

Faculty of Visual Arts 2013/14
Faculty of Visual Arts, Franciszkanska 76/78 str., Łódź

Drawing

The aim of the programme is to prepare students to skillfully use the art of drawing in the traditional sense and to stimulate them to take up formal experiments in the field of drawing media. Life classes and students' own compositions. The programme also encompasses borderline activities of different art disciplines – educational, social and artistic issues.

Conceptual Drawing and Storyboard

Developing students' knowledge in the field of design drawing and telling stories through image. Learning the basics of comics narration. Developing the skill of transferring a description to a simple synthetic storyboard drawing, becoming familiar with basics of 2D animation.

Painting

Acquainting students with basic principles concerning the construction of a painting. Exercises consist in solving problems on the basis of observation and analysis of phenomena. The starting point for the students is broadly understood reality: still life, nude, interior. Students' activities are extended to include other areas depending on their individual development, reflections, experiences, philosophical attitude, intellectual background, interests, emotions and imagination. Students paint and draw using all available techniques and combine traditional painting with other artistic techniques.

Sculpture and Spatial Actions

The main aim of the programme is to form students' creative attitude and to stimulate the development of their artistic personality. An important aspect of the programme is teaching students practical skills, acquainting them with new techniques and materials, which allows them to realize their artistic vision. The teaching process addresses issues related to the progress from a sculpture in the round through the concept of space and time continuum to formulating space as a subject in modern art of sculpture, object and installation.

Multimedia

Techniques and technologies of analogue and digital recording of image and sound. Digital tools used for recording a moving image in virtual space. Shaping and developing basic skills of using multimedia as a carrier of an artistic message. Students create their own artistic statements using multimedia.

Multimedia actions as theoretical and practical acquisition of basic techniques of image recording and processing and transferring audio and visual information (film, video, video installation, graphics and computer animation) in artistic work.

Printmaking

Classes are based on acquainting students in a practical way with a broadly understood printmaking workshop. Students develop their awareness and their actions gain purposefulness in the process of constructing an authorial form of graphic expression. They use their previous technological experiences and contemporary forms of printing. Printmaking techniques include woodcut, etching, aquatint, drypoint, mezzotint, etc.

Photography

Activities are based on using the medium of photography in its wide sense to build an individual artistic expression. The valued aspects of a project are the conscious choice of means and its intellectual side. Subjects of assignments leave room for free interpretation and search for an appropriate form fit for the creative needs – from classic photography to photographic experiments. Constructing photographic installations and audiovisual works.

Interdisciplinary workshops

Issues concerning practical skills necessary to organize artistic workshops for children, teenagers and adults. Methodology of artistic workshops.

Audiovisual techniques

Students gain skills in using graphic programmes used for editing extended multimedia four-dimensional space. They learn to create and process the colour, structure and three-dimensional composition of images. Creating a spatial image combined with sound and special effects. Introduction to using three-dimensional graphic programmes. Combining animation effects with sounds.

Animated Film

Acquainting students with all types of stop motion animation (hand-drawn animation, cutout animation, repolero technique, computer animation and classic puppet animation). Discussing basic differences and similarities between them. Issues concerning film construction: set, camera work, set lighting and post-production.

Puppet Animation

Comprehensive preparation for working with classic puppet animation. The programme encompasses problems concerning puppet design and constructing puppets for animation. It addresses issues connected with construction and use of various materials and techniques, and includes animation exercises. It also refers to issues connected with design and construction of a puppet film set.

Designing puppets

The programme acquaints students with the principles of constructing puppets used in stop motion animation. Students learn how to construct a background for animation and how to use auxiliary equipment during shooting of a film. A puppet in set design, requirements and limitations of set design for puppets. Using a programme to control animation.

Costume & props

Costumes and props design belongs to the issues of set design. A cycle of individual reviews allows students to solve design, workshop and production problems. They realize assignments concerning chosen plays.

Light in film & photography

The aim of the programme is to acquaint students with practical use of various types of light for different purposes in film, theatre and photography. Lectures, assignments, analyses, demonstrations. Students gain basic knowledge on types of light used in film and theatre.

Film Image Digital Processing

Acquainting students with graphic software used in film image processing, including issues concerning montage and post-production. Creating a film image which is students' conscious and creative vision, combined with sound and visual effects. Becoming familiar with technologies and manners of working depending on the intended purpose of work: the Internet, television, etc. Acquiring knowledge necessary for correct planning of post-production.

Audiosphere

Issues concerning the field of the practice and theory of sound and musical composition.