

Learning outcomes in the graduate study of applied arts

Academy of Applied Arts Rijeka

After completing the GRADUATE STUDY students will:

ORIENTATION: PAINTING AND SCULPTING

1. Explore and apply the **local culture, cultural heritage and sustainable development** in their art and applied arts practice
2. Interpret the concepts of contemporary and recent art and define the artistic intentions, values and meanings of contemporary and recent works of art / applied art
3. Independently use basic concepts and professional terminology of visual language when critically reflecting, analyzing and evaluating one's own and other people's work in arts and applied arts.
4. Identify basic elements for **artistic research in the field of drawing, painting and applied painting**
5. Effectively apply conceptual and procedural knowledge and skills in **research, creation and presentation of their own painting / applied painting**
6. Independently explore and use **traditional and modern technologies, materials, means and procedures** for the creation of their own complex work in the medium of painting and applied painting
7. Independently explore and apply materials, ways and methods specific to the field and branches of visual and applied arts (**mosaics, ceramics, glass processing, illustration and comic strip, new media and applied objects**)
8. Independently create and present complex work in the medium of painting and applied painting
9. Analyze historical and contemporary, local and foreign artistic practices, theories and the wider social and cultural context of painting and applied painting
10. Identify basic elements for **artistic research in the field of drawing, painting and applied painting**
11. Effectively apply conceptual and procedural knowledge and skills in **research, creation and presentation of their own painting / applied painting**
12. Independently explore and use **traditional and modern technologies, materials, means and procedures** for the creation of their own complex work in the medium of **sculpting and applied sculpting**
13. Independently explore and apply materials, ways and methods specific to the field and branches of visual and applied arts (**mosaics, ceramics, glass processing, illustration and comic strip, new media and applied objects**)
14. Independently **create and present complex work in the medium of sculpting and applied sculpting**

15. Analyze historical and contemporary, local and foreign artistic practices, theories and the wider social and cultural context of sculpting and applied sculpting
16. Independently generate **creative ideas, methods, concepts, proposals and solutions to artistic problems** when realizing their own work of art / applied art
17. Adapt the idea, method, concept, proposal and execution of an applied-arts solution to the situations, standards and requirements of the public, consumers and clients
18. Independently collect, analyze and ethically process and use different types of relevant **information sources**
19. Create the concept of presentation and present their own work or project in art / applied art, in a **narrow professional and a broad social context**
20. Independently explore **different phenomena in society and culture** and apply them in their own work of art / applied art
21. Develop **personal responsibility** towards one's own work and community

ORIENTATION: DESIGN FOR THEATER AND FILM

1. Interpret concepts and professional practical knowledge of the history of drama and theater, film production, dress and fashion
2. Independently use basic concepts and professional terminology in the field of set design and costume design when **critically reflecting, analyzing and evaluating one's own and other people's work in set and costume design**
3. Identify the basic elements for artistic research and innovation in the field of set design and costume design, and the interdisciplinary fields
4. Effectively apply conceptual and procedural knowledge and skills in **research, creation and presentation of their own** film, television, video and advertising productions
5. Explore and use **traditional and modern technologies, materials, means and procedures** for the creation of their own project in theater, production, event design, and film set design, as well as set design on specific locations
6. Explore and use **traditional and modern technologies, materials, means and procedures**, as well as reconstruction and reinterpretation of costumes for their own costume design project for film, drama, music and dance theatre
7. Independently explore and apply in their own work materials, ways and methods specific to the field and branches of visual and applied arts (**mosaics, ceramics, glass processing, illustration and comics, new media or applied objects**)
8. Independently design, create and present complex work in set design and costume design, design of stage elements and props for drama, music or dance productions, opera or puppet theatre

9. Independently generate **creative ideas, methods, concepts, proposals and solutions to artistic problems** when realizing their own work of art / applied art
10. Adapt the idea, method, concept, proposal and execution of an applied-art solution to the situations, standards and requirements of the public, consumers and clients
11. Independently collect, analyze and ethically process and use different types of relevant **information sources**
12. Create the concept of presentation and present their own work or project in art / applied art, in **a narrow professional and a broad social context**
13. Independently explore **different phenomena in society and culture** and apply them in their own work of art / applied art
14. Develop **personal responsibility** towards one's own work and community