Course Unit Descriptor

Study Programme: Fine Arts (modules: Painting, Sculpture, Printmaking)
Applied Arts and Design (modules: Graphic Design, Illustration, Interior Design)
Course Unit Title: Digital Image 2
Course Unit Code: DGS2
Name of Lecturer(s): Despotovski V. Goran
Type and Level of Studies: Undergraduate Academic Studies
Course Status (compulsory/elective): Elective
Semester (winter/summer): Summer
Language of instruction: English
Mode of course unit delivery (face-to-face/distance learning): Face-to-face
Number of ECTS Allocated: 3
Prerequisites: A pass grade in Digital Image 1
Course Aims: The aim of the course is to provide students with technical knowledge and processes in understanding digital media. Through the system of tools and processes, students work on the structuring of artistic ideas and realization of projects, using computer as multidisciplinary instrument. Skill training for individual artistic-research and critical work in integration of contemporary art and digital media.
Learning Outcomes: Students are trained for application and production of digital works. Students acquire the knowledge of various categories of digital media and the ability of their application in contemporary artistic creation.
Syllabus:
Interactive in artistic work and media synchronization. The concept of the project that opens a dialog between the observer, the project and the space where the project is being implemented. The concept of the project that puts an observer into the role of an active participant in the project. Working in public spaces through the medium of digital images: projections, Billboard, Light Box, Display, Interaction, etc. Linking the image and text. Use of computers to digitalize natural phenomena such as sound, HTML pages as the foundation of a Web Project. Working with Flash animations. World Wide Web. Net – Film as a short (interactive) art form.
Required Reading: *The Language of New Media*, Lev Manovich, Cambridge Mass, USA, 2001. *Art today*, Edward Lucie-Smith, London: Phaidon Press, 1995. *Digital art*, Christiane Paul, Thames & Hudson, 2003. New Media in late 20th- Century Art, Michael Rush, Thames & Hudson, 2001. *A Touch of Code, Interactive Installations and Experiences,* Klanten, S. Ehmann, V. Hanschke, 2011.

Weekly Contact Hours: 3	Lectures: 2		Practical work: 1
Teaching Methods:			
Theoretical and practical lectures; Group lectures and individual work.			
Knowledge Assessment (maximum of 100 points): 100			

Pre-exam obligations	points	Final exam	points
Active class participation	30	Project presentation	30
Practical work	30		
Additional activities	10	…….	
Seminar(s)			

The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.