

1	<b>GRAPHIC DESIGN 3</b>
2	EQF 6
3	COMPULSORY
4	3
5	5+6
6	10
7	FILIPPO CENTENARI
8	<p>The course is oriented towards applied creativity and the definition of the figure of the Graphic Designer. Role that provides a solid base of knowledge and cultural references, able to combine and define the creative process in the best way.</p> <p>The course aims to produce various papers based on specific topics.</p> <p>The analysis and research of styles, the scheduling of work and the correct execution are some of the intended aims.</p>
9	FACE TO FACE
10	Adobe CC Suite
11	<ul style="list-style-type: none"> <li>a. TYPOGRAPHIC GRID: Guidelines for team</li> <li>b. ADVERTISING CAMPAIGN 1: Graphics</li> <li>c. ADVERTISING CAMPAIGN 2: Photographic</li> <li>d. DEM NEWSLETTER + LANDING PAGE: Web</li> <li>e. VIDEO CAMPAIGN: TV + Web</li> </ul>
12	<p>Progettare con e senza griglie - Timothy Samara (Hoepli)</p> <p>Fiesta. Branding and identity for festivals - Wang Shaoquiang (Promopress)</p> <p>New Media Art - Mark tribe / Reena jana (Taschen)</p> <p>Form+Code in Design, Art, and Architecture - Casey Reas, Chandler McWilliams, LUST (Princeton Architectural Press)</p> <p>Glitch: Designing Imperfection - Iman Moradi &amp; Ant Scott (Mark Betty Pubb.)</p>
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14	Delivery over the year with evaluation and final exam.
15	ITALIAN