



<b>Course name</b>	Electronic Media
<b>Entity running the course</b>	Faculty of Painting and Sculpture, Department of Painting in Architectonic Painting and Multimedia
<b>Entity for which the course has been prepared</b>	Faculty of Painting and Sculpture
<b>Course type</b>	Compulsory course, specialty course
<b>Year of study / semester; Type of studies</b>	Second year, 3 <sup>rd</sup> and 4 <sup>th</sup> semester of master's degree studies , full-time studies
<b>ECTS credits</b>	2 / 2
<b>Academic tutor</b>	Academic Professor Wojciech Pukocz
<b>Aim of the course</b>	Students: - extend their knowledge and skills in the field of digital image editing - understand and can use various digital techniques and digital tools in order to formulate their own artistic expression
<b>Prerequisites</b>	basic computer skills and camera skills elementary knowledge of new media and their role in contemporary art focused attitude, active participation
<b>Learning outcomes:</b>	
– <i>knowledge</i>	The student has a thorough knowledge of editing, and building the structure of a digital image, knows and can accurately choose the appropriate techniques for specific tasks. Also obtains an in-depth knowledge of integrating different means of expression, combining classical techniques with new media.
– <i>skills</i>	The student is consciously able to use the appropriate tools for editing a digital image, is able to use and create images using graphics software, creating his/her own original artistic expression. The student is able to prepare and develop projects for printing.
– <i>personal and social competence</i>	The student gains competence in the field of electronic media, and understands the specifics of interdisciplinarity in art.
<b>Course content</b>	Deepening students' knowledge of graphics software (raster and optionally vector). Deepening students' knowledge of digital image creation techniques. Students' own projects made in digital techniques (raster and optionally vector). Implementation of four proposed topics to produce a formally coherent series, each topic should require the use of a different technique to build an image. Implementation of students' original design ideas combining the experience of classical painting techniques with digital techniques. Selected issues of electronic media.
<b>Course form and number of course hours</b>	Classes in the computer lab, individual classes, consultations, tutorials (2 hours / week, 60 hours / year) Participation in workshops and exhibitions.
<b>Assessment methods and criteria</b>	50% executing assignments / active participation in classes / working critique 50% open critique of works
<b>Assessment type</b>	Graded pass and examination review with a grade
<b>Literature</b>	<b>Specialized software manuals/textbooks</b> Hockney David, Wiedza tajemna. Sekrety technik malarskich Dawnych Mistrzów, Kraków 2006
<b>Teaching aids</b>	Computer lab, multimedia projector, digital camera
<b>Language of instruction</b>	Polish, English