COURSE INFORMATION SHEET

University: Catholic University in Ružomberok

Faculty: Faculty of Education

Course code: KVV/Vv-

BD225A/22

Course title: Graphics 4

Type and range of planned learning activities and teaching methods:

Form of instruction: Seminar Recommended study range:

hours weekly: 2 hours per semester: 26

Teaching method: on-site

Credits: 3 Working load: 75 hours

Recommended semester/trimester: 4.

Level of study: I.

Prerequisities:

Requirements for passing the course:

Conditions for completing the course and the method of verification of acquired knowledge, skills and competencies:

The study is focused on research and development of (one) specific topic according to the student's choice. In the individual exercises, the student tries to define his own art program, looking for a unique and individual way of solving ten set tasks so as to achieve a comprehensive and unified author's statement in terms of both formal and content.

The most important condition for completing the course is the documentation of creative (artistic-pedagogical) research arising as a series of individual, consecutive steps under the guidance of the providing teacher. Submission of finished works of art and assessment of their quality in the final evaluation is not accepted without the above research.

For each of the above tasks, photographic documentation must be prepared for each teaching unit, as an important part of the pedagogical process in joint presentations or consultations.

For the final evaluation, the student submits the required amount - 10 tasks, which were created gradually, as a result of the pedagogical process in ten compulsory exercises. Therefore, it is not possible to combine the set exercises into larger units and thus reduce the prescribed number of consultations with the teacher. The condition for the final evaluation of the course is also the completion and submission of all ten sub-tasks with a minimum grade of "E" - no task can be missing or be graded "FX".

Course evaluation:

A - 100% -93%

B - 92% -85%

C - 84% -77%

D - 76% -69%

E - 68% -60%

Fx - 59 % - 0%

Learning outcomes of the course:

acquire abilities, knowledge and skills for independent creative pedagogical work in field of study teacher of fine arts

- to master and develop the concepts of the methodology of art education for the pedagogical practice of the student. build on theoretical knowledge from the subject Graphics 3 and from the previous study
- to continue smoothly in the systematic deepening of knowledge in the field of methodology of art education related to the field of art language, grammar of visual forms, expressive elements, means and laws of construction of works of art
- the aim of the course is to combine classical and interdisciplinary principles of creation, to develop creativity for the needs of the production of art artifacts within the methodology of art education

Course contents:

Course contents:

- 1. Familiarization of students with the content of the subject Graphics 4, schedule of individual lessons during the semester, domestic and world authors dealing with graphic design, experiment, the current direction of graphics.
- 2. continuation of lessons from the previous semester with emphasis on the development of author's presses within experiments and author's combinations of techniques.
- 3. Topic: students design their own topic within the author's programs and concepts, from design to implementation of prints in graphic techniques.
- 4.presentations and consultations on own topics, development stages, sketches, format A5, A4.
- 5. consultations on prepared sketches and conceptual solutions, interviews on possible technical procedures.
- 6. preparation of proposals for the implementation of printing matrices. Consultations on the possibilities of experiments in materials, author's techniques, printing tests (first prints).
- 7. Implementation in materials, preparation of printing matrices, consultations on the possibilities of experiments in materials, author's techniques, printing tests (first prints).
- 8. Black and white printing, multicolor printing, registration and shift of matrices, overlays, larger formats.
- 9. Using combinations of matrices (printing from height, printing from surface, printing from depth) creating large-area graphic sheets.
- 10. inclusion of calligraphic characters as part of compositions in graphic prints.
- 11.work with structures. textures, experimentation.
- 12. Free handling of matrices, tests printing on other materials, experimentation
- 13. Final summary, joint evaluation of achieved results, author's programs, public presentation.

Recommended or required literature:

Recommended literature:

- 1. BAJCUROVÁ K., Fulla, ed. Slovart, SNG, 2009, ISBN: 978-80-8085-576-6
- 2. NASHGILL B., Woodcut , New York, Prinetonarchitectural press, 2012, ISBN 978-1-61689-043-3
- 3. Flash Art, No. 28-29, ed. Flash art International, 2013, ISSN 1336-9644
- 4. POLÁKOVÁ P., Dragon se wakes up , ed. National Gallery Prague, 2014, ISBN 978-80-7035-562-6
- 5. KUNIAK J., KUDLIČKA J., Mystery of the Landscape, ed , Liptov Gallery of PM Bohúň in Liptovský Mikuláš, 2008, 978-80-85706-44-4

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Slovak

Notes:

Course evaluation: Assessed students in total: 10								
A	В	С	D	Е	FX			
90.0	10.0	0.0	0.0	0.0	0.0			

Name of lecturer(s): Mgr. art. Pavlína Čierna, ArtD.

Last modification: 28.06.2022

Supervisor(s):

People responsible for the delivery, development and quality of the study programme:

prof. PaedDr. Mgr. art. Rastislav Biarinec, ArtD., prof. PhDr. Ingrid Emmerová, PhD., PhDr. ThLic.

Martin Taraj, PhD.