

English



**Accademia
di Belle Arti**
Reggio Calabria

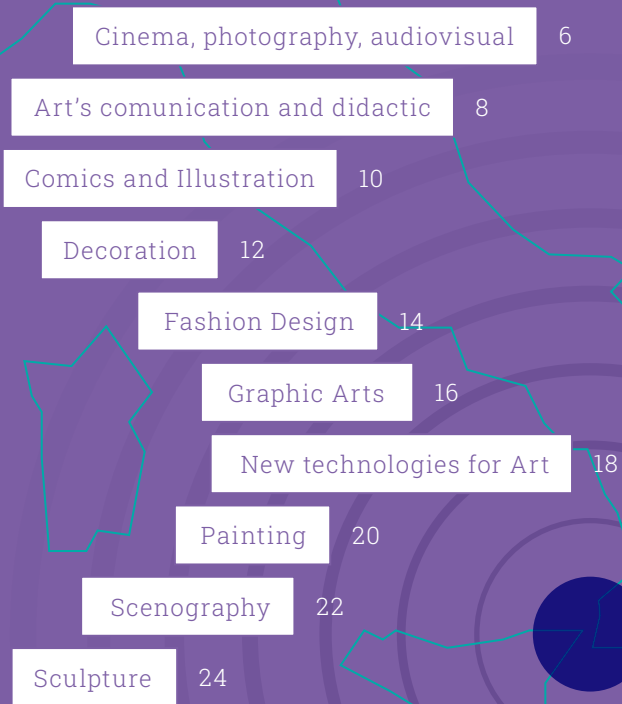
The Academy of Fine Arts from Reggio Calabria started its formative activities in 1967. The Calabrian city has always been known all over the world for its tight bond with Magna Graecia and the ancient Roman civilization proved by the famous Ri-ace's Bronzes that recently became the symbol of the city and the entire region. The archeological discoveries confirmed that the Calabrian region represented one of the biggest commercial routes between Greece and Italy.

The city offers a fully stocked archeological museum containing reperts from the Greek-Roman influence, an art gallery where can be found different works in-cluding artwork by Antonello da Messina, the Cilea theater which is used weekly to stage theatrical plays and a splendid arena of greek inspiration with a view over the strait of Messina.



It is the oldest Academy from the region, and offers 10 different courses, of first and second level.

All the classes take place in equipped labs, under the guide of experienced pro-fessors. In addition the Academy offers to its students workshop and internships, both inside that outside the institute.



The course trains professionals in the cinematographic and audiovisual sector that will be able to work according to modern techniques and production methods. During the Course of three years, students will acquire transversal skills in the cinematographic field, useful for developing autonomy in the development of audiovisual projects and integrating into the workflow of a film crew. During the studies, you will have the opportunity to carry out training internships and projects with very relevant sector bodies, including the Calabria Film Commission.

Main disciplines: Cinematography, Filming Techniques, Audio and mixing, Audiovisual documentation techniques, Direction, Video Editing, Direction of photography, History of cinema and video.

Professional opportunities: employment in the film and television industry relating to the roles of director, director of photography, camera operator, editor, video maker.

CINEMA, PHOTOGRAPHY, AUDIOVISUAL



scuola

**Cinema, fotografia,
audiovisivo**

ART'S COMMUNICATION AND DIDACTIC

The course places as its objective the learning of methods, communicational techniques and the acquisition of artistic and professional skills, through an adequate formation theoretical and practical, technical operative and the teaching of knowledge pedagogical-didactical. Its plan is based on strategies of communication of the art product, understanding the symbols and the critical value of artistic works the students will be able to find a placement in the international system of art (galleries, auctions, private collections, foundations, etc).



The course had the objective to offer a basic theoretical, methodological and project-oriented formation for creation and elaboration of the image and realization of a comic book story. It's main goal is to form individuals who are able to confront themselves in different narrative languages of a picture, through the use of different graphic techniques from traditional to new digital technologies. The knowledge that will be acquired can be used not only in the editorial illustration sector, but also in advertising, visive communication, animated movies and for and RPG and video games' graphic visualization and design.



COMIC AND ILLUSTRATION



DECORATION

Basing itself on the study of the decorative's language in the contemporary development, plastic and formal, the students will have the chance to experiment and subsequently realize works to be included in the architectonic and urbanistic context.

The course offers solid bases to the realization of a creative project, use of expressive instruments both traditional and innovative, the capacity to integrate between each other multiple artistic languages and the introduction to modern hardwares for 3D modeling, with the objective of training professional and polyfunctional figures able to exercise skills in multiple fields (architects, scenographers, designers).

The Fashion Design's course target to educate the students in all the fashion-fields without neglecting the managerial and entrepreneurial aspects. Supervised by some of the protagonists from the fashion scene and international costume, the students will get in touch with the new professional figures from Fashion Design. As regards the employment's opportunities, the course points to train figures able to exercise excellency knowledge in the field of fashion and costume.

FASHION DESIGN



GRAPHIC ARTS

The Graphic Design course aims to train its students professionally in the graphic artistic sector, making use of a variety of methodologies and techniques traditional, tied to the art printing, and modern, tied to the digital development of visive communication, offering the possibility to expand and deepen their own artistic and visive language.



The course of New Technologies for Art was born aiming to be a workshop that points to fill the fracture created between art and technology by incorporating the artistic and creative's languages and skills with newer technologies, taking advantage of the potentialities offered by the instruments at service of creativity. The graduates will conduct professional activities in different fields, related both to the free artistic profession and the employment in public institutions or private structures working with newer technologies of design and realization of audiovisual works, interactive multimedia, virtual modeling and in general in areas of communication and technology used in order to create art.

NEW TECHNOLOGIES FOR ART





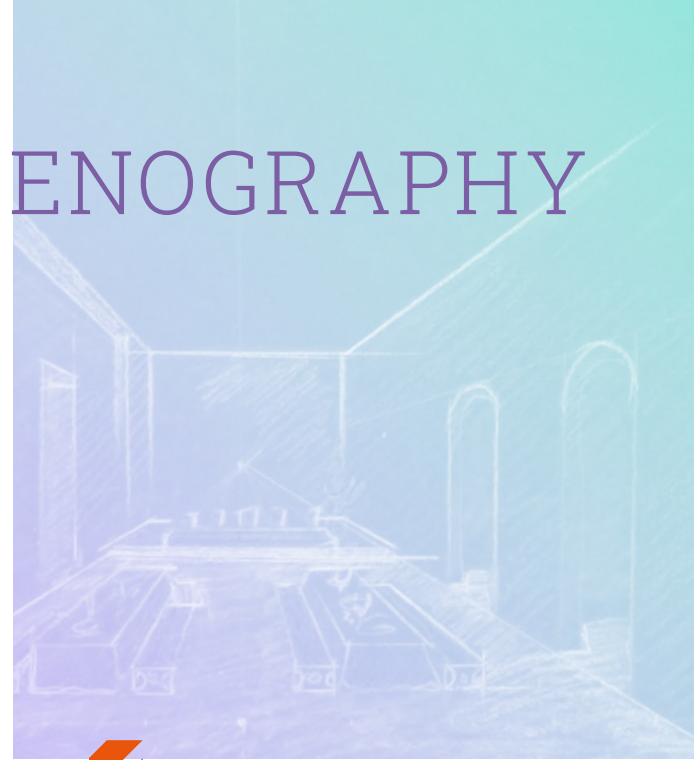
PAINTING

Painting and art in general take on their highest communicative capacities when liberated from utilitarian practices. The painting course combines the study of the teaching theoretical and laboratorial, giving a 360 degrees to all its students.

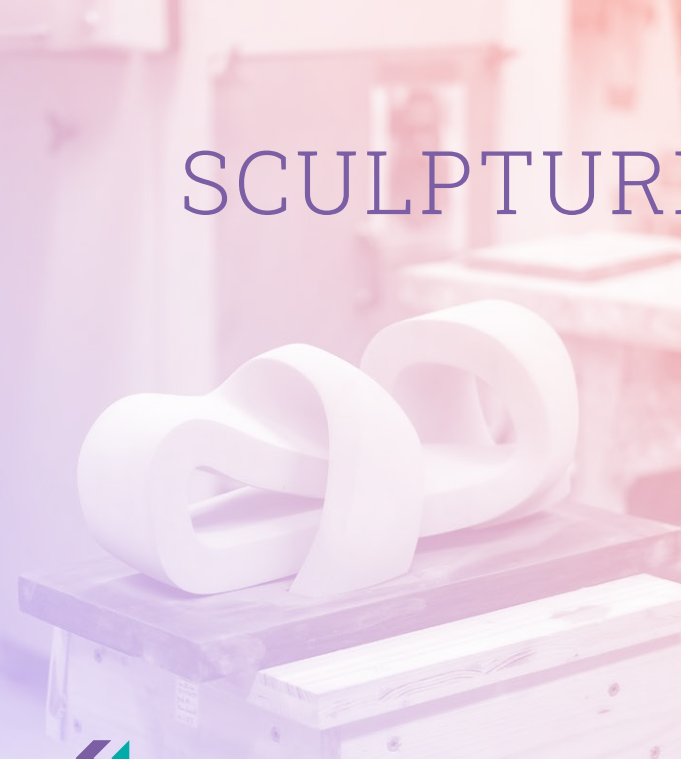


The Scenography course trains Freelancers which, by analyzing the techniques and methods of scenic representation will be able to operate in a video - cinematographic, broadcasting and in general all of the events which include the use of multimedia language. It's classes offer both specialization technical-operative and knowledge of the methodological instruments, supervised by critics in the field of the audiovisual language. The course will include both collaborations with theatrical companies and initiatives of cinematographic production foreign to the academy.

SCENOGRAPHY



SCULPTURE



The Sculpture course tends to form skilled professionals able to develop the individual research in the field of traditional techniques and the elaboration of the newer expressive languages tied to the needs of contemporary reality. The Academy will organize, in agreement with both private and public institutions, traineeships and stages appropriate to compete in the accomplishment of the specific professionalities, defining, with every class, specific formative models.

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