

1	Digital applications for art
2	COMPULSORY
3	EQF 7
4	2
5	3+4
6	8
7	MARCO JEANNIN
8	<p>The course aims to apply with the students the potential of the video medium in architecture, exploring the state of the art of the medium to date, working on the importance of reference research and applying the technical skills acquired so far to produce a video content in documentary style aimed at telling the architectural and environmental space.</p> <p>All this will then be integrated practically thanks to the direct collaboration with the order of the architects of Brescia and to a series of practical exercises of increasing complexity designed to be able to translate on the set what was discussed and addressed in the classroom, all with the aim of providing students with in practical method and form a theoretical and technical competence in the video field.</p>
9	FACE TO FACE
10	-
11	<p>The architecture video: the state of the art, the main protagonists, the specific language. The video for architecture "between fiction and documentary". Reference as a basic element for writing a subject. Advanced composition for the narration of the architectural environment. The importance of the physical inspection and exploration of the environment. Assembly and post-production elements for the purpose of narrating the architectural environment. Realization of a short documentary-themed style: the story of an environment and of those who live it. Direction of photography for the video, aimed at telling the architectural environment.</p>
12	<p>- www.vimeo.com - LA GRAMMATICA DELL'INQUADRATURA Christopher J. Bowen, Roy Thompson (DINO AUDINO, 2014); - L'ABC DEL LINGUAGGIO CINEMATOGRAFICO Arcangelo Mazzoleni (DINO AUDINO, 2002).</p>
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14	ORAL WITH THEORY AND RELATIVE BIBLIOGRAPHY, DELIVERY EXERCISES IF EXPECTED.
15	ITALIAN