

"Expert in Digital Technologies applied to Multimedia Visual Art"

Why to participate

The course offers Knowledge and Competence on:

- the use of advanced digital technologies tools for the production and distribution of visual art products with an high artistic value;
- the production & delivery of complex and original products through innovative/digital and visual approaches;
- the use of new technologies in communication and expression modalities typical of Video Art;
- the management of digital image processing;
- the direct commercial impact on the audiovisual and advertising industry.

Who can participate

- young persons living in the EU member states coming from cinema, art and graphics schools;
- people already involved in the audiovisual sector, technical creative experts living in the EU member states .

Duration of the activities:

This course combines on-line training with workshops, practical laboratories and didactic visits to companies of the audiovisual industry for a total of 200 hours of vocational training course.

The open distance learning activities consist of 40 hours of video lessons, 80 hours of online didactic materials, 20 hours of online tutoring and will last 2 months from September to November 2005, 60 hours of face to face learning activities will be held up in December 2005.

Participation fee:

1.000 Euro per participant: video lectures, distance course facilities, didactic visits, participation to workshops and practical laboratories. (Travel costs and accommodation in Rome for one week included)

Number of Participants:

64 Participants from all over Europe (EU 25)

Scholarships:

10 Scholarships will be awarded

Participation requirements:

Good knowledge of English and Informatics

PC endowments - Minimum requirements:

Internet Explorer 6 - Pentium 3 or superior - RAM 256 or superior Modem 56K or superior

Deadline for application:

31 July 2005

Enroll now, send an e-mail to:

progetti@forcom.it

with your personal data (name, address, nationality...) and attach your CV or fill in the pre-enrolment format available on

<http://www.forcom.it/ivanproject/index.htm>

click on Course

The content of this project does not necessarily reflect the position of the European Commission

Contents of the Course

Module 0

The Training Environment of IVAN

Presentation of the Project main goals; Presentation of the ODL methodology and web based collaborative learning; Presentation of course modules and video lessons contents; Professional opportunities coming from the participation to the course.

Module 1

Artistic applications of video technology

Visual Art towards Video Art; the history of Visual Art and its deriving Artistic Expressions; Visual Art in Cinema, TV and advertisement production.

Module 2

The Audiovisual Market versus the Video Art

Video Art: history, people, horizons; Video Art Market. The European Union audiovisual policy and its impact in the evolution of video art; The Video Image. Theoretical reflexions about; Video and Cinema: attraction between difference; Contemporary Videoclip and Advertising; European case studies.

Module 3

Digital Production Tools (new technologies and creativity)

Digital drawing; Digital photography; Digital photo art; Principle of colours and digital techniques (digital painting); Two Dimensional and Three Dimensional Computer Art; Computer Imaging and 3D Animation; Computer visualization, modelling and prototyping; Utilisation of adequate audio and video supports for distribution; Multimedia print making.

Module 4

Intermedia Production - expression and communication

Mixed Media, exploring visual effects by combining traditional and non traditional methods, techniques and concepts; Intermedia - Experimental, conceptual, interdisciplinary studio art with emphasis on new media and technologies; Digital camera: creative use; Overview of digital shooting techniques: form the DV to the H.D; Computer animation and audio - compositing and effects; Computer animation and video - 3D fine arts animation and video compositing.

Module 5

Participation to workshops and didactic visits

Didactic visits to laboratory and shooting studios; Didactic visits to advertisement laboratories.

Module 6

Laboratory Practice Work

Face to face laboratory activities.

Module 7 – Didactic Units

Computer Animation Portfolio - project works

Production of a videotape and CD 2D or 3D animation, shooting, video editing, composition, for fine arts and industry integrating animation, video and audio.

**An artistic commission will evaluate the Project Work.
An IVAN award will be assigned to the best Project Work**

Surf the website

<http://www.forcom.it/ivanproject/index.htm>

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For.Com.
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Partners



FUTUREtec

Gesellschaft für angewandte Informatik mbH



Expert in Digital Technologies applied to Multimedia Visual Art

200 hours

of vocational training course
to improve your competences
through a

"Blended Learning" approach

**You can study at distance...
...and in presence**

40 hours of videolessons in Streaming video (MPEG 4)

80 hours of supporting materials
(supporting texts; lessons notes; on line exercises;
selected links; bibliography etc.)

20 hours of on line tutoring
(synchronic and diachronic sessions)

60 hours of face to face activities