NABA
NUOVA ACCADEMIA DI BELLE ARTI

# SUMMER COURSES 2019

## MILAN

DESIGN

FASHION

VISUAL AND DIGITAL ARTS

## ROME

VISUAL AND GRAPHIC ARTS

FASHION

MULTIMEDIA ARTS

## DUAL CITY

PHOTOGRAPHY

ITALIAN FASHION CULTURE AND DESIGN

FINE ARTS

NABA Summer Courses Office:
summer@naba.it – Ph. +39 02 97372230
Details and information: **www.naba.it/en/summer-courses**

NABA

NUOVA ACCADEMIA DI BELLE ARTI

# SUMMER COURSES 2019

# MILAN / ROME

1ST SESSION
**25th June - 5th July**

2ND SESSION
**9th - 19th July**

3RD SESSION
**23rd July - 2nd August**

## MILAN

**DESIGN:**

- Product Design I ◉○○
- Interior Design I ◉○○

**FASHION:**

- Fashion Design I ◉○○
- Fashion Image and Styling I ◉○○
- Fashion Marketing and Communication ◉○○

**VISUAL AND DIGITAL ARTS:**

- Hand Illustration ◉○○

## MILAN

**DESIGN:**

- Product Design II ◉◉○
- Interior Design II ◉◉○

**FASHION:**

- Fashion Design II ◉◉○
- Accessories Design ◉◉○
- Fashion Image and Styling II ◉◉○
- Visual Merchandising ◉◉◉

**VISUAL AND DIGITAL ARTS:**

- Visual Design ◉○○
- Digital Illustration ◉◉○
- Photography I ◉○○
- Curation and Exhibition Design ◉◉○

## MILAN

**DESIGN:**

- Product Design I ◉○○
- Lighting Design ◉◉◉
- Interior Design I ◉○○
- Interior Design for Hotels ◉◉◉

**FASHION:**

- Fashion Design I ◉○○
- Textile Design ◉◉◉
- Fashion Image and Styling I ◉○○

**VISUAL AND DIGITAL ARTS:**

- 2D Cartoon Animation ◉◉○
- Photography II ◉◉○

## ROME

**VISUAL AND GRAPHIC ARTS:**

- Portrait Drawing and Painting ◉○○
- Packaging ◉○○

**FASHION:**

- Fashion Image and Styling I ◉○○

**MULTIMEDIA ARTS:**

- Creative Coding ◉○○
- Virtual Reality and 360° Video Production ◉○○

## ROME

**VISUAL AND GRAPHIC ARTS:**

- Portrait Drawing and Painting ◉○○
- Packaging ◉○○

**FASHION:**

- Fashion Marketing and Communication ◉○○

**MULTIMEDIA ARTS:**

- Interaction Design with Touch Board ◉○○
- Game Development ◉○○

## ROME

**VISUAL AND GRAPHIC ARTS:**

- Portrait Drawing and Painting ◉○○
- Packaging ◉○○

**FASHION:**

- Costume Design ◉◉○

**MULTIMEDIA ARTS:**

- Board Game Design ◉○○
- You Tube Content Creation and Channel Management ◉○○

# DUAL CITY

*All Dual City courses are EXPERIENCE COURSES*

ROME COURSES
**17th - 21st June**
**1st - 5th July**
**15th - 19th July**

MILAN COURSES
**24th - 28th June**
**8th - 12th July**
**22nd - 26th July**

**PHOTOGRAPHY:**

- Travel Photography: photographing Rome

**ITALIAN FASHION CULTURE AND DESIGN:**

- Cultural Tour of the Best in Fashion in Rome
- Italian Fashion Design: Rome and Milan, from Haute Couture to Prêt-à-porter – Rome
- Cool Hunting Fashion in Rome

**FINE ARTS:**

- Classical Art Discovery in Rome
- Sketching around Rome

**PHOTOGRAPHY:**

- Travel Photography: photographing Milan

**ITALIAN FASHION CULTURE AND DESIGN:**

- Cultural Tour of the Best in Fashion in Milan
- Italian Fashion Design: Rome and Milan, from Haute Couture to Prêt-à-porter – Milan
- Cool Hunting Fashion in Milan

**FINE ARTS:**

- Contemporary Art Discovery in Milan
- Sketching around Milan

NABA Summer School proposes a wide and updated synthesis of NABA know-how, giving a view of the most significant trends of the market, of industrial creation processes, of artistic and social expression together with the opportunity to experiment with a topical project theme.

NABA Summer Courses are intensive research and project experiences which include:

◉○○ **INTRODUCTION LEVEL COURSES**
intended to students without any academic background in a specific subject area and to students attending their first year of university studies in Art & Design

◉◉○ **INTERMEDIATE LEVEL COURSES**
for students with some background in that specific subject area and to students attending or having completed one or two years of their university studies in Art & Design who are keen on building upon this through hands-on training experience

◉◉◉ **ADVANCED LEVEL COURSES**
for final year univesity students or those with some initial work experience in the field willing to explore new opportunities combing strategy and creativity

**EXPERIENCE COURSES**
for people of all ages and abilities willing to explore their passion in a new creative environment while experiencing Milan, World's Capital of Fashion and Design, and Rome, Capital of History and Culture.

# NABA

NABA, Nuova Accademia di Belle Arti, founded in Milan in **1980**, is the first private academy accredited by the Italian **Ministry of Education, University and Research** (MIUR).

Its first and second level academic degrees in Italian and English are legally recognized in Europe and over the world. NABA offers academic diplomas equivalent to first and second level university degrees in the fields of **design, fashion design, graphic design, multimedia, visual arts** and **scenography**. The Academy establishes numerous collaborations and projects with Italian and international companies and institutions to give students hands-on workplace opportunities.

With a dedicated team NABA has placed students and graduates in **leading companies** in the fields of art, design, fashion, graphics, communication, editing, and media. NABA was selected by Frame and included in the Masterclass Frame Guide to the 30 World's Leading Graduate Design, Architecture and Fashion Schools, by Domus Magazine as one of Europe's Top 100 schools of Architecture and Design, as well as by BoF - Business of Fashion in the Global Fashion School ranking.

**www.naba.it**

Milan is the city of important events such as Fashion Week and Design Week.

## HOW TO GET THERE

By plane:

Milan has three airports: Malpensa [MXP], Linate [LIN], and Orio al Serio (Bergamo) [BGY]. Buses and trains leave from the airports to Milano city centre, to Milano Cardona Station or Milano Central Station.

By train:

Getting to Milan by train is convenient as the city has direct links with all major cities in Italy as well as several destinations in Europe. Most of the trains arrive at Milano Central Station. Two underground lines as well as several tram and bus lines link the station to many main points of interest in Milan.

Public transportation:

Milan's public transport system includes ATM (www.atm-mi.it). The metro consists of five underground lines (red MM1, green MM2, yellow MM3, lilac MM5 and blue Passante Ferroviario).

# MILAN

DESIGN

# PRODUCT DESIGN I

## INTRODUCTION LEVEL

Students will be introduced and exposed to the design process in order to understand what is living behind a product. They will have the opportunity to delve into intensive project work geared towards creative thinking and exploring form and function.

Students will work in small groups, in an open discussion environment, developing their creative process from the idea to a final presentation. The final result will be presented, simulating a small exhibition, with a model and a short story in digital format.

This course is intended for students who have no background in product 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 coordinated product line 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.

Specific workshops focused on materials, 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.

# 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 wide variety of different spaces. Lectures will deal with the subject of light and design both in theory 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 combining strategy and creativity.

# INTERIOR DESIGN I

## INTRODUCTION 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 the space, and will have the opportunity to focus specifically on interior design, and delve 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.

# INTERIOR DESIGN II

## INTERMEDIATE LEVEL

This course is intended for students with background understanding and experience in Interior Design. Students will have the chance to analyze contemporary interior spaces through observation based on personal research. They will develop a professional designer's attitude searching for materials as a source for inspiration through the city exploration.

The project work will be geared toward the creation of a physical 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, functional and operational aspects to design successful hotels. Students will experience a deep analysis of the contemporary hotel typologies, the latest hotel design trends and 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 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 combining strategy and creativity.

FASHION DESIGN

# FASHION DESIGN I

## INTRODUCTION LEVEL

An inspiring exploration of the Italian Fashion pipeline with lectures by experienced professionals and visits to Milan's best fashion zones and showrooms.

Students will be given an overview of the Italian Fashion System and will learn to do fashion sketches, to carry out research and to use it 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 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 work on the realization 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.

# ACCESSORIES DESIGN

## INTERMEDIATE LEVEL

This course is focused on the exploration of the fundamentals of luxury accessories brand collections, Made in Italy shoes and bags. Students will acquire the basic skills needed to coordinate and develop a new luxury accessories brand and will get acquainted with the technical methodology to make shoes.

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.

# TEXTILE DESIGN

## ADVANCED LEVEL

The first part of this course will be devoted to gaining a basic knowledge of the available materials and structures and learning to make informed and responsible choices. Having learned what is necessary to make a textile do its job from a practical perspective, the course will then 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 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.

# FASHION IMAGE AND STYLING I

## INTRODUCTION LEVEL

Students will develop understanding and experience in styles hunting and image styling as foundations of fashion and project approach. They will be given an overview of the Italian Fashion System and will be stimulated to develop their ideas and their potential to the full.

They will learn how to innovatively apply trend skills to interpret the personality of a client and his/her lifestyle, create a style for a collection look for a fashion magazine and propose a new image through clothing, accessories, photos and location combinations. 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 IMAGE AND STYLING II

## INTERMEDIATE LEVEL

Students will have specific technical training in the field of fashion styling to enable 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 making a photo shooting in a real working environment: with live models, on location and in a professional studio. Personal research and observation will be used to analyze contemporary advertising vehicles for the promotion of a fashion product for a targeted consumer.

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.

# FASHION MARKETING & COMMUNICATION

## INTRODUCTION LEVEL

The 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 the fashion business in Italy and abroad. Students will be introduced to fundamentals such as fashion industry sourcing, the supply chain, and 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.

# VISUAL MERCHANDISING

## ADVANCED LEVEL

The analysis of visual merchandising strategies for showrooms, concept stores, mono- brand stores and department stores will be the key element of the course along with the understanding of the tools to create a strategic language for a fashion brand. Students will develop a theoretical, analytical and critical approach through guided tours 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.

# VISUAL & DIGITAL ARTS

## VISUAL DESIGN

### INTRODUCTION LEVEL

Throughout this intensive course students, will gain knowledge of the different visual communication concepts and tools. Participants will be guided through a path marked by theoretical lessons and practical exercises in order to learn digital skills and the methods of the visual representation. At the end of the course each student will be able to find his own visual style and will learn how 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.

## HAND ILLUSTRATION

### INTRODUCTION LEVEL

Students will learn to create effective and powerful images, interesting illustrations, applicable to different professional areas. Alternating theory and practice, 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.

## DIGITAL ILLUSTRATION

### INTERMEDIATE LEVEL

The course will teach how to create interesting paperless illustrations by using software applications. It will be divided into two parts:

PART 1: digital as a faithful reproduction of hand painting instruments.

PART 2: digital as an independent expressive language.

The course will not focus on Photoshop or Illustrator, but on the expressive use of the digital tools. The illustrations will concern publishing (magazines and book covers), animation (inspirational drawings) and new media (tablets, apps...). This course is suitable for students with some background in illustration and for students who have completed one or two years of university studies in art and design.

## 2D CARTOON ANIMATION

### INTERMEDIATE LEVEL

The course will deal with all the aspects connected with the realization of a successful short movie: drawing, design, animation, storyboarding, acting, timing, scriptwriting.

Students will be 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 for students who have completed one or two years of university studies in art and design.

## PHOTOGRAPHY I

### INTRODUCTION LEVEL

Throughout this intensive course, students with an elementary knowledge of photography will be introduced to specialized techniques and materials. You will learn the basics of optics and light (aperture, shutter speed, exposure), photographic methods, and composition techniques. Image processing in Photoshop and output techniques will also be covered.

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.

# PHOTOGRAPHY II

## INTERMEDIATE LEVEL

This course will be a follow up of Photography I and will enable students to further deepen their knowledge of photographic techniques and 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.

# CURATION AND EXHIBITION DESIGN

## INTERMEDIATE LEVEL

The work of the curator includes a plurality of skills and multiplicity of approaches to understand the present time, interact with the past and produce new perspectives.

Alongside theoretical knowledge, the course offers a structured path to develop curatorial projects, from research and production of a concept, to organization and display.

During the course, students will work on a personal or group project that will be presented in the spaces of Naba with a moment open to the public, using a variety of possible formats, from video screening to lectures, from exhibition to online publications. In addition to class lessons, the course includes 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.

# ROME

Rome is the Eternal City whose artistic and architectonic history shaped the development of world culture.

## HOW TO GET THERE

BY PLANE:

Rome has two airsports: Fiumicino “Leonardo da Vinci” (FCO) and Ciampino "Giovan Battista Pastine" Ciampino (CIA). Buses and trains leave from the airports to Rome city centre and Rome Termini Station.

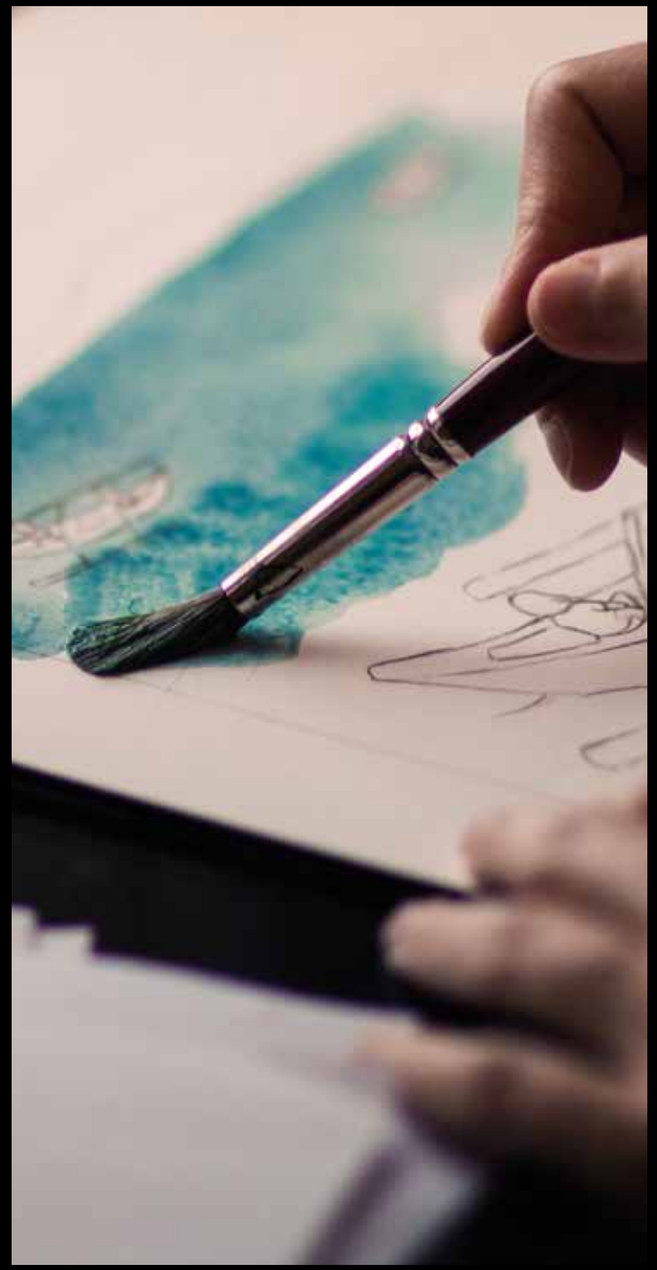
BY TRAIN:

Getting to Rome by train is convenient as the city has direct links with all major cities in Italy and is located in a strategic point to travel all around Italy. Most of the trains arrive at Rome Termini Station. Three underground lines as well as several tram and bus lines link the station to many main points of interest in Rome.

PUBLIC TRANSPORTATION:

Rome’s public transport system includes ATAC (www.atac.roma.it). The metro consists of three underground lines (Line A, Line B and Line C).

VISUAL & GRAPHIC ARTS



# PORTRAIT DRAWING AND PAINTING

## INTRODUCTION LEVEL

Want to learn how to create a realistic portrait—or build on your existing skills? In this course, you will practice both drawing and painting 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.

# PACKAGING

## INTRODUCTION LEVEL

The discipline of packaging design may seem, at first glance, to rely almost entirely on technical skills in graphic design. But in reality, packaging design also draws on several other fundamental aspects of visual design training, including editorial, compositional, package layering, and post-production skills. A product package tells a story, conveys the brand's identity and values, and becomes a sensual and interactive experience for customers involving sight, touch, and sound.

In this course, you will explore the processes and materials involved in packaging design, learn how to fold cardboard to create simple packages, and work in a team to interpret a company brief. As you develop a product packaging concept, you will practice design strategy, create compositions, and develop new rendering skills.

FASHION

# 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.

# FASHION MARKETING & COMMUNICATION

## INTRODUCTION LEVEL

The 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 the fashion business in Italy and abroad. Students will be introduced to fundamentals such as fashion industry sourcing, the supply chain, and 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.

# FASHION IMAGE AND STYLING

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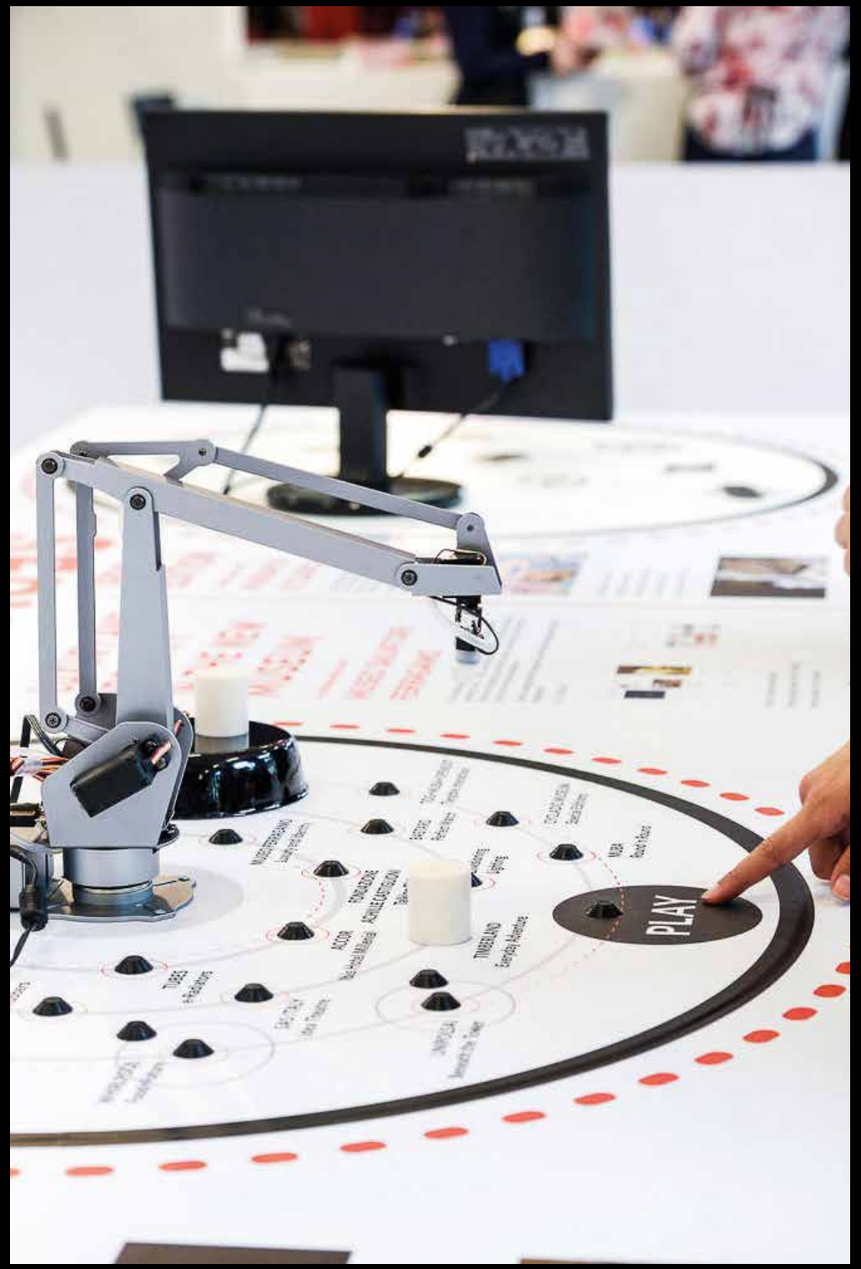
This course is intended for students who have no background in fashion design and for students who are attending or will attend their first year of university studies in art and design.

# MULTIMEDIA ARTS




## INTERACTION DESIGN WITH TOUCH BOARD

### INTRODUCTION LEVEL

Curious about the world of interaction design? In 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 sound 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 are influenced by, the physical world.

## CREATIVE CODING

### INTRODUCTION 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, you will study the history and philosophy behind the artistic use of technology. You will learn coding strategies, explore how to include coding in your creative process, and discover how computing tools can enhance your creativity. Your course leader will guide you to apply practical programming concepts within hands-on projects.

## GAME DEVELOPMENT

### INTRODUCTION 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—beginning 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.

## BOARD GAME DESIGN

### INTRODUCTION 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 require more than one player and thus encourage the 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, you will use these fundamentals to create an original game, either individually or in small groups. By the end of the course, you will be able to transform your ideas into manageable designs and develop quick prototypes to fully test the player experience you set out to achieve.

# VIRTUAL REALITY AND 360° VIDEO PRODUCTION

## INTRODUCTION 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 the aspects of realizing a 360° video using today's most relevant technologies.

First, you will examine why modern virtual reality is a truly new type of medium distinct from all previous forms. You will gain an in-depth understanding of the 360° camera and discover which tools work best in which scenarios. Next, you will identify stories that are better told through an experience than through other media. Finally, you will get hands-on practice with the complete workflow of a virtual reality project, including

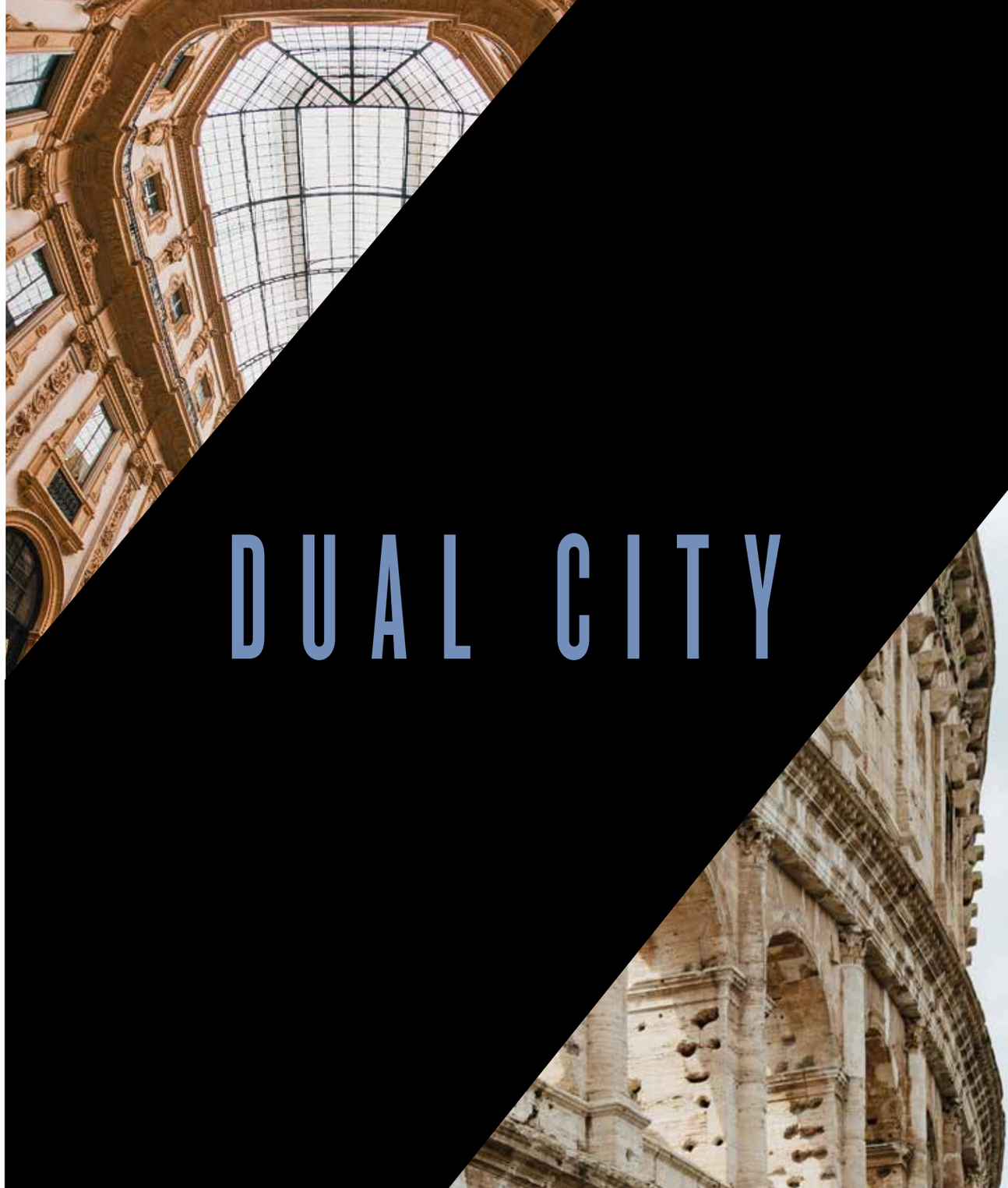
developing the concept, choosing the technology, doing preproduction, and shooting in 360° video—followed by the post-production processes of editing, stitching, finalizing, and publishing your 360° videos.

# YOUTUBE CONTENT CREATION AND CHANNEL MANAGEMENT

## INTRODUCTION LEVEL

Regardless of your level of experience or what type of camera you use, this short course will give you the knowledge you need to enhance the content of your YouTube channel, or, if you do not already have one, to launch it.

Our faculty will guide you through the process of making effective videos. You will learn how to storyboard, how to shoot a professional-level video using popular camera types, how to record audio, how to light videos with an affordable setup, and how to edit your footage efficiently. You will also explore the YouTube platform and learn how to post videos to your YouTube channel using effective titles, descriptions, and tags that are SEO friendly and will get many views.



PHOTOGRAPHY

# TRAVEL PHOTOGRAPHY: PHOTOGRAPHING ROME

## EXPERIENCE LEVEL

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 exercises, you will experiment with creative composition, camera controls, lighting, and color films.

Faculty will guide you to explore the narrative aspect of travel photography, with a focus on representing places, events, and themes and using storytelling techniques as a tool to communicate your experience and vision.

You will also gain familiarity with a variety of techniques for correcting or improving images through the use of computer software.

# TRAVEL PHOTOGRAPHY: PHOTOGRAPHING MILAN

## EXPERIENCE LEVEL

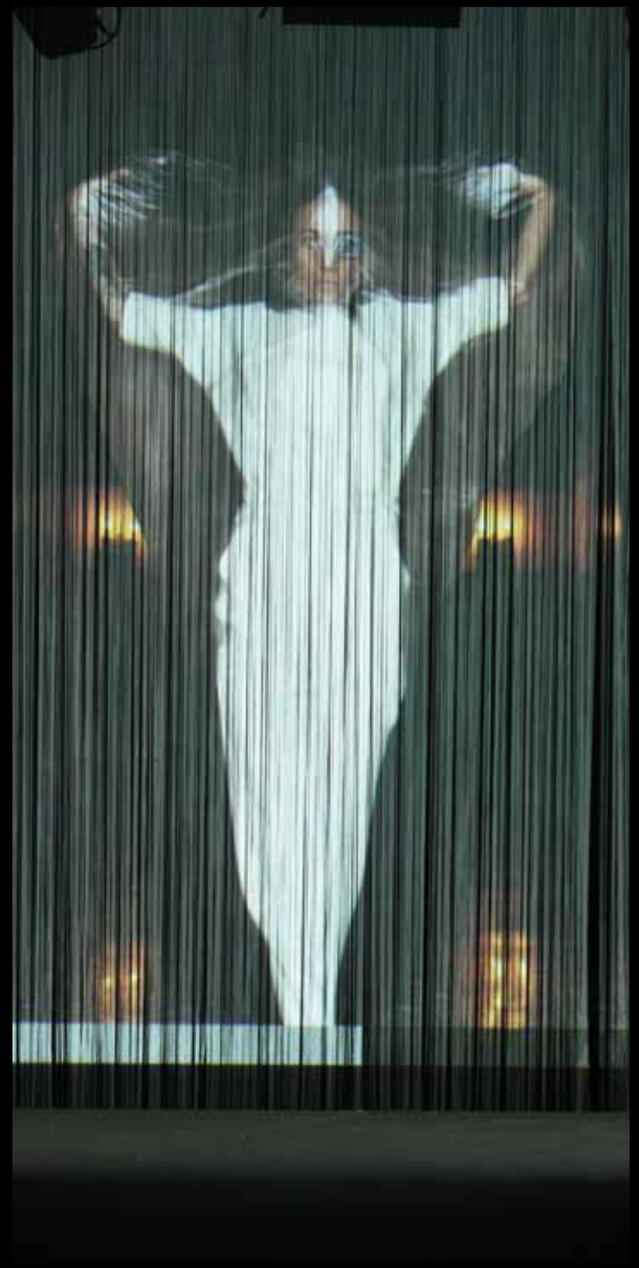
In this course, you will learn the fundamentals of photography while exploring one of the world's most interesting and cosmopolitan cities: Milan.

Through practical exercises, you will experiment with creative composition, camera controls, lighting, and color films.

Faculty will guide you to explore the narrative aspect of travel photography, with a focus on representing places, events, and themes and using storytelling techniques as a tool to communicate your experience and vision.

You will also gain familiarity with a variety of techniques for correcting or improving images through the use of computer software.

# ITALIAN FASHION CULTURE AND DESIGN



## CULTURAL TOUR OF THE BEST IN FASHION IN ROME

### EXPERIENCE LEVEL

If you want to deepen your understanding of the world of Italian fashion, this creative experience is for you. This course alternates lectures about the history and principles of fashion design with 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, with a focus on what makes Italian fashion unique and what specifically defines the fashion scene in Rome. As you expand your knowledge, curiosity, and passion through this immersive experience, you will channel your learning into creating a visual presentation about Italian brands and their identities, collections, and activities.

## CULTURAL TOUR OF THE BEST IN FASHION IN MILAN

### EXPERIENCE LEVEL

If you are wondering why Milan is known as the world capital of fashion, join us in this two-week creative journey. This course alternates lectures about the history and principles of fashion design with 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, with a focus on what defines Italian fashion and how Milan became such a mecca for fashion designers.

As you expand your knowledge, curiosity, and passion through this immersive experience, you will channel your learning into creating a visual presentation about Italian brands and their identities, collections, and activities.

## ITALIAN FASHION DESIGN: ROME AND MILAN, FROM HAUTE COUTURE TO PRÊT À PORTER (ROME)

### EXPERIENCE LEVEL

This one-week course in Rome begins with a focus on haute couture, high-end garments that are customized and hand-tailored using expensive and unusual materials. Lectures explore the history and development of haute couture up to its present-day role in the fashion industry.

Through visits to fashion exhibitions, archives, and ateliers, you will come to understand the cultural and artistic context in which the Italian style and fashion system has developed.

You will then conduct a personal research project on traditional and contemporary approaches to fashion design.

Either individually or in groups, you will experiment with developing an haute couture collection through mood boards, illustrations, text, video, or creating a moulage (draping) prototype in fabric (depending on your technical skills.

# ITALIAN FASHION DESIGN: ROME AND MILAN, FROM HAUTE COUTURE TO PRÊT À PORTER (MILAN)

## EXPERIENCE LEVEL

This one-week course in Milan offers a social and cultural analysis of the Italian fashion phenomenon, exploring the philosophies, styles, and business structures of some of the most iconic Italian fashion brands.

You will be invited to consider how designers can combine the quality of haute couture with the practical market need to offer prêt-à-porter collections. Through visits to Milanese fashion showrooms and studios, you will come to understand the industrial prêt-à-porter system—that is, factory-made clothing sold off the rack in standardized sizes.

Either individually or in groups, you will experiment with designing a prêt-à-porter collection through mood boards, illustrations, text, video, or creating a moulage (draping) prototype in fabric (depending on your technical skills).

# COOL HUNTING FASHION IN ROME

## EXPERIENCE LEVEL

This course focuses on how new fashion trends emerge and how the city of Rome plays a role in influencing them.

In the classroom, you will get tips on how to be a cool hunter—how to research, observe, and analyze current fashion trends and future directions. Using Rome as your hunting ground, you will practice these techniques and learn what it takes to translate cultural, artistic, social, and fashion trends into marketable ideas. You will investigate emerging trends through field trips to retail stores and boutiques, fabric shops, exhibitions, and trendy places where stylish people hang out around the city.

Throughout the course, you will work on creating a research journal that illustrates, through text and images, the concepts you are exploring and the cool fashion ideas you found throughout Rome.

# COOL HUNTING FASHION IN MILAN

## EXPERIENCE LEVEL

This course focuses on how new fashion trends emerge and how the city of Milan plays a role in influencing them.

In the classroom, you will get tips on how to be a cool hunter—how to research, observe, and analyze current fashion trends and future directions. Using Milan as your hunting ground, you will practice these techniques and learn what it takes to translate cultural, artistic, social, and fashion trends into marketable ideas.

You will investigate emerging trends through field trips to retail stores and boutiques, fabric shops, exhibitions, and trendy places where stylish people hang out around the city.

Throughout the course, you will work on creating a research journal that illustrates, through text and images, the concepts you are exploring and the cool fashion ideas you found throughout Milan.

FINE ARTS

# CLASSICAL ART DISCOVERY IN ROME

## EXPERIENCE LEVEL

Discover why Rome is known as the “Eternal City.” In this full-immersion journey, you will explore this timeless city while expanding your knowledge of Classical art. The course alternates lectures about Classical sculpture, ceramics, and painting with visits to Rome’s most iconic monuments, museums, and exhibitions. As you discover the fascinating history of ancient artists and their religious and cultural inspirations, you will be guided to create a personal project: a booklet presenting your vision of Rome, containing pictures, drawings, articles, and the notes you take during class and in your free time.

# CONTEMPORARY ART DISCOVERY IN MILAN

## EXPERIENCE LEVEL

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 exploration of Milan’s contemporary art scene. We 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 you discover new artists, techniques, themes, and media, you will be guided to present your impressions through a personal project: a booklet expressing your vision of Milan, containing pictures, drawings, articles, and the notes you take during class and in your free time.

# SKETCHING AROUND ROME

## 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 outside and in different environments, you will practice how to capture tone, color, light, and atmosphere using a variety of drawing and painting techniques and media. This course is suitable for all skill levels.

# SKETCHING AROUND MILAN

## EXPERIENCE LEVEL

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 outside and in different environments, you will practice how to capture tone, color, light, and atmosphere using a variety of drawing and painting techniques and media. This course is suitable for all skill levels.

SUMMER COURSES 2019

# SESSIONS

## MILAN/ROME

| First session: | Second session: | Third session: |
|---|---|---|
| from June 25th to July 5th 2019 | from July 9th to July 19th 2019 | from July 23rd to August 2nd 2019 |

## DUAL CITY

**ROME:**

| | | |
|---|---|---|
| from June 17th to July 21st 2019 | from July 1st to July 5th 2019 | from July 15th to July 19th 2019 |

**MILAN:**

| | | |
|---|---|---|
| from June 24th to June 28th 2019 | from July 8th to July 12th 2019 | from July 22nd to July 26th 2019 |

# APPLICATION DEADLINES

Applications to NABA Summer Courses 2019 must be sent to:
NABA SUMMER COURSES OFFICE via email at summer@naba.it and must be sent within and not later than three weeks prior to the course session beginning.

# HOW TO APPLY

You can choose among

- ONLINE APPLICATION: visit the website www.naba.it and follow the steps to book and pay online
- STANDARD APPLICATION: download the application form from the website www.naba.it, fill it out and send it to summer@naba.it

You will be contacted by email to finalize your booking.

# ADMISSION REQUIREMENTS

- All classes are held in English, so a fluent understanding of the English language is required.
- Please read carefully the course description before applying to a course as NABA will not take any responsibility for the students’ choice of a course level that is not suitable to their background and skills.
- NABA can accept bookings from students from 18 years of age. In case of applicants who are 16 but show a strong motivation to NABA Introduction level or Experience level courses, NABA will take their applications into account on conditionthat a written declaration of responsability is sent by their parents or legal guardians.
- We strongly suggest students to bring their personal equipment, as indicated prior to the course beginning.

# TUITION FEES

- 1,795 EUR tuition fee for a 2-week session
- 2,995 EUR tuition fee for a 4-week session
- 4,195 EUR  tuition fee for a 6-week session

The fees include: class work, lectures and guided visits included in the program.

The fees do not include: travel expenses, accommodation, local transportation and meals.

Total fees are due by the start date of the course and under no circumstances students who have not finalized the payment will be admitted into class.

Please note that NABA Summer Courses 2019 have a limited number of places that will be therefore assigned on a first come-first accepted basis.

# CREDITS*

NABA will award ECTS credits for its Summer Courses, so it will be easier for students to transfer their credits to other Universities and Academies that use or acknowledge the ECTS system.

Upon successful completion of each 2-week summer course (45 hours of classes), NABA will issue 3 ECTS credits that can be transferred at the option of each student's home university.

Interested students should require NABA ECTS course syllabus to NABA Summer Courses Office at summer@naba.it and submit it to their home universities in order to verify the possibility of having the ECTS credits issued by NABA for the summer courses recognized in their study curriculum. In order to obtain the ECTS credits students must be over 18, shall have completed the High School studies and be enrolled in a university study path, meet the admission requirements of the course and achieve the course learning outcomes and objectives.

* **(credits will be issued for Milan based summer programs only)**

# HOUSING OPTIONS

NABA helps international students find accommodation. Students can choose among a number of single and shared room.

NABA has also special deals with hostels, residence and hotels.

For further information, please contact NABA Housing Office via email at short@milanhousing.it or via phone at +39 02 97 372 295.