SUMMER COURSES 2020

Course Descriptions

MILANO

Design

INTERIOR DESIGN FOR RETAIL (advanced level)

The whole global retail culture is going through a process of radical evolution, pushed by the irresistible advancements of multichannel business and online shopping. Does retail still make sense today? How much should it change in order to survive?
The course will enable participants to understand the role of both visual merchandising and experience design in retail stores, from the display of products to the design of the whole customer journey. Students will investigate the strategies to generate retail spaces that are consistent and coherent to the identity of a brand, aimed to turning the pleasure of shopping into a matter of customer loyalty.
This course is designed for final-year university students or for professionals with some working experience in the area of interior design, who wish to achieve a higher level of awareness in the field of retail spaces and brand design, as well as for temporary events, online interfaces and social media tools.

DESIGN AND DIGITAL FABRICATION (intermediate level)

Rapid prototyping tools, CNC machines and 3D printers have become a basic toolbox for any designer. Today we have the possibility to extract any kind of form and shape from the virtual field of 3D modeling software and to turn them into reality. The field of Design is quickly moving away from serial production toward small-scale production, from industrial operation to individual customization, thus undergoing a radical change of meanings and values.
This course will enable students to design and to produce small-size objects and products through a process of digital fabrication. It is intended for students who have great confidence with 2D drawing and 3D modeling software, as well as adequate experience in product design, furniture design, interior design, accessory design or jewelry design.

PRODUCT DESIGN I (introductory level)

Students will be introduced and exposed to the design process, in order to understand what lives behind the creation a product. They will have the opportunity to dive into intensive project work geared towards creative thinking and exploring form and functionality.
Students will work in small groups, in an open discussion environment, developing their creative process from the idea to the final presentation. The final project will be presented in a simulating, small exhibition, through a model and a short story in a digital format.
This course is intended for students who have no background in product design and for students who are attending or will start their first year of university studies in art and design.

INTERIOR DESIGN I (introductory level)

A full-immersion course that will provide students with an overview of the Italian design methodology. Students will be introduced to the analysis of the elements of space, and they will have the opportunity to focus specifically on interior design, and to dive into intensive project works.
Students to develop an interior space plan will use lifestyle, art and design research in Milan.
This course is intended for students who have no background in interior design and for students who are attending or will attend their first year of university studies in art and design.

PRODUCT DESIGN II (intermediate level)

Students will develop a project, which consists of a coordinated product line created by using hand or digital drawing, as well as a prototype product model. The project will be carried out in groups as a studio work, under the supervision of an established designer in an open-discussion setting.
Specific workshops, that will focus on materials, on the history of design, and on the biography of an object, will expose students to multiple possible approaches.
This course is suitable for students with some background in product design, and for students who have completed one or two years of university studies in art and design.

INTERIOR DESIGN II (intermediate level)

This course is intended for students with a background (of) and (of) experience in the field of Interior Design. Students will have the chance to analyze contemporary interior spaces through observation based on individual research. They will develop a professional designer's attitude, searching for materials as a source of inspiration by exploring the city.
The project-based work will be geared toward the creation of a model of interior layout, using only regenerated or discarded materials.
This course is suitable for students with some background and experience in interior design, and for students who have completed one or two years of university studies in art and design.

INTERIOR DESIGN FOR HOTELS (advanced level)

The course will enable participants to understand the combination of aesthetics, functionality, and of operational aspects necessary to design successful hotels. Students will dive into a deep analysis of

LIGHTING DESIGN (advanced level)

The course gives an overall vision of the art of lighting and its related functions, from a technical and stylistic point of view. It will provide students with the tools to carry out a lighting project in a

contemporary hotel typologies, of the latest hotel design trends, and of the information regarding materials, furniture, and lighting.
The course offers a deep exploration of the extensive and complex field of Interior Design within the hospitality industry, and of the way it is changing and evolving.
This course is designed for final-year university students, and for those with some working experience in the field of interior design who wish to explore new opportunities by combining strategy and creativity.

wide variety of different settings. Lectures will cover the subject of light and design, both theoretically and in practical terms. The students will be expected to produce sketches and technical drawings.
This course is designed for final-year university students, and for those with some working experience in the field of design who wish to explore new opportunities by combining strategy and creativity.

Graphic Design and Communication

DIGITAL ILLUSTRATION 1 / VECTOR DRAWING
(introductory level)

Throughout this course, students will learn how to create effective graphic vector images applicable in many different professional and design areas. Focusing on practice, through practicing with various tools, students will learn to create from simple graphs to basic shapes, icons, illustrations, and logos. The course is intended for students with no background in vector graphics, who are attending or going to attend their first year of university studies in art and design.

DIGITAL ILLUSTRATION 2 / MOTION EFFECTS
(intermediate level)

This course aims to introduce students to the field of motion graphics. By implementing photos, illustration, text and vector graphics, students will gather knowledge on how to set up a project, and on how to import creative content into software to develop simple animations. Alternating lectures to practice, students will learn eventually to create short videos or GIFs. The course is intended for students with initial background in the field of graphic design, who are attending or going to attend their early years of university studies in art and design.

SOCIAL MEDIA MANAGEMENT
(introductory level)

This intensive course will focus on tools used in the digital marketing field to manage social network platforms. This course will focus on effective research for data gathering and analysis required to profile the so-called 'personas'. Carrying out consistent net researches will help students to create engagement with targeted posts, online contents, and hyperlinks, as well as managing multiple platforms' likes, comments, follows, subscriptions, and other viral processes. The course is intended for students with no background in this field, who are attending or going to attend their first year of university studies in art and design.

VISUAL DESIGN
(introductory level)

During this intensive course, students will gain knowledge of the different visual communication concepts and tools. Participants will be guided through a path marked by both lectures and practical workshops in order to learn digital skills and the methods of visual representation. At the end of the course each student will be able to find his own visual style and to develop his own personal project.
This course is intended for students who have no background in visual design and for students who are attending or will attend their first year of university studies in art and design.

Visual Arts

CREATIVE WRITING
(advanced level)

The Fine Arts world is changing, and so is changing the way we communicate within its realm. Nowadays more than ever before, it is necessary to learn about this new style of story-telling and the tools to successfully gain audience engagement, in order to narrate about artworks, projects, exhibitions, events, or artists like never before. Investigating the realm that connects a text with its image, Creative Writing teaches students to develop a new method to represent and rearrange of the key concepts of Visual Arts.
The course is intended for students with a consistent background in visual arts or with an experience in writing techniques.

HAND ILLUSTRATION
(introductory level)

Students will learn to create effective, powerful images and interesting illustrations applicable to different professional areas. Alternating lectures and practical workshops, the course will show different techniques, processes and approaches. This course is intended for students who have no background in illustration and for students who are attending or will attend their first year of university studies in art and design

CURATORIAL STUDIES AND EXHIBITION DESIGN
(intermediate level)

The work of the curator includes a plurality of skills with multiple approaches to understand present times, to interact with the past, and to produce new perspectives. Alongside theoretical knowledge, the course offers a well-structured path to develop curatorial projects, from the research and production of a concept, to its organization and display.
During the course, students will work on a personal or group project that will be presented on NABA's ground, with a period of time during which it will be open to the public, using a variety of possible formats, from video screenings to lectures, from exhibitions to online publications, and more. In addition to classroom lessons, the course will include

		visits to exhibitions and contemporary art spaces in Milan. This course is suitable for students with some background in art and for students who have completed one or two years of university studies in art and design.
PAINTING I (introductory level) This course aims to dive into different aspects of the realm of painting, by reflecting upon the methods used to represent subjects, and by experimenting with several techniques. Through the exploration of different styles such as watercolor, oil paint, tempera, and acrylic, and the use of the relevant materials (paper, wood, canvas, etc), students will acquire the knowledge needed not solely to learn about the realm of painting, but also to develop their own unique style.	**PHOTOGRAPHY I** (introductory level) Throughout this intensive course, students who have an elementary knowledge of photography, will be introduced to specialized techniques and materials. Participants will learn the foundations of optics and light (aperture, shutter speed, exposure), photographic methods, and composition techniques. The course will also cover image processing in Photoshop and output techniques. This course is intended for students who have no background in photography, and for students who are attending or will attend their first year of university studies in art and design.	**DIGITAL ART MARKETS** (intermediate level) If in the past digital tools and platforms were used in the artistic world as supportive means, nowadays they have become an essential component of the management and communication process, in order to add value on a global scale. Therefore, art markets cannot run successfully without integrating these tools within their economic pathways. Digital platforms and their applications are often capable of changing the way art is perceived, and of innovating the forms by which artistic visions are spread, including introducing new trends and new approaches to acquire, collect, and manage art pieces, imagery, archives, and so on. This course aims to give students an overview of these digital tools in contemporary art markets, from well-founded platforms such as social media, to recently developed apps and software, used by artists and professionals in this field (curators, art critics, etc.) to analyze, manage and renew their professional careers.
PAINTING II (intermediate level) This course aims to deepen the preexisting knowledge of the realm of painting. Throughout the analysis of the major elements of painting techniques, such as the study of surfaces, colors, and materials, students will develop and implement different methods of expressions, and reflect upon the unique value of each style, learning to critically analyze the affiliation between imagery and the message behind it.	**PHOTOGRAPHY II** (intermediate level) This course will be continuity of Photography I, and it will enable students to further deepen their knowledge of photographic techniques and to further develop their expressive skills. Students will be given a specific theme and will have to develop a concept, a mood board and a final project under the guidance of a professional photographer. This course is suitable for students with some background in photography, and for students who have completed one or two years of university studies in art and design.	**ENGRAVING** (introductory level) Throughout the analysis of foundational artistic and pictorial techniques, participants will acquire the knowledge of different two-dimensional and three-dimensional visual portrayals. During the exploration of various creative processes, students will gain an understanding of materials and tools used to engrave artistically. The lessons will include both lectures and workshops, which aim to grow the student's visual, tactile, and olfactory skills in order to experiment and try different techniques.

<div style="color:gold; text-align:center; font-size:1.5em">Media Design and New Technologies</div>

2D ANIMATION (intermediate level) The course will cover all the aspects connected with the production of a successful short movie: drawing, design, animation, storyboarding, acting, timing, and scriptwriting. Students will take the role of both directors and animators of their own movie, thus facing all the issues and problems that normally arise whilst making an animated movie. This course is suitable for students with some background in animation, and	**3D CHARACTER DESIGN** (introductory level) During this course, students will be introduced to the world of CGI, throughout the fundamental teachings of polygonal modeling. The course objective is to teach participants how to develop humanoid and mechanical figures. This course includes the teaching of basic knowledge of Maya software, the use of well-defined shootings, and practical workshops.	**BOARD GAME DESIGN** (introductory level) Games are an interactive form of entertainment that connect people across different ages, genders, ethnicities, socioeconomic groups, and skill levels. Through the games we play, we meet new people, improve our skillsets, and most importantly, we learn. This course focuses on a specific kind of gaming experience — board games — which requires more than one player, and thus encourages the

for students who have completed one or two years of university studies in art and design.		development of social skills such as cooperation, negotiation, bluffing, and persuasion. Following lectures that explore the basic principles of board game design, prototyping, and playtesting, students will use these foundations to create an original game, either individually or in small groups. By the end of the course, students will be able to transform their ideas into manageable designs, and to develop quick prototypes to fully test the player experience they want to achieve.
INTERACTION DESIGN (introductory level) Are you curious about the world of interaction design? During this course, you will have the chance to participate in the ideation, design, and implementation of an interactive project using the Touch Board, a device that turns touch into sounds and makes any surface interactive. You will explore the elements of an interactive project, including media, languages, goals, user behaviors, and technologies (hardware and software). You will practice using basic tools to create prototypes of interactive devices, and you will learn the fundamentals of the TouchBoard/Arduino coding environment, language, and programming. As you learn by doing, you will build devices that influence, and that are influenced by the physical world.	**GAME DEVELOPMENT** (introductory level) Learn how to create video games using Unity 3D, a free-to-use game development engine. You will have the opportunity to develop 3D gaming experiences with sophisticated storylines, interactions, aesthetics, and technical aspects. You will discover how to use the core features of the software while designing your very first game —starting with learning how to create a new project and manage your game assets. You will practice the elements of building a fully playable prototype in Unity: installation and setup, pathfinding, lighting and light mapping, artificial intelligence basics, camera animations, character animations, scripting, materials, skyboxes, particle effects, sound effects, and music.	**CREATIVE CODING** (introductory level) Now more than ever, the worlds of coding and design are colliding. Gone are the days of mocking up designs so that a technician can bring them to life. Many designers are learning how to code so they can design with more empathy for the digital era, work better with technical teams, and gain more control over the finished product. In this course, participants will study the history and philosophy behind the artistic use of technology. Students will learn coding strategies, explore how to include coding in the creative process, and discover how computing tools can enhance their creativity. The course leader will guide the students through applying practical programming concepts within hands-on projects.

VR AND 360° VIDEO CREATION
(introductory level)

These days, becoming an immersive creator is both a considerable challenge and a fantastic opportunity for filmmakers and media producers. This course explores all aspects of producing a 360° video using today's most relevant technologies.
First, students will examine why modern virtual reality is a new type of medium distinct from all previous forms, and they will gain an in-depth understanding of the 360° camera discovering which tools work best in which scenarios. Next, participants will identify stories that are better told through an experience than through other media. Finally, they will get hands-on practice with the complete workflow of a virtual reality project, including developing the concept, choosing the technology, doing preproduction, and shooting in 360° video—followed by the post-production processes of editing, stitching, finalizing, and publishing your 360° videos.

Fashion Design

| **FASHION DESIGN I**
(introductory level)

An inspiring discovery of the Italian Fashion pipeline with lectures by experienced professionals and guided visits to Milan's best fashion areas and showrooms.
Students will be given an overview of the Italian Fashion System, and they will learn to produce fashion sketches, to carry out research to be used to develop a fashion collection.
This course is intended for students who have no background in fashion and for students who are attending or will attend their first year of university studies in art and design. | **FASHION IMAGE AND STYLING I**
(introductory level)

Students will develop an understanding and gain experience in style-hunting and image styling as the foundations of fashion and project-development approach. They will be given an overview of the Italian Fashion System, and they will be inspired to develop their ideas and their potential to the fullest.
Participants will learn how to innovatively apply trend skills to interpret the personality of clients and their lifestyle, to create a style for a collection look for a fashion magazine, and to propose a new image through clothing, accessories, photos and location combos. This course is intended for students who have no background | **FASHION MARKETING AND COMMUNICATION**
(introductory level)

This course focuses on the fashion industry through a business and management perspective. It will provide students the necessary tools to understand the dynamic context of Italian and international fashion business. Students will be introduced to fundamentals such as fashion industry sourcing, supply chain, fashion buying cycle, vendor selection and fashion buying decision criteria, retail brand marketing in the fashion industry, internationalization of fashion retailing, international branding, and flagship stores. This course is intended for students who have no background in fashion and who are attending or will attend their first |

	in fashion design, and for students who are attending or will attend their first year of university studies in art and design.	year of university studies in art and design.
FASHION DESIGN II (intermediate level) In this course students will create a small coordinated collection. Concepts, moods and themes will be conceived and developed to provide inspiration for clothing, color and shape. Students will experiment studio and workshop practice, and they will work on the development of a prototype with handcraft tailoring methods. This course is suitable for students with some background in fashion design and for students who have completed one or two years of their universities studies in art and design.	**FASHION IMAGE AND STYLING II** (intermediate level) Students will be given a specific technical training in the field of fashion styling to teach them to create a new image for a body and its clothes encompassing make-up techniques, hair shapes, location, light, photography. Students will experience the excitement of producing a photo shooting in a real work environment: live models, shooting location, and in a professional studio. Personal research and observation will be used to analyze contemporary advertising tools used to promote fashion products for the targeted consumer audience. This course is suitable for students with some background in fashion design, and for students who have completed one or two years of university studies in art and design.	**ACCESSORIES DESIGN** (intermediate level) This course is focused on the discovery of the fundamentals of luxury accessories brand collections, specifically of Made-in-Italy shoes and bags. Students will acquire the basic skills needed to coordinate and to develop a new luxury accessories brand, and they will get acquainted with the technical methodology to make shoes (and bags). This course is suitable for students with some background in fashion design, and for students who have completed one or two years of university studies in art and design.
VISUAL MERCHANDISING (intermediate level) The analysis of visual merchandising strategies for showrooms, concept stores, mono- brand stores, and department stores, will be the key elements of this course, along with the study and understanding of the tools used to create a strategic language for fashion brands. Students will develop a theoretical, analytical, and critical approach through guided tour visits to the most relevant concept stores in Milan. At the end of the course they will be asked to develop an individual project. This course is designed for final-year university students and for those with some working experience in fashion design, who wish to explore new opportunities combining strategy and creativity.	**TEXTILE DESIGN** (advanced level) The first part of this course will focus on gaining a basic knowledge of the available materials, structures, learnings to make informed and responsible choices. After becoming more acquainted with what is necessary to make a textile expert do its job from a practical perspective, the course will focus on the aesthetic considerations covering the fields of manipulation, surface design (printing and embroidery) and nets/lace-like fabrics (cut work, devoré). The students will then choose a specific situation for which to design a textile based on the previously acquired information and skills, and to produce a mini project outlining the reasons for their choices and illustrating this with samples. This course is designed for final-year university students and for those with some working experience in the field of fashion, who wish to explore new opportunities combining strategy and creativity.	

ROMA

Media Design and New Technologies

FILM DOCUMENTARY
(introductory level)

The documentary films industry is an audiovisual production that in recent years has experienced a boom of investments, distribution, and creativity. Even if the boundaries of this type of production are very blurred, the absence of fictionality, the possibility of generating narratives at reduced costs, and the linkage with reality, are its three, main powerful features.

Rome, with its timeless history and the greatness of its civilizations, is the ideal place to explore the realm of documentary films.
The course is structured into three parts: introduction to documentary films; pre-production of a personal or team project; production of a short film.
The course is recommended for students wishing to explore audiovisual production, and to find a real and fruitful expressive possibility in the film documentary industry.

Graphic Design and Communication

URBAN GRAPHICS / TYPOGRAPHIC MAPPING
(introductory level)

Throughout this course, students will learn the basics of typography for design projects. Alternating lectures to practical workshops, students will learn the technical terminology needed to distinguish calligraphic and lettering issues, character and font clusters, and how to distinguish typefaces, letter features, weight and glyph characteristics in a typeset. Using vector graphics software, participants will also practice how to compose, to edit and to work with text, with the purpose of designing head titles or layouts, and body copy structuring, eventually mastering concepts such as readability and hierarchy of weights.
The course is intended for students with some background in the field of graphic design and typography, who are attending or going to attend their first year of university studies in art and design.

URBAN BRAND DESIGN
(intermediate level)

This course aims to introduce participants to the topic of branding, focusing especially within the context of local brands and landmarks, such as regions and cities.
Empowered by their communication approach, a must for every entity is to work on the definition of their image and perception, both from a commercial and from an institutional point of view.
The target of territorial branding is to build brand experiences for tourism or institutions, in order to increase the capacity to reach new audience, through a process of brand design and experience design: research, analysis of values, and defining a strategy. Relying on case-studies for inspiration, students will engage in workshops to learn how to emphasize features and how to build communication strategies suitable in many business contexts.
The course is intended for students with no background in the field of brand design, however who have basic skills in graphic or communication design, attending or going to attend their early years of university studies in art and design.

Fashion Design

FASHION ILLUSTRATION I
(introductory level)

This course introduces students to the world of Fashion Illustration. Starting from anatomical figures and the process of stylization, participants will have the chance to create various styles of clothing, including the analysis of different textile materials. Throughout this course, students will learn the following subjects: the study of both female and male anatomy; the hand-drawing of several pieces of clothing as instructed by the lecturer (jacket, pants, skirt, blouse, t-shirt, etc); the coloring techniques used for each piece of clothing (including the replica of the textile materials); and the introduction to technical drawing.

FASHION ILLUSTRATION II
(intermediate level)

This course aims to introduce students to the world of Fashion Illustration, starting from anatomical drawing and the different types of illustrations, to arrive to the study of both hand and digital illustration.
During the course, participants will analyze different styles of fashion illustration, and they will be introduced to several coloring techniques (watercolor, ecoline and inks, pencils, chalks, digital colors, etc). Students will be guided through the development of their own personal illustrative style, to end up with a fashion illustration portfolio by the end of the course.

Minimum requirements: basic knowledge of hand illustration, and of graphic and illustration software Adobe.

FASHION IMAGE AND STYLING I
(introductory level)

Students will develop an understanding and gain experience in style-hunting and image styling as the foundations of fashion and project-development approach. They will be given an overview of the Italian Fashion System, and they will be inspired to develop their ideas and their potential to the fullest.
Participants will learn how to innovatively apply trend skills to interpret the personality of clients and their lifestyle, to create a style for a collection look for a fashion magazine, and to propose a new image through clothing, accessories, photos and location combos. This course is intended for students who have no background in fashion design, and for students who are attending or will attend their first year of university studies in art and design.

FASHION MARKETING AND COMMUNICATION
(introductory level)

This course focuses on the fashion industry through a business and management perspective. It will provide students the necessary tools to understand the dynamic context of Italian and international fashion business.
Students will be introduced to fundamentals such as fashion industry sourcing, supply chain, fashion buying cycle, vendor selection and fashion buying decision criteria, retail brand marketing in the fashion industry, internationalization of fashion retailing, international branding, and flagship stores. This course is intended for students who have no background in fashion and who are attending or will attend their first year of university studies in art and design.

COSTUME DESIGN
(intermediate level)

Do you want to learn how to create fabulous costumes for the stage or screen? In this course, you will get an overview of the process of costume design for the performance industry, along with an understanding of the important role that costuming plays in character creation.
During the first week, you will investigate the world of costumes by analyzing and discussing images, videos, and readings to discover how historical factors, character personalities, proportion, color, materials, and tailoring techniques play into the process. Your class will make several visits to tailors' shops, theaters, and costume archives.
During the second week, you will work with your fellow students to design a portfolio of costumes for a live performance or a film. Depending on available time and participants' skills, your class might also create a costume prototype.

Visual Arts

PORTRAIT DRAWING
(introductory level)

Want to learn how to create a realistic portrait— or build on your existing skills? In this course, you will practice drawing the human face, using photographs and live models.
You will work through a variety of exercises to develop precise techniques and a personal style, with a special emphasis on form and color. Our faculty, who are working artists, will guide you to cultivate your skills with observing proportions, rendering color and shadow, and making quick sketches that convey a range of emotions. You will have the chance to experiment with a wide variety of materials as you begin to create powerful images.
The course is suitable for beginners as well as those with more advanced drawing skills.

PAINTING I
(introductory level)

This course aims to dive into different aspects of the realm of painting, by reflecting upon the methods used to represent subjects, and by experimenting with several techniques.
Through the exploration of different styles such as watercolor, oil paint, tempera, and acrylic, and the use of the relevant materials (paper, wood, canvas, etc), students will acquire the knowledge needed not solely to learn about the realm of painting, but also to develop their own unique style.

PAINTING II
(intermediate level)

This course aims to deepen the preexisting knowledge of the realm of painting.
Throughout the analysis of the major elements of painting techniques, such as the study of surfaces, colors, and materials, students will develop and implement different methods of expressions, and reflect upon the unique value of each style, learning to critically analyze the affiliation between imagery and the message behind it.

CURATORIAL STUDIES AND EXHIBITION DESIGN
(intermediate level)

The work of the curator includes a plurality of skills with multiple approaches to understand present times, to interact with the past, and to produce new perspectives.
Alongside theoretical knowledge, the course offers a well-structured path to develop curatorial projects, from the research and production of a concept, to its organization and display.
During the course, students will work on a personal or group project that will be presented on NABA's ground, with a period of time during which it will be open to the public, using a variety of possible formats, from video screenings to lectures, from exhibitions to online publications, and more. In addition to classroom lessons, the course will include visits to exhibitions and contemporary art spaces in Rome.
This course is suitable for students with some background in art and for students who have completed one or two years of university studies in art and design.

TWO CITIES, DOUBLE EXPERIENCE

Visual Arts

SKETCHING AROUNG ROME AND MILAN (experience level)	TRAVEL PHOTOGRAPHY FROM ROME TO MILAN (experience level)	ART DISCOVERY: FROM CLASSICAL TO CONTEMPORARY (experience level)
Develop your drawing skills while exploring the ancient and contemporary city of Rome— its monuments, museums, and the everyday places where Romans gather to enjoy life. As you make quick drawing and painting sketches outdoor and indoor different environments, you will practice how to capture tone, color, light, and atmosphere by using a variety of drawing and painting techniques, and media.

Develop your drawing skills while exploring the ancient and contemporary city of Milan— its monuments, museums, and the everyday places where Milanese people gather to enjoy life. As you make quick drawing and painting sketches outdoor and indoor different environments, you will practice how to capture tone, color, light, and atmosphere by using a variety of drawing and painting techniques and media.

This course is suitable for all skill levels. | In this course, you will learn the fundamentals of photography while exploring one of the world's most historic and beautiful cities: Rome. Through practical workshops, you will experiment with creative composition, camera controls, lighting, and color films. The lecturer will guide you through the discovery of narrative aspects of travel photography, focusing on portraying places, events, and themes, and on using storytelling techniques as tools to communicate your experience and vision. You will also gain familiarity with a variety of techniques to corrector improve images through the use of computer software.

In this course, you will learn the fundamentals of photography while exploring one of the world's most dynamic and cosmopolitan cities: Milan. Through practical workshops, you will experiment with creative composition, camera controls, lighting, and color films. The lecturer will guide you through the discovery of narrative aspects of travel photography, focusing on portraying places, events, and themes, and on using storytelling techniques as tools to communicate your experience and vision. You will also gain familiarity with a variety of techniques to correct or improve images through the use of computer software. | Discover why Rome is known as the "Eternal City." In this full-immersion journey, you will explore this timeless city while growing your knowledge of Classical Arts. The course alternates lectures about Classical sculpture, ceramics, and painting to visits to Rome's most iconic monuments, museums, and exhibitions. While discovering the fascinating history of ancient artists and their religious and cultural inspirations, you will develop a personal project: a booklet presenting your vision of Rome, containing pictures, drawings, articles, and inclusive of notes taken during class and in your spare time.

Milan is a center not only of fashion and design, but also of contemporary art. This course combines lectures about today's most influential artists, with an active discovery of Milan's contemporary art scenes. Students will visit museum collections, private foundations, and international art galleries, including venues like the Boschi di Stefano Collection, Museo del '900, Gallerie d'Italia, Fondazione Prada, and the Pirelli HangarBicocca (located in a former Pirelli factory). As they discover new artists, techniques, themes, and media, participants will collect their impressions in a personal project: a booklet expressing their vision of Milan, containing pictures, drawings, articles, and inclusive of notes taken during class and in your spare time. |

Fashion Design

FASHION DESIGN: FROM HAUTE COUTURE TO PRÊT-A-PORTER (experience level)	FASHION CULTURE: ROME AND MILAN (experience level)	
While in Rome, students will discover and focus on haute couture, hence high-end garments that are customized and hand-tailored using expensing and unusual materials. Lectures will explore the history and development of haute couture up to present-day role in the fashion industry. Through visits to fashion exhibitions, archives, and ateliers, students will gain awareness on the context and artistic development of the Italian style and fashion system. Participants will conduct a personal research project on traditional and contemporary approaches to fashion design, either individually or in groups, aiming to develop a haute couture collection through mood boards, illustrations, texts, videos, or the creation of a moulage (draping textile) prototype.	If you want to deepen your understanding of the Italian fashion industry, this creative experience is for you. This course alternates lectures about the history and principles of fashion design, to visits to Rome's hottest fashion spots: fashion ateliers and boutiques, showrooms, exhibitions, flagship and concept stores, and cult-favorite places for cool hunters. You will get a broad overview of the fashion system, focusing on what makes Italian fashion unique, and on what specifically defines the fashion scene in Rome. As you gain knowledge, curiosity, and passion throughout this immersive experience, you will channel your learnings into creating a visual presentation about Italian brands and their identities, collections, and activities.	

While in Milan, students will discover and focus on a social and cultural analysis of the Italian fashion industry, exploring the philosophies, styles, and business structures of some of the most iconic Italian fashion brands. Participants will be invited to consider how designers combine the quality of haute couture with the practical market needs of prêt-à-porter collections.

Through visits to Milanese fashion showrooms and studios, students will gain awareness on the industrial prêt-à-porter system—that is, factory-made clothing sold off the rack in standardized sizes.

Either individually or in groups, participants will develop a prêt-à-porter collection through mood boards, illustrations, texts, videos, or the creation of a moulage (draping textile) prototype.

If you are wondering why Milan is known as the world capital of fashion, this course alternates lectures about the history and principles of fashion design, to visits to Milan's hottest fashion spots: fashion ateliers and boutiques, showrooms, exhibitions, flagship and concept stores, and cult-favorite places for cool hunters.

You will get a broad overview of the fashion system, focusing on what defines the Italian fashion, and on how Milan became such a capital for fashion designers. As you increase your knowledge, curiosity, and passion through this immersive experience, you will channel your learnings into creating a visual presentation about Italian brands and their identities, collections, and activities.