Graduate University Study of Film, Media Art and Animation

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| **COURSE TITLE** | **Film and Media Art Analysis 1** | | | | | | | | | | | | |
| **Code** | | UAA701 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Blažena Radas, lecturer | | | ECTS value | | | | 6 | | | | |
| Associates | | ............ | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 | 15 | |  |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The course aims at providing the students with an insight to key discourses the film theory is now engaged in and knowledge of theoretical approaches to the analysis of individual films and video art. Students gain insight into the film-theoretical and media-artistic discussions since the late 1967s until present day .. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop analytical approach to film. 2. Apply theoretical texts to the analysis of various films; 3. Review theoretical approaches to film in a critical and elaborated way; 4. Develop own approach to film analysis. 5. Independently conduct research in film analysis. 6. Present the results in small groups and convey them to colleagues | | | | | | | | | | | |
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| **COURSE TITLE** | **Narrative Art Film 1** | | | | | | | | | | | | |
| **Code** | | UAA702 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Full Professor Slobodan Jokić | | | ECTS value | | | | 6 | | | | |
| Associates | | Dinko Božanić. Senior Assistant | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | compulsory | | | Percentage of e-learning | | | | 10% | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The objective is to create meaningful, conceptual and media film knowledge and skills as a starting point for original expression within spectral region of artistic documentary film. Through the analysis of films, mentoring and exercises inherent to such original film expression the student will be able to realize its own distinctive documentaries as an author, producer, and in some cases as a cameraman and editor. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Have the skill of expression in the forms of documentary film 2. Independently develop the film concept. 3. Work in a team during shooting-production of a film documentary project. 4. Lead a film crew during shooting-production. 5. Analyse relevant films in the field of documentary film 6. Realize post-production of the film with co-workers. | | | | | | | | | | | |
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| **COURSE TITLE** | **Experimental Film 1** | | | | | | | | | | | | |
| **Code** | | UAA703 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Full Professor Vlado Zrnić | | | ECTS value | | | | 6 | | | | |
| Associates | | Goran Čače, Lecturer | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The objective is to help students gain insight into the historical development of film avant-garde and neo-avant garde. Students will gain insight into the difference of contemplating the film in comparison to standard approach to film. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop the ability of understanding experimental film; 2. Reflect on the problem of visual representations of the world in a critical and elaborated way; 3. Gain insight into perceptual and cognitive peculiarities of experimental film. | | | | | | | | | | | |
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| **COURSE TITLE** | **Multimedia Art 1** | | | | | | | | | | | | |
| **Code** | | UAA704 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Assoc. Prof. Art. Toni Meštrović | | | ECTS value | | | | 6 | | | | |
| Associates | | Đildo Bavčević, Professional Associate | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Course objectives are the study of all art forms which may be called collectively multimedia art in space. (e.g.. video installations, VJ, slide installations, light installations, sound installations, computer interactive installations, site-specific works, multimedia projects, etc.). | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Knowledge of different forms and examples of multimedia installations in space. 2. Ability to prepare one's own artistic multimedia installation: from the first phase of collecting or recording audio / visual materials, through processing of materials using appropriate computer programs to the phase of simulating display in space). 3. Ability to critically analyse forms of multimedia installations, including the ability to identify and describe the media and the format of production and presentation. 4. Ability to critically analyse the contents of multimedia installations, including the ability to identify and describe the style, conceptual and philosophic intentions. | | | | | | | | | | | |
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| **COURSE TITLE** | **Art in Context 1** | | | | | | | | | | | | |
| **Code** | | UAA705 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Associate Professor Sandra Sterle | | | ECTS value | | | | 6 | | | | |
| Associates | | Olga Andonović, Assistant | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The objective is to help students gain insight into different contexts in which art projects can be developed. They are introduced to works of art from the 60's and learn to develop own art project in the selected context. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop analytical approach to art in context;. 2. Introduce students to the works of art in different contexts; 3. Critically review art projects in different contexts; 4. Develop own approach to art in context;. 5. Independently create work of art in the selected context. 6. Present the results in selected groups and convey them to colleagues | | | | | | | | | | | |
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| **COURSE TITLE** | **Computer Animation 1** | | | | | | | | | | | | |
| **Code** | | UAA606 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Assistant Professor Veljko Popović | | | ECTS value | | | | 6 | | | | |
| Associates | | Marko Meštrović, Professional Associate | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 | 0 | | 30 | 0 |
| Type of Course | | compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Development of 2D or hybrid animated film | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop a 2D or hybrid animated film, using advanced computer animation techniques 2. Be familiar with the production process of developing an original animated film. 3. artistically reflect in the context of a 2D, 3D or hybrid animated film 4. Collage a variety of film and visual media using advanced computer animation techniques. | | | | | | | | | | | |
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| **COURSE TITLE** | **Drawing, Graphic, Animation 1** | | | | | | | | | | | | | |
| **Code** | | UAA707 | | | Year of Study | | | | 1/I. | | | | | |
| **Name of Lecturer** | | Assist. Prof.academic painter Veljko Popović | | | ECTS value | | | | 6 | | | | | |
| Associates | | academic painter Marko Meštrović, Professional Associate | | | Teaching (number of hours per semester) | | | | L | S | | E | T | |
| 30 | 0 | | 30 | 0 | |
| Type of Course | | compulsory | | | Percentage of e-learning | | | | 0 | | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | | |
| Objectives | | Introduction to the basic traditional and CG concepts and their application to work on animated projects.  The possibility of conscious analysis and manipulating the basic means of expression. (space, line, surface, colour, texture, sound)  Raising awareness of the process of materialization of basic idea and selection of appropriate techniques for its realization. | | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:  1. Exchange ideas in the animated project creative team (breaking terminology barriers)  2. Analyse the results of confronting means of expression in animation.  3. Consciously apply expressive means with the aim of faithful realization of the given idea.  4. Choose the most appropriate technique for the realization of the given idea. | | | | | | | | | | | | |
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| **COURSE TITLE** | **Film and Video Photography 1** | | | | | | | | | | | | |
| **Code** | | UAA708 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Mirko Pivčevič | | | ECTS value | | | | 3 | | | | |
| Associates | | Vicko Vidan | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 | 0 | | 15 | 0 |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | |  | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Synthesis of knowledge and skills gained in previous photography courses. Research, develop and create a selected theme through photography | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | Devise a project.  Research project through history  Research project through society  Select a photographic technique required for shooting.  Develop a project.  Present a project. | | | | | | | | | | | |
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| **COURSE TITLE** | **Computer Graphic and Storyboard Post-production 1** | | | | | | | | | | | | |
| **Code** | | UAA709 | | | Year of Study | | | | 1/I. | | | | |
| **Name of Lecturer** | | Assistant Professor Veljko Popović | | | ECTS value | | | | 3 | | | | |
| Associates | | Natko Stipaničev, Assistant | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 | 0 | | 15 | 0 |
| Type of Course | | elective | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Introduction to the basics of storyboard post-production | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Gain knowledge of computer graphic basics 2. Gain knowledge of basics of working in compositing computer programme. 3. Gain knowledge of colour correction in film production 4. Prepare test versions of visual for future projects | | | | | | | | | | | |
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| **COURSE TITLE** | **Film and Video Editing 1** | | | | | | | | | | | | | | | |
| **Code** | | UAA7010 | | Year of Study | | | | | 1/I. | | | | | | | |
| **Name of Lecturer** | | Goran Čače, Lecturer | | ECTS value | | | | | 3 | | | | | | | |
| Associates | |  | | Teaching (number of hours per semester) | | | | | L | | S | | | E | T | |
| 0 | | 0 | | | 30 |  | |
| Type of Course | | elective | | Percentage of e-learning | | | | | 0 | | | | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | | | | |
| Objectives | | Acquisition of basic knowledge of connecting and organizing various film units to the final piece. Training students for creative work in computer editing, audio and visual processing of materials. | | | | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Passed entrance exam for enrolment to the first year of graduate studies | | | | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Connect and organize various film units. 2. The student will be able to construct a more complex film unit using computer system for editing. 3. The student will be able to construct a sound film unit using computer system for editing. 4. Present results. | | | | | | | | | | | | | | |
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| General elective course from UMAS 1 study programmes. |
| General elective course from University 1 study programmes. |

2. SEMESTER

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| **COURSE TITLE** | **Film and Media Art Analysis 2** | | | | | | | | | | | | |
| **Code** | | UAA801 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Blažena Radas, lecturer | | | ECTS value | | | | 6 | | | | |
| Associates | | ............ | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 | 15 | |  |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The course aims at providing the students with an insight to key discourses the film theory is now engaged in and knowledge of theoretical approaches to the analysis of individual films and video art. Students gain insight into the film-theoretical and media-artistic discussions since the late 1970s until present day .. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Film ad Media Art Analysis 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop analytical approach to film. 2. Apply theoretical texts to the analysis of various films; 3. Review theoretical approaches to film in a critical and elaborated way; 4. Develop own approach to film analysis. 5. Independently conduct research in film analysis. 6. Present the results in small groups and convey them to colleagues | | | | | | | | | | | |
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| **COURSE TITLE** | **Narrative Art Film 2** | | | | | | | | | | | | |
| **Code** | | UAA802 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Full Professor Slobodan Jokić | | | ECTS value | | | | 6 | | | | |
| Associates | | Leon Lučev, Professional Associate | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | compulsory | | | Percentage of e-learning | | | | 10% | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The objective is to help students learn the skills of a director's expression in the field of artistic feature film, and lead a film crew during film production. The objective is to help students lead and artistically control the entire film post-production. Analysis of films and video works in this field from the position of artistic expression and skills inherent to film expression. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Artistic Film and Video 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Have the skill of expression in the forms of feature film 2. Independently devise a shooting script for a feature film. 3. Work in a team during shooting-production of a feature film 4. Lead a film crew during shooting-production of a feature film.. 5. Analyse relevant films in this field. 6. Realize post-production of the film with co-workers. | | | | | | | | | | | |
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| **COURSE TITLE** | **Experimental Film 2** | | | | | | | | | | | | |
| **Code** | | UAA803 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Full Professor Vlado Zrnić | | | ECTS value | | | | 6 | | | | |
| Associates | | Goran Čače, Lecturer | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The objective is to help students gain insight into experimental approach to film art. The student will create own film | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Experimental Film 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop the ability of creating experimental film; 2. Reflect on the problem of visual perception of the experimental in a critical way; 3. Gain insight into artistic achievements of today's film art. | | | | | | | | | | | |
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| **COURSE TITLE** | **Multimedia Art 2** | | | | | | | | | | | | |
| **Code** | | UAA804 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Assoc. Prof. Art. Toni Meštrović | | | ECTS value | | | | 6 | | | | |
| Associates | | Đildo Bavčević, Professional Associate | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Course objectives are the study of all art forms which may be called collectively multimedia art in space. (e.g.. video installations, VJ, slide installations, light installations, sound installations, computer interactive installations, site-specific works, multimedia projects, etc.). | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Multimedia Art 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Knowledge of different forms and examples of multimedia installations in space. 2. Ability to prepare one's own artistic multimedia installation in space: from the first phase of collecting or recording audio / visual materials, through processing of materials using appropriate computer programs to the phase of displaying and creating work in space). 3. Ability to distinguish technical and technological and spatial requirements of individual multimedia installation. 4. Ability to critically analyse forms of multimedia installations, including the ability to identify and describe the media and the format of production and presentation. 5. Ability to critically analyse contents of multimedia installations, including the ability to identify and describe style, conceptual and philosophic intentions. 6. Ability to create the artist's statement. 7. Ability to prepare multimedia installation documents: | | | | | | | | | | | |
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| **COURSE TITLE** | **Art in Context 2** | | | | | | | | | | | | |
| **Code** | | UAA805 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Assoc. Prof. Sandra Sterle | | | ECTS value | | | | 6 | | | | |
| Associates | | Olga Andonović, Assistant | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | The objective is to help students develop their work in a specific context through introduction to various works of art, different approaches to work and reading texts. Students' work may vary from the focus on the media context to the urban space, natural environment, gallery environment etc. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Art in Context 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop analytical approach to art in context;. 2. Be introduced to the works of art in different contexts; 3. Critically review art projects and texts in different contexts; 4. Develop own approach to art in context;. 5. Independently create work of art in the selected context. 6. Present the results in selected groups and convey them to colleagues | | | | | | | | | | | |
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| **COURSE TITLE** | **Computer Animation 2** | | | | | | | | | | | | |
| **Code** | | UAA806 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Assistant Professor Veljko Popović | | | ECTS value | | | | 6 | | | | |
| Associates | | Marko Meštrović, Professional Associate | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 30 | 0 | | 30 | 0 |
| Type of Course | | compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Development of 2D/3D or hybrid animated film using advanced computer animation techniques. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Computer Animation 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop 2D/3D or hybrid animated film 2. Be familiar with the production process of developing original animated film. 3. artistically reflect in the context of a   2D or hybrid animated film 4. Collage various film and visual media | | | | | | | | | | | |
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| **COURSE TITLE** | **Drawing, Graphic, Animation 1** | | | | | | | | | | | | | | |
| **Code** | | UAA807 | | | Year of Study | | | | 1/II. | | | | | | |
| **Name of Lecturer** | | Assist. Ph.D.Academic painter Veljko Popović | | | ECTS value | | | | 6 | | | | | | |
| Associates | | Academic painter Marko Meštrović, Professional Associate | | | Teaching (number of hours per semester) | | | | L | S | | E | T | | |
| 30 | 0 | | 30 | 0 | | |
| Type of Course | | compulsory | | | Percentage of e-learning | | | | 0 | | | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | | | |
| Objectives | | Independent development of an imaginary animated video work to the phase of broadcasting. | | | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | **The student has to carry out obligations required by Drawing, Graphic, Animation 1 course programme (signed by the lecturer)** | | | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:  1. Independently single out one idea according to its suitability for a given task, respecting the context of broadcasting and expectations of the target audience  2. Apply experience in the selection of techniques and development in material.  3. Perform author's control of the segments done by someone else (e.g. sound).  4. Perform independent post-production "packing" of the final material in relation to the initial idea | | | | | | | | | | | | | |
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| **COURSE TITLE** | **Film and Video Photography 2** | | | | | | | | | | | | |
| **Code** | | UAA808 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Mirko Pivčevič | | | ECTS value | | | | 3 | | | | |
| Associates | | Vicko Vidan | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 | 0 | | 15 | 0 |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | |  | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Synthesis of knowledge and skills gained in previous photography courses. Research, develop and create a selected theme through photography | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Film and Video Photography 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | Devise a project.  Research project through history  Research project through society  Select a photographic technique required for shooting.  Develop a project.  Present a project. | | | | | | | | | | | |
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| **COURSE TITLE** | **Computer Graphic and Storyboard Post-production 2** | | | | | | | | | | | | |
| **Code** | | UAA809 | | | Year of Study | | | | 1/II. | | | | |
| **Name of Lecturer** | | Assistant Professor Veljko Popović | | | ECTS value | | | | 3 | | | | |
| Associates | | Natko Stipaničev, Assistant | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 | 0 | | 15 | 0 |
| Type of Course | | elective | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Development and finalization of a short animated film | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by computer Graphic and Storyboard Post-production 1 course programme (signed by the lecturer) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Participate in the process of developing an animated film 2. Do compositing tasks in film production 3. Make a colour correction of the film 4. Finalize visual aspect of the film | | | | | | | | | | | |
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| **COURSE TITLE** | **Film and Video Editing 2** | | | | | | | | | | | | | | | |
| **Code** | | UAA810 | | Year of Study | | | | | 1/II. | | | | | | | |
| **Name of Lecturer** | | Goran Čače, Lecturer | | ECTS value | | | | | 3 | | | | | | | |
| Associates | |  | | Teaching (number of hours per semester) | | | | | L | | S | | | E | T | |
| 0 | | 0 | | | 30 |  | |
| Type of Course | | elective | | Percentage of e-learning | | | | | 0 | | | | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | | | | |
| Objectives | | Acquisition of basic knowledge of connecting and organizing various film units to the final piece. Training students for creative work in computer editing, audio and visual processing of materials. | | | | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by Film and Video Editing 1 course programme (signed by the lecturer) | | | | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Connect and organize various film units. 2. The student will be able to construct a more complex film unit using computer system for editing. 3. The student will be able to construct a sound film unit using computer system for editing. 4. Present results. | | | | | | | | | | | | | | |
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3. SEMESTER

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| **COURSE TITLE** | **Graduation Thesis Concept - Media Art** | | | | | | | | | | | | |
| **Code** | | UAA901 | | | Year of Study | | | | 2/III. | | | | |
| **Name of Lecturer** | | Full Professor Slobodan Jokić  Full Professor Vlado Zrnić | | | ECTS value | | | | 20 | | | | |
| Associates | |  | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Course objectives are the design and conceptualization of a personal, original work of art in film. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | -To have passed all exams from the 2nd semester  -The ability of author's expression in the field of original film and film art. Knowledge of the basic skills of film production | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Design and conceptualization of a personal, original work of art in film. 2. Ability to write a film script 3. original work on director's conception in relation to the specific production conditions. 4. Knowledge and skills in film production planning necessary for the film realization . 5. Ability to critically analyse formal and content aspects of the entire film production, directing in particular. | | | | | | | | | | | |
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| **COURSE TITLE** | **Graduation Thesis Concept - Media Art** | | | | | | | | | | | | |
| **Code** | | UAA902 | | | Year of Study | | | | 2/III. | | | | |
| **Name of Lecturer** | | Assoc. Prof. Art. Toni Meštrović | | | ECTS value | | | | 20 | | | | |
| Associates | |  | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 |  | | 30 |  |
| Type of Course | | Compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Course objectives are the design and conceptualization of a personal, original work of art in film. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | -To have passed all exams from the 2nd semester | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Design and conceptualization of a personal, original work of art in the field of media arts.. 2. Ability to prepare one's own concept of original work of art in relation to specific spatial and technical terms. 3. Ability to plan and select AV techniques and computer tools required for the realization of media work of art. 4. Ability to critically analyse contents of media work regarding technical, technological and spatial interrelation | | | | | | | | | | | |
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| **COURSE TITLE** | **Graduation Thesis Concept - Animation** | | | | | | | | | | | | |
| **Code** | | UAA903 | | | Year of Study | | | | 2/III. | | | | |
| **Name of Lecturer** | | Assistant Professor Veljko Popović | | | ECTS value | | | | 20 | | | | |
| Associates | |  | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 | 0 | | 30 | 0 |
| Type of Course | | compulsory | | | Percentage of e-learning | | | | 0 | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Development of a concept of an original, artistic 2D/3D or hybrid animated film using advanced computer animation techniques. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | -To have passed all exams from the 2nd semester | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | The student will, after having passed the exam, be able to:   1. Develop a concept for original, artistic 2D/3D or hybrid animated film 2. Be familiar with the production process of developing artistic animated film. 3. artistically reflect in the context of a 2D, 3D or hybrid animated film 4. Collage various film and visual media | | | | | | | | | | | |
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| **COURSE TITLE** | **Preparation of Graduation Thesis Creation** | | | | | | | | | | | | |
| **Code** | | UAA904 | | | Year of Study | | | | 2/III. | | | | |
| **Name of Lecturer** | | Full Professor Slobodan Jokić  Associate Professor Associate Professor Toni Meštrović  Full Professor Vlado Zrnić  Associate Professor Associate Professor Sandra Sterle  Assistant Professor Veljko Popović | | | ECTS value | | | | 4 | | | | |
| Associates | |  | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 | 0 | | 30 |  |
| Type of Course | | compulsory | | | Percentage of e-learning | | | |  | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Training for a successful creation and interpretation of graduate thesis within the selected topic. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | -To have passed all exams from the 2nd semester | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Define and explain the essential elements of the topic dealt with  2. Independently collect and analyse materials needed to prepare the graduation thesis  3. Connect previously gained knowledge to new information.  4. Prepare the structure and concept of the thesis. | | | | | | | | | | | |
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| **COURSE TITLE** | **Professional Practice** | | | | | | | | | | | | |
| **Code** | | UAA905 | | | Year of Study | | | | 2/III. | | | | |
| **Name of Lecturer** | | Full Professor Slobodan Jokić  Associate Professor Toni Meštrović  Full Professor Vlado Zrnić  Associate Professor Sandra Sterle  Assistant Professor Veljko Popović | | | ECTS value | | | | 6 | | | | |
| Associates | |  | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 0 | 0 | | 180 |  |
| Type of Course | | compulsory | | | Percentage of e-learning | | | |  | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Training students for working in professional environment and on professional projects. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | Enrolment to the 3rd semester of Film, Media Art and Animation graduate study. | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Getting around in a professional environment  2. Creative work in a team  3. Implementation of given tasks within a specified time limit  4. Applying the knowledge acquired during studies to professional projects | | | | | | | | | | | |
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4. SEMESTER

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| **COURSE TITLE** | **Final Exam** | | | | | | | | | | | | |
| **Code** | | UAA100 | | | Year of Study | | | | 2/IV. | | | | |
| **Name of Lecturer** | | Full Professor Slobodan Jokić  Associate Professor Toni Meštrović  Full Professor Vlado Zrnić  Associate Professor Sandra Sterle  Assistant Professor Veljko Popović | | | ECTS value | | | | 30 | | | | |
| Associates | |  | | | Teaching (number of hours per semester) | | | | L | S | | E | T |
| 15 | 0 | | 30 |  |
| Type of Course | | compulsory | | | Percentage of e-learning | | | |  | | | | |
| **COURSE DESCRIPTION** | | | | | | | | | | | | | |
| Objectives | | Training for a successful creation and interpretation of graduation thesis within the selected topic. | | | | | | | | | | | |
| Enrolment requirements and entry competences required for the course | | The student has to carry out obligations required by course programme (signed by all the lecturers from the 3rd semester) | | | | | | | | | | | |
| Expected learning outcomes at the course level (from 4 to 10 learning outcomes) | | 1. Define and interpret the essential elements of the topic dealt with  2. Independently collect and analyse materials needed to prepare the graduation thesis  3. Connect previously gained knowledge to new information.  4. Prepare the structure and concept of the thesis.  5. Prepare Graduation Thesis | | | | | | | | | | | |
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