

SCHOOL	Painting
ACADEMIC YEAR	THREE-YEAR PROGRAM II - 2025/2026
SUBJECT	1832 Elaborazione digitale dell'immagine
TYPE OF SUBJECT	Theoretical-Practical
NUMBER OF HOURS PER LESSON	3
NUMBER OF ECTS CREDITS	6
DISTRIBUTION OVER THE ACADEMIC YEAR	I SEMESTER

EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

The course aims to provide students with an understanding of the importance of digital image processing in the production of a contemporary art exhibition.

Knowledge and understanding	The aim is to help students understand the importance of digital image processing in for the purpose of producing a contemporary art exhibition.
Applying knowledge and understanding	A portion of the course is dedicated to collaborative work, fostering individual cooperation. within a collective, and another part is reserved for the development of an individual project.
Making judgements	Taking into account the various experiences acquired, with expansion thanks to the texts and discussions criticism regarding the arguments, the student will independently develop their own a standard of judgment.
Communication skills	The objective of the Digital Image Processing course is to demonstrate the The potential of a digital discourse is to allow the student to express themselves as fully as possible, thereby generating a their own visual and artistic language.
Learning skills	Achieving the project's objectives and the goals to be attained for the The creation of a digital artwork incorporating interference.

<p>CONTENTS</p>	<p>The Digital Image Processing course is structured as a research laboratory. dedicated to the exploration of contemporary visual languages in the post-digital era. It is not merely a matter of acquiring visual processing tools or techniques, but rather to investigate the cultural, aesthetic, and perceptual transformations that digital technology has introduced into the field of visual arts, redefining the very concept of image and authorship and aesthetic experience. The primary objective of the course is to guide students in the development of a practice personal and conscious artistic practice, capable of utilizing digital technologies not as simple means of production, but as instruments of thought, narrative, and visual poetics visual. Theoretical reflection will be consistently integrated with practical experimentation: each Students will be required to develop an individual or group artistic project that emerges from a coherent research, capable of engaging with contemporary themes and aesthetics. Throughout the course, students will have the freedom to select the software or environment that best suits their needs. that best aligns with their sensibilities and the language they wish to explore. This freedom of choice, coupled with a process of tutoring and collective discussion, will enable the enhancement of diverse creative aptitudes and the cultivation of awareness methodological approach to the relationship between idea, medium, and visual result. Particular attention will also be given to collaborative processes and Shared design: group work will provide an opportunity to experiment with practices of dialogue and collective construction of the work, aligning with the operational modalities of the the professional realm of New Media Art, where works frequently emerge from the interaction of different skills and languages. The course will also offer a series of online meetings and talks with artists, curators, and professionals. in the field of digital culture and contemporary photography, with the aim of providing students a comprehensive and current perspective on the contemporary landscape. These opportunities for discussion will serve as an extension of the workshop and a dedicated space for reflection on the role of digital art today: its capacity to interrogate society, to generate new imaginaries and redefine the perceptual and relational modalities of the public. The lectures will address core themes of New Media Art and digital artistic practices, such as: - the interactive relationship between the viewer and the work; - sensitive environments and the experiential dimension of the digital space; - Artificial, virtual, and augmented realities as novel spaces for representation. The course aims to train artists and authors capable of critically utilizing the languages of digital, to develop autonomous visual thinking, and to position their research within of the contemporary debate regarding the post-media condition and the evolution of the image in the era of the network, data, and artificial intelligence.</p>
<p>ADOPTED METHODOLOGY</p>	<p>[X] In Person A discussion on the themes of New Media Art, Interactive Art, Sensitive Environments, and Artificial, Virtual, and Augmented Reality. Examples of artists working in these fields will be presented. on digital imaging, with and without the assistance of artificial intelligence. - Mario Klingemann - Daniel Rozin - Electroboutique - Rafael Lozano Hamner</p>
<p>ASSESSMENT METHODS</p>	<p>The ongoing tests will be evaluated according to the following criteria: - knowledge of the technical procedures; - work method; - reworking ability; - commitment and Participation. The overall assessment of the student will be based not only on the actual results of the various papers produced, but will also consider the growth process with respect to the level. of departure</p>