

1	URBAN DESIGN
2	COMPULSORY
3	EQF LEVEL 6
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7	WALTER CONTIPELLI
8	<p>The course will be divided into three phases.</p> <p>The first phase will analyze the artistic interventions that have been realized in recent years in Italy and abroad, the techniques used and the project paths shared with the customers.</p> <p>The second phase will be based on the identification of one or more intervention spaces and about the ideation of one artistic proposal to be submitted to the interlocutor (private or public); on the timing of implementation and on technical and technological tools to be used to realize the work.</p> <p>The third phase will be operative and laboratory, it will see the creation of the work on site specific. In this phase, the shared experience on the building site will consolidate the creative path.</p> <p>The goal of the course is to develop design skills and operative competence in the creation of architectural and landscape interventions in urban/suburban spaces.</p>
9	FACE TO FACE
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11	<p>PROGRAM</p> <p>Phase 1</p> <ul style="list-style-type: none"> <li>• Historical analysis of Graffiti and Street Art</li> <li>• Evolution of languages, from Graffiti to Muralism</li> <li>• Relations between Art and Society: Sociology of Art</li> <li>• Public Art</li> <li>• Guerrilla Marketing</li> </ul> <p>Phase 2</p> <ul style="list-style-type: none"> <li>• Design and create an artwork with stencil technique.</li> <li>• Design and create a multilayer stencil artwork.</li> <li>• Workshop to design a mural.</li> <li>• Workshop to design stencil and pictorial pouncing techniques to create murals.</li> </ul> <p>Phase 3</p> <p>Making a real mural in an urban context.</p>
12	The course doesn't provide for the adoption of a manual. Each student can be free to accept my suggestions for Interview on the first theoretical part of the course and judgment of the projects developed in the second part of the course.
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14	-
15	Italian