none"> <i>1. Analyse the basic principles of visual anthropology;</i> <i>2. Interpret images and film materials within a cultural context;</i> <i>3. Apply visual tools for documenting cultural practices;</i> <i>4. Analyse social practices through image and film;</i> <i>5. Use visual research methods in cultural studies;</i> <i>6. Evaluate ethical issues related to visual representation;</i> <i>7. Develop visual projects using an anthropological approach.</i> <p>Course content</p> <ul style="list-style-type: none"> <i>• Introduction to visual anthropology</i> <i>• Image and culture</i> <i>• Ethnographic film</i> <i>• Ethics of visual representation</i> <i>• Visual research methods</i> <p>Teaching and Learning Methods</p> <p><i>Teaching is conducted through lectures, film and image analysis, research work, and practical projects.</i></p>						

				<i>Relation to the Study Program</i>
				<i>The course is related to visual arts, photography, video art, and cultural studies.</i>

The course is related to visual arts, photography, video art, and cultural studies.

