

MATERIA	TIPO	DURATION	TIME PERIOD	ECTS	ABSTRACT
Acustica (Acoustics)	theoretical	1 semester	2nd semester	6	prof. Macelloni (at Conservatorio N. Paganini) _ Acoustics: Basic elements of acoustics, musical acoustics, room acoustics. Electroacoustics: usage of mixer, microphony and recording, editing Systems and sound processing, Midi sound system.
Allestimento degli Spazi Espositivi (Setting of exhibitional spaces) - ABVPA64	theoretical / practical	1 semester	2nd semester	6	prof. Sommariva _ This course helps you develop the ability to plan exhibitional interventions inside museums. Some lessons will be site inspections inside Genoa's museums: Musei di Strada Nuova, Galleria di Palazzo Bianco, Galleria Nazionale di Palazzo Spinola di Pellicceria, Museo del Tesoro, Museo Diocesano, Galleria d'Arte Moderna di Nervi, Museo dell'Accademia Ligustica.
Anatomia Artistica I-II-III (Artistic Anatomy) - ABAV1	theoretical / practical	1 semester	1st or 2nd semester	6	prof. Marzagalli _ Human body and figure representation through live copy of a living model. Drawing in order to learn how to see things: the expressive and projective facets of representing and understanding. Each lesson deals with a specific anatomical and expressive subject, in order to guide and inspire the choice of the model posing time frame and of the representative modalities.
	theoretical / practical	1 semester	1st or 2nd semester	6	prof. Orecchia _ Live drawing sessions with human model, with a brief introduction about this technique. This course will help you acquire the necessary knowledge about human musculoskeletal system and human exterior morphology, learn how to recognize visual shapes that compose the iconographic history on artistic anatomy, and how to choose among shapes and techniques learnt the ones useful and suitable to create new projects.
Antropologia Culturale (Cultural Anthropology) - ABST55	theoretical	1 semester		6	This course deepens the concepts of culture, ethnicity, gender and generations: origins of the idea of culture; culture as a models system; the relationship between culture and practical acting; cultural creativity; cultural differentiation and layering; the idea of race and its use in social contexts; languages and culture; relationship between the concepts of local and global; multiculturalism and interculturality. Nowadays cultural antropology explores the ways people act and give meaning to their actions inside the modern globalized world, giving the ethnography the meaning of intercultural dialogue.
Applicazioni Digitali per le Arti Visive I (Digital Applications for Visual Arts 1) - ABTEC38	theoretical / practical	1 semester	2nd semester	6	prof. Filippi _ This course starts from contemporary artistic-professional standards. Through the study of graphic and 2D animation applications, the student can gain knowledge in graphic and informatic fields, reaching the ability to create self-made experiments through expressive ways, based on his learning of digital processing of images.

Applicazioni Digitali per le Arti Visive II (Digital Applications for Visual Arts 2) - ABTEC38	theoretical / practical	1 semester	2nd semester	6	prof. Sardi_ This course has the target of refining, empowering and stimulating students personal artistic paths and their attitude through an in-depth study of potential and availability of various techniques of Digital Applications. Interest field can be various and diversified, ranging from graphic design to illustration, from animation to photography, and all the way to various multimedial languages.
Beni Culturali e Ambientali (Cultural Heritage and Environmental Assets) - ABVPA61	theoretical	1 semester		6	prof. Sommariva_ This course gives knowledge of the expressions <i>Cultural Heritage</i> and <i>Environmental Assets</i> in all of their aspects through their historical evolution, paired with a general overview on all the problems of these fields: origin and rising of the term <i>Cultural Heritage</i> ; material and immaterial heritage; cultural heritage and environmental assets management; cataloging. School lessons will be alternated with on-the-field lessons, in order to give the students a direct link with real problems about heritage protection and its enhancement: a great focus will be placed onto the historical and artistic knowledge of our local heritage.
Costume per lo Spettacolo (Costume for Show business) - ABPR32	theoretical / practical	1 semester	2nd semester	6	prof. Marsella_ This course gives the necessary tools and knowledge to create a costume project. The course will develop through the stylistic evolution of the dress during the history of fashion, the study of costume design, iconographic researches, the study and analysis of theatrical pieces and their characters relations, roles and both physical and psychological features.
Cromatologia (Chromatology) - ABAV6	theoretical	1 semester		6	prof. Torcellini_ This course introduces the student to the concept of color through a theoretical approach and laboratories. Subject of the course: the light; functioning of the human visual system; color perception psychology; relationship between color stimulus and sensations; the main color theories; appearance and visual attributes; theory and creation methods of color mixing; visual technologies aimed for colors (analog, electronic and digital ones); color codes; color language. Laboratory activities are aimed to deepen color analysis related to the way colors are defined and how they help define a space or a surface (starting from the statement that a color exists only within a given context and in relation with other colors).
Cultura del Progetto (Project Culture) - ABPR17	theoretical / practical	1 semester		6	prof. Zanoletti_ This course will analyze the operative and executive structures of peculiar design methodologies, specifically intended for each academic path: convey knowledge through learning from design and production issues. Proposition of various design themes inside the artistic path. The didactic objective is to supply the students with knowledge obtained by learning from problems, data organization and techniques useful for achieving a highly professional result.

Culture Digitali (Digital Cultures) - ABST45	theoretical / practical	1 semester		6	prof. Murgia_ This course forms artists aware of technological implications into contemporary society. The development of smart machines and the new media environment are the contemporary engines of the digital transformation which will impact the future of education, production, innovation and work. The course leads to the aware design and creation of art pieces, characterized by both a rational and functional usage of interactive technologic materials and develops fundamental skills such as meaningful creation and constructive thinking.
Decorazione I-II-III (Decoration 1-2-3) - ABAV11	theoretical / practical	2 semesters	1st and 2nd semester	12	prof. Ghigino_ This course has the final target of bringing the student closer to our local traditional wall decoration (mainly buildings facades, typical Ligurian style) and in interior decoration (typical of the whole Europe). The professor will involve museums and libraries (Museo dell'Accademia, Facoltà di Architettura, Biblioteca di Storia dell'Arte di Palazzo Rosso) and will guide the students across Genoa's historical center, in order to show them real life examples.
Didattica dei Linguaggi Artistici (Didactics for Artistic Languages) - ABST59	theoretical	1 semester		6	prof. Viel_ This course analyzes the main tools useful for learning the narration techniques suitable for communication and broadcast of contemporary art: collage experimental techniques, site-specific art installations, landscape art, procedural art and relational art. The student will face methodological issues linked to the didactics of artistic languages, considering the plurality and the vastness of researches: the relationship between text and context, the relationship between art piece spatialty and expositive environment, the necessary linguistic mediation between artist and audience.
Didattica per il Museo (Didactics for the Museum) - ABST59	theoretical / practical	1 semester		6	Theoretical: museum heritage education; organisation; management and promotion of museum educative services; museum and audience; methodology of guided tours, considering all the different audience types; museum education towards children - school and family; museum accessibility and education as ways for social inclusion; artistic heritage education from an intercultural point of view; publishing for children art education. Practical: design and create a didactic part for the Museo dell'Accademia.
Didattica per il Museo Contemporanea (Didactics for the Contemporary Museum) - ABST59	theoretical / practical	1 semester		6	Analysis of methodologies and guidelines used by the main Italian contemporary art institutions, with a peculiar focus on the ones investing on accessibility and access of disabled audience, which are not only a cultural reference point, but also social and educative ones. Main theoretical themes: design the surroundings of the art piece; contemporary art and landscape; inclusive didactics in contemporary art museums; anarchy and divergent thinking; study cases and creative practices laboratory for children. Main practical themes: design and create the didactics section of the Academy Museum.

Didattica per la Multimedialità (Didactics for the multimedia) - ABST59	theoretical	1 semester	1st semester	6	prof. Barbera_ Study and application of multimedia and computer-based tools aimed to didactics (in the field of arts). Starting from complementary researches, the course will be focused on planning didactical paths addressed to multimedia, and on creating interactive digital papers to be used online.
Digital Video - ABTEC43	theoretical / practical	1 semester	1st semester	6	prof. Rossi_ This study and research lab will offer tools (theoretical, technical and linguistic ones) to develop ideas and, consequently, to create audio/video projects that will be aimed to express the subjective point of view of the student, knowing structural and aesthetic codes of current video making tools.
Disegno (Drawing) - ABAV3	theoretical / practical	1 semester	1st or 2nd semester	6	prof. Zibordi_ This course takes place inside our museum (Museo dell'Accademia Ligustica), taking inspiration and copying paintings and sculptures that are stored and exposed there. Drawing is intended as a necessary supporting structure for each and every following step inside the field of artistic representation. This course also supplies specific techniques necessary for learning how to express yourself through drawing..
	theoretical / practical	1 semester	1st semester	6	prof. Sardi (Art and Design for Business)_ This course gives the students all the instruments they'll need for mastering this technique. Theoretical and practical lessons about: human shape, environment, layout, storyboard.
Disegno Tecnico e Progettuale (Technical and Planning Drawing) - ABPR16	theoretical / practical	1 semester		6	prof. Zanoletti_ This course teaches the Scenography students how to use GIMP and Autocad, programs useful for the creation of pictures and technical boards. The first focus will be paper scenic design, later on it will be the transposition of the drawing on a digital format.
Estetica (Aesthetics) - ABST46	theoretical	1 semester		6	prof. Righetti_ This course supplies useful knowledge for the comprehension of main themes and basics of aesthetic thinking. First part: beginning of philosophical reflection about art and the concept of beauty through history. In this field we will analyze the concept of <i>beauty</i> , <i>piece</i> and <i>shape</i> inside the classic culture. We will also clarify the conceptual difference between <i>aesthetic</i> and <i>poetics</i> . Second part: from Classical Era thematics to modern aesthetic development, from Middle Ages to 19th century. Third part: modern aesthetic, from the 20th century to nowadays.
Estetica dei New Media (New media aesthetics) - ABST45	theoretical	1 semester	2nd semester	10	prof. Martino_ An analysis about the way the digital revolution is changing the ideas of: reality, environment, life, time, author and artworks, memory, exhibitions, museums. A study about how artistic institutions are becoming more and more virtual and interactive: critical and aesthetical theories that redefine the human sensory dimension.
Fenomenologia delle Arti Contemporanee (Phenomenology of Contemporary Arts) - ABST51	theoretical	1 semester	1st semester	6	prof. Viel_ This course is a set of researches about international contemporary art inside this globalized world: from the fall of Berlin's Wall (1989) to the September 11 attacks (2001) and up to these days. An in-depth analysis on innovative trends and international artists, looking at them via their unusual contamination of shapes, artistic languages and expressive practices.

Fondamenti di Informatica (Computer Technology Basics) - ABTEC39	theoretical	1 semester		6	IT historical background and computer architecture. What a file system and an OS are. Windows OS, user interface, desktop, files and folders management. Browsers and search engines. Email. IT security. Copyright in the digital era. GSuite.
Fondamenti di Marketing Culturale (Cultural Marketing Basics) - ABLE69	theoretical	1 semester		6	This course faces marketing and cultural/artistic communication basics: cultural heritage, museums, festivals, exhibitions, shows, cultural and creative industries. This course offers theoretical and practical knowledge useful for your first steps inside economical management of culture and art: economics and culture, cultural supply and demand, marketing and product communication, markets and art marketing.
Fotografia (Photography) - ABPR31	theoretical / practical	1 semester	2nd semester	6	prof. Terrile_ This course is dedicated to analog photography with dark room printing. Theoretical and practical lessons about: the camera, various dark room equipment, iconographic culture, black and white development of photo negatives, printing and testing print times, photo elaborations.
Fotografia Digitale (Digital Photography) - ABPR31	theoretical / practical	1 semester	1st or 2nd semester	6	prof. Terrile_ Theoretical and practical lessons about: the camera, various recording techniques, genres of photography, the world of digital photography.
	theoretical / practical	1 semester	1st or 2nd semester	6	prof. Castellina_ This course gives basic theoretical and practical notions to understand the photographic medium and its usage inside a wide range of professional fields (artistic and publishing), genres (portrait, still life, documentary) and styles. Target of the course is to reach an authorial awareness and a conceptual/stylistic coherence: students will be incentivized to lead a long-term personal photographic project, spacing from the ideation, the research, the editing and eventually the presentation of a photographic series.
Grafica d'Arte I-II-III (Art Graphics 1-2-3) - ABAV2	theoretical / practical	1 semester	1st or 2nd semester	6	prof. Daum_ This course is set up to give an holistic point of view about the totality of theoretical, technical and cultural knowledge of Fine Art printing. The whole didactics is built to help the student orient himself inside his own artistic path that, while not neglecting his technical and practical acquisitions, will favor self-consciousness and awareness of his own original creativity. Each school year is distinguished from the other by a different conceptual environment, with the purpose of elaborate on the potential complexity of the different skills.
Graphic design I-II-III - ABPR19	theoretical / practical	2 semesters	1st and 2nd semester	12	prof. Benvenuto_ An approach to Graphic design, in these times of massive image overexposure, must supply the students with the ability to build a critical conscience toward their surroundings, through awareness and discovery of what's behind the creation of graphic imaging, distinguishing voluntary and involuntary ones.

	theoretical / practical	2 semesters	1st and 2nd semester	12	prof. Cavazzuti_ This course explains the various areas of graphic design: from the starting brief to creative process management, from typography to graphic composition, from packaging to logo design. The educational goal is to provide students with every tool they'll need to understand and analyze all the communications they are surrounded by, while developing an effective design methodology and stimulating lateral thinking, in order to follow the idea from the beginning to the end.
	theoretical / practical	2 semesters	1st and 2nd semester	12	This course gives critical and methodological tools needed in order to develop and manage a graphic design project intended as a coordinated image system. First stage: theoretical and disciplinary introduction; design methods description; basic elements of visual identity; history of graphics. Second stage: coordinated image aimed for communication; design of essential features; study of main design applications; imaging and its content; graphic features and technical specifications.
Illuminotecnica (Lighting technology) - ABPR23	theoretical / practical	1 semester	1st and 2nd semester	6	prof. Iadeluca_ The light narrates: creativity, shapes, methods and thoughts for a light dramaturgy. A path aimed to find out how the light expressivity could generate emotions and suggest a different interpretation of a show.
Illustrazione scientifica (Scientific Drawing) - ABAV1	theoretical / practical	1 semester	2nd semester	6	prof. Carcano_ This course gives tools and skills to let the student work in the scientific and didactical illustration field. Drawing practice about multiform organic structures assumes a focal point in the laboratory activity: gray tones, colors and techniques typical of watercolor scientific drawing.
Informatica per la Grafica (Computer Technology for the Graphics) - ABTEC38	theoretical / practical	1 semester		6	prof. Filippi_ This course gives the students the basic knowledge of IT and the fundamental elements of computer graphics, especially publishing graphics. The main graphic softwares are powerful tools for drawing, color control and 2D animation. They allow you to express your ideas in a fast and efficient way. Consequentially started the need to integrate technical and projectual knowledge with IT knowledge, favoring the ability to interact with the main professional softwares.
Inglese per la Comunicazione Artistica (English for Artistic Communication) - ABLIN71	theoretical	1 semester	2nd semester	6	prof_ Barbera_ This course, held entirely in English, has the purpose of directing students to a development of their language and communicative skills, with reference to a contemporary artistic research.
Installazioni multimediali (Multimedia Installations) - ABPR36	theoretical / practical	1 semester	1st semester	6	prof_ Barbera_ This course is focused on the relationship between the art piece and the space, analyzing the creative process of the work and the diversified ways of interventions inside the expositive spaces. The study of artistic practices has as its main target the building of an art installation from both the item and the environment point of view.

Layout e Tecniche di Visualizzazione (Layouts and visualization techniques) - ABPR19	theoretical / practical	1 semester	2nd semester	6	prof. Zanoletti_ This course aims to the creation of an illustrated book, starting from a supplied text. Designing the project: from initial sketches to the final layout, from the storyboard to the printing layout.
Linguaggi e tecniche dell'audiovisivo (Audiovisual Languages and Techniques) - ABTEC43	theoretical / practical	1 semester	2nd semester	6	prof. Rossi_ Theoretic, technical and projectual awareness, in order to create audiovisual projects, with one or more channels, environmental video installations, documentaries, sperimental art videos, short films and artistic movies.
Metodologia della Progettazione (Design Methodology) - ABPR15	theoretical / practical	1 semester	2nd semester	6	prof. Zanoletti_ This course analyzes the operative and executive structures of design methodology, aimed to every single academic address: teaching through finding design and production flaws. Diversified projects themes followed individually by the professor through all the processes of design, building, representation and data organization, in order to create a highly professional project.
Modellistica (Modeling) - ABPR21	theoretical / practical	1 semester	1st semester	6	prof. Zanoletti (Art and Design for Business)_ Design and building of artifacts: packaging, collage, papercut, mockup, industrial design, tactile design, 3D graphic design.
Multimedialità per i Beni Culturali (Multimedia for Cultural Heritage) - ABTEC40	theoretical	1 semester		6	prof. Gollo_ This course studies the potential given by multimedia for management, enhancement and usage of cultural heritage. The course gives theoretical and practical skills to face an enhancement project of cultural heritage and helps build professional roles able to locate the most suitable tools for every situation. Focus of the course will be: multimedia content creation through storytelling; analysis of the different tools and languages; interaction design; augmented reality; video environments.
Museologia e Gestione dei Sistemi Espositivi (Museology and Exhibitional Spaces Management) - ABVPA63	theoretical	1 semester		6	prof. Sommariva_ The course is divided in two different modules: the first one aims to give a basic knowledge of birth and history of art collecting between the 15th and 21st century in Europe. The second module analyzes some temporary and permanent museum set-ups and the relationship between the art piece and its surroundings, with a particular focus on the issues of the usage of historical buildings. School classes and meetings with art professionals will be alternated with field trips, useful for knowing the different museums of our city.

Pedagogia e Didattica dell'Arte (Pedagogy and Art Didactics) - ABST59	theoretical	1 semester		6	prof. Pasqualini_ First module: childhood and adolescence in 1900s pedagogies: understanding the transmitted values of pedagogy inside a specific cultural context. Teenagers rituals. Contextualization of guidelines and models in pedagogic thinking. Second module: graphic and imaging evolution. Understanding the evolution of children drawing, distinguishing the different stages of cognitive development during the school period. Planning interventions to help a child overcome stereotypes and to encourage divergent thinking. Third module: artistic education and didactics between school, museum and open field. Knowing how to create an inclusive environment, understanding specific languages in order to draw up individual plans. Building of an artistic laboratory, alongside with its didactic activities.
Pittura I-II-III (Painting 1-2-3) - ABAV5	theoretical / practical	2 semesters	1st and 2nd semester	12	prof. Millefiore_ Inside the entire set of ever evolving Visual arts, painting still shows nowadays its peculiar autonomy and its vitality: so it's necessary to start teaching it from the analysis of all the possibilities that painting can offer, both inside the student own artistic language and compared to other related art disciplines (sculpture, architecture, scenography, decoration, cinema, video games and other new medias).
Plastica Ornamentale (Ornamental Plastic) - ABAV13	theoretical / practical	1 semester	1st semester	6	Starting from sculpture techniques and materials, this course has the purpose of studying decorative and plastic-tridimensional culture (and its applications). Tridimensional decoration travels through the eras, defining their respective aesthetic taste and narrating their culture; today, thanks to new plastic solutions, it can express its own contemporaneity.
Pratica e Cultura dello Spettacolo (Practice and Culture of Show Business) - ABPR35	theoretical / practical	1 semester		6	prof. Miliani_ This course revolves on practicing the art of "show" in the field of visual arts (and video/cinema/theatre/digital arts) with a specific focus on contemporary practices and methodologies of performative arts, interdisciplinarity, multimedia, transdisciplinarity. The course gives analysis and creation tools for digital video production, live-art pieces, multimedia platforms, interactive performances, web series, performances, installations, podcasts, digital hypertexts, interactive structures, photo and video archives, interactive exhibitions, publishing.
Progettazione della Professionalità (Professionality Design) - ABLE69	theoretical / practical	1 semester		6	prof. Morales_ This course will give the knowledge needed to correctly use digital tools useful to promote the work of artists, graphic designers and web designers. It will also help an aspiring artist to create an image and a reputation such as to be able to naturally meet its audience, both if its goal is to work in a communication agency and if is to be a freelance artist. Spacing inside the idea of "human to human" relational communication, students will explore online communication dynamics and they will face the main theories and methodologies of online image communication and personal branding.

Rappresentazione Architettonica dello Spazio Scenico (Architectural Representation of the Scenic Space) - ABPR23	theoretical / practical	1 semester		6	prof. Millefiore_ Analyze the scenic space from an architectural point of view and subsequently supply the needed tools, both theoretical and practical, for its representation. Practical exercises on different themes, decided during the semester. The course will explicitly refer to other courses. The student will be supplied with every notion and every tool needed to correctly create their projects, through professor's help and continuous checks, considering a possible realization. Lessons will be about representation basics and drawing of the scenic space.
Regia (Direction) - ABPR35	theoretical / practical	1 semester		6	prof. Courir_ This course supplies the knowledge of theatrical tools needed to correctly approach a project and its realization through the analysis of traditions, poetics and texts. Lessons will be focused on classical theatre, showing different artistic personas along with confrontations among experimentation, avant-grade and research. The theatrical part of the course will be found through the selection of a text, starting from the research of the sources and up to the confrontation of different styles and interpretations, using the relationship between direction and scenography as the main reference.
Scenografia I-II-III (Scenography 1-2-3) - ABPR22	theoretical / practical	2 semesters	1st and 2nd semester	12	prof. Linzalata_ This course has the purpose to bring the student to a compositional awareness which can allow him/her to independently face the creation of a contemporary scenographic project. Starting from an empty space (the theatre conceived as a real life metaphor), the teacher will face themes and methods of "building the theatre" as a design project.
Scenotecnica (Stagecraft) - ABPR23	theoretical / practical	1 semester	1st semester	6	This course gives needful tools for designing a scenography, with both theoretical and practical lessons. Analysis of canonical theatrical space, perspective rendering, basic of stage elements design, start-to-end planning, traditional techniques analysis (applying them to scenographic problem solving), lights, technical solutions, materials.
Scrittura Creativa (Creative writing) - ABPC67	theoretical / practical	1 semester	1st semester	6	prof. Marasco_ This course intertwines theoretical lessons and narrative techniques exercises, aimed to the creation of short stories. 1st module: the origin of stories and the imagination, character building, points of view, time and space management, the frame, descriptions and sensory perceptions, emotions, literary genres diversity, text review. 2nd module: narrative techniques application inside the communication. 3rd module: technical relations between text and imaging, from script basis to narration by images.

Scultura (Sculpture) - ABAV7	theoretical / practical	2 semester	1st and 2nd semester	12	prof. Chiappetta_ Art is a journey: the path of sculpture is a developing trip. The sculpture inhabits the human space since the beginnings, it's its original language. In the last century, through both modern and contemporary art, an upheaval took place in the field of art languages, for as we knew them since the old western tradition. In this context sculpture rose to the fore thanks to some sort of peculiar power which widened its bonds and methods in many directions. At the same time this caused the necessity to get a deep view on the basics and on the essence itself of sculpture. "I say it is the sculptor who orders and animates space, gives it meaning."(Isamu Noguchi)
Semiotica dell'Arte (Arts Semiotic) - ABPC68	theoretical	1 semester		6	prof. Torcellini_ Target of this course is to learn some conceptual tools and some interpretative ways to investigate the way the art is conveyed, preached and exposed, with a focus on temporary exhibitions topic, both in a material context and in the virtual context of the web. This course introduces the students to a knowledge of semiotics applied to the field of arts, deepening the basic vocabulary, the main concepts, the operative methodologies and the debate. The professor will investigate the sign system which describes and surrounds the art piece, the temporary exhibitions and the museums: their mutual relationship, the dialectical relationship among their creators, the relation with the general sign system, supplied by web media.
Sound Design - ABTEC44	theoretical / practical	1 semester		6	prof. Sapyr_ Introduction to synthesis and digital sound elaboration techniques for musical applications and sound design. Practical activities will mainly take place through open-source softwares (Csound, Cabbage and Audacity). The course aims to the acquisition of theoretical, methodological and technical skills useful for the realization of original sound material (in the field of digital audio). This course supplies a deep knowledge of the basics of Csound, along with basic digital sound synthesis techniques, sound design problem analysis and solution strategies, ability to design and create short audio clips made with original synthetic sounds.
Storia del Costume (Costume History) - ABST47	theoretical / practical	1 semester		6	prof. Niccoli_ This course shows stage costume as a communicative media inside the show business, exploring all the different functions that costume can carry out, through a critical and historical path of studies that will verge around costume and fashion history. Students will learn about Italian and foreign costume designers and peculiar scenic costumes and fashion creations of the 20th century. Classroom lessons, dialogues and tests aimed to define the right way to analyze fashion and costumes.
Storia del Disegno e della Grafica I (Graphic and drawing history 1) - ABST47	theoretical	1 semester	1st semester	6	prof. Gagliano_ This course is meant to follow the history of drawing and graphics, since the Middle Ages to the 20th century, supplying the students with a new and necessary point of view, looking to illustration and design through the centuries.

Storia del Disegno e della Grafica II (Graphic and drawing history 2) - ABST47	theoretical	1 semester	2nd semester	6	prof. Gagliano_ This course analyzes the origins of “Blaue Reiter”, thanks to direct testimonials taken from Kandinskij and Marc’s exchange of letters: it shows the development of a fundamental artwork between theoretical thinking and artistic creation.
Storia dell’Arte Contemporanea (Contemporary arts history) - ABST47	theoretical	1 semester	2nd semester	6	prof. Marasco_ Art and the great transformations of the 20th century. This course takes into consideration the 20th century art as a basis for last century’s history, a story told through artists’ researches and focused on these topics: work, war, cities. All of this going through the representation of the human figure, objects and their transformations, the woman figure, the nature.
Storia dell’Arte Moderna I (Modern arts history 1) - ABST47	theoretical	1 semester	1st semester	6	prof. Gagliano_ The artist and the society between the 14th and 17th century. This course aims to investigate the development of the relationship between the artist and the society, starting from Giotto up to the 1600s art. Students should create a personal interpretation of a suggested topic.
Storia dell’Arte Moderna II (Modern arts history 2) - ABST47	theoretical	1 semester	2nd semester	6	prof. Gagliano_ The artist and the society between the 18th century and World War I. This course aims to investigate the development of the relationship between the artist and the society, starting from 1700 up to the birth of the first historical avant-gardes, setting a focus on the origin of new characters and newborn institutions. Students should create a personal contribution to an imaginary art Salon.
Storia della Fotografia (Photography History) - ABST47	theoretical	1 semester		6	prof. Bertelli_ This course wants to teach the historical, technical and artistic paths of photography (from its beginnings in the 19th century to the end of 20th century) focusing on its various aspects and themes, with particular attention to the relationship between photography and other visual arts. The course will go through artistic streams, eras and leading figures of photography: the first experiments, the pioneers of photography, artists and chemists, their research of a specific language with its own identity, the diffusion of the photographic point of view. Photography is document, art and tool, all at the same time. From pictorialism to avant-gardes, neorealism and 21st century photography: reportage photography, photojournalism, portrait, landscape photography, fashion photography, photography as an art expression.
Storia dello Spettacolo (Show Business History) - ABST53	theoretical	1 semester		6	This course analyzes the theatrical event, its constituent elements and its relations inside the cultural, social and productive contexts of which theatre is an expression. A journey from a diachronic perspective in order to track the evolutive paths of main theatrical genres, dramaturges, theories and practices of theatrical scene, theaters as buildings, acting. A special focus will be set on the professional and social changes of the role of the actor during the centuries, on the clients, on audience formation and on show fruition systems.

Storia e Metodologia della Critica d'Arte (History and Methodology of Art Critic) - ABST52	theoretical	1 semester		6	prof. Viel_ This course faces the general guidelines of the historical evolution of the concept of art: Classical greek and roman Era, Middle Age, Humanism and Renaissance, Mannerism, Baroque, Enlightenment, Neoclassicism, Romanticism, art theories between the 1800s and 1900s, historical avant-gardes. Particular attention will be set on innovative themes and directions of art critics during 20th and 21st century in Europe and U.S., related to the theoretical issues generated by contemporary artistic practices: modern crisis, postmodernity, gender theories.
Storia e Teoria dei Nuovi Media (History and Theory of New Media) - ABPC66	theoretical	1 semester		6	prof. Pezzolo_ This course aims to communicate the impact and the aftermaths of digital technologies on actual artistic, social and cultural processes. From computing origins to this decade post-medial theories, new media history and theories are contextualized from aesthetic, cultural and political points of view. Setting historical basis, students will develop a critical path in order to gain awareness of processes and methodologies of digital culture in the contemporary society: from the beginnings of computation to narration, aesthetic shapes and philosophic thinking of the last decade.
Storia e Teoria della Scenografia (History and Theory of Scenography) - ABST53	theoretical	1 semester		6	This course is about the space where the representation of words, gestures and movement) gains meaning for an audience, reflecting society and its visual culture. Theatrical space is a complex set, defined by representative methods of a specific place and period of time. Its analysis takes into account a lot of different things: not only the specific place where the piece takes place, but also the space that welcomes the show as a unique set (audience included), since the coexistence of all of it in the same place defines the theatrical show itself.
Tecniche dei Procedimenti di Stampa (Printing procedure techniques) - ABAV4	theoretical / practical	1 semester	1st semester	6	Acquisition of a theoretical and practical knowledge about main techniques of hollow and relief printing, how to use them properly, the correct procedures and the operative ways. Study of expressive possibilities of the various engraving techniques, intended as an important operative moment to go side by side with the whole engraving experience.
Tecniche dell'Incisione (Engraving Techniques) - ABAV2	theoretical / practical	1 semester	1st or 2nd semester	6	prof. Sciaccaluga_ Study and knowledge of the primary engraving techniques, in particular metal carving, both direct (drypoint, mezzotint) and indirect (etching, aquatint, softground) ones, printing procedures, flat (woodcut, linoleography) and relief (lithography) engraving.
Tecniche della Modellazione Digitale (Digital Modeling Techniques) - ABTEC41	theoretical / practical	1 semester	2nd semester	6	prof. Tranchina_ This course will supply the knowledge needed to create digital 3D works, using the open source software Blender. The professor will give theoretical notions about modern technological and artistic possibilities of three-dimensional graphics. The student will have a direct experience of the bascis needed for the creation of a 3D model.

Tecniche della Rappresentazione dello Spazio (Spacial representation Techniques) - ABPR15	theoretical / practical	1 semester	2nd semester	6	prof. Varaldo_ This course gives tools and skills to depict the project space in an effective way. Starting from a review of graphic representation techniques and technologies (live free-hand drawing, 2D drawing, perspective and shadow theory, 3D modeling), the professor will analyze the main methods and skills needed for a complete analysis of space in this digital era.
Tecniche della Scultura (Sculpture Techniques) - ABAV8	theoretical / practical	1 semester		6	prof. Chiappetta_ “Contemplate, create, done, contemplate again”. What is the artistic question about (especially in the field of sculpture)? The meaning of words, their etymology and essence. The Sculpture Techniques course opens the students’ mind to the necessary critical thinking on the definition and on the meaning of this subject. This course will help the student develop a different point of view on these themes. “You can find out how to do something and then do it or do something and then find out what you did.” (Isamu Noguchi)
Tecniche di Animazione digitale (Digital Animation Techniques) - ABTEC38	theoretical / practical	1 semester	1st semester	6	prof. Sciutto_ An approach to the digital animation world. Software knowledge and all the necessary techniques needed to develop a personal project: After Effects, NodeBox, Processing.
Tecniche di Montaggio (Editing Techniques) - ABTEC43	theoretical / practical	1 semester	1st semester	6	prof. Rossi_ A theoretical and practical laboratory about editing techniques and their applications in cinema, in visual and multimedia arts, in contemporary culture (from videoclips to web based video productions). Video editing as a closure of a personal creative path: ideation, structure, continuity, time, rhythm, sound-to-video relation. Audiovisual post production laboratories, while training with main video editing softwares.
Tecniche grafiche speciali (Special Graphic Techniques) - ABAV4	theoretical / practical	1 semester	2nd semester	6	prof. Ginepri_ A course about engraving and contemporary art printing. Lessons on traditional techniques and their variants: different ways of working on matrices and molds, creative proceedings that will offer the possibility to experiment with images, colors, signs, tones and textures, obtaining different expressive outcomes.
Tecniche per la Decorazione (Decoration Techniques) - ABAV12	theoretical / practical	1 semester	2nd semester	6	prof. Fabbris_ A course focused on learning all the techniques needed to imagine and create decorative elements: study and analysis of artists and designers, decorative patterns techniques, modules and pattern generation softwares, transposition of projects from a digital media to paper and then onto a wall.
Tecniche Performative per le Arti Visive (Performative Techniques for Visual Arts) - ABPR36	theoretical / practical	1 semester	2nd semester	6	prof. Campanati_ Objective of the course is to make the student come closer to performing arts, supplying him with the tools needed to find, undertake and sustain a personal creative path.

	theoretical / practical	1 semester		6	prof. Viel_ This course faces the main concepts of performative acts in Visual Arts of the 20th and 21st century, from historical avant-gardes to nowadays. The main focus is set onto the main historical joints of perforative arts: the concept of presence, the relationship between emotions and human body, silence and words, gesture and expressions. The relationships between the performer and his surroundings and between the performer and his audience. Linguistic peculiarities tied to various performative genres (such as task performance, lecture performance, text-based performance). The student will face a theoretical and methodological approach in order to get stimulated to the creation of personal and group works.
Tecniche Pittoriche (Painting Techniques) - ABAV6	theoretical / practical	1 semester	1st semester	6	prof. Merani_ A practical study on painting techniques and all the proceedings dedicated to painting. Observation and usage of traditional disciplines, from graphic materials to pictorial ones. Meetings dedicated to knowledge and to learning how to use imaging representation techniques. Theoretical insights on the fundamental nodes in the relationship among painting, artistic planning, cultural and technological instances of contemporary art.
Tecnologia dei Materiali (Materials technology) - ABPR30	theoretical / practical	1 semester	1st semester	6	prof. Wrubl (Art Graphic/Painting/Art and Design for Business)_ This course will provide the necessary information to discover paper as a material, from every point of view, both as a support/medium and as an artistic and moldable raw material.
	theoretical / practical	1 semester	2nd semester	6	prof. Ferraro (Scenography)_ Theoretical and practical study of the materials that are used in the scenography world. A training on active collaboration, sharing, skills exchange: basic principles of creativity.
	theoretical / practical	1 semester	2nd semester	6	prof. Giannoni (Decoration)_ Theoretical and practical study of the different materials and their respective uses in the fields of decoration, wall paintings and artistic ceramic (both ancient and contemporary, dipping into the extra-European use). Laboratories held in Palazzo Bianco (ceramic and textile collections inside the city museums).
Teoria della Percezione e Psicologia della Forma (Theory of Perception and Psychology of the Figure) - ABST58	theoretical	1 semester	2nd semester	6	prof. Torcellini_ A study about perception, focusing on the visual one: the way we see, analyzing, both critically and historically, the main progress in the study of perceptive psychology. From Gestalt to Neuroesthetics. Topics are contextualized in the fields of contemporary visual art and artistic production.

Teoria delle Arti Multimediali (Multimedia Arts Theory) - ABST45	theoretical	1 semester		6	prof. Torcellini_ The Multimedia Arts Theory course sets the goal of investigating the idea of multimedia in a wide chronological timespan, going from the beginning of the 19th century to nowadays, taking into account relations and intertwining between: 1_ technological developments 2_ the chances of media convergences inside the fields of art, theatre, cinema, television, live show, web, social networks, softwares and AI 3_ redefinition and expansion of the idea of art, declined according to the concepts of experience, participation, interactivity, multisensoriality, hypertextuality, de-materialization, installation, environment, performance, process, algorithm.
Teoria e Metodi della Mass Media (Theory and Methods of Mass Media) - ABPC65	theoretical	1 semester		6	prof. Tozzi_ This course has the goal of teaching a new way of understanding and utilizing communication and art, in order to free them from every authority, having as a main goal the common good. Under this idea, art wants to change its own meaning from self-expression to a put in place of the relationship tying people. This course has also the goal of open a new reflection on the way a place is inhabited, its intertwining between reality and virtuality, and how on its inside a participation in social life is desirable. Topics: communication models; 1900s media history and theory; main research paradigms about media influence inside the society; how to create a community and how to communicate online; digital cultures, cyber culture and hacker culture; pre-cinema; augmented reality; new media art.
Web Design - ABPR19	theoretical / practical	1 semester	2nd semester	6	This course teaches the techniques useful to create a website (CSS3, HTML5, JAVASCRIPT languages) and the building techniques for a static website with a front-end development.