NABA

NUOVA ACCADEMIA DI BELLE ARTI

INTERNATIONAL ACADEMY OF ART & DESIGN

SPECIAL PROGRAMMES
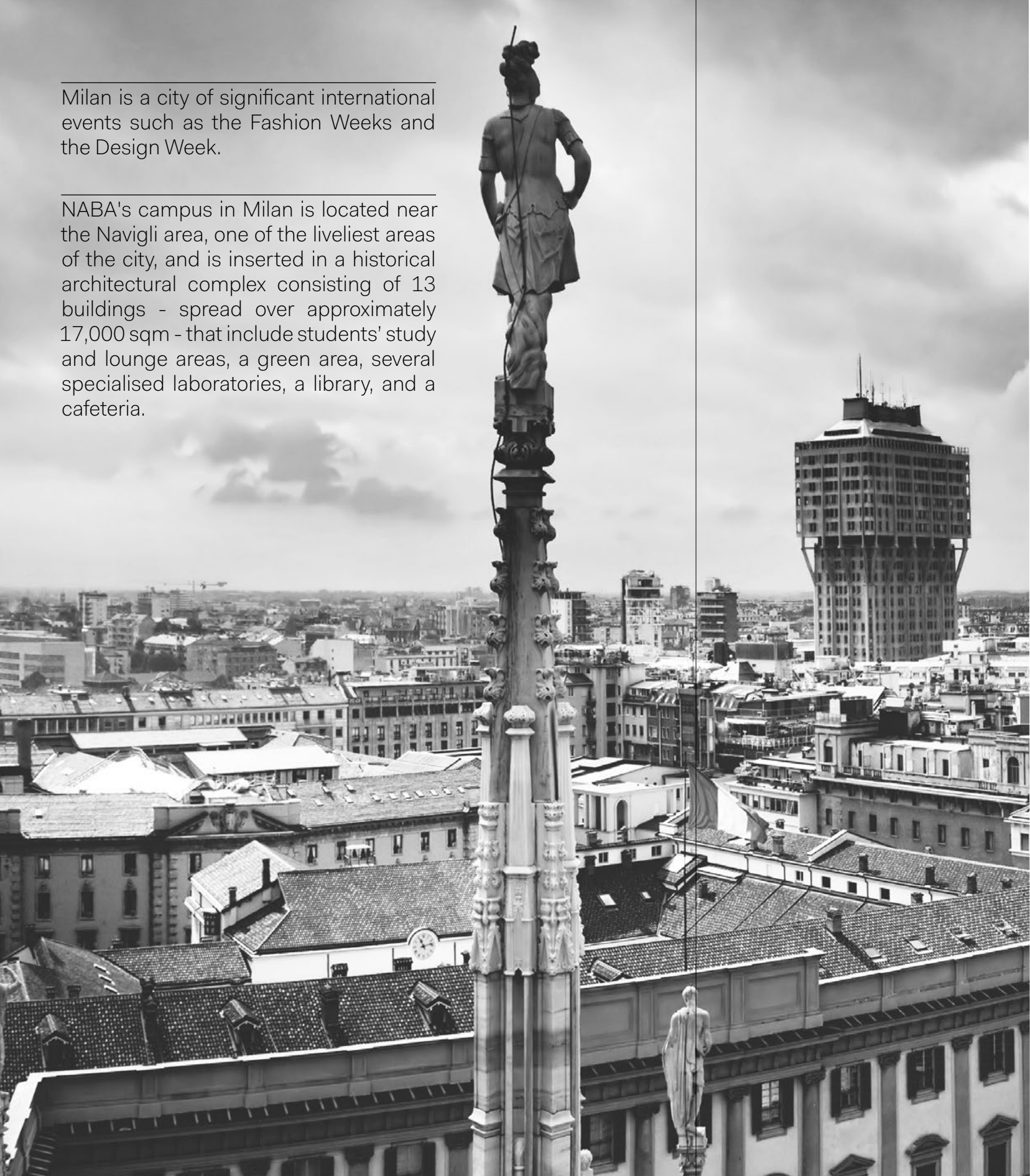
SUMMER COURSES

SUMMER COURSES

NABA, NUOVA ACCADEMIA DI BELLE ARTI

NABA

NABA, Nuova Accademia di Belle Arti is an internationally renowned Academy focused on arts and design: it is the largest private Academy in Italy and the first one to have been recognised back in 1981, by the Italian Ministry of University and Research (MUR). With its two campus in Milan and Rome, NABA currently offers academic degrees equivalent to first and second level university degrees in the Communication and Graphic Design, Design, Fashion Design, Media Design and New Technologies, Set Design, and Visual Arts Areas to students interested in design culture and artistic experimentation: they come from many different Italian regions and about 80 foreign countries, with the most different backgrounds.

NABA's interdisciplinary didactic methodology is the result of a strong inclination towards innovation and a dynamic interaction with the artistic and professional context, made possible also thanks to the continuously updated expertise of the faculty, including professional practitioners and artists.

NABA has been selected by Domus Magazine as one of Europe's Top 100 schools of Architecture and Design and included by Frame Publishers in the guide to the 30 World's Leading Graduate Design and Fashion Schools.

NABA
Nuova Accademia di Belle Arti

Updated: **12 2020**

Milan is a city of significant international events such as the Fashion Weeks and the Design Week.

NABA's campus in Milan is located near the Navigli area, one of the liveliest areas of the city, and is inserted in a historical architectural complex consisting of 13 buildings - spread over approximately 17,000 sqm - that include students' study and lounge areas, a green area, several specialised laboratories, a library, and a cafeteria.

MILAN

by plane

Milan has three airports: Malpensa [MXP], Linate [LIN], and Orio al Serio (Bergamo) [BGY]. Several buses and trains leave from the airports to the city center, the Milano Cadorna Railway Station, and the Milano Central Railway Station every day.

by train

Getting to Milan by train is convenient as the city has direct connection with all major cities in Italy and several destinations in Europe. Most of the trains arrive to the main Milano Centrale Railway Station. Two underground lines as well as several tram and bus lines link the station to many points of interest in Milan.

public transportation

Milan's public transportation system is the ATM (www.atm.it), which includes the five underground metro lines (red MM1, green MM2, yellow MM3, lilac MM5, and blue Passante Ferroviario).

ROME

by plane

Rome has two airports: Leonardo da Vinci, Fiumicino [FCO] and Giovan Battista Pastine, Ciampino [CIA]. Several buses and trains leave from the airports to the city centre, and the Roma Termini Railway Station every day.

by train

Getting to Rome by train is convenient as the city has direct links with all major cities in Italy and is located in a strategic point to travel all around the country. Most of the trains arrive to the main Roma Termini Railway Station. Three underground lines as well as several tram and bus lines connect the station to many points of interest in Rome.

public transportation

Rome's public transportation system is the ATAC (www.atac.roma.it), which includes the three underground metro lines (Line A, Line B and Line C).

Rome is Italy's capital city, a showcase for art exhibitions, timeless and unique cultural places, and for important events such as the Altaroma Fashion Weeks and the Rome Film Fest.

The new campus in Rome occupies two historical buildings dating back to the early 20th century located in the Ostiense district, where artistic and cultural heritage meets contemporary culture. The campus covers an area of approximately 3,500 sqm with specialised laboratories, a library, as well as study and lounge areas.
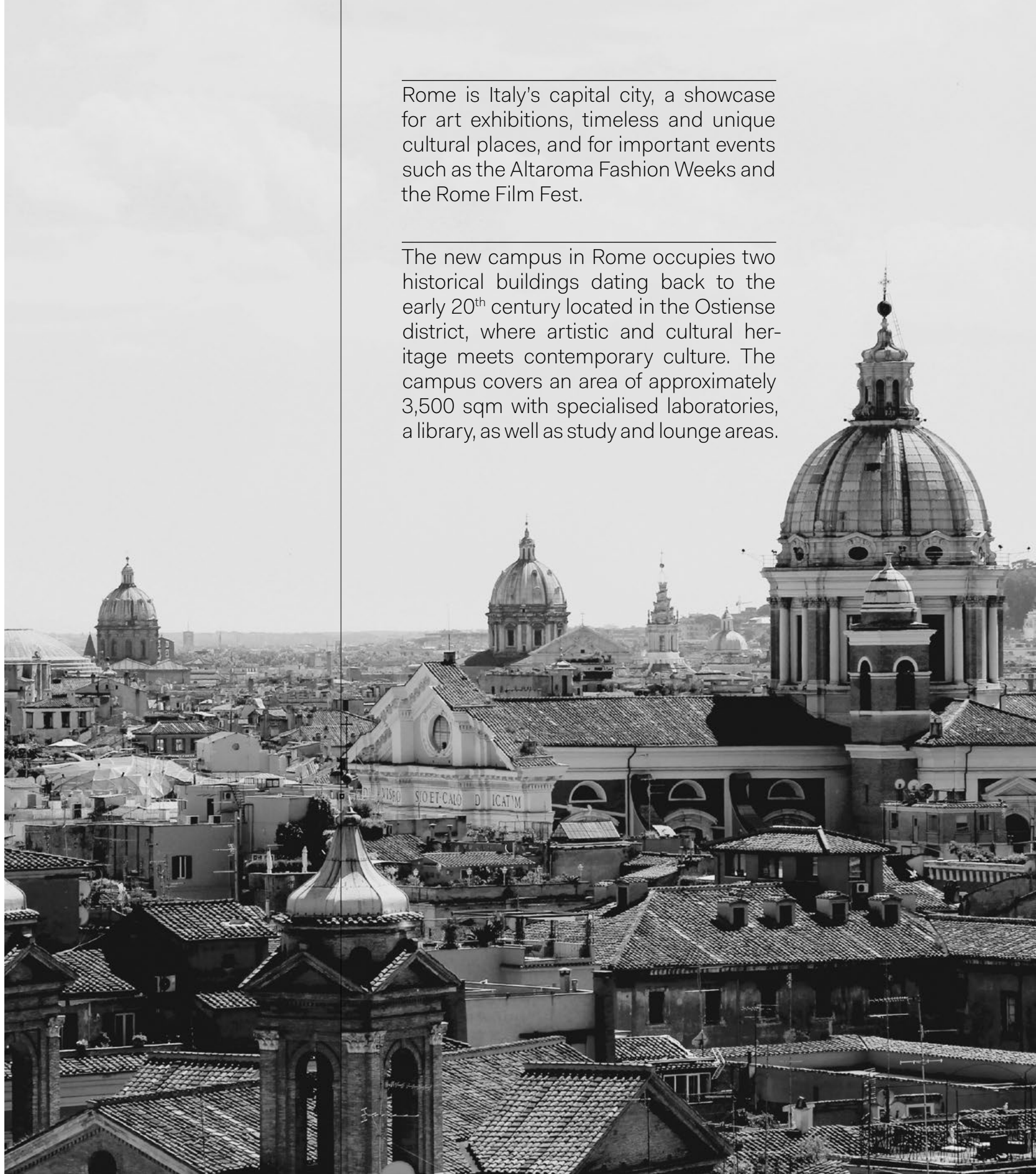
SUMMER COURSES 2021

NABA Summer Courses offer students a condensed version of the most significant elements of the Academy's know-how, a complete overview on the current trends within visual and applied arts disciplines and markets, as well as the chance to experiment with relevant project-based work, with focus on Milan e Rome cultural and artistic panorama.

Milan

AREAS:

Communication and Graphic Design

Design

Fashion Design

Media Design and New Technologies

Visual Arts

Two cities, double experience

AREAS:

Fashion Design

Visual Arts

Rome

AREAS:

Communication and Graphic Design

Fashion Design

Media Design and New Technologies

Visual Arts

NABA Summer Courses 2021 are intensive research and project-based trainings, which include:

■ **INTRODUCTORY LEVEL COURSES**: intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

▪▪ **INTERMEDIATE LEVEL COURSES**: for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

▪▪ **ADVANCED LEVEL COURSES**: for final year university students or those with some initial work experience in the field willing to explore new opportunities combining strategy and creativity.

◆ **EXPERIENCE COURSES**: for people of all ages and abilities willing to explore their passion in a new creative environment while experiencing Milan, the international capital of Art, Fashion and Design, and Rome, the capital of Italian Culture and Cinema.

Milan

SESSION 1
June 29 - July 9

SESSION 2
July 13 - 23

SESSION 3
July 27 - August 6

Communication and Graphic Design

Session 1	Session 2	Session 3
Digital illustration 1 ■	Digital illustration 2 ■▪	Social media managment ■
	Visual design ■	

Design

Session 1	Session 2	Session 3
Product design 1 ■	Product design 2 ■▪	Product design 1 ■
Interior design 1 ■	Interior design 2 ■▪	Interior design 1 ■
	Interior design for hotels ■▪	Interior design for hotels ■▪
	Interior design for retail ■▪	Interior design for retail ■▪
		Design and digital fabrication ■▪
		Lighting design ■▪

Fashion Design

Session 1	Session 2	Session 3
Fashion design 1 ■	Fashion design 2 ■▪	Fashion design 1 ■
Fashion image and styling 1 ■	Fashion image and styling 2 ■▪	Fashion image and styling 1 ■
Fashion marketing and communication ■	Accessories design ■▪	Textile design ■▪
	Visual merchandising ■▪	

Media Design and New Technologies

Session 1	Session 2	Session 3
Board game design ■	Interaction design ■	Creative coding ■
	Game development ■	VR and 360° video creation ■
		2D animation ■▪
		3D character design ■

Visual Arts

Session 1	Session 2	Session 3
Hand illustration ■	Photography 1 ■	Photography 2 ■▪
Curatorial studies and exhibition design ■▪	Digital art markets ■▪	Creative writing ■▪
Painting 1 ■	Painting 2 ■▪	Engraving ■

Rome

SESSION 1
June 29*- July 9

SESSION 2
July 13 - 23

SESSION 3
July 27 - August 6

Communication and Graphic Design

Session 1	Session 2	Session 3
Urban graphics and typographic mapping ■	Urban brand design ■▪	

Fashion Design

Session 1	Session 2	Session 3
Fashion illustration 1 ■	Fashion illustration 2 ■▪	Costume design for cinema ■▪
Fashion image and styling 1 ■	Fashion marketing and communication ■	

Media Design and New Technologies

Session 1	Session 2	Session 3
Film documentary ■	Film documentary ■	Film documentary ■

Visual Arts

Session 1	Session 2	Session 3
Portrait drawing ■	Painting 1 ■	Painting 2 ■▪
	Curatorial studies and exhibition design ■▪	

*Please note: June 29 is Rome's city holiday, for this very reason the session will start exceptionally on June 30.

Two cities, double experience

SESSION 1
July 5 - 16

SESSION 2
July 19 - 30

Fashion Design

Session 1	Session 2
Fashion design: from haute couture to prêt-à-porter ◆	Fashion design: from haute couture prêt-à-porter ◆
Fashion culture: Rome and Milan ◆	Fashion culture: Rome and Milan ◆

Visual Arts

Session 1	Session 2
Sketching around: Rome and Milan ◆	Sketching around: Rome and Milan ◆
Travel photography: from Rome to Milan ◆	Travel photography: from Rome to Milan ◆
Art discovery: from classical to contemporary ◆	Art discovery: from classical to contemporary ◆

All **Two cities, double experience** courses are EXPERIENCE COURSES ◆

area

COMMUNICATION AND GRAPHIC DESIGN

Digital illustration 1

INTRODUCTORY LEVEL ■
Milan

Throughout this course, students will learn how to create effective graphic vector images applicable in many different professional and design areas. Focused on practicing with various tools, students will learn to create from simple graphs to basic shapes, icons, illustrations, and logos.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Digital illustration 2

INTERMEDIATE LEVEL ▪
Milan

This course aims to introduce students to the field of motion graphics. By implementing photos, illustrations, texts and vector graphics, students will gather knowledge on how to set up a project, and on how to import creative contents into software to develop simple animations. Alternating lectures to practice, students will learn eventually to create short videos or GIFs.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Social media management

INTRODUCTORY LEVEL ■
Milan

This intensive course will focus on tools used in the digital marketing field to manage social network platforms. It will focus on effective research for data gathering and analysis required to profile the so-called "personas". Carrying out consistent net researches will help students to create engagement with targeted posts, online contents, and hyperlinks, as well as managing multiple platforms' likes, comments, follows, subscriptions, and other viral processes.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Urban brand design

INTERMEDIATE LEVEL ▪
Rome

This course aims to introduce participants to the topic of branding, focusing especially within the context of local brands and landmarks, such as regions and cities. Empowered by their communication approach, a must for every entity is to work on the definition of their image and perception, both from a commercial and from an institutional point of view. The target of territorial branding is to build brand experiences for tourism or institutions, in order to increase the capacity to reach new audiences, through a process of brand design and experience design: research, analysis of values, and

defining a strategy. Relying on case-studies for inspiration, students will engage in workshops to learn how to emphasise features and how to build communication strategies suitable in many business contexts.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Urban graphics and typographyc mapping

INTRODUCTORY LEVEL ■
Rome

Throughout this course, students will learn the basics of typography for design projects. Alternating lectures to practical workshops, students will learn the technical terminology needed to distinguish calligraphic and lettering issues, character and font clusters, and how to distinguish typefaces, letter features, weight and glyph characteristics in a typeset. Using vector graphics software, participants will also practice how to compose, to edit and to work with text, with the purpose of designing head titles or layouts, and body copy structuring, eventually mastering concepts such as readability and hierarchy of weights.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Visual design

INTRODUCTORY LEVEL ■
Milan

During this intensive course, students will gain knowledge of the different visual communication concepts and tools. Participants will be guided through a path marked by both lectures and practical workshops in order to learn digital skills and the methods of visual representation. At the end of the course each student will be able to find his own visual style and to develop his own personal project.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

area

DESIGN

Design and digital fabrication

INTERMEDIATE LEVEL ◢
Milan

Rapid prototyping tools, CNC machines and 3D printers have become a basic toolbox for any designer. Today we have the possibility to extract any kind of form and shape from the virtual field of 3D modeling software and to turn them into reality. The field of design is quickly moving away from serial production toward small-scale production, from industrial operation to individual customisation, thus undergoing a radical change of meanings and values. This course will enable students to design and to produce small-size objects and products through a process of digital fabrication.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Interior design 1

INTRODUCTORY LEVEL ◾
Milan

A full-immersion course that will provide students with an overview of the Italian design methodology. Students will be introduced to the analysis of the elements of space, and they will have the opportunity to focus specifically on interior design, and to dive into intensive project works. Students will use lifestyle, art and design research in Milan to develop an interior space plan.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Interior design 2

INTERMEDIATE LEVEL ◢
Milan

This course is intended for students with some background and experience in the field of interior design. Students will have the chance to analyse contemporary interior spaces through observation based on individual research. They will develop a professional designer's attitude, searching for materials as a source of inspiration by exploring the city. The project-based work will be geared toward the creation of a model of interior layout, using only regenerated or discarded materials.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Interior design for hotels

ADVANCED LEVEL ◣
Milan

The course will enable participants to understand the combination of aesthetics, functionality, and of operational aspects necessary to design successful hotels. Students will dive into a deep analysis of con-

temporary hotel typologies, of the latest hotel design trends, and of the information regarding materials, furniture, and lighting. The course offers a deep exploration of the extensive and complex field of interior design within the hospitality industry, and of the way it is changing and evolving.

This course is intended for final year university students or those with some initial work experience in the field willing to explore new opportunities combining strategy and creativity.

Interior design for retails

ADVANCED LEVEL ◣
Milan

The whole global retail culture is going through a process of radical evolution, pushed by the irresistible advancements of multichannel business and online shopping. Does retail still make sense today? How much should it change in order to survive? The course will enable participants to understand the role of both visual merchandising and experience design in retail stores, from the display of products to the design of the whole customer journey. Students will investigate the strategies to generate retail spaces that are consistent and coherent to the identity of a brand, aimed to turning the pleasure of shopping into a matter of customer loyalty. This course provides participants with higher level of awareness in the field of retail spaces and brand design, as well as for temporary events, online interfaces and social media tools.

This course is intended for final year university students or those with some initial work experience in the field willing to explore new opportunities combining strategy and creativity.

Lighting design 1

ADVANCED LEVEL ◣
Milan

The course gives an overall vision of the art of lighting and its related functions, from a technical and stylistic point of view. It will provide students with the tools to carry out a lighting project in a wide variety of different settings. Lectures will cover the subject of light and design, both theoretically and in practical terms. The students will be expected to produce sketches and technical drawings.

This course is intended for final year university students or those with some initial work experience in the field willing to explore new opportunities combining strategy and creativity.

Product design 1

INTRODUCTORY LEVEL ◾
Milan

Students will be introduced and exposed to the design process, in order to understand what lies behind the creation of a product. They will have the opportunity to dive into intensive project work geared towards creative thinking and exploring form and functionality. Students will work in small groups, in an open discussion environment, developing their creative process from the idea to the final presentation. The final project will be presented in a simulating, small exhibition, through a model and a short story in a digital format.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Product design 2

INTERMEDIATE LEVEL ▪▪
Milan

Students will develop a project, which consists of a coordinated product line created by using hand or digital drawing, as well as a product prototype. The project will be carried out in groups as a studio work, under the supervision of an established designer in an open-discussion setting. Specific workshops, that will focus on materials, on the history of design, and on the biography of an object, will expose students to multiple possible approaches.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

area

FASHION DESIGN

Accessories design

INTERMEDIATE LEVEL ▪▪
Milan

This course is focused on the discovery of the fundamentals of luxury accessories brand collections, specifically of Made-in-Italy shoes and bags. Students will acquire the basic skills needed to coordinate and to develop a new luxury accessories brand, and they will get acquainted with the technical methodology to make shoes and bags.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Costume design for cinema

INTERMEDIATE LEVEL ▪▪
Rome

This course is dedicated to students who want to get an overview of the process of costume design for the performance industry, along with an understanding of the important role that costuming plays in character creation. During the first week, students will investigate the world of costumes by analysing and discussing images, videos, and readings to discover how historical factors, character personalities, proportion, colour, materials, and tailoring techniques play into the process. They will make several visits to tailors' shops, theatres, and

costume archives. During the second week, students will work with into groups to design a portfolio of costumes for a live performance or a film. Depending on available time and participants' skills, it might also be possible to create a costume prototype.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Fashion design 1

INTRODUCTORY LEVEL ▪
Milan

An inspiring discovery of the Italian fashion pipeline with lectures by experienced professionals and guided visits to Milan's best fashion areas and showrooms. Students will be given an overview of the Italian Fashion System, and they will learn to produce fashion sketches, to carry out research to be used to develop a fashion collection.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in art and design.

Fashion design 2

INTERMEDIATE LEVEL ◢
Milan

In this course students will create a capsule collection. Concepts, moods and themes will be conceived and developed to provide inspiration for clothing, colour and shape. Students will experiment studio and workshop practice, and they will work on the development of a prototype with handcraft tailoring methods.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Fashion illustration 1

INTRODUCTORY LEVEL ■
Rome

This course introduces students to the world of fashion illustration. Starting from anatomical figures and the process of stylisation, participants will have the chance to create various styles of clothing, including the analysis of different textile materials. Throughout this course, students will learn the following subjects: the study of both female and male anatomy; the hand-drawing of several pieces of clothing as instructed by the lecturer (jacket, pants, skirt, blouse, t-shirt); the colouring techniques used for each piece of clothing (including the replica of the textile materials); and the introduction to technical drawing.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Fashion illustration 2

INTERMEDIATE LEVEL ◢
Rome

This course aims to introduce students to the world of fashion illustration, starting from anatomical drawing and the different types of illustrations, to arrive to the study of both hand and digital illustration. During the course, participants will analyse different styles of fashion illustration, and they will be introduced to several colouring techniques (watercolor, ecoline and inks, pencils, chalks, digital colours). Students will be guided through the development of their own personal illustrative style, to end up with a fashion illustration portfolio by the end of the course. Minimum requirements: basic knowledge of hand illustration, and of graphic and illustration software Adobe.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Fashion image and styling 1

INTRODUCTORY LEVEL ■
Milan | Rome

Students will develop an understanding and gain experience in style-hunting and image styling as the foundations of fashion and project-development approach. They will be given an overview of the Italian Fashion System, and they will be inspired to develop their ideas and their potential to the fullest. Participants will learn how to innovatively apply trend skills to interpret the personality of clients and their lifestyle, to create a style for a collection look for a fashion magazine, and to propose a new image through clothing, accessories, photos and location combos.

This course is intended for students without any academic background in the specific subject area and for students attend-

ing their first year of university studies in Art and Design.

Fashion image and styling 2

INTERMEDIATE LEVEL ◢
Milan

Students will be given a specific technical training in the field of fashion styling to teach them to create a new image for a body and its clothes encompassing make-up techniques, hair shapes, location, light, photography. Students will experience the excitement of producing a photo shooting in a real work environment: live models, shooting location, and in a professional studio. Personal research and observation will be used to analyse contemporary advertising tools used to promote fashion products for the targeted consumer audience.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Fashion marketing and communication

INTRODUCTORY LEVEL ■
Milan | Rome

This course focuses on the fashion industry through a business and management perspective. It will provide students the necessary tools to understand the dynamic context of Italian and international fashion business. Students will be introduced to fundamentals such as fashion industry sourcing, supply chain, fashion buying cycle, vendor selection and fashion buying decision criteria, retail brand marketing in the fashion industry, internationalisation of fashion retailing, international branding, and flagship stores.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Visual merchandising

INTERMEDIATE LEVEL ◢
Milan

The analysis of visual merchandising strategies for showrooms, concept stores, mono-brand stores, and department stores, will be the key elements of this course, along with the study and understanding of the tools used to create a strategic language for fashion brands. Students will develop a theoretical, analytical, and critical approach through guided tour visits to the most relevant concept stores in Milan. At the end of the course they will be asked to develop an individual project.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Textile design

ADVANCED LEVEL ◢
Milan

The first part of this course will focus on gaining a basic knowledge of the available materials, structures, learnings to make informed and responsible choices. After becoming more acquainted with what is necessary to make a textile expert do its job from a practical perspective, the course will focus on the aesthetic considerations covering the fields of manipulation, surface design (printing and embroidery) and nets/lace-like fabrics (cut work, devoré). The students will then choose a specific situation for which to design a textile based on the previously acquired information and skills, and to produce a mini project outlining the

reasons for their choices and illustrating this with samples.

This course is intended for final year university students or those with some initial work experience in the field willing to explore new opportunities combining strategy and creativity.

area

MEDIA DESIGN AND NEW TECHNOLOGIES

2D animation

INTERMEDIATE LEVEL ▪
Milan

The course will cover all the aspects connected with the production of a successful short movie: drawing, design, animation, storyboarding, acting, timing, and scriptwriting. Students will take the role of both directors and animators of their own movie, thus facing all the issues and problems that normally arise whilst making an animated product.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

3D character design

INTRODUCTORY LEVEL ▪
Milan

During this course, students will be introduced to the world of CGI, throughout the fundamental teachings of polygonal modelling. The course objective is to teach participants how to develop humanoid and mechanical figures. This course includes the teaching of basic knowledge of Maya software, the use of well-defined shootings, and practical workshops.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Board game design

INTRODUCTORY LEVEL ▪
Milan

Games are an interactive form of entertainment that connect people across different ages, genders, ethnicities, socio-economic groups, and skill levels. Through the games we play, we meet new people, improve our skillsets, and most importantly, we learn. This course focuses on a specific kind of gaming experience – board games – which requires more than one player, and thus encourages the development of social skills such as cooperation, negotiation, bluffing, and persuasion. Following lectures that explore the basic principles of board game design, prototyping, and playtesting, students will use these foundations to create an original game, either individually or in small groups. By the end of the course, students will be able to transform their ideas into manageable designs, and to develop quick prototypes to fully test the player experience they want to achieve.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Creative coding

INTRODUCTORY LEVEL ▪
Milan

Now more than ever, the worlds of coding and design are colliding. Gone are the days of mocking up designs so that a technician can bring them to life. Many designers are learning how to code so they can design with more empathy for the digital era, work better with technical teams, and gain more control over the finished product. In this course, participants will study the history and philosophy behind the artistic use of technology. Students will learn coding strategies, explore how to include coding in the creative process, and discover how computing tools can enhance their creativity. The course leader will guide the students through applying practical programming concepts within hands-on projects.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Film documentary

INTRODUCTORY LEVEL ▪
Rome

The documentary films industry is an audiovisual production that in recent years has experienced a boom of investments, distribution, and creativity. Even if the boundaries of this type of production are very blurred, the absence of fictionality, the possibility of generating narratives at reduced costs, and the linkage with reality, are its three, main powerful features. Rome, with its timeless history and the greatness of its civilisations, is the ideal place to explore the realm of documentary films. The course is structured into three parts: introduction to documentary films; pre-production of a personal or team project; production of a short film. The course is recommended for students wishing to explore audiovisual production, and to find a real and fruitful expressive possibility in the film documentary industry.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Game development

INTRODUCTORY LEVEL ▪
Milan

This course aims at teaching students how to create video games using Unity 3D, a free-to-use game development engine. Students will have the opportunity to develop 3D gaming experiences with sophisticated storylines, interactions, aesthetics, and technical aspects. They will discover how to use the core features of the software while designing their very first game, starting with learning how to create a new project and manage their game assets. Students will practice the elements of building a fully playable prototype in Unity: installation and setup, pathfinding, lighting and light mapping, artificial intelligence basics, camera animations, character animations, scripting, materials, skyboxes, particle effects, sound effects, and music.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Interaction design

INTRODUCTORY LEVEL ▪
Milan

During this course, students will have the chance to participate in the ideation, design, and implementation of an interactive project using the Touch Board, a device that turns touch into sounds and makes any surface interactive. They will explore the elements of an interactive project, including media, languages, goals, user behaviors, and technologies (hardware and software). Students will practice using basic tools to create prototypes of interactive devices, and they will learn the fundamentals of the TouchBoard/Arduino coding environment, language, and programming. As they learn by doing, students will build devices that influence, and that are influenced by the physical world.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

VR and 360° video creation

INTRODUCTORY LEVEL ▪
Milan

Nowadays, becoming an immersive creator is both a considerable challenge and a fantastic opportunity for filmmakers and media producers. This course explores all aspects of producing a 360° video using today's most relevant technologies. First, students will examine why modern virtual reality is a new type of medium distinct from all previous forms, and they will gain an in-depth understanding of the 360° camera discovering which tools work best in which scenarios. Next, participants will identify stories that are better told through an experience than through other media. Finally, they will get hands-on practice with the complete workflow of a virtual reality project, including developing the concept, choosing the technology, doing pre-production, and shooting in 360° video, followed by the post-production processes of editing, stitching, finalising, and publishing 360° videos.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

area

VISUAL ARTS

Creative writing

ADVANCED LEVEL ▪▪
Milan

The Fine Arts world is changing, and so is changing the way we communicate within its realm. Nowadays more than ever before, it is necessary to learn about this new style of storytelling and the tools to successfully gain audience engagement, in order to narrate about artworks, projects, exhibitions, events, or artists. Investigating the realm that connects a text with its image, the course teaches students to develop a new method to represent and rearrange the key concepts of visual arts. The course is intended for students with a consistent background in visual arts or with an experience in writing techniques.

This course is intended for final year university students or those with some initial work experience in the field willing to explore new opportunities combining strategy and creativity.

Curatorial studies and exhibition design

INTERMEDIATE LEVEL ▪▪
Milan | Rome

The work of the curator includes a plurality of skills with multiple approaches to understand present times, to interact with the past, and to produce new perspectives. Alongside theoretical knowledge, the course offers a well-structured path to develop curatorial projects, from the research and production of a concept, to its organisation and display. During the course, students will work on a personal or group project that will be presented on NABA's ground, with a period of time during which it will be open to the public, using a variety of possible formats, from video screenings to lectures, from exhibitions to online publications, and more. In addition to classroom lessons, the course will include visits to exhibitions and contemporary art spaces in Milan.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Digital art markets

INTERMEDIATE LEVEL ▪▪
Milan

If in the past digital tools and platforms were used in the artistic world as supportive means, nowadays they have become an essential component of the management and communication process, in order to add value on a global scale. Therefore, art markets cannot run successfully without integrating these tools within their economic pathways. Digital platforms and their applications are often capable of changing the way art is perceived, and of innovating the forms by which artistic visions are spread, including introducing new trends and new approaches to acquire, collect, and manage art pieces, imagery, archives, and so on. This course aims to give students an overview of these digital tools in contemporary art markets, from well-founded platforms such as social media, to recently developed apps and software, used by artists and professionals in this field (curators, art critics) to analyse, manage and renew their professional careers.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Engraving

INTRODUCTORY LEVEL ▪
Milan

Throughout the analysis of foundational artistic and pictorial techniques, participants will acquire the knowledge of different two-dimensional and three-dimensional visual portrayals. During the exploration of various creative processes, students will gain an understanding of materials and tools used to engrave artistically. The lessons will include both lectures and workshops, which aim to grow the student's visual, tactile, and olfactory skills in order to experiment and try different techniques.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Hand illustration

INTRODUCTORY LEVEL ▪
Milan

Students will learn to create effective, powerful images and interesting illustrations applicable to different professional areas. Alternating lectures and practical workshops, the course will show different techniques, processes and approaches.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Painting 1

INTRODUCTORY LEVEL ▪
Milan | Rome

This course aims to dive into different aspects of the realm of painting, by reflecting upon the methods used to represent subjects, and by experimenting with several techniques. Through the exploration of different styles such as watercolor, oil paint, tempera, and acrylic, and the use of the relevant materials (paper, wood, canvas), students will acquire the knowledge needed not solely to learn about the realm of painting, but also to develop their own unique style.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Painting 2

INTERMEDIATE LEVEL ▪▪
Milan | Rome

This course aims to deepen the preexisting knowledge of the realm of painting. Throughout the analysis of the major elements of painting techniques, such as the study of surfaces, colors, and materials, students will develop and implement different methods of expressions, and reflect upon the unique value of each style, learning to critically analyse the affiliation between imagery and the message behind it.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Photography 1

INTRODUCTORY LEVEL ▪
Milan

Throughout this intensive course, students who have an elementary knowledge of

photography, will be introduced to specialised techniques and materials. Participants will learn the foundations of optics and light (aperture, shutter speed, exposure), photographic methods, and composition techniques. The course will also cover image processing in Photoshop and output techniques.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

Photography 2

INTRODUCTORY LEVEL ▪
Milan

Connected to Photography 1, this course will enable students to further deepen their knowledge of photographic techniques and to further develop their expressive skills. Students will be given a specific theme and will have to develop a concept, a mood board and a final project under the guidance of a professional photographer.

This course is intended for students with some background in that specific subject area and for students attending or having completed one or two years of their university studies in Art and Design who are keen on building upon this through hands-on training experience.

Portrait drawing

INTRODUCTORY LEVEL ▪
Rome

This course aims at teaching how to create a realistic portrait, or build on the students' existing skills through practicing on drawing the human face, using photographs and live models. Students will work through a variety of exercises to develop precise techniques and a personal style, with a special emphasis on form and colour. NABA Faculty, who consists of professional artists, will guide them to cultivate their skills with observing proportions, rendering colour and shadow, and making quick sketches that convey a range of emotions. Students will have the chance to experiment with a wide variety of

materials as they begin to create powerful images.

This course is intended for students without any academic background in the specific subject area and for students attending their first year of university studies in Art and Design.

TWO CITIES, DOUBLE EXPERIENCE

The **Two cities, double experience** programme is designed for people of all ages who wish to strengthen their artistic talent in a new creative environment while exploring both Rome, the capital of Italian Culture and Cinema, and Milan, the international capital of Art, Fashion and Design. Each course is two-week long: the first week is spent in Rome, and the second one is spent in Milan. In this way students can discover the unique art, culture and lifestyle of both cities.

FASHION DESIGN AREA

Fashion design: from haute couture to prêt-à-porter

EXPERIENCE COURSE ◆

While in Rome, students will discover and focus on haute couture, hence high-end garments that are customised and hand-tailored using unique and unusual materials. Lectures will explore the history and development of haute couture up to present-day role in the fashion industry. Through visits to fashion exhibitions, archives, and ateliers, students will gain awareness on the context and artistic development of the Italian style and fashion system. Participants will conduct a personal research project on traditional and contemporary approaches to fashion design, either individually or in groups, aiming to develop a haute couture collection through mood boards, illustrations, texts, videos, or the creation of a moulage (draping textile) prototype. In Milan, students will discover and focus on a social and cultural analysis of the Italian fashion industry, exploring the philosophies, styles, and business structures of some of the most iconic Italian fashion brands. Participants will be invited to consider how designers combine the quality of haute couture with the practical market needs of prêt-à-porter collections. Through visits to milanese fashion showrooms and studios, students will gain awareness on the industrial prêt-à-porter system, that is, factory-made clothing sold off the rack in standardised sizes. Either individually or in groups, participants will develop a prêt-à-porter collection through moodboards, illustrations, texts, videos, or the creation of a moulage (draping textile) prototype.

Fashion culture: Rome and Milan

EXPERIENCE COURSE ◆

This creative experience has been created for students who wants to deepen their understanding of the Italian fashion industry. This course alternates lectures about the history and principles of fashion design, to visits to Rome and Milan hottest fashion spots: fashion ateliers and boutiques, showrooms, exhibitions, flagship and concept stores, and cult-favorite places for cool hunters. Students will get a broad overview of the fashion system, focusing on what makes Italian fashion unique, and on what specifically defines the fashion scene in Rome and on how Milan became such a capital for fashion designers. As they gain knowledge, curiosity, and passion throughout this immersive experience, they will channel their learnings into creating a visual presentation about Italian brands and their identities, collections, and activities.

VISUAL ARTS AREA

Sketching around Rome and Milan

EXPERIENCE COURSE ◆

Students will develop their drawing skills while exploring the ancient city of Rome and the contemporary city of Milan, their monuments, museums, and the everyday places where roman and milanese people gather to enjoy life. As they make quick drawing and painting sketches outdoor and indoor different environments, they will practice how to capture tone, colour, light, and atmosphere by using a variety of drawing and painting techniques.

Travel photography from Rome to Milan

EXPERIENCE COURSE ◆

In this course, students will learn the fundamentals of photography while exploring Rome, one of the world's most historic and beautiful cities, and Milan, one of the world's most dynamic and cosmopolitan cities. Through practical workshops, they will experiment with creative composition, camera controls, lighting, and colour films. The lecturer will guide students through the discovery of narrative aspects of travel photography, focusing on portraying places, events, and themes, and on using storytelling techniques as tools to communicate their experience and vision. They will also gain familiarity with a variety of techniques to correct or improve images through the use of computer software.

Art discovery: from classical to contemporary

EXPERIENCE COURSE ◆

In this full-immersion journey, students will discover why Rome is known as the "Eternal City" as they will explore this timeless city while growing their knowledge of classical arts. The course alternates lectures about classical sculpture, ceramics, and painting to visits to Rome's most iconic monuments, museums, and exhibitions. While discovering the fascinating history of ancient artists and their religious and cultural inspirations, students will develop a personal project: a booklet presenting their vision of Rome, containing pictures, drawings, articles, and inclusive of notes taken during class and in their spare time. Milan is a center not only of fashion and design, but also of contemporary art. This course combines lectures about today's most influential artists, with an active discovery of Milan's contemporary art scenes. Students will visit museum collections, private foundations, and international art galleries, including venues like Boschi di Stefano Museum-Home collection, Museo del Novecento, Gallerie d'Italia, Fondazione Prada, and Pirelli HangarBicocca (located in a former Pirelli factory). As they discover new artists, techniques, themes, and media, participants will collect their impressions in a personal project: a booklet expressing their vision of Milan, containing pictures, drawings, articles, and inclusive of notes taken during class and in their spare time.

SUMMER COURSES 2021 ADMISSION PROCESS

ACADEMIC CREDITS

Application deadline

Send your NABA Summer Courses 2021 application to NABA Summer Courses Office via e-mail at **summer@naba.it**

APPLICATIONS ARE DUE NO LATER THAN THREE WEEKS PRIOR TO THE BEGINNING OF THE COURSE.

How to apply

You can choose between:

■ ONLINE APPLICATION
Visit the website www.naba.it and follow the steps to book and pay online

■ STANDARD APPLICATION
Download the application form from the website www.naba.it, fill it out and send it to summer@naba.it

YOU WILL BE CONTACTED BY E-MAIL TO FINALISE YOUR ENROLMENT.

NABA can award CFA credits (1 CFA = 1 ECTS) for Summer Courses 2021, so it will be easier for students to transfer their credits to other Universities and Academies that use or acknowledge this system.

Upon successfully completing each 2-week summer course (45 contact hours), NABA will issue 3 credits to students who wish to transfer credits back to their home institution (upon approval).

Interested students must request the relevant course syllabus to the NABA Summer Courses Office at summer@naba.it and then submit it to their home institution for approval of the credit transfer.

In order to be issued the credits, the student:

■ must be 18 years old

■ shall have earned a high school diploma

■ must be enrolled at a recognised higher education institution

■ must meet the summer course admission requirements

■ must have successfully passed the summer course learning outcomes

Admission Requirements

■ All classes are held in English, so a fluent understanding is required.

■ Students must meet the eligibility criteria of the chosen course, as NABA will not take any responsibility for students who choose a course level that is not suitable to their abilities.

■ NABA accepts applications by students from 18 years of age. In case of applicants who are 16 and show a strong motivation to NABA Introductory or Experience level courses, they will be considered upon a written declaration of responsibility signed by both parents or legal guardians.

■ We strongly suggest that students bring their personal equipment, as indicated prior to the course beginning.

Tuitions fees

■ € 1.795 tuition fee for a 2-week session

■ € 2.995 tuition fee for a 4-week session

■ € 4.195 tuition fee for a 6-week session

The fees include: class work, lectures and guided visits included in the programme. The fees do not include: travel expenses, accommodation, local transportation and meals. Total fees are due by the start date of the course and under no circumstances students who have not finalise the payment will be admitted into class. Please notice that NABA Summer Courses 2021 have limited capacity for each course, therefore they will be assigned on a first come first served basis.

HOUSING OPTIONS

NABA helps international students with finding accommodation. Students can choose among a number of single and shared rooms. NABA has also special deals with hostels, residences and hotels.

For further information, please contact NABA Housing Office

■ via phone at **+39 02 973 729 43**

■ via e-mail at **short@milanhousing.it**

NABA
2020

GALLERY

IL CORPO
DELL'ORRORE

Students joining a field trip at French
Academy in Rome – Villa Medici.

Students at NABA Fashion Lab.
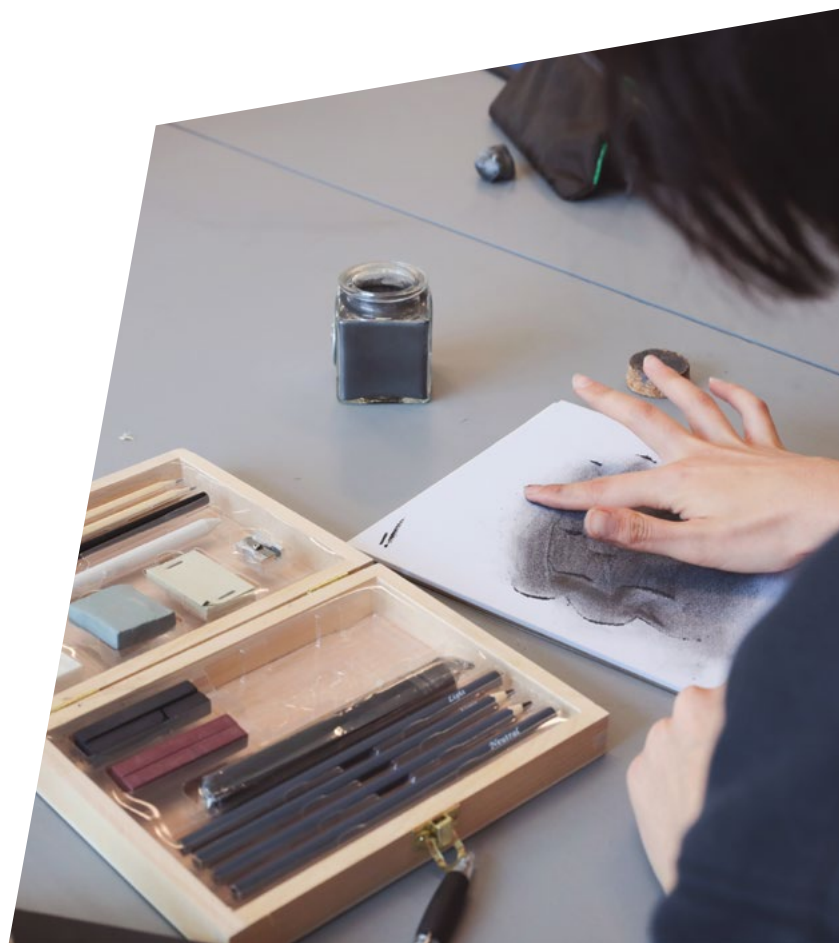
Sketches and projects in progress at NABA Design Lab.

Projects development and prototypes
at NABA Design Lab.

Workshop practice and handcraft tailo-
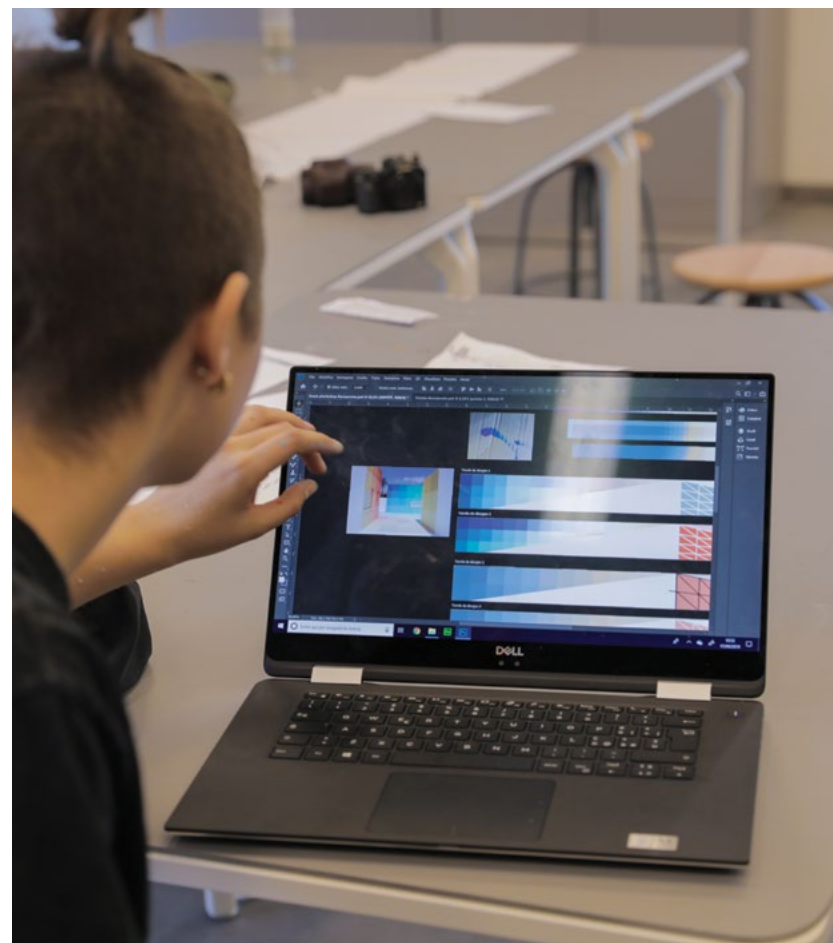ring at NABA Fashion Lab.

Lecture of Visual Arts at NABA.

NABA Wall Workshop in Rome, a partici-
patory artwork led by artist Alberonero.

Galileo Global Education™

NABA, Nuova Accademia di Belle Arti is part of Galileo Global Education, a leading international provider of higher education with an offer that spans from applied arts, fashion, design and digital/Internet to business and medicine. Through its network of 42 schools, the group is present in over 80 campus in 13 countries around the world and has over 110,000 enrolled students. It is Europe's largest higher education group, in terms of both geographical spread and breadth of course offering. Galileo Global Education's ambition is to be the world education leader in innovation, creativity, arts and culture - driven by students' employability, agility and impact.

www.ggeedu.com

ADIMEMBER

Member of the Association for the Industrial Design

ELIA

Ordinary member of E.L.I.A. European League of Institutes of the Arts

IQNet   CSQ

Certified Quality System UNI EN ISO 9001