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 more than 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 named as the Best Italian Academy of Fine Arts according to the 2021 edition of QS World University Rankings® by Subject Art&Design. In the ranking NABA is among the only 3 Italian institutions, and the only Academy of Fine Arts, to appear in the world top 100 of the best universities in the field.

NABA
Nuova Accademia di Belle Arti

Updated: **02 2022**

MILAN

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.

ROME

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 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.
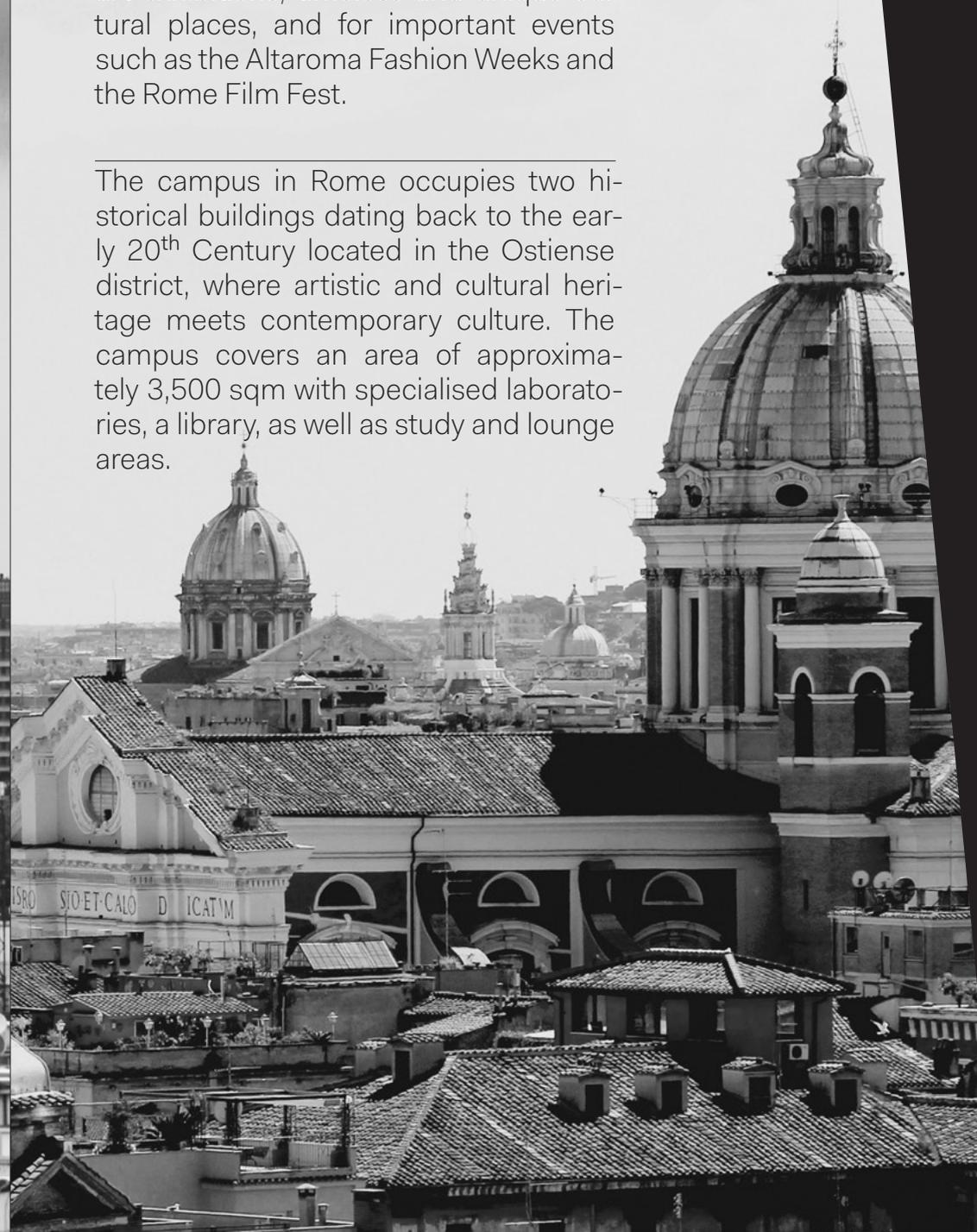
SUMMER COURSES 2022

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 and 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

AREA:

Fashion Design

Rome

AREAS:

Communication and Graphic Design

Design

Fashion Design

Media Design and New Technologies

Visual Arts

NABA Summer Courses 2022 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 28 - July 8	SESSION 2 July 12 - 22	SESSION 3 July 26 - August 5
Communication and Graphic Design Digital illustration 1 ∎	**Communication and Graphic Design** Digital illustration 2 ∎▪ Visual design ∎	
Design Product design 1 ∎ Interior design 1 ∎	**Design** Product design 2 ∎▪ Interior design 2 ∎▪ Interior design for hotels ∎▪	**Design** Product design 1 ∎ Interior design 1 ∎ Interior design for hotels ∎▪ Lighting design ∎▪
Fashion Design Fashion design 1 ∎ Fashion image and styling 1 ∎ Fashion marketing and communication ∎ Fashion digital drawing ∎	**Fashion Design** Fashion design 2 ∎▪ Fashion image and styling 2 ∎▪ Accessories design ∎▪ Visual merchandising ∎▪	**Fashion Design** Fashion design 1 ∎ Fashion image and styling 1 ∎ Textile design ∎▪
Media Design and New Technologies Sound design ∎	**Media Design and New Technologies** Game development ∎ Sound branding ∎ Concept art ∎	**Media Design and New Technologies** 3D character design ∎
Visual Arts Hand illustration ∎ Curatorial studies and exhibition design ∎▪		

Rome

SESSION 1 June 28 - July 8	SESSION 2 July 12 - 22	SESSION 3 July 26 - August 5
	Communication and Graphic Design Urban brand design ∎▪ Motion graphic ∎▪	**Communication and Graphic Design** Visual storytelling ∎▪
Design Italian interior design ∎	**Design** Design gallery ∎	
Fashion Design Fashion image and styling 1 ∎	**Fashion Design** Fashion film ∎	**Fashion Design** Costume design for cinema ∎▪
Media Design and New Technologies Film documentary ∎	**Media Design and New Technologies** Concept art ∎	
Visual Arts Portrait drawing and painting ∎▪ Art discovery: from classical to contemporary ∎	**Visual Arts** Sketching around ∎	**Visual Arts** Travel photography ∎▪

Two cities, double experience

UNIQUE SESSION
July 4 - 15

Fashion Design

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

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 acquire knowledge on how to set up a project, and on how to import creative contents into software in order 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.

Motion graphic

INTERMEDIATE LEVEL ■
Rome

The course explores the field of motion graphic by focusing on and putting into practice After Effects software skills, for the realisation of a concrete project that can be integrated into graphic design projects or other multimedia production experimentations, characterised by different types of animations and dynamism. The main professional techniques used for the production of audiovisual films will be addressed, ranging between different techniques, formats and applications: for web design (banners and SVG animations), broadcasting (credits for cinema and TV), development motion branding and bumper logo, explainer videos and animated infographics, but also short films, commercials, promos and showreels. Thanks to the implementation of Maxon Cinema4D, basics of 3D modelling will also be addressed, integrating compositing and colour correction in line with the project development.

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 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.

Visual design

INTRODUCTORY LEVEL ■
Milan

During this 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.

Visual storytelling

INTERMEDIATE LEVEL ■
Rome

The course introduces participants to a form of visual storytelling capable of integrating the creation of images and textual content. Students will be guided in the development of a narrative and the discovery of their tone of voice and stylistic output, expressed in a project with a different creative form (graphic novel, comic, visual storytelling, art book, sketchbook). The urban experience, the contact with the city and its different souls will be the object of study, inspiration and research for students with the aim of creating a final project of personal and experimental visual storytelling.

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
DESIGN

Design gallery

INTRODUCTORY LEVEL ■
Rome

This course introduces the tradition of product design linked to the Italian territory. Through the analysis of high-level design connected to the world of craftsmanship, students will be able to develop their own idea and project. The frame of style and the language of the city of Rome will provide elements of inspiration for the creation of new design scenarios.

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 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 contemporary 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.

Italian interior design

INTRODUCTORY LEVEL ■
Rome

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 Rome 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.

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. Students will be led through the theory and practice of the light design field developing a personal design language. The final project will consist in a new light system applied to an interior design case history.

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, developing their creative process from the idea to the final presentation. They will be asked to work on a real small model with the use of proper tools.

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. 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 in order to create a personal collection proposal for a luxury accessory brand as a final 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.

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 digital drawing

INTRODUCTORY LEVEL ▪
Milan

This course introduces students to the world of fashion digital drawing. Starting from anatomical figures and the basic skills of drawing using the Adobe software on their own laptops, participants will have the chance to create various styles of clothing, including the rendering of different textile materials. Over the course students will be given the knowledge of female and male anatomy, basic digital and technical drawing skills related to several pieces of clothing (jacket, trousers, skirt, blouse, t-shirt), and colouring techniques (including the replica of the textile materials).

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 film

INTRODUCTORY LEVEL ▪
Rome

This course introduces students to the world of fashion films. It will provide them with the necessary tools and basic technical skills regarding the making of a short fashion film. Participants will be inspired to develop their ideas and their potential to the fullest. Personal research and observation will be used to analyse contemporary fashion films and students will be required to develop the project of their own short film based on a personal concept.

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

Fashion image and styling 2

INTERMEDIATE LEVEL ▪▫
Milan

Students will be given a theoretical and practical training, including the possibility to visit fashion showrooms, in the field of fashion styling to teach them to create a new image encompassing make-up techniques, hair shapes, location, light, photography. Students will acquire expertise to analyse emerging trends, to create a own editorial image, and to develop a styling project for a magazine. They will experience the ideation of a real photo shooting using their creativity and skills.

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

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 experiencing lessons, field trips and practical workshops. At the end of the course they will be asked to develop their own retail strategy.

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 course is divided into two connected parts. During the theoretical part, students will acquire the basic knowledge on the available materials, structures and techniques of weaving and printing. Then, during the second laboratorial part, students will learn to evaluate the most appropriate techniques to be applied to a fabric. Once chosen a specific situation, students will produce a mini project applying notions about today's fashion textile market, tissue in general as well as textile fibers, printing and dyeing.

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.

MEDIA DESIGN AND NEW TECHNOLOGIES

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.

Concept art

INTRODUCTORY LEVEL ▪
Milan | Rome

From video game to movies, concept artists are often the ones responsible to define and develop eye-catching artworks that help to bring ideas to life. Aim of the course will be to introduce students to the world of Concept art, through a practical approach the students will explore and learn techniques used by many digital artists that work in the entertainment industry. The students will develop their own ideas starting from an initial briefing, as it can be during a normal production pipeline in a Studio or for a Production.

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.

Sound branding

INTRODUCTORY LEVEL ∎
Milan

The identity of a brand is communicated involving all the senses of the recipient: visual, olfactory, tactile, architectural, and acoustic. Within the set of human senses and by combining critical-cultural knowledge, creative research, technical and technological practice with the analysis and design of sound brands, this course aims at focusing on the value of sound in building a brand identity. Students will acquire the knowledge necessary for the production of a final sound branding 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.

Sound design

INTRODUCTORY LEVEL ∎
Milan

This course combines critical-cultural knowledge, creative research, technical and technological practice, analysis and design of sound in different production areas: from electronic music production to sound design for film, television and radio. Students will be introduced to the sound dimension in all its practical features and will apply the theoretical and technical knowledge in the different operational contexts of sound design. At the end of the course, participants will acquire the necessary knowledge for the production of a sound design 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

VISUAL ARTS

Art discovery: from classical to contemporary

INTRODUCTORY LEVEL ∎
Rome

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 but also contemporary arts. The course alternates lectures and visits to Rome's most iconic monuments, museums and exhibitions in order to show how to catch the different way to understand the artistic life of the city. The aim of the course is to guide the students along this long stretch of time using a set of carefully selected places and works of art, which will help students to understand the numerous and most significant changes and developments in the world of Italian art.

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.

Curatorial studies and exhibition design

INTERMEDIATE LEVEL ∎
Milan

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. The course offers a well-structured path to develop curatorial projects, from the research and production of a concept, to its organisation and display, allowing students to acquire experience and confidence in expressing their work as well as knowledge of today's field.

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.

Hand illustration

INTRODUCTORY LEVEL ∎
Milan

The course will show different techniques, processes and approaches to hand drawing allowing students to get the basic technical and artistic skills necessary to turn their imagination into professional illustrations and acquire a creative sign.

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

Portrait drawing and painting

INTERMEDIATE 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, observing proportions, rendering color and shadow, and making quick sketches that convey a range of emotions. In its second phase the 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 and the use of several materials, 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 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.

Sketching around

INTRODUCTORY LEVEL ▪
Rome

Students will develop their drawing skills while exploring the ancient city of Rome, its monuments, museums, and the everyday places where Roman 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.

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

Travel photography

INTERMEDIATE LEVEL ▪▪
Rome

In this course, students will learn the fundamentals of photography while exploring Rome, one of the world's most historic and beautiful 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, 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.

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.

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

This course is intended 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.

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 fashion showrooms and studios in the city, 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.

SUMMER COURSES 2022 ADMISSION PROCESS

Application deadline

Send your NABA Summer Courses 2022 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.

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 2022 have limited capacity for each course, therefore they will be assigned on a first come first served basis.

ACADEMIC CREDITS

NABA can award CFA credits (1 CFA = 1 ECTS) for Summer Courses 2022, 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

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 97372943**

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

NABA
GALLERY

NABA students visit exhibition at Pirelli
HangarBicocca in Milan.

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

Fashion digital drawing projects in progress
at NABA Fashion Design Lab.
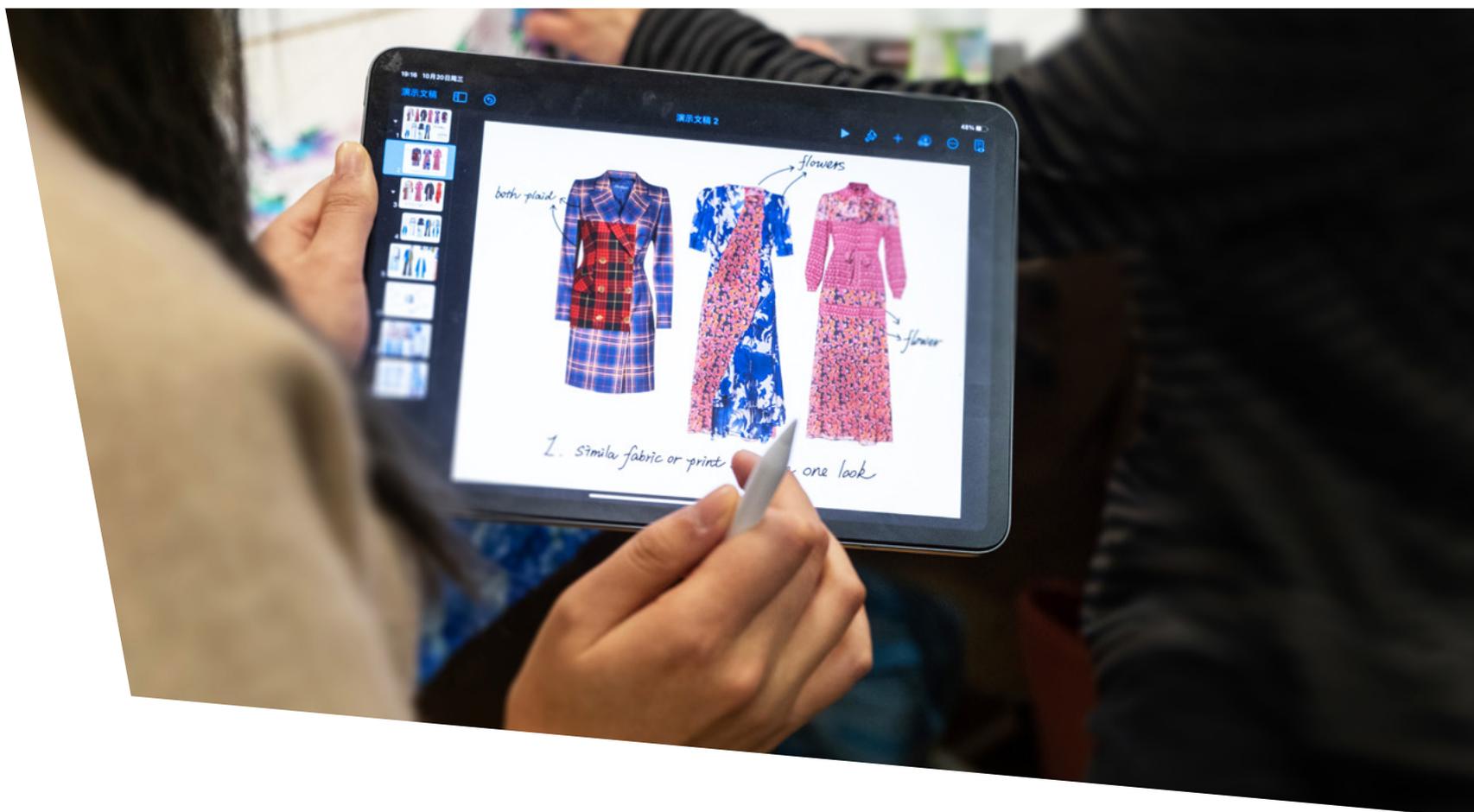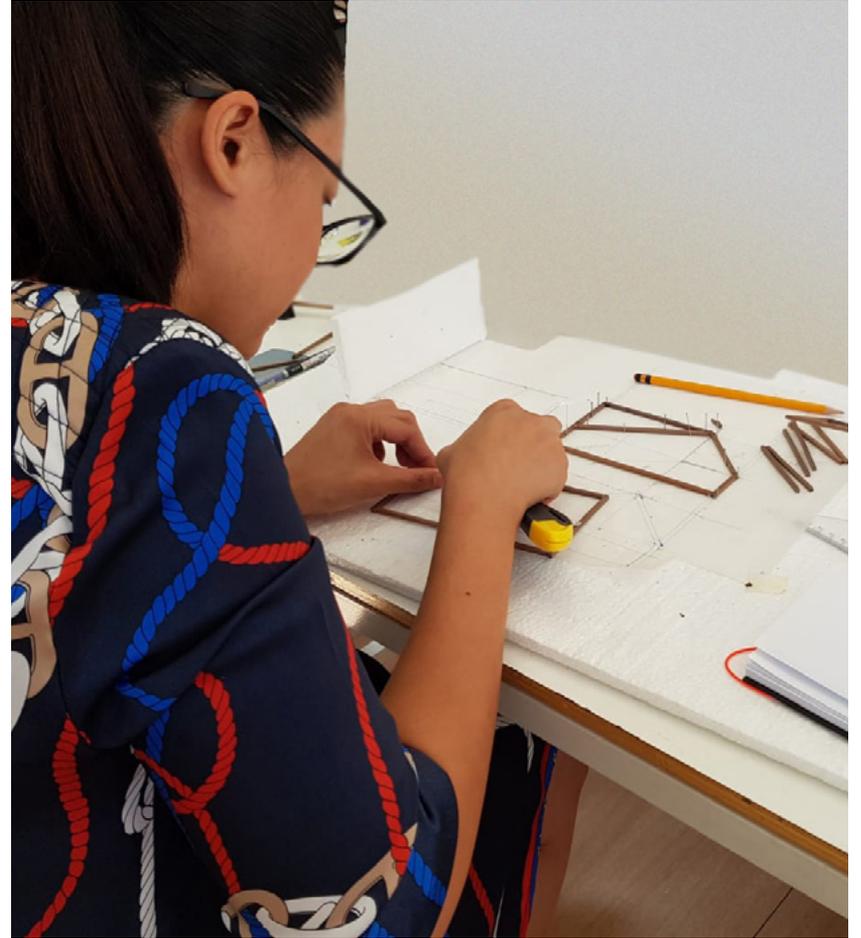
Ancora, digital publishing project by Gaia Geremia, student of the NABA BA in Graphic Design and Art Direction.

Concept art project development
at NABA Tech Lab.

NABA student practicing in the Visual
Arts Area Labs.

Drawing and sketches realised by
NABA student Giulia Colombo.

Workshop at NABA Fashion Design Lab.

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 45 schools, the group is present in over 85 campus in 13 countries around the world and has over 120,000 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

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NABA
Nuova Accademia di Belle Arti

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