

FACULTY OF VISUAL ARTS AND DESIGN

THE EDUCATIONAL OFFER:

BACHELOR'S DEGREE STUDIES (3 years)

Visual Arts
Painting
Sculpture
Graphic Art
Photo, Video, Computer Image Processing
Design
Mural Art
Design
Fashion Design
Textile Arts-Textile Design
Pedagogy – Fine Arts
Conservation and Restoration
History and Theory of Arts

MASTER'S DEGREE STUDIES (2 years)

Fine Arts (as the case may be: painting, sculpture, graphics, photo-video) – professionalization
Decorative arts (Mural arts, Fashion design) – professionalization
Design – professionalization
Conservation - Restoration – professionalization
Theories and practices in visual arts

DOCTORAL STUDIES

Study Directions:

SCIENTIFIC DOCTORATE

PROFESSIONAL DOCTORATE

The didactic and scientific research/artistic creation mission of the Faculty of Visual Arts and Design is training professionals (plastic artists or theoreticians) who would creatively take part in the contemporary cultural life and in the Romanian and the universal art values circulation.

Complying with the mission of the “George Enescu” University of Arts of Iași, which aims at shaping the personality of future artists, at contributing to the development of the Romanian and the universal culture and at training specialists for artistic areas within the profile education (visual arts, music, theater), the mission of the Faculty of Visual Arts and Design contains specific elements, related to tradition and creativity, according to the National Qualification Framework.

The first higher education establishment in the country was established in Iași, as artistic education. This location is not randomly chosen, Moldova being a geographic area in which important Romanian cultural and universal values have developed. This is the place where outstanding personalities belonging to the Romanian art and culture were born and where artistic works now part of the universal heritage were carried out. Ever since the 26th of October, 1860, when the School of Sculpture and Painting and the National Museum of Painting are founded, the artistic

education of Iași contributes to the enrichment, the preservation and the perpetuation of the national and universal level regional values, the contemporary visual arts education continuing its traditional activity of valorizing and developing regional cultural values of universal importance, in addition to connecting with the contemporary art values and challenges. Thus, the Faculty of Visual Arts and Design of Iași develops in a geographical area, notable through cultural identity.

BACHELOR'S DEGREE STUDIES

PAINTING

The study program of the Painting Department is designed to help the development of the students' vocational skills through the systematic acquiring of both traditional painting languages and of those specific to the modern and contemporary age.

Our three-year Bachelor study program is based on theoretical courses and practical activities that address the advanced study of traditional and modern painting techniques, the understanding of plastic composition and the different ways of using color in a specific visual context. We also teach a series of disciplines related to the artistic act, such as work of art preservation and restoration courses or art management courses.

After graduation, students can fathom their knowledge in the two year MA cycle and develop individual projects under the guidance of the teaching staff.

During the BA and MA study programs, the students of the Painting Department benefit from the possibility of taking part in an international exchange program, Erasmus+, with similar institutions throughout Europe.

Students' works may be presented to the public through personal or collective exhibitions in our faculty gallery, apARTE, which frequently hosts national and international artistic events of consecrated artists and curators.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History
Artistic Anatomy
Computer Image Processing
Perspective, Descriptive Geometry
Visual Arts Aesthetics

SPECIALTY DISCIPLINES

Basic drawing for painting
Color study and painting fundamentals
Painting Composition Study
Materials, Processes Painting technologies and technology
Chromatology

FIELD DISCIPLINES

Practical specialized training
Art Work Preserving Notions
Arts Management
Sketches

OPTIONAL DISCIPLINES

Creation Methodology in Painting

Easel Painting Technology/Artistic Techniques /Heritage, Icon Painting/Wooden Icon Painting, Scenography/
Scenography Painting

FACULTATIVE DISCIPLINES

Foreign Language – specialty applications
Physical Education and Sports
Visual Language Analysis
Visual Communications
General Museology

SCULPTURE

Both within the BA and MA study programs, the Sculpture department aims at initiating and developing volumetric form knowledge, at understanding the sculpture techniques and technologies (modeling, foundry, metal shaping techniques, ceramic techniques, field related alternative techniques) by theoretical courses and interactive practical examples, with the purpose of shaping a contemporary thinking on sculpture and art.

The majority of disciplines impose analyzing the possibility of integrating the sculptural forms in the environment, the interaction between form and environment, ways of presentation, representation, and rules regarding the placement and presentation of the art object, through the permanent report between the traditional and the contemporary. Moreover, the optional packages provide the students with the possibility of fathoming certain sculpture specific techniques.

The working environment is dynamic and the students can work both on personal or team projects, alternative or experimental, and on the didactic ones, the emphasis being that of creating a professional context, which favors the individual career development.

The Sculpture department has well equipped laboratories (furnace for bronze and other nonferrous metals, ceramic, metal shaping laboratory and dedicated workshops, properly equipped), allowing students to experience a variety of materials using specific installation, equipment and professional tools. Equipment access is unrestricted and the students may borrow it, according to the particularity of each project, a fact which allows a qualitative production in relation to the field requirements.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History
Artistic Anatomy
Computer Image Processing
Perspective, Descriptive Geometry
Visual Arts Aesthetics

SPECIALTY DISCIPLINES

Basic drawing for sculpture
Shape and Volume Study for Sculpture
Sculpture Composition Study
Materials, Processes Sculpture technologies and technology
Bi and 3D Representation Techniques

FIELD DISCIPLINES

Practical specialized training
Shape and Volume in the Non-figurative Sculpture
Trends and manifestations in Contemporary Sculpture

Sketches

Creation Methodology in Sculpture

OPTIONAL DISCIPLINES

Technology/Moulding Metals for Sculpture and Jewelry/General Museology, Jewelry Designing Fundamentals/
Technique and technology- jewelry, Sculptured wood Translation/ Sculptured rock Translation

FACULTATIVE DISCIPLINES

Foreign Language – specialty applications

Physical Education and Sports

Visual – graphic Language Analysis

Ambient Space Composition – geometry

General Museology.

GRAPHIC ART

The Graphics study program aims at providing the students with graphics history and technique knowledge, the theoretical understanding and the technical skills needed to succeed as professional artists, illustrators and graphic-designers.

Depending on their skills and aspirations, students have the opportunity to choose between the three study directions: advertising graphics, animation, and easel graphics.

The advertising graphics study direction involves studying book illustrations and advertising materials, offering a professional training with immediate applicability in the labor market. Both traditional techniques and contemporary approaches – such as the installation type, the book object, innovative display forms etc. – are studied.

Within the easel graphics study direction, addressing specific disciplines is carried out following several main directions, aiming at enhancing the knowledge on the classical, modern and contemporary composition principles. The composition issues are also addressed from the perspective of the interdisciplinary visual art types, taking into account the artistic language globalization phenomenon and the technique syncretism of contemporary art.

The study program dedicated to animation proposes studying digital 3D animation techniques, traditional and digital 2D animation techniques, providing professional skills oriented toward film projects, video games, and advertising materials development.

The material basis available for this specialization is complex: traditional engraving laboratory, equipped with large manual presses; modern engraving laboratory with serigraphic and offset equipment; computer laboratory with Apple computer network; graphics tablets; image editing, two-dimensional and three-dimensional animation software; Elite Panaboard interactive projection system; drawing and composition classrooms equipped with furniture and accessories meant to facilitate the study of specialty traditional techniques.

During the BA studies, followed by a professional MA in graphics, the students are involved in individual or collective exhibiting activities, local or itinerant, and participate in national or international competitions which, in many cases, materialize in prizes.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History

Artistic Anatomy

Computer Image Processing

Perspective, Descriptive Geometry

Visual Arts Aesthetics

SPECIALTY DISCIPLINES

Basic drawing for Graphics
Shape and Color Study for Graphics
Composition Study for Graphics
Graphic Composition
Graphic Techniques – etching, lithography etc., photo-video
Chromatology

FIELD DISCIPLINES

Practical specialized training
Computer Image Processing

OPTIONAL DISCIPLINES

The Art of Writing/Typing Advertising Graphics Composition/Easel Graphics Composition/ 2D/3D Digital animation

FACULTATIVE DISCIPLINES

Foreign Language – specialty applications
Foreign Language – specialty applications
General Museology
Photography Basics.

PHOTO, VIDEO, COMPUTER IMAGE PROCESSING

The mission of the Photo, video, computer image processing study is to shape contemporary visual artists who express themselves through photography, video, and multimedia and creative professionals, able to create products of high artistic expression in the mentioned fields.

Given its specific, the study program has direct implications in the audio-visual, social and cultural field. Thus, the main objectives are shaping and training future contemporary visual artists, creators in the field of artistic and applied photography, acquiring cultural national and universal values, with a solid artistic culture and related technique, and developing performance research activities in the field of photography, video art, and multimedia.

The curriculum is structured for the gradual assimilation of knowledge, creative practices, technical formats and their theoretical approaches. The material base of this study direction provides the conditions of a complex educational process, specific to the areas where technology is ubiquitous. The endowment, which meets the standards specific to these areas, allows a qualitative production in relation to the requirements: image scanning, processing and printing, sound recording and processing, creating digital and multimedia audio-visual products, equipment specific to the video production flow.

During the years of study, students hold art exhibitions within the university or cultural partner institutions in the country and have the opportunity to study one semester in one of the European partner universities, in the Erasmus program.

Graduates can fathom their knowledge on the above mentioned areas taking up specialty MA courses in Fine and Decorative Arts, Photo-video specialization, and doctoral studies.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History
Artistic Anatomy
Computer Image Processing
Perspective
Descriptive Geometry

Visual Arts Aesthetics

SPECIALTY DISCIPLINES

Basic drawing for photo – video

Advanced lighting techniques in photography and video

Color and Shape Study for photo – video

Introduction to Film and Video Language

Artistic Photography

Photo-video techniques

Photography History

FIELD DISCIPLINES

Practical specialized training

Multimedia Products

Video art

Informational and communication

Technologies for the Artistic field

OPTIONAL DISCIPLINES

The Artistic Language of Photography/Advertising Graphics Composition /Graphic Techniques, Documentary Photography/Applied Photography, Experimental and Documentary Video Film/Media Video Practices

Foreign Language – specialty applications

FACULTATIVE DISCIPLINES

Contemporary Visual Artistic Media

Creative Explorations in Fashion Photography

Physical Education and Sports.

MURAL ART

The mission of the Mural Art study program is to shape contemporary visual artists who express themselves with the help of a wide variety of artistic media. The courses aim at developing technical skills, critical thinking, and team spirit, at broadening the conceptual horizon, providing the student with the opportunity to experiment and learn both traditional and media art techniques. The specialization promotes interdisciplinary research and encourages approaching major, monumental projects.

The BA program is structured in four study directions: Ambient Mural Art, Religious Mural Art, Ceramics, and Art in Public Space.

The purpose of the specialization is to train specialists in the following fields: interior design and decoration, religious painting (mural or on wood), interventions in public space by outdoor parietal decorations or paving, ceramic object creation (artistic or series) etc. The graduates may also choose a teaching career, if they take up the optional psycho-pedagogical module.

Students benefit from the opportunity to study for 1-2 semesters in higher education artistic institutions in Spain, U.K., France, Czech Republic, Finland etc., through the academic exchange programs (Erasmus).

After graduation, the graduates have the opportunity to enroll in the MA program, in Mural Art.

The Mural Art specialization has mural art workshops, pottery workshops, a transposition room, and classrooms with wired and wireless Internet access. The courses are accompanied by multimedia support, including practical and virtual presentations. Besides the tool sets required for the ongoing operations, we provide the students with computer equipment for simulation, electrical carpentry /dyeing equipment, floor tiles/crockery cutters etc.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History

Visual Arts Aesthetics

Artistic Anatomy

Computer Image Processing

Perspective- descriptive geometry

STUDY DOMAIN: AMBIENTAL MURAL

Arts Drawing basics for mural arts

Color study for mural arts

Basics of composition Bi- and tridimensional representation techniques

Techniques and technologies of mural transposition

Ambient space composition

STUDY DOMAIN: ART IN PUBLIC SPACE

Drawing basics for ambiental public space

Color study, chromatology for art in public space

Composition and visual language analysis for public space art

Notions of architecture and urbanism

Contemporary art techniques

Composition of the environmental space

STUDY DOMAIN : CERAMICS/RELIGIOUS ART

Drawing basics for ceramics/religious art

Color study for ceramics/religious art

Composition for ceramics/religious art

Basics of projection/religious iconography

Specialized technologies/ religious arts techniques

Objects, environmental structures/ The composition of the environmental space

Practical specialized training

SPECIALTY DISCIPLINES

Alternative visual structures

Form analysis in decorative art

OPTIONAL DISCIPLINES

The Methodology of creation in mural art

Documentation and design in mural art/religious iconography- contemporary plastic alternatives

Study of Byzantine painting/Methodology of artistic creation in ceramic art

Artistic and industrial modeling

Artistic research methodologies

Projection, moulding and digital image processing

Foreign Language.

Physical Education and Sports.

DESIGN

The generic mission of the DESIGN study program is to provide education, quality scientific and artistic research, both in national and international context, contributing to the intellectual, professional and social life development

of the individual. The outcome of the DESIGN specialization, as a result of educational activities, is competence in the three optional areas: Product Design, Graphic Design and Ambient Design.

The training of the specialists enrolled in the three educational routes is complex, taking into account that their ulterior performance area is mainly destined to a working interdisciplinary team system.

The permanent connection to the current social context and the job market, as well as to the extremely rapid progress of the technological context, that determine new areas of research in design, are a constant concern of this department, whose aim is to provide society with well-trained specialists. In relation to labor market demands, graduates are qualified to cover the segment of designing consumer goods in the contemporary, industrial context, in print shops, advertising agencies, publishing houses, media segments, domestic and commercial arrangements etc.

The MA focuses on the current strategic approach issues regarding the design activity, in distinct modules within product design and graphic design area. The MA studies ensure fathoming BA studies in design as well as the development of scientific research skills. It follows the proper understanding of the design process conduct and the correct assimilation of knowledge, skills development and acquiring competences in order to exercise the chosen profession.

The Design Department has at its disposal the latest material basis for all study groups: Cutamax laser engraver, Roland 3D modeler, 3D printer ZPrinter, Dell computers, Wacom graphic tablets, cutting plotter, laser printers, scanners, plotter etc.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History

Design History

Artistic Anatomy (applied in ergonomics)

CAD I

Technical Drawing Elements

Perspective, Descriptive Geometry

Visual Arts Aesthetics

SPECIALTY DISCIPLINES

Image Designing Fundamentals

Basic design – color

Basic design – shape

Visual Communication

Marketing, Management

CAD II specific to the study direction – 2D, 3D, design Bases

Letter and Text Study

Semiotics

Specialty Technologies in Industrial Design

Product Design

Moulding-modelling - product design

Ergonomics

Moulding-modelling - specific to the ambient space

FIELD DISCIPLINES

Practical specialized training

Specialty Technologies in Graphic Design

Graphic design

The Visual Message

Communication through Letter and Text
Specialty Technologies in Ambient Design
Ambient Design

OPTIONAL DISCIPLINES

Legislation and Portfolio/Semiotic/ Communication and Negotiation/Photography Bases/Interior Design, Graphic, Product, Communication and Negotiation Module I/ Product

FACULTATIVE DISCIPLINES

Physical Education
Foreign Language.

FASHION DESIGN

The Fashion Design study program provides the necessary educational framework for the development of creative and practical abilities, useful for professing in the fashion industry, combining within the studied disciplines and approached projects artistic and technical aspects. The applied educational principle encourages freedom of creation and innovative thinking by exploring new ideas and concepts in fashion design.

During the study years, students learn:

- to sketch human silhouettes and attires;
- to use/apply theories, historical perspectives, design elements and principles in the creative process;
- to design clothing collections for both global and local market;
- to select/identify and use appropriate clothing construction and modeling techniques, in order to design prototypes (for their own projects/collections).

The department has its own laboratories, endowed with machineries, installations, and equipment, necessary for carrying out practical works and semester research.

Graduates may continue to fathom their knowledge taking up MA studies, Fashion Design specialization, or doctoral studies.

The proper training, offered in key with European standards, allows students to enroll in inter-university mobility programs. Moreover, students also have the opportunity to participate in various events in the field (fashion shows, fairs, and exhibitions). The graduates of the Fashion Design specialization have various career opportunities.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History
Artistic Anatomy
Computer Image Processing
Visual Arts Aesthetics

FIELD DISCIPLINES

Drawing Basics
Color Study
Bi and 3D Composition Fundamentals
Fashion Illustration

SPECIALTY DISCIPLINES

Costume History
Design
Clothing Construction and Modelling

Fashion Collection Concept

Accessories Creation

OPTIONAL DISCIPLINES

Textiles materials, processes, techniques/ Photography Basics/ Textile Techniques/The Print in Clothing/ General Textile Technologies /Collection Portfolio

COMPLEMENTARY DISCIPLINES

Foreign Language

Physical Education

Perspective, Descriptive Geometry

Marketing and Management

TEXTILE ARTS - TEXTILE DESIGN

The mission of the study program Textile Arts – Textile Design is to train competent specialists, open to the artistic dimension of contemporary textiles, and its aim is to design print and textures collections in line with the specific trends and requests, according to historical perspectives and design principle evolution. Within this department, students benefit from education, scientific and artistic quality research, combined with issues and technical and technological abilities.

Through the Textile Arts – Textile Design study program, students are encouraged to experiment with the artistic valences of textiles and specific techniques. It cultivates creativity, originality, and freedom of expression in textile design. In order to develop the students' complex skills and innovative imagination in this dynamic field, the specialization shapes the future graduates through three distinct activities:

1. Guidance in fashion design graphic imprint construction;
2. Guidance in creating textile design dedicated to interior decoration, from classical to digital techniques;
3. Training for national and international exhibition circuit by elaborating some prominent artistic works (textile panels, three-dimensional objects or installations).

The Textile Arts–Textile Design specialization has at its disposal print technology and transpositions in material laboratories, properly equipped, allowing students to experiment taking into consideration the characteristics of each project.

The 2-year MA study cycle, Decorative Arts – Fashion Design, also addresses graduates of the Textile Arts – Textile Design specialization, with a generous opening, in line with the various concerns of the current textile field (conceptualizing the idea of fashion, installations, and monumental approaches).

Students have the opportunity to exhibit their works in student annual exhibitions (Textile Universe, at its 23rd edition) and within the international Triennial TexpoArt (at its 4th edition), held by the Textile Arts study program and the Romanian Artists' Union. The relationship with the academia, with the business and the artistic world is maintained both nationally and internationally, through inter-university Erasmus mobility programs and practical projects, internships, specific events, exhibitions, fairs etc. We offer graduates a thorough preparation for various future career opportunities.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Art History

Artistic Anatomy

Computer Image Processing

Visual Arts Aesthetics

FIELD DISCIPLINES

Textile Design Drawing Basics
Color Study
Bi and 3D Composition Fundamentals
Ornament Study
Accessories Creation in AT
Textile Construite

SPECIALTY DISCIPLINES

Textile History
Stylistic Trends
Textile Design
Textile Printing Techniques
Practical specialized training

OPTIONAL DISCIPLINES

Textile Technology Basics/Photography Basics,
General Textile Technology/Collection Concept,
Specialty Textile Technologies/ Specialty Portfolio

COMPLEMENTARY DISCIPLINES

Foreign Language
Physical Education
Perspective Descriptive Geometry
The Print in clothing

THE PEDAGOGY OF FINE AND DECORATIVE ARTS

The educational activities of the BA study program The Pedagogy of Fine and Decorative Arts are adapted and organized so that the graduate is able to participate constructively in the contemporary cultural life.

The mission is that of shaping personalities with complex training, able to actively participate in formal teaching processes, alternative educational practices, and in contemporary artistic projects. The specialization proposes both acquiring basic knowledge of psycho-pedagogical and visual art theories and developing scientific and practical research, analytical, and cultural mediation skills. Taking into consideration the impact that it may have on society, we believe that each graduate can be an influence generator in the culture of the nation and that he/she must assume the responsibility required by this role.

During the BA cycle, students who take up this specialization have the opportunity to study at prestigious universities in Europe, with study internships offered through scholarships, within the Erasmus-Socrates mobility program.

The theoretical and applied orientation, structured as to fully comply with the National Framework of Qualifications, aims at training graduates for the professions specific.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Romanian and Universal Art History
Image Technology Interferences
Perspective- descriptive geometry
Psychology of Education
Visual Arts Aesthetics

SPECIALTY DISCIPLINES

Drawing Basics

Color Study

Developing the Visual form between Sensory and Perceptive

Composition Bases and Visual Language Analysis

Pedagogy I – Pedagogy Fundamentals;

Curriculum Theory and Methodology

Visual Language Grammar

Pedagogy II - Instruction Theory and Methodology of Evaluation Theory and Methodology

Didactics Specialty/General Art education

Bi- and Tridimensional Representation Techniques

FIELD DISCIPLINES

Fine Art Expression and Compositional Principles

Bi- and Tridimensional Visual Composition and Style

Modelling Bases

Design as visual and project approach Communication and Training through Artistic Tropes

Fine Art Creation Methodology

Stimulating Creativity Educational Strategies

Interventions in Social and Cultural Spaces

General and Decorative Visual Technologies

Practical specialized training

Pedagogical Practice in Mandatory Pre-university Education

Visual Expression through Color

OPTIONAL DISCIPLINES

Sketches/Chromatology/Traditional Artistic Techniques/Photography Techniques/New Media Arts/ Chromatology

Applications in APD/Contemporary Art Techniques /Traditional Engraving Techniques/ Anamorphoses

/Experimental Artistic Techniques.

FACULTATIVE DISCIPLINES

Foreign Language

Physical Education

Computer Image Processing

CONSERVATION AND RESTORATION

The Work of Art Preservation and Restoration study program was introduced following the requests from the cultural-artistic and economic and touristic sphere of the northern and eastern part of the country. The main mission focuses on: the complex scientific preparation and training of specialists in order to observe, preserve, and restore works of art belonging to the national and international cultural heritage; interdisciplinary research, and promotion of cultural values.

The Work of Art Preservation and Restoration specialization is organized in two study cycles: Bachelor (3 years) and Master (2 years), having two study directions: mural painting restoration and tempera painting restoration. In order to complete their BA/MA papers, students take part in practical stages in heritage monuments coordinated by the teaching staff, within national and international restoration projects. Moreover, they have the opportunity to study one semester in one of the European partner universities, with the Erasmus-Socrates program.

The acquired skills and competences are: fathoming knowledge related to monuments and constituent materials; shaping the capacity to collaborate with specialists in related fields; providing a complex scientific and technical

training regarding the work of art preservation and restoration; creating the ability to operate with current international methods, based on the assimilation of practical experiences (in the laboratory, museums, monuments).

The Work of Art Preservation and Restoration specialization has proper spaces for the unfolding of the educational process: classrooms, workshops and laboratories, mural technique transposition room. The laboratories are equipped to meet the standards; there are exhausting and protection equipment and equipment for portable and fixed investigation: electron microscopes, photo and video equipment, specialized instruments.

The graduates are specialized in the field of work of art preservation and restoration, being able to practice in museums and institutions that protect and valorize cultural heritage.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Drawing Study

Color Study

Romanian and Universal Art History Restoration General Theory

Art Iconography

SPECIALTY DISCIPLINES

Chemistry Fundamental Notions

Physics Notions and Artwork Investigation

Artistic Techniques

Identifying Etiopathogenic Systems

Perspective, Descriptive Geometry

FIELD DISCIPLINES

Practical Specialized Training

Restoration Scientific Investigations

Artwork Biodegradation

Preventive Conservation Elements

Photography Basics, Photographic Techniques

OPTIONAL DISCIPLINES

Mural Painting Restoration Method Restoration Documentation for Mural Painting

Material Structure of the Mural Artwork

Restoring Tempera Painting Methods Restoration Documentation for Tempera Painting on Wood

Material Structure of the Artwork in the Tempera on Wood Technique

Restoration Methodology of the Artwork on Organic and Mineral Support, Textile, Stone, Cloth Restoration Documentation

Material Structure of the Organic and Mineral Artwork

FACULTATIVE DISCIPLINES

Computer Image Processing

Heritage Notions

Foreign Language

Physical Education and Sports.

ART HISTORY AND THEORY

The Art History and Theory study program aims at acquiring a fundamental theoretical knowledge in the field of visual arts. It also helps students develop high-level skills in conducting historical research, developing critical

analysis and exercising cultural mediation, editing and publishing in the field of art, curating, and acting as cultural managers.

Graduates may work in historiography, artistic education, artistic research, cultural management, museology, independent and institutionalized curatorship, art collecting and trade, editorial practice and cultural journalism.

During BA studies, students benefit from an encyclopedic, analytical, and applied perspective on understanding, communicating and criticizing visual arts. By studying art history methods, various types of artistic practices and theories, and different types of artistic mediation, this specialization opens the horizon for a competent and professionalized approach of visual arts. The historical knowledge analytically assimilated can be applied in a series of editorial and curatorial workshops, where students can exercise their acquired theoretical abilities.

We encourage both individual and collective research, as well as innovative and experimental approaches to cultural practices. Our students may access one of the best art libraries in the country (including both printed information and electronic resources), and may be involved in organizing artistic events (exhibitions, critical and creative research workshops, conferences) in the Art Gallery of the Faculty of Visual Arts and Design (apARTE Gallery).

BA studies in Art History and Theory (a 3-year program) may be continued with MA studies in Theories and Practices of Visual Arts (a 2-year program), which develop text comprehension, image analysis, creative theoretical and critical writing abilities. This MA program is also interested in supporting artistic production based on a solid theoretical knowledge in the field of critical and creative visual arts.

DISCIPLINES:

FUNDAMENTAL DISCIPLINES

Aesthetics

Philosophy

Cultural Studies

Foreign Language

Universal Art History

Romanian Art History

Art Theories and Criticism

Museology

Art Contemporary Theories

Art History Methods

Practical Specialized Training

OPTIONAL DISCIPLINES

Artistic Anthropology

Computer Image Processing

Themes and Strategies in Contemporary Visual Arts Practice

Film Aesthetics

Artistic Anatomy

Literature History

Artwork Analysis

Artistic Media and Techniques History

Romanian Medieval Art between East and West

COMPLEMENTARY DISCIPLINES

Visual Studies

Artistic Contemporary Techniques

Cultural and Curatorial Management

Experimental Artistic Techniques

MASTER'S DEGREE STUDIES

Master's degree studies aim at: specializing towards a visual arts study direction, achieving skills that complement the Bachelor's degree studies, a part of the transmitted knowledge having an interdisciplinary character, training the graduate towards a theoretical or practical direction, artistic or scientific research involvement, providing study basis for individual artistic research (doctorate).

Starting with the 2001-2002 academic year, the Faculty of Visual Arts and Design has developed an interdisciplinary visual arts master's degree study program.

Then, starting with the 2008-2009 academic year, the master's degree study programs diversified as full-time education professional training master's degree study programs, with a 2-year study duration and 120 credits.

PAINTING

DISCIPLINES

Postmodern Aesthetics / Modern and Contemporary Techniques Syncretism / Compositional Structure in Painting / Chromatic Structures in Painting / Creation and Technology in Painting / Traditions and Expression Forms in Painting / Figurative and Non-figurative in Painting / Interactive arts / Research Project / Creative Explorations in Painting / Geometric Composition in Painting.

SCULPTURE

DISCIPLINES

Postmodern Aesthetics / Modern and Contemporary Techniques Syncretism / Compositional Structure in Sculpture / Sculpture –visual art interferences / Concept, Creativity and Plastic Expression in Sculpture / Modern Technologies and Alternative Materials in Contemporary Sculpture / Traditions and Modernity in Contemporary Sculpture / Artistic Representations Morphology in Sculpture / Research Project, Symbol and Notional Message In Sculpture / Visual Valences in Decorative Sculpture

GRAPHIC ART

DISCIPLINES

Postmodern Aesthetics / Modern and Contemporary Techniques Syncretism / Research Project, Illustration, Stylistic Plurality in Contemporary Graphics / Computer Assisted Publication / Experimental Engraving / Creative Explorations in Graphics / New Medias: Artistic Speech and Creative Techniques

PHOTO, VIDEO, COMPUTER IMAGE PROCESSING

DISCIPLINES

Postmodern Aesthetics / Modern and Contemporary Techniques Syncretism / Research Project / Forms and Attitudes in Performative Photography / Concepts and Artistic Approaches in Contemporary Photography / Narration and Experiment in Contemporary Art Video / Creative Developments in Photography from the Perspective of Communication Informatic Technologies / Human Body Representation in Media Arts / Implementing Digital Multimedia Products Advanced Techniques.

MURAL ART

DISCIPLINES

Applied Visual Studies / Visual Communication / Research Projects / Art in Public Space / Mural Art Techniques / Mural Art Special Course / Painterly Objects, Spatial Forms, Ambient Structures and Forms / Artistic Practice Management / Urbanism and Mural Art / Artistic Representation Morphology / Ethnography Notions

FASHION DESIGN

DISCIPLINES

Applied Visual Studies / Visual Communications / Research Project / Informatic Textile Design Technologies and Techniques / Suit Based Communication / Style Notions / Graphic Representations / Fashion Accessories / Textile Experiments / Presentation Strategies / Fire Arts / Interactive Art.

ARTWORK PRESERVATION AND RESTORATION

DISCIPLINES

Monument Statics / Religious Painting Stylistic and Iconographic Analysis / Artwork Restoration History and Theory / Contemporary Techniques and Materials / Research Project / Current Treatments in Mural Painting Preservation and Restoration / Applied Preservation Applied and Emergency Intervention in Mural Painting / Restoration of Monuments with Mural Decorations - Case Studies / Mural Artwork Technological Analysis / Mural Artwork Etiopathology / Mural Artwork Degradation Mechanisms / Particular Interventions in Mural Art Restoring / Preservation-Restoration Documentation Analysis and Processing / Current Treatments in Tempera Painting Preservation-Restoration / Monument Restoration with Tempera Painting - Case Studies / Tempera Painting Technological Analysis / Tempera Artwork Etiopathology / Tempera Painting Degradation Mechanisms / Particular Interventions in Wood Painting Restoration / Preservation-Restoration Analysis and Processing.

DESIGN

DISCIPLINES

Ecodesign, Aesthetic Evaluation in Design / 3D Networking Between Art And Design / Project Research / Industrial Product Design / Industrial Product Manufacturing Technologies / Design Activity Strategies / Work Designing in Graphic Design / Visual Image Semiotic Analysis / Designing Computerized Interfaces / Communication and Negotiation Module II/ Project Management / Photography and New Media/ Project Management, Entrepreneurship in Creative Industries.

THEORIES AND PRACTICES IN VISUAL ARTS

DISCIPLINES

Postmodern Aesthetics / Artwork Analysis / Art And Visually Contemporary Theories / Research Project / Contemporary Artistic Techniques Syncretism / Meaning and Expression In Contemporary Art / Narrative and Experiment in New Media / Applied Visual Studies, Artistic Research Theories and Practices / Interactive Arts / Ambient Structures / Identity Policies in East-European Art after 1989 / Artists' Theories and Artistic Practice / Artistic Practice Management / Contemporary Issues in Artistic Anthropology / The Invisible in Abstract Art.