COURSE PROGRAM

(I) COVID-19 UPDATE: The lesson plan may have significant variations (> online lessons), in order to adapt to the pandemic emergency.

The course aims to teach students of the Academy of Fine Arts the principles and bases of computer science to subsequently make a panoramic introduction to the digital techniques most commonly used in the visual / artistic field. During the first lesson, students will be asked to complete a mandatory written TEST, which will not only constitute the informal entry card to attendance, but will also serve to immediately present the main concepts of the course. This test will also serve as a statistical analysis, useful for correlating the initial knowledge held by the students with the final results achieved at the end of the course.

The course will be divided into 2 key moments (attendance is mandatory for final qualification),

I • The first part of the course, will focus on the basic principles of computer science modeled on the basic teaching scheme of the European Computer Driving License (ECDL). Through a constant use of a laptop PC connected to the projector, the basic principles of software and hardware will be illustrated live and explained through a simple and accessible language, including the differences between the two main consumer operating systems, Microsoft Windows and MacOSX. Notions and concepts such as RAM, Hard Disk, mass memories, partitions, formatting, data compression, network access, virus protection, formats, etc. will be clarified through the relative reference software and hardware.

This first part will never be disconnected from frequent references and links to the socio-cultural and historical context of reference, not forgetting classroom discussions strictly related to the ethical issues relating to the introduction of digital in today's life and the influences that this can also have on art in general.

II • The first part of the course, will deal with the strictly visual and creative use of the potential of digital software: through a specific and very intensive cycle of lessons, the Adobe Photoshop software and its generic interactions with Adobe Illustrator and Indesign will be analyzed in detail, including the basics of digital imaging: absolutely concepts fundamentals such as image quality, color space, resolution / definition, interpolation, compression, raster / vector, pixels, dpi, processing and effects, etc... they will be clarified through pragmatic examples, case studies and hardware tools brought to the classroom such as scanner, printer, digital camera.
Depending on the time available, a possible basic overview of the main multimedia production software will then be implemented in order to orient oneself correctly within the “forest” of programs useful for digital creativity: photo editing (Photoshop), vector illustration (Illustrator), desktop publishing (Indesign), 3D modeling (Cinema 4D, 3D StudioMax), video and post-production editing (Premiere, After Effect), web design (Dreamweaver), digital painting and illustration software (Corel Painter), music production software (Reason, Audition, Ableton Live), software and plugins for more specific purposes (ex: Resolume Arena, Processing)

Students can request themed lessons on specific topics of interest to them (ex: digital creation of artistic curriculum in PDF, creation of website / online portfolio, batch exports in multi-format etc ...)

Finally, some new generation cultural areas such as: Software Art, NetArt, visualizations of complexity, Synaesthesia applied to multimedia, European Demoscene, Video Mapping, not least Virtual Reality and AR technologies, including a necessary cultural look backwards on the history and evolution of computer art.

At the end of each lesson, ample space will be dedicated to computer-graphic video projections, abounding to important phases in the history of digital animation, to the most recent experiments and research in the technological / visual field or even to issues related to technology, through films that are only apparently disconnected from the theme, but bearing a fundamental cultural weight. As has been done in the past few years, depending on the time available, industry experts may be invited to illustrate their professional / creative stories and experiences.

For all cycles of lessons, web links will be constantly provided to help you learn more about the covered topics covered.

The course in general, aims to prepare the student both from the point of view of the basic computer science, through the fundamental concepts of the theory and practice of digital technologies, both from the cultural point of view, through a constant comparison with the context, social, cultural and artistic. I believe the concept that “the PC is an expressive tool that must serve the creative mind, and not the opposite.”

> EXAM: The attainment of eligibility at the end of the course will involve a written test, with closed / open questions.

Students already in possession of ECDL or similar institutional certificates, upon appropriate presentation to the teacher, will automatically be eligible without the obligation to take the exam. It is advisable to contact the teacher well in advance.

Bibliography

Part of the handouts that can be used to obtain eligibility are available at the Burchiellaro copy shop, Via Zamboni 66 / A, Bo

Curriculum (extract):

Born in Naples and moved to Bologna in 1992, he graduated from the DAMS Visual Arts and graduated in painting at the Academy of Fine Arts in Bologna, with discussions on multimedia and interactive synaesthesia. His favorite field of investigation, both at a theoretical and productive level, has always been that of the relationship between music, image, technologies and graphic design. The first experiences of programming, computer graphic and sound-design, began in the early years, in which he curated graphics and soundtracks of video games and multimedia products 8/16-bit of the European Demoscene becoming part of some international crew of coders including Abyss group, IO3, Genius Art and collaborating in the production of productions such as Total Parody, Audiovisio collections, Eloy and others.

After earning a master’s degree in airbrush illustration at the LAS in Naples, he moved to Bologna where he simultaneously attended the DAMS visual arts and the Academy of Fine Arts which serve him to combine scientific theory and practice of art. It was in 1998 that he began to deal with graphic design with continuity, taking his first steps in the Bolognese underground culture. In 2000 he founded the creative duo Blanka y Negro, specialized in the production of posters and graphics with a pop-functionalist trend. Among the favorite poster design projects made in this time, we remember those made for artists of the underground and international jazz scene: Colettivo Bassesfere, Fabrizio Puglisi, Paolo Fersu, Un Ganz, Zsazsa Pankins, Oliver Lake, Han Bennink, Antonello Salis.

After being selected as an emerging artist at the Iceberg 2003 Festival in the graphic design category, he began working as an artist at some communication agencies and institutional bodies including: Jack Blishinsky (Bologna), DiferenzCreare (Modena), QMEdia (Bologna / London), Cassiero (Bologna), WePromo (Bologna / Naples). In 2003 he founded fecoonder, eu, his own studio of design and creative processes. In 2004 he began his career as a teacher at the Academy of Fine Arts in Bologna in various courses related to graphic design and digital applications. Later he will teach in the ABA of Ravenna, Verona, Naples and in professional training institutions including: Ladiis, Alidini Valeriani Foundation, Salesiani Institute, Conform, Ant. From 2013 to 2019 he was coordinator of the Ababo graphic design course and graphic consultant of institutional communication. He has organized, curated and participated as an artist, curator or designer in various exhibitions, including: No organized, curato e partecipato come artista, curatore o designer a varie esposizioni, tra cui: “Iceberg, giovani artisti Bologna” (2003, Bologna), “Via Zamboni 4” (2004, Bologna), “GDD1.0” (2005, Bologna), “Itemporicon” (2006, Buffalo, USA), “L’isola che non c’è” (2008, Sant’Antioco), Fare Digital (2006, Accademia di Belle Arti di Bologna), Exit Strategy (2006, Buffalo, USA), Entrance Strategy (2006, Buffalo, USA), Un Chil o 1/2 di grafica fredda (2007, Bologna), Segnali di guerra (2016, Trento) ed altre.

Among the exhibition and cultural events organized in the Academy, in 2013 he designed Synaesthetic Modules a synaesthetic-multimedia event for ArtWhiteNight 2013 in collaboration with Apparati Effimere and Concrete Acousticma Bologna, subsequently containing 10 further thematic meetings on new digital and synaesthetic technologies. The Synaesthetic Modules event opens and actually inaugurates the Academy of Fine Arts of Bologna for the first time since 2013 with a new and renewed cycle of annual exhibitions on the occasion of the Bolognese ArtWhiteNight linked to the ArteFiera main event. Further workshops and cycles of meetings related to graphic design and digital culture, as well as educational projects of relevance are among others: Circonferenze (2013/2014) cycle of 12 meetings related to visual design hosting local design studios including: Aiap Bologna, Chialab, Ldb, Kitchen, An Other Studio, Anonima Impression and others. Synaesthetic Source #1 (2015) multimedia synaesthetic installation in collaboration with the artist Mikhail Gama, where the audience through a Midi musical keyboard interact synthetically with visual projections of architectural mapping on the Pozzo dei Tomili in the Academy courtyard. Among other things, the project sees the joint collaboration of electronic music students from the G.B. Martini of Bologna together with those of the Academy of Fine Arts of Bologna, with a view to renewed collaborative relationship between the two institutions. ETT8 (2016), series of 8 meetings on graphic design hosting national and international professionals, in collaboration with prof. C. Beranzaghi, including Gianni Simi, Martin Rome, Eloi Carms, James Claugh, Lorella Perdicci, Mirko Paje and others. Poster for the City institutional poster design project for the Municipality of Bologna, selected and exhibited at the PNA design in Florence in recent September 2018. Annual iterative interface and interaction design workshops with professionals: Martin Rome, Michele di Pasquale, Mikhail Gama, Ivan Venturi. Water Design Exhibition (2015) and Salone del Mobile in Milan, with the collaboration of prof. E. Lumi, Ababo Panopticon series of meetings (2017), in collaboration with m. Riviello and S. Pellenghine. Ugola, reactive multimedia installation for ArtWhiteNight 2019, created together with the students of the Graphic Design 1 course.

In his recent training, an enrollment in the Electronic Music Course of the G.B. Martini in Bologna, a training internship in Arduino technology, and a recent certificate in Videogame design. He currently dedicates much of his time to teaching, musical experimentation and researching new methods and practices of aesthetic and design research.

Data: 21/10/2020
Firma:
Ministero Istruzione Università e Ricerca
Alta Formazione Artistica e Musicale
ACCADENIA DI BELLE ARTI
BOLOGNA

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PROGRAMMA DELLA MATERIA

(!) AGGIORNAMENTO COVID-19: Il programma delle lezioni potrebbe subire variazioni se effettuato in modalità online, in adeguamento alle nuove necessità, disposizioni e normative relative all'emergenza pandemia. (a.a. 2020/2021)

Il corso intende insegnare agli studenti dell’Accademia di Belle Arti i principi e le basi dell’informatica per effettuare, successivamente, un’introduzione panoramica verso le tecniche digitali utilizzate più correntemente nel campo visivo/artistico. Durante la prima lezione verrà richiesto agli studenti di compilare un TEST scritto obbligatorio, che costituirà non solo la carta informale d’ingresso alla frequenza, ma servirà anche a presentare immediatamente i concetti principali del corso. Questo test servirà inoltre come analisi statistica, utile a correlare le conoscenze iniziali in possesso degli studenti, con i risultati finali raggiunti a fine corso.

Il corso sarà suddiviso in 2 momenti fondamentali, la cui frequenza sarà obbligatoria ai fini di una preparazione completa, utile a raggiungere l’idoneità finale.

I • La prima parte del corso, verterà sui principi di base dell’informatica modellati sullo schema didattico base della Patente Europea del computer (ECDL). Attraverso un costante utilizzo di un pc laptop collegato al videoproiettore, verranno illustrati dal vivo e spiegati attraverso un linguaggio semplice ed accessibile, i principi di base del software e dell’hardware, includendo le differenze tra i due principali sistemi operativi lato consumer, Microsoft Windows e MacOSX.

II • La seconda parte del corso, si addentrerà nell’utilizzo strettamente visivo e creativo delle potenzialità dei software digitali: attraverso un ciclo di lezioni specifico e molto intensivo verranno analizzati nel dettaglio il software Adobe Photoshop e le sue interazioni generiche con Illustrator ed Indesign, includendo le basi del digital imaging: concetti assolutamente fondamentali quali qualità dell’immagine, spazio colore, risoluzione/definizione, interpolazione, compressione, raster/vettoriale, pixel, d.p.i., elaborazione ed
Videogame design.

Dedica attualmente gran parte del tempo all'insegnamento, alla sperimentazione musicale ed alla ricerca di nuove pratiche e processi di ricerca estetica e progettuale.

attestato in

Corso di Musica Elettronica

Arduino

Ugola, installazione multimediale interattiva per ArtWhiteNight2018, realizzata insieme agli studenti del corso di Progettazione Grafica 1.

links utili all'approfondimento degli argomenti trattati.

settore che illustreranno le loro storie ed esperienze professionali / creative. Per tutti i cicli di lezioni, verranno forniti costantemente web links utili all’approfondimento degli argomenti trattati.

> ESAME: Il conseguimento dell’idoneità a fine corso, verterà in una prova scritta, a domande chiuse/aperte.

Gli studenti già in possesso di ECDL o di attestati istituzionali affini, previa opportuna presentazione al docente, potranno ricevere automaticamente l’idoneità senza l’obbligo di sostenere l’esame. Si consiglia di contattare il docente con largo anticipo.

Bibliografia:

Parte delle dispense utilizzabili per il conseguimento dell’idoneità, sono disponibili presso la copisteria Burchiellaro, Via Zamboni 66/A, Bo

Data: 21/10/2020
Firma: