UNDERGRADUATE PROGRAMME \ SET DESIGN

CURRICULUM

INTERNATIONAL ACADEMY
OF ART & DESIGN

design
mundo
afora

NABA

bachelor of arts in

SET DESIGN

AREA
Set Design

AREA LEADER
Milan
Vincenzo Cuccia

COURSE ADVISOR LEADER
Milan
Margherita Palli

The BA provides students with the tools to address the complex reality of set design through the study of design-related topics in the fields of theatre, events, exhibitions, fashion shows, cinema and television, among others. Through crossover courses like photography, light design, costume design and performing arts, and internships at theatres and leading companies in the field, students acquire qualified skills to enter the professional world, including the development of professional dossiers, budgets and periodic analysis production, work planning and organisation.

LANGUAGE
Italian - English

CAMPUS
Milan

DEGREE AWARDED
First Level
Academic Degree

CREDITS
180 CFA

LENGTH
Three years

SPECIALISATIONS

Theatre and Opera
Media and Events

CAREER OPPORTUNITIES

Opera, ballet and prose set and costume design

Musical and concert set design

Fashion show and photo shooting set design

Exhibition and event set design

Music video and advertising set design

Television and cinema set and costume design

LEARNING OBJECTIVES

To devise and design stage sets, costumes, installations for exhibitions and events

To organise projects, budgets and planning

Working in a team with set design labs, set and costume designers, theatre planning and direction departments, and with curators for art, design and fashion events

CURRICULUM

FIRST YEAR

SEMESTER	COURSES	CFA
1	**Set design 1**	**10**
	Basic theatre design	6
	Theatre design projects	4
1	**Digital technologies and applications 1**	**6**
	CAD	3
	Digital drawing	3
1	**History of costume**	**6**
1	**History of modern art**	**6**
1	Additional training activities	**2**
TOTAL CREDITS 1ST SEMESTER		**30**
2	**Drawing for design**	**10**
2	**Scene design 1**	**10**
	Basic scene design	5
	Scene design projects	5
2	**Digital technologies and applications 2**	**6**
	Video processing	6
2	Mandatory training activities English and additional language skills	**4**
TOTAL CREDITS 2ND SEMESTER		**30**
TOTAL CREDITS FIRST YEAR		**60**

SECOND YEAR

SEMESTER	COURSES	CFA
3	1 specialisation course to be chosen by the student:	
	Set design 2 (TO Spec.)	**10**
	Set design 2 (ME Spec.)	
3	1 specialisation course to be chosen by the student:	
	Direction (TO Spec.)	**6**
	Theatre direction	3
	Theatre direction lab	3
	Direction (ME Spec.)	**6**
	Media and events direction	3
	Media and events direction lab	3
3	1 specialisation course to be chosen by the student:	
	Costume design (TO Spec.)	**6**
	Costume design (ME Spec.)	
3	**Photography**	**8**
TOTAL CREDITS 3RD SEMESTER		**30**
4	1 specialisation course to be chosen by the student:	
	Digital applications for visual arts (TO Spec.)	**10**
	Theatre 3D design	5
	Theatre design CAD	5
	Digital applications for visual arts (ME Spec.)	**10**
	Media and events 3D design	5
	Media and events CAD design	5
4	1 course to be chosen by the student:	
	History of cinema and video	**6**
	Phenomenology of contemporary arts	
4	**Scene design 2**	**10**
	Theatre scene design	5
	Scene design techniques	5
4	Mandatory IT training activities	**4**
TOTAL CREDITS 4TH SEMESTER		**30**
TOTAL CREDITS SECOND YEAR		**60**

COURSES

FIRST YEAR

SET DESIGN 1

This course aims at providing the students with basic tools to deal with the complex theme of set preparation, from the creative to the execution phase. The course is divided in two modules, with a more creative one, and a more technical one. It introduces basic representation and visualisation techniques that rely on manual technical drawing. The didactic method revolves around practical exercises, that are specific to each module.

DIGITAL TECHNOLOGIES AND APPLICATIONS 1

This course aims at providing the students with the basic tools to use 2D and 3D drawing software for space modelling and visualisation. The teaching method will be based on front lectures, followed by specific practical exercises.

HISTORY OF COSTUME

The course analyses costumes as a communication tool of societies in different historic ages. The programme includes the analysis of the origins of the fashion phenomenon, of the difference between fashion and costume, and of the socio-economic dynamics that determined the development of fashion.

HISTORY OF MODERN ART

This course explores history of art as a way to understand many contemporary phenomena: the languages of art with its contexts and fields; images and their manipulation and consumption, from the beginnings of the industrial era to the developments of technology and of the communication media that characterise our current world.

DRAWING FOR DESIGN

This course provides the students with basic skills in hand drawing, investigating its many sides from graphic techniques to pictorial techniques, until technical drawing.

SCENE DESIGN 1

This course provides the students with basic skills in theatre stagecraft, with the study of stages as scenic machinery. The two modules analyse both the theatre perspective representation systems, and the elements of the scene with their construction methods, going through the development of technical drawings and scale models.

THIRD YEAR

SEMESTER	COURSES	CFA
5	**History of performing arts**	**6**
5	1 specialisation course to be chosen by the student:	
	Set design 3 (TO Spec.)	**10**
	Advanced theatre design	7
	Theatre design projects	3
	Set design 3 (ME Spec.)	**10**
	Advanced media and events design	7
	Media and events design projects	3
5	**Scene design 3**	**10**
	Advanced scene design	4
	Scene design projects	6
5	1 course to be chosen by the student:	
	Performative techniques for visual arts	**6**
	Light design	
	Applied techniques for theatre production	
	Cultural anthropology	
TOTAL CREDITS 5TH SEMESTER		32
6	1 specialisation course to be chosen by the student:	
	Final workshop (TO Spec.)	**12**
	Theatre stage design	4
	Projections and digital theatre design	4
	Dramaturgy and performing arts	4
	Final workshop (ME Spec.)	**12**
	Architectures and spaces for events, exhibition and fashion	4
	Video installation design for events	4
	Direction of events and staging	4
6	**Final project**	**10**
6	Additional training activities	**6**
TOTAL CREDITS 6TH SEMESTER		28
TOTAL CREDITS THIRD YEAR		60
TOTAL CREDITS BACHELOR OF ARTS		180

DIGITAL TECHNOLOGIES AND APPLICATIONS 2	The course helps the students let their personal poetics surface through hand drawing practice aimed at creating a character. In the second part of the course, the character is to be animated within a scene that has been purposely conceived and created.

SECOND YEAR

SET DESIGN 2 (TO Spec.)	The course provides the students with the necessary professional tools to design a set for performing arts and exhibitions, enabling them to deliver comprehensive projects designed for contemporary audiences. Over this academic year, the students will devise scenes and costumes for a ballet.
SET DESIGN 2 (ME Spec.)	The course provides the students with basic tools to develop the technical concept and design of exhibitions, display windows, or events, enabling them to create projects aimed at contemporary audiences.
DIRECTION (TO Spec.)	This course focuses on live performances direction, and provides basic tools of direction both at a theoretical level, through front lectures, and at a practical one with theatre workshops. Moreover, it helps the students develop their individual point of view, that mediates with the deepest contemporary needs.
DIRECTION (ME Spec.)	This course is divided into two modules: the first aims to train students to design an installation within a location; the second aims to convey the expertise necessary to develop videos to be shown at concerts and events. Students will take part in lectures, site visits and classroom design workshops.
COSTUME DESIGN (TO Spec.)	This course provides the students with basic design methodology, that enables them to design live performances costumes with the creation of moodboards and characters, sketches, sampling and creation of scenic costumes. Particular attention is devoted to the graphic presentation and to the techniques used in the creation of the costumes.
COSTUME DESIGN (ME Spec.)	The course provides the students with a basic method to design dresses starting from moodboard, identification of an event's theme, and development of sketches. The project goes through all the phases from sampling to manufacture, including the creation of accessories, decoration and jewellery. Particular attention is devoted to the graphic presentation and to the techniques used for the creation of the garments.
PHOTOGRAPHY	On this course, photography is placed within the broader context of the development of western cultures and visions; it is put in relation with other disciplines and with the development of mankind. The goal is to understand how representation has changed over the course of art history, until the development of optic images, photography and cinema.
DIGITAL APPLICATIONS FOR VISUAL ARTS (TO Spec.)	This course, divided in two modules, studies in detail the necessary tools to conceive a theatre show. It includes the creation of technical drawings and visualisations with the use of 2D and 3D drawing software applications.
DIGITAL APPLICATIONS FOR VISUAL ARTS (ME Spec.)	This course, divided in two modules, provides the necessary tools to conceive the staging of an exhibition. Technical drawings and visualisations will be created with the use of 2D and 3D drawing software applications.
HISTORY OF CINEMA AND VIDEO	Through the analysis of the main currents and authors in the history of cinema from its raise until today, this course provides the students with the necessary tools to rediscover the specificity of images, that is learning how to look at what we are no longer able to see.
PHENOMENOLOGY OF CONTEMPORARY ARTS	This course investigates the contemporary visual culture and the complexity of nowadays' visual experiences.
SCENE DESIGN 2	The course aims at providing the students with advanced skills in stagecraft applied to theatre and set fitting. The two modules analyse different scene elements through practical examples of set creation documented through their construction phases, and the students will develop executive technical drawings for the production laboratories.

THIRD YEAR

HISTORY OF PERFORMING ARTS	The course aims at providing sound theoretical knowledge of the main theatre authors of the 20th Century, starting from the raise of the director's theatre in Europe.
SET DESIGN 3 (TO Spec.)	This course is divided in two modules. The first module, Advanced theatre design, provides the students with the necessary professional tools to design a set for the world of artistic performances and exhibitions, in order to deliver comprehensive projects designed for contemporary audiences. The second module deals with a set design project that diverts from the classic theatrical architecture, and is meant for non-conventional spaces.
SET DESIGN 3 (ME Spec.)	This course is divided in two modules. The first module, Advanced media and events design, provides the students with advanced tools for the planning of temporary events: exhibitions, display windows, conventions. The second module, Media and events design projects, introduces the students to the conception of a project for a brand to be defined.

SCENE DESIGN 3	The course is divided in two modules and aims at consolidating the previously acquired technical knowledge. The students will deal with complex stage machinery, and will recreate a set starting form an artist's work.
PERFORMATIVE TECHNIQUES FOR VISUAL ARTS	The course outlines a learning, research and creation path starting from the symbolic use of body and space experiences, also taking inspiration from different cultural traditions.
LIGHT DESIGN	The course provides basic skills in light design for theatre and events.
APPLIED TECHNIQUES FOR THEATRE PRODUCTION	This course aims at analysing and creating special effects that are outside the boundaries of the use of computers, with the use of latex moulds and professional make-up. Characterisation with the use of special make-up, prostheses, and theatrical masks will be studied in detail.
CULTURAL ANTHROPOLOGY	The course, focused on the research and use of words to express thoughts, draws the attention to the many disciplines that intersect the sense and meaning of humans and bodies.
FINAL WORKSHOP	This strongly project-based activity aims at supporting the students that are about to graduate in the management of the practical part of their final project. Rather than an actual course, the synthesis workshop is a set of activities that are deeply characterised by and planned around the final projects. The students have the possibility to attend front lessons that are strictly related to their chosen projects' themes, as well as reviews dedicated to their specific projects held by professionals in the industries of reference. Such activities are planned after the approval of the final projects, so that the lecturers' work can be as customised as possible, and the students can receive very targeted support, optimising the outcomes and quality of their work. Depending on the individual cases, group lessons will alternate with individual review sessions.
FINAL PROJECT	The final project is the high point of the entire Three-year programme. The exam consists of a written part, where students analyse, with a critical and/or reflexive approach, a complex topic agreed upon with a supervising lecturer. In order to develop the theoretical part, students must carry out attentive research, not only bibliographical, and contextualise their opinions with suitable arguments. The final project also includes a project that depends on the kind of study course and that, through the discipline's own design method, reflects the complexity of thoughts and ideas expressed in the written part. The relation between the two components and the kind of research and project are largely based on the decisions and dispositions of the students, who will agree upon all practical ad conceptual aspects with their supervisor. Each study course contains general advice about the kind of work that should be undertaken. Throughout the Academy, specific norms are enforced that the students should be familiar with.