

A group of approximately ten people are sitting on a circular arrangement of white plastic jugs on a paved surface. The jugs are connected by their handles, forming a ring. The people are dressed in casual summer attire, including t-shirts, hoodies, and jeans. They are looking towards the center of the circle, suggesting a group activity or discussion. The scene is captured from a high-angle, top-down perspective.

**NABA**  
SUMMER  
COURSES

2012

NABA

SUMMER  
COURSES



2012

## Dear Student,



If you are considering devoting your summer vacations to a short study and training experience in Milano, I would be pleased to welcome you to NABA Summer School 2012.

Founded in 1980, on the initiative of a group of artists and intellectuals, NABA was the first private Academy legally recognized by the Italian Ministry of Education, University and research, and the first to introduce the study of fashion and graphic design in the fine arts curriculum.

For 30 years we have used and refined our proven educational method that fully integrates classroom study with experiential workshop practice with a focus on the cross-disciplinary approach of education. With students from almost 50 different countries, NABA community benefits from a broad diversity of cultures and ideas. Here in Milano you will have an unequalled opportunity not just to learn design, fashion and communication, but also to immerse yourself in a vibrant, stimulating creative culture that will be an asset to your education and professional experience.

Though for a short period, our faculty will accompany you in an exciting journey through the real meaning of Italian Style and help you turn your artistic passion into a fulfilling training experience.

We will welcome you in our 12-building campus which is part of a renovated industrial complex with notable architectural value located downtown in the historical and fascinating Navigli district.

We hope that your summer session at NABA will be an enriching and challenging experience. At the same time NABA community will learn from you as you will bring your enthusiasm and your cultural heritage thus making the program beneficial to everyone.

Benvenuto in NABA,

Elisabetta Galasso  
*NABA Director*



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# NABA Summer School Calendar

CODE	Course	June 25 <sup>th</sup> July 6 <sup>th</sup>	July 10 <sup>th</sup> July 20 <sup>th</sup>	July 24 <sup>th</sup> August 3 <sup>rd</sup>
D1	Introduction to Design. Interior & Product Design	intro		
D2	Cultural Tours of the Best in Design in Milano		no level	
D3	Product Design Workshop		intermediate	
D4	Interior Design Workshop		intermediate	
D5	Interaction Design Workshop		intermediate	
D6	Product Design Advanced			intermediate/ advanced
D7	Interior Design Advanced			intermediate/ advanced
F1	Introduction to Fashion Design Fashion Design & Fashion Styling	intro		
F1B	Introduction to Fashion Design		intro	
F2	Introduction to Fashion Management	intro		
F3	Fashion Communication Workshop		intermediate	
F4	Fashion Design Workshop 1		intermediate	
F4B	Fashion Design Workshop 2			intermediate
F5	Fashion Management Workshop		intermediate	
F6	Fashion Styling Workshop		intermediate	
F7	Fashion Accessories Design			intermediate/ advanced

CODE	Course	June 25 <sup>th</sup> July 6 <sup>th</sup>	July 10 <sup>th</sup> July 20 <sup>th</sup>	July 24 <sup>th</sup> August 3 <sup>rd</sup>
F8	Fashion Textile Design			intermediate/ advanced
F9	Fashion Retail Management			intermediate/ advanced
G1	Introduction to Graphic Design	intro		
G2	Visual Design Workshop Editorial Graphic Design and Illustration		intermediate	
G3	My Personal Corporate			intermediate/ advanced
G4	The WordPress Prevalence, your next free CMS Environment			intermediate/ advanced
M1	Introduction to Videogames Design The Age of Videogames	intro		
M2	Sound Design Workshop		intermediate	
M3	Videogame Design Workshop		intermediate	
U1	Introduction to Drawing. The Practice of Drawing: Drawing Italian Art and the City of Milan	intro		
U2	The Artist and the Model: School of Nude Painting		intermediate	
U3	Discovering the Best of Contemporary Art in Italy		no level	
U4	How to make an Art Exhibition			intermediate/ advanced
T1	Introduction to Music and Theatre Opera in Milano	intro		
T2	Theatre Costume Workshop		intermediate	

# NABA, Nuova Accademia di Belle Arti Milano

The Nuova Accademia di Belle Arti Milano is unique among all the Italian Art and Design academies. It was the first and is the largest and the most innovative private Academy legally recognized by the Italian Ministry of Education, University and Research, and the first to introduce the study of fashion and graphic design in the fine arts curriculum. Right from its beginning in 1980, it has remained true to its mission: celebrating and cultivating the creativity of its students.

Today besides being an Arts and Design training Institution, NABA is also a dynamic artistic and cultural centre strictly connected with the Milanese professional and social environment.

NABA trains students and professionals in areas of Design, Fashion and Textile Design, Theatre Design, Graphic Design and Art Direction, Media Design and Visual Arts. NABA education integrates the more traditional disciplines of visual representation with the new digital technologies.

NABA training programs are based on a cross-disciplinary method aimed at developing artistic-professional skills and profiles. For 30 years NABA has used and refined a proven educational method that thoroughly integrates classroom study with experiential workshop practice. This “learning by doing” approach derives from continuous experimentation and a close relationship with the artistic and productive environment. NABA is committed to promoting critical thinking, effective communication skills and competence in new technologies in an open and tolerant environment, with the participation of inspiring faculty and lecturers from leading national and international practices. With students from almost 50 different countries NABA community benefits from a broad diversity of cultures and ideas. NABA invites you to contribute to it.

## Laureate International Universities

In late 2009 NABA, Nuova Accademia di Belle Arti Milano joined the Laureate International Universities network, a global leader in higher education for art and design. It has a global reputation for investing and growing the institutions part of its network, creating a truly multicultural, career-oriented educational experience. The network includes a community of over 600,000 students on more than 100 campuses throughout North America, Latin America, Europe, Northern Africa, Asia and the Middle East.





A WIDE OFFER OF COURSES TO DISCOVER MORE ON FASHION, DESIGN, ARTS AND GRAPHICS

The Summer Programs propose a wide and updated synthesis of NABA know-how, giving a view of the most significant trends of the market, of industrial creation processes, of artistic and social expression, of Interior and Product Design, Fashion Design, Styling, Accessories, Textiles, Communication and Marketing, as well as Graphic Design, Visual Arts, Theatre Design and Media Design, together with the opportunity to experiment with a topical project theme, under the guidance of renowned professionals that will help students to delve into a design environment simulating a professional studio, gaining profound insight into the technical components of the design process.

The Summer Programs Educational Offer is wide-ranging and diversified: it includes introduction level courses intended for students without any academic background in a specific subject area and offering a unique opportunity to explore a new creative environment; workshops (project research) that are particularly suitable for students with some background in that specific subject area who are keen on building upon this through hands-on training experience; advanced level courses that are intensive skills enhancement programs addressed to final year students or those with some initial working experience in the sector willing to explore new opportunities combining strategy and creativity. Students will learn from experienced and skilled professionals and will be taught how to research and present a creative idea.

Selected visits to museums, companies, production sites and design studios during the programs expose students to the creative and cultural environment in Italy.

NABA Summer School has been designed in a way that will enable students to combine their courses in a 4-week or 6-week session thus making the most of their time in Milan and fully experimenting NABA teaching approach and values.



# Milan, the Fashion and Design City



Milan is the city of architects, designers, fashion stylists, entrepreneurs, graphic designers, creative minds and publishers.

Students will find themselves in a thriving metropolis with an international dimension that hosts the main entrepreneurial and manufacturing activities in Italy: from advertising to the publishing industry, from small artisans' shops to hi-tech companies.

Milan is unanimously recognised as the world capital of design and creativity. Every year it hosts the International Furniture Fair (Salone Internazionale del Mobile), that - besides being the most important event in this sector at an international level, is also the occasion for a unique global business, communication and image exchange.

Milan is the worldwide capital for fashion and design where you can always find innovative and creative people, boutiques of emerging labels and chic concept stores. Milan's main upscale fashion district is the quadrilatero della moda (literally, "fashion quadrilateral"), where the city's most prestigious shopping streets (Via Monte Napoleone, Via della Spiga, Via Sant'Andrea, Via Manzoni and Corso Venezia) are located. Milan's center is full of all the most important flagship stores of design like Cappellini, Driade, Kartell, Versace, Artemide and many more.

Milan is vibrant with life.

Every year, on the occasion of Fashion Weeks and the International Furniture Fair Milan becomes a big showroom where exhibitions, performances, parties and conferences involving lots of international guests take place all day long.

Additionally, Milan puts you in the center of thrilling cultural and artistic events, a thriving contemporary art scene, world-class fashion studios, architecture firms, communication and media production companies.

Milan is a creative environment like none other.



MILAN: RANKED THE 5TH WORLD'S BEST PLACE TO VISIT BY THE NEW YORK TIMES JANUARY 7<sup>TH</sup>, 2011

## Partnerships



PRESTIGIOUS PARTNERSHIPS WITH

CENTRAL SAINT MARTINS, LONDON

WEST VIRGINIA UNIVERSITY, USA

NABA collaboration with Central Saint Martins is continuing for the 7th consecutive year. The focus of the 2012 Edition of the “London Milan. The Dual City Summer Session” will be Fashion in all its aspects: Fashion Design, Fashion Styling and Image Creation, Fashion Branding & Marketing, Fashion Illustration and Fashion and Culture in London and Milan. For more information on The Dual City Summer Session, please consult [www.csm.arts.ac.uk/london-milan](http://www.csm.arts.ac.uk/london-milan)

In addition to this, NABA partnership with West Virginia University will continue for 2012 with the Disegno Italia program.

U.S. university students can register for NABA courses through West Virginia University’s Office of International Programs and will be awarded WVU credits which may be transferred at the option of their home institutions.

For further information on this opportunity please visit [http://designabroad.wvu.edu/disegno\\_italia](http://designabroad.wvu.edu/disegno_italia) or send an e-mail to [oiop@mail.wvu.edu](mailto:oiop@mail.wvu.edu)





NABA will award ECTS credits for its Summer Programs, so it will be easier for students to transfer their credits to other Universities and Academies that use or acknowledge the ECTS system. Upon successful completion of each two-week summer program (45 hours of classes), NABA will issue 3 ECTS credits that can be transferred at the option of each student's home university. Interested students should submit NABA ECTS course syllabus to their home universities in order to verify the possibility of having the ECTS credits issued by NABA for the summer programs recognised in their study curriculum.



# NABA Summer Programs Overview

First Summer Session from June 25<sup>th</sup> to July 6<sup>th</sup> 2012





### Course Content

A full immersion course that will provide students with an overview of the Italian design methodology including visits to design showrooms, studios and exhibitions in Milano.

Students will be stimulated while learning to develop their ideas and their potential to the full.

In the second part of the course students will have the opportunity to focus on their area of interest, interior design or product design, and delve into intensive project work geared towards the final presentation.

### Objectives

**Interior Design group:** Lifestyle, art and design research in Milan are used to develop an interior space plan. Studio work and field trips will foster the conceptual development of possible interior layouts resulting in one original interior space design.

**Product Design group:** Students will develop a short project geared towards creative thinking and exploring form and function. The project will be developed in small groups, in an open discussion environment to help students understand what kind of process they need to bring the idea to a final presentation. The final result will be presented, simulating a small exhibition, with a model and a short story in digital format.

### Who's the course addressed to?

This course introduces the world of design to beginners.

### Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

### Course and Project Leaders

#### Francesco Librizzi

After his collaboration with Luceplan, in 2005 he founded Francesco Librizzi Studio for design and architecture. His works have been published on international design magazines, such as Domus, Abitare, Interni Blueprint, Area, De Zeen. Among the most recent projects, the interior lay out of the new RCS headquarters; the new facade of the Allianz Theatre, Milan; a private nursery school selected for the London Festival of Architecture 2008. In 2008 he was awarded the prestigious Prix Hemile Hermes in Paris. In 2010, he designed the layout of the Padiglione Italia at the XII Venice Architecture Biennial. He currently teaches at NABA and at the Faculty of Architecture in Palermo.

#### Luca Buttafava

After his degree in Architecture, Luca Buttafava attended the Master in Interaction Design in Domus Academy (1996) in Milan where he worked for the ten years, at first as a senior researcher and then as a supervisor of the main Master programs.

He also teaches in other Italian and international institutes and served on numerous Italian and international juries

From 2006-11 he was partner of Interaction Design Lab, Id-Lab and he also founded INTERSEZIONI, an industrial design studio.

He has been collaborating with NABA since 2008 as a Special Programs Coordinator and as MA Product Design Director.





## Course Content

An inspiring exploration of the Italian Fashion pipeline providing an overview of the Italian Fashion system which includes lectures by experienced professionals as well as visits to Milan's best fashion zones and showrooms.

Students will be stimulated while learning to develop their ideas and their potential to the full.

In the second part of the course students will have the opportunity to focus on their area of interest, fashion design or fashion styling, and delve into intensive project work geared towards the final presentation.

## Objectives

Fashion design group: realization of a portfolio of finished drawings (of a mini-collection) with sketchbooks, an inspiration board and a fun decorative fashion item.

Fashion styling group: interpreting the personality of a client and his/her lifestyle. Creating a style for a collection look for a fashion magazine, proposing a new image through clothing, accessories, photos and location combinations.

## Who's the course addressed to?

This course introduces the world of fashion to beginners.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leaders

### Orietta Pelizzari

Fashion and Design Curator and founder of the trend forecasting studio MATTORI. She collaborates with the Italian Fashion Chamber. As coordinator of "Laboratory of Ideas" she presents Macro Trends forecasting for Italian luxury textile companies (LoroPiana, Zegna, Canali, Corneliani, Botto Group, Reda, Ferla, Boggio Casero, Sarti...) associated with Comitato Moda, Italian Fashion System. She conducts trend forecasting for "The Mix London" and ANCI (Italian National Shoes Association). She is in charge of developing fashion technology projects in collaboration with the M.I.T.. She develops editorial projects for accessory magazines of the Ars Arpel Group.

### Liuba Popova

After the Bachelor degree at the Moscow University of Technology and Design and at the Accademia di Belle Arti Brera in Milan, she attended a Master Course in Scenography and Costume Design at Teatro Alla Scala. She was costume designer at Teatro Alla Scala and at RAI. As journalist she worked for "M-Collection", "Fashion Theory", "Arpel", "Around the World", "Discovery", "Departure". She is professor of History of Fashion and Textile Design at NABA.

Publications: "Narcisism in Oscar Wilde and in Present-day Fashion" (Milan 2000) and "Maschile, femminile e altro - Le mutazioni dell'identità nella moda dal 1900 ad oggi" (Milan, 2005), "La Moda e la Cultura del Buon Vivere" (Cosenza 2011).



# Introduction to Fashion Management

Principles of Fashion Marketing and Retail Management.

First Summer Session from June 25<sup>th</sup> to July 6<sup>th</sup> 2012



## Course Content

A thorough exploration of the fashion marketing environment and planning process analysing the relationship between company and markets at a domestic and an international level. Students will learn the fundamentals of marketing, its techniques and activities, from pricing strategies to the principles of consumer behaviour, as they are employed in the fashion business.

## Objectives

The course has been designed to provide international students the basic marketing tools necessary to gain an understanding of the Italian and International fashion sector dynamics, and to anticipate and analyze its changes; to fully comprehend the basic fashion retail principles and to develop an effective marketing plan for a fashion product.

## Who's the course addressed to?

This course introduces the world of fashion management to beginners.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leader

### Laura Quarenghi-Wray

She graduated from San Diego State University in California, and the University of Milan and holds a B.Sc. and a Master in Business. After graduation she worked in Europe for two global corporations of the chemical sector among which Du Pont de Nemours, as Country Manager, European Marketing Manager, and Sales and Marketing Manager Europe, based in Italy and Germany. Currently she owns her own business specializing in start-up and internationalization of companies of the chemical and luxury markets. Besides its marketing consulting activities, Laura's company had developed a coaching program aimed at developing the problem solving and academic skills of perspective MBA and Master students in order to optimize their GMAT, GRE and TOEFL scores. She is also part-time faculty at European School of Economics and a lecturer in the field of luxury products marketing and merchandising at the Milano Chamber of Commerce and other Institutions.



# Introduction to Graphic Design

Total Design: Graphics across Media Evolution

First Summer Session from June 25<sup>th</sup> to July 6<sup>th</sup> 2012



## Course Content

An intensive, action-packed journey through Graphic Design as language, focussing on its role in brand building. The students will be guided through a series of exercises involving the use of essential design tools - basic layout rules, typography, etc.

Making the most of Milan status as a hub of design relevant brands, they will be taken outside the classroom. Visit to galleries and retail environments, will be scheduled to observe Graphic Design application and its relationship with other disciplines.

## Objectives

The goal is to provide students with an overall vision of the different areas graphic design operates in. Each student or group of students will be assigned projects that will give them the chance to put in practice what they learned throughout the lessons. The various assignments will be analyzed and critiqued in class. At the end of the course students will have acquired a current overview of all the different areas in which Graphic Design operates in and a more specific knowledge on editorial Graphic Design and as part of an integrated communication approach.

## Who's the course addressed to?

This course introduces the world of graphic design to beginners.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course Leader

### Angelo Colella

After a long, distinguished career as an art director in important Italian and international advertising agencies, Angelo Colella added graphic design to his repertoire in the 1980s. He collaborated with Albe Steiner and he was professor of Graphic Design at the Società Umanitaria in Milan for five years. He is the ideator and curator of many shows and exhibitions, as well as graphics and design reviews. He was also curator of the image of the Prague International Marathon. He is a member of ADI, AIAP, BEDA, PDA and the prestigious Type Director Club of New York. He is also the Corporate Design Director for important groups such as Publicis, Republic Lab, EBS in Prague, Arnoldworldwide Italy, Havas Group and, now, for Milano AD, Carpediem Group.

## Project Leader

### Claudia Neri

She founded Milan-based Teikna Design in 1994. She then relocated to Toronto.

With its "boutique mentality" and approach, Claudia's Teikna has successfully worked with diverse clients, large and small, on both sides of the Atlantic, receiving prestigious awards and recognition: Platinum Award from GRAPHIS, Good Design Awards (Chicago Atheneum Museum of Design), AIGA Awards; ADCC; ADCI.

Her work has been published in Communication Arts; HOW; and several other magazines and annuals.

She has represented Italy as a juror at Cannes Lions; Eurobest; Dubai Lynx; New York Art Directors Club. She is a member of AIAP, ADCI, ADC New York.



### Course Content

Through Computer & Video Games, the culture of the Digital Era has been redefining its own rules and transforming the way in which Communication and Marketing strategies operate. By defining game design principles through the study of the technical and artistic evolution of the medium, the course will present a broad spectrum of the communication possibilities offered by the Video Games mechanics.

### Objectives

Whilst studying the most relevant and successful video games projects, the course will focus on the guidelines that lead to the creation and development of a game project from scratch. Those theoretical tools will prove useful in creating game design documents and projects, as well as in implementing interactive game mechanics in media design. The successful completion of the course requires the realization of a real interactive communication project, presented as team or individual work.

### Who's the course addressed to?

The course is oriented towards curious newcomers to the field of videogame design who wish to acquire a fundamental knowledge base and understanding of the medium.

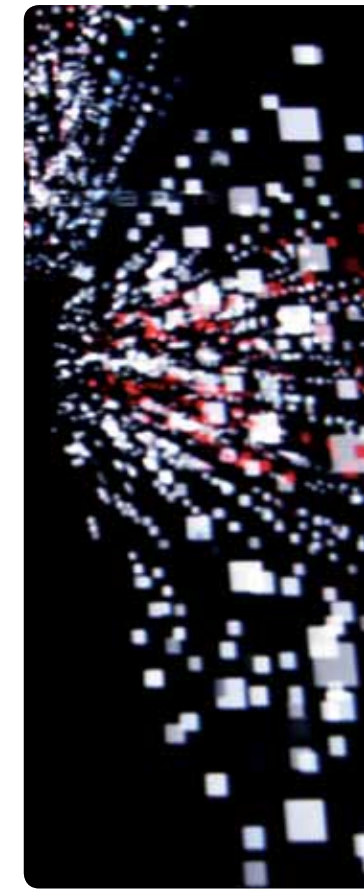
### Methodology

Learning by doing: a mix of theoretical lessons and practical workshops.

### Course and Project Leader

#### Francesco Alinovi

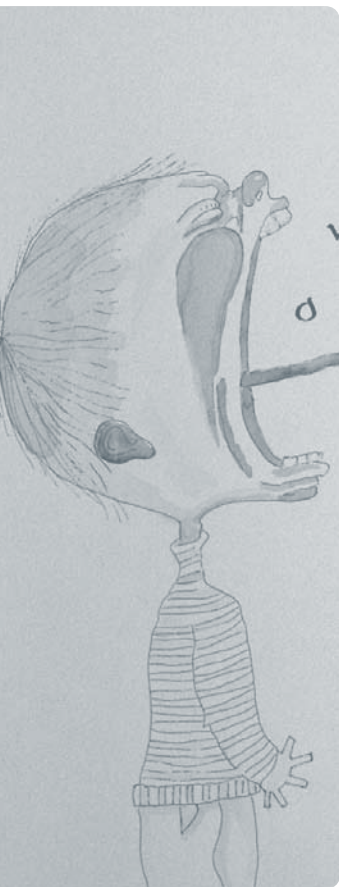
Graduated with a thesis on videogames, later published under the title "Mi Gioco il Cervello" (Liocorno Editore, 2000), for over ten years he has been contributing to magazines dealing with electronic entertainment and has developed new editorial projects (such as the Italian edition of the Official PlayStation Magazine and the Official Xbox Magazine). He has written several essays and books on game design, the last being the 2011 "Game Start!" volume published by Springer-Verlag. Since 1998 he has been lecturing on Game Design at NABA in Milan.



# Introduction to Drawing

The Practice of Drawing: Drawing Italian Art and the City of Milan

First Summer Session from June 25<sup>th</sup> to July 6<sup>th</sup> 2012



## Course Content

This is a 'how to' course, stressing different drawing techniques, useful tools, simplified perspective and ways of seeing a subject.

The course will start with very simple exercises of copying from still life and photography using various exercises to develop the skill of seeing, basic faculty to learn how to draw in a realistic way.

After the third day, as the students will gain confidence in their practice, they will start going around Milan with the teacher to take sketches from street markets and public buildings.

The activity will continue in class where the sketches will become accomplished drawing. A visit to a Gallery is also included in the program to allow students practice copying from the old masters.

Drawings from past and present artists will also be analysed throughout the course and different media will be explored, from the simple pencil and colour pencils, to comtè crayon, china, pen, charcoal, etc.

## Objectives

Throughout the course students will acquire and develop drawing skills (both sketches and complete drawings). They will develop the capacity of seeing and drawing what they see in a personal way and also learn to appreciate works of art by copying them.

## Who's the course addressed to?

This course introduces the world of drawing to beginners.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

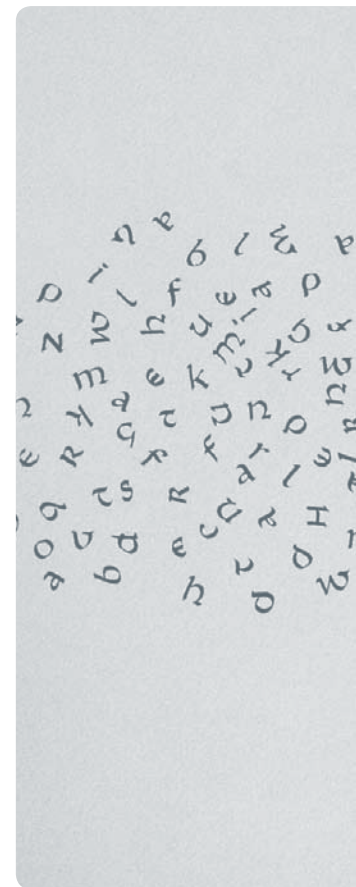
## Course and Project Leader

### Luciana Meazza

Practicing painter, Luciana Meazza studied at the Art College Byam Shaw, London, and attended the BA Program in Painting at NABA under the guidance of artist Claudio Olivieri.

Her last show was Summer Exhibition 2010, Royal Academy, London. 400 women Shoreditch Town Hall Basement, London.

Her next show will be the Open West Cheltenham, Gloucestershire. Luciana has been teaching painting and drawing at NABA (NABA Corsi Liberi) since 2004.





## Course Content

Throughout the nine days of the course, students will design the setting of a one-act Italian Opera, working under the stage director ideas. Students will have the opportunity to work on plans of La Scala Theatre, follow lessons on theatre set design and analyse well known Italian Operas. Guided tours to La Scala Museum and set construction labs will integrate the program.

## Objectives

Students will learn to understand the world behind the scenes and the relationship and work between a Set Designer and the Stage Director during the creation of an opera project. Students will also approach Opera history through the discovery of theatre set design. The knowledge of materials for the construction of a theatre set, the right use of space on the stage and how to work on the stage.

## Who's the course addressed to?

This course introduces the world of theatre design and Italian opera to beginners.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course Leader

### Margherita Palli

She is Director of Theatre Design at NABA and of the Theatre Design Lab at the IUAV in Venice. She was also Professor of Theatre Design at the Politecnico di Milano-Bovisa. Prior to teaching, she was a theatre designer. She worked with the director Luca Ronconi, with whom she has produced a long series of shows all over the world. She also works with other directors including Mauro Avogadro, Franco Branciaroli, Andrea Barzini, Liliana Cavani, and Cesare Lievi. She has worked for several internationally well-known theatres and festivals such as Teatro alla Scala di Milano, Piccolo Teatro di Milano, Theatre Odéon-Comédie Française de Paris, Salzburg Festival.

## Project Leaders

### Maria Elena Mexia

She is International Stage director and designer whose work has been in opera houses throughout Europe, Asia, and South America. After graduating in Scenic and Costume Design at NABA, she attended a Master on Sciences of Theater and Philosophy in Madrid. She worked with Luciano Damiani at the Piccolo Teatro in Milan for Giorgio Strehler's productions and for Teatro Regio di Parma and Teatro Alla Scala, Milan.

### Valentina Dellavia

Stage Designer graduated at NABA in Scenic and Costume Design. She began her first experiences at the Piccolo Teatro in Milan as assistant to Luciano Damiani for Giorgio Strehler's productions. Right after she began working with Margherita Palli in several theatrical and lyric productions and exhibitions, directed by Luca Ronconi.



# Second Summer Session

from July 10<sup>th</sup> to July 20<sup>th</sup> 2012



# Cultural Tours of the Best in Design in Milano

A journey through the Italian Design Landscape

Second Summer Session from July 10<sup>th</sup> to July 20<sup>th</sup> 2012



## Course Content

The course aims to demonstrate how during the 20th century design has had a distinct role in the Italian way towards modernity and how the idea of “design” is closely connected with the core of Italian creativity. These aspects will be examined by considering several cultural, social, artistic and industrial elements.

The course will dig down to the heart of Italian design values, alternating lectures with visits to the best of the design industry. Shops, museums, art exhibitions, design studios will all be explored to unveil the hidden city that each year hosts the most important design week in the world.

## Objectives

Students will be able to explore and analyze the unique reality of Design in Milano (features, history, and outlook) and present it properly through a personal project.

## Who's the course addressed to?

Anyone studying or working in design that is inquisitive has an open mind and an attitude to critical thinking and investigation. People with a strong interest for contemporary design in a Milan context.

## Methodology

Lectures, field trips and project work.

## Course and Project Leader

### Massimo Martignoni

Art Historian with a Ph.D. in Art History at Università La Sapienza in Rome and a Post Ph.D. at the University of Bologna, he has carried out curatorial and research work for the Mart Museum of Modern Art and the War Museum in Rovereto, the Palladio Foundation in Vicenza, the Piero Portaluppi Foundation, the Gio Ponti Archive and the Triennale Center of Arts in Milan.

He is writer and journalist, from 2003 consultant to “Casa Vogue”. From 2005 he has been professor of History of Design at NABA Milan where he teaches in the three-year BA Program in Design and in the Semester Abroad Program.

Among his most recent books and publications it is worth mentioning: *Material molded by thought*, in Gabriella Crespi, the sign and the spirit, Milan 2011.

*Scavolini 1961-2011*. The best seller from Italy, Milan 2010.

*Modern Architecture in the Alps*, in Silvio Bernardi architect, living in Cortina, Milan 2010.



Second Summer Session from July 10<sup>th</sup> to July 20<sup>th</sup> 2012

## Course Content

Market trend research, material sourcing in Italy, and creativity are used to explore a design model. Working as members of a team of students, participants can create a concept and develop one original design.

The course is intended for students with some background understanding and experience in Product Design with the intention of further stimulating their knowledge and skills.

Throughout the course students will develop a short project geared towards creative thinking and exploring. The project will be carried out in groups as a studio work, under the supervision of an established designer in an open discussion to help students understand what kind of process they need in order to bring the product to the final presentation stage.

Specific workshops focused on materials, history of design and on the biography of an object, will expose students to multiple possible approaches.

## Objectives

Upon successful completion of this course students will become familiar with selected aspects of Italian product design and conceive a design journal using original observations of Italian art and design, including conceptual components.

Students will demonstrate their understanding of contemporary product design through the development of a coordinated product line using hand or digital drawing as well as a prototype product model.



## Who's the course addressed to?

In general students should have completed one or two years of university studies (BA) in the field of Design.

Students that already participated in Introduction to Design can be admitted to this course.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leader

### Alessandro Confalonieri

After his degree in Industrial Design, he attended the Master in Industrial Design at the Royal College of Art, London. He worked in the Ross Lovegrove studio on projects for Guzzini, Driade, Luceplan and concepts for Tag Heuer, Herman Miller, Airbus and JAL.

He collaborated with Preistman Goode, a transportation design studio, and Pearson Lloyd and Studio Levien.

Once back in Milan, he collaborated with Aldo Cibic where he designed five new lines of taps for Rubinetteria Webert, project nominated by ADI for the "compasso d'oro" 2003.

In 2003 Alessandro opened the Quinine Design Partnership in London, with clients like F.lli Guzzini, Nava Design, Lego Development, Orange UK, Sony Ericsson, Kent County Supplies UK, CJ Services UK, Tore Jacobson (Spain).

In 2007 Alessandro founded INTERSEZIONI, an industrial design studio working for Ferrero, Vimar, Nestlé, Apam Spa, Atm and Autogrill.



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## Course Content

The point of view of any designer is a deforming mirror that records the world outside in the shape of our next project. A walk through this “alchemy” is the aim of this course. The course is intended for students with background understanding and experience in Interior Design with the intention of further stimulating their knowledge and skills. This course, taking place in Milan, is about the comprehension of interior living spaces and the perception of them through the Italian style and design point of view.

## Objectives

Students will have the chance to analyze contemporary interior spaces through observation based on personal research thereby developing a professional designer’s attitude acting and searching for materials as a source for inspiration through the city exploration.

The project work will be geared toward the creation of a physical model of interior layout, using only regenerated or discarded material with the aim of stressing the ability to interpret and represent spaces and environments in a quick, easy and very effective way, to support concept generation and project proportion.

## Who’s the course addressed to?

In general students should have completed one or two years of university studies (BA) in the field of Design.

Students that already participated in Introduction to Design can be admitted to this course.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course Leader

Francesco Librizzi

After his collaboration with Luceplan, in 2005 he founded Francesco Librizzi Studio for design and architecture. His works have been published on international design magazines, such as Domus, Abitare, Interni Blueprint, Area, De Zeen. Among the most recent projects, the interior lay out of the new RCS headquarters; the new facade of the Allianz Theatre, Milan; a private nursery school selected for the London Festival of Architecture 2008. In 2008 he was awarded the prestigious Prix Hemile Hermes in Paris. In 2010, he designed the layout of the Padiglione Italia at the XII Venice Architecture Biennial. He currently teaches at NABA and at the Faculty of Architecture in Palermo.

## Project Leader

Massimo Tepedino

Architect and interior designer, he has worked for renewed architecture offices like Foreign Office Architects and Vicente Guallart. He was founder and director of External Reference Architects, which was awarded with the New Italian Blood prize as Best Italian office under 36. His work has been exhibited in various cultural events including London Architecture Festival, Venice Biennale and Eme3. In 2007 he was honoured the Valencia Crea prize for interior design. He has been lecturer in events in collaboration with Politecnico di Milano, IUAV (Venice), Elisava (Barcelona) and Cardiff University. His publications include articles and projects published in Frame Magazine, Blueprint, Domus, DeZeen, Pasajes and Interni.





## Course Content

Designing a real system is a challenge with several unknown factors. A successful design needs care and sensitivity for the details. Not all of them will be solved but it's important to focus on the most critical ones.

The course investigates on how to bend current technologies hidden in everyday objects to facilitate the urban living and on how to smartly use street food resources in an interactive way.

This course tries to stress the fact that design is a creation based on a mixture of constant conscious and subconscious stimulations. To design is to have an open mind. To design an interactive object is to have the ability to imagine, to envisage how people could use the devices and how these devices could change their everyday behaviours.

## Objectives

Students will explore basic notions of hacking such as adding functions, integrate technologies and completely change the purpose of a device and the basic knowledge to design an interactive experience. Students will experience the processes of conceptualizing and transforming ideas into "techs". Their work will be implemented in 2D (printed work) and on working prototypes.

Students will be required to make online documentation and communication of their projects process during the course.

## Who's the course addressed to?

Students will have to be motivated and curious, ready to work individually and in group. Active participation in the seminars and studios will be highly profitable for the students.

Drawing (by hand and/or digitally) and model-making skills are required.

In general the level of education should be equivalent or higher than the second year of University studies (BA) in Interior/Product/Industrial Design. Students that already participated in Introduction to Design can be admitted. In this case be ready and flexible to manage an upper level, sharing with designers the experience and the process of design work.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leader

### Remo Ricchetti

Remo Ricchetti took his Degree in Mechanical Engineering and started to collaborate with CNR in the design of scientific apparels and a novel device for physiotherapeutic rehabilitation; he was involved in design and production of foldable roofs in the automotive field. From 2002-10 he worked as Mechanical Designer in the PercRo Lab (Scuola Superiore S.Anna) where he was involved in the design of wearable robotic devices, medical devices and tactile actuators in national and European research programmes. Later he dealt with technology transfer activities, co-design and simulators.

The meeting with architecture and interaction design led him to face different projects with Id-Lab, a design company based in Milan, where he works as technology broker and engineer.

At the moment he is developing a device for rehabilitation (medical) and two different innovative industrial processes.

He holds the course of Mechanical Design in NABA Design School.





## Course Content

This beginner level course will teach participants the fundamentals of how to create a small fashion collection. Students will explore all the phases of the development of a collection: from an intensive iconographic research up to the development of an atmosphere allowing to design the collection.

## Objectives

At the end of the course each participant will be able to present:

- 1) 1 Mood board and 1 color chart
- 2) 1 Workbook including the entire creative path
- 3) Sketches of 5 complete outfits

## Who's the course addressed to?

This course introduces the world of fashion design to beginners.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leader

### Francesca Colombo

Francesca Colombo is a freelance Fashion Designer with a job experience focusing on trends, material research, and embroidery techniques. After graduating in Fashion and Textile Design at NABA, she worked as an assistant professor for the Master of Accessory Design and Fashion Design at Domus Academy. She is currently working at the launch of her fashion label.





## Course Content

As more and more magazines start to offer online content, the question constantly being asked is “which form of media will be the true leader in the future”, paper or digital? This workshop aims at breaking down all of the multi-levels involved in getting the fashion word out to the masses. Being in the capital of the Italian fashion industry, students will have an opportunity to examine the many ways of communicating the ideas generated by the fashion world. They will study magazine graphics and layouts, the different job positions within a magazine, and how magazines must generate revenue as well as capture their target audience.

## Objectives

Students will learn how to give face-to-face interviews, and how to write fashion articles. They will also experiment with other modern forms of communication such as social networking, and blogging as it relates to fashion.

## Who's the course addressed to?

In general students should have completed one or two years of university studies (BA) in the field of Fashion, Communication or Journalism. Students that already participated in Introduction to Fashion Design can be admitted to this course.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leader

### Damon Pittman

Born in Washington D.C., Damon has lived and worked in retail in Amsterdam, London, New York, and Milan. With a degree in Clothing, Textiles, and Fashion Design he has always been intrigued with everything related to the fashion industry. His professional work experience includes working in Retail Management for such companies as Country Road, Coach Leatherware, Polo Ralph Lauren, Theory, and BOBLBE.E of Sweden. He has also worked as a manager and brand consultant for Flute Champagne, and The Soho Grand Hotel in New York City. While working for LeBook, Damon perfected his skills as a brand consultant.



Second Summer Session from July 10<sup>th</sup> to July 20<sup>th</sup> 2012



## Course Content

Fashion tastes can range from street wise to elegant or sporty chic, wild and crazy to cool and classic - anything goes if heart is behind it. This course involves creating a small coordinated collection following an alternative/experimental path and starting from the construction of a “garment-shape” aiming to bring out the very best from the students and helping them to achieve what they want to communicate in the most effective and creative way. In the second phase of the workshop, students, as observers and through specific research on art, fashion, architecture, design, nature, communication and gastronomy, will develop their own concept, unique and personal, that will give birth to the collection and then will be shown how to present and illustrate their ideas to maximum effect. Those who are not so confident about their drawing or sewing skills will be helped to show off their concepts to the best of their potential.

## Objectives

All the work created in this two-week course is geared toward the final presentation. Work should include a “garment-shape”, a sketchbook, a mood board, a portfolio of finished and working (flat) drawings. The course aims at providing students with all the necessary skills to achieve the required flexibility to design a collection through alternative methods.

## Who's the course addressed to?

In general students should have completed one or two years of university studies (BA) in the field of Fashion. Students that already participated in the previous introduction level can be admitted to this course.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leaders

### Serena Piller

She graduated in Fashion Design at NABA, where she currently teaches pattern making and sewing and works as a tutor for the Triumph Inspiration Award.

During her career she has matured several work experiences in the fashion sector ranging from consultancy activities for companies involving clothing (clothing industries Sosir - Trussardi), accessories and jewelry (Exquisite J di Bonamano e Ferrari srl), beachwear (Pierre Mantoux) to the creation and management of a proprietary lingerie brand (Adorisadora), whose FW 2008 collection showcased during Milano Fashion Week fashion show with the endorsement of Camera Nazionale della Moda Fashion Incubator.

### Marta Bettiga

After being awarded a BA in Painting from Brera Academy, Marta completed a BA Program in Fashion Design at NABA. Since her graduation she has been working as an illustrator and trend research consultant for A&B Studio in Milan.

In 2009 she opened her own Atelier “Ippocane Studio”, a “laboratory of fables to wear”: stories and poems, illustrated on cotton paper that turns into skirts and dresses.

Marta has also been teaching Fashion Illustration in NABA Fashion Department for almost 10 years.



# Fashion Management Workshop

## Fashion Marketing Management and Merchandising

Second Summer Session from July 10<sup>th</sup> to July 20<sup>th</sup> 2012



### Course Content

A thorough exploration of the dynamic context and challenges the fashion industry is facing in the increasing globally competitive scenery. The course has a business and management perspective with a focus on the fashion industry.

Students will be introduced to the fundamentals of the fashion business such as fashion industry sourcing, the supply chain, and fashion buying cycle; management of a portfolio of suppliers; vendor selection and fashion buying decision criteria; retail brand marketing in the fashion industry; internationalization of fashion retailing; international branding and flagship stores.

### Objectives

The course has been designed to provide international students the necessary tools to understand the dynamic context of the fashion business in Italy and internationally, and the key activities in fashion buying, retailing and merchandising. At the end of the course students will have learnt the most recent fashion industry developments as well as all the tasks, skills and activities of a Fashion Merchandiser (buying, promoting and selling fashion items).

### Who's the course addressed to?

In general students should have completed one or two years of university studies (BA) in the field of Marketing, Fashion Management, Retail Management or any related fields.

Students that already participated in Introduction to Fashion Management can be admitted to this course.

### Methodology

A mix of lectures and class discussions will be incorporated into the course. Fields trips are planned to the Fashion Quadrilatero shops, flagship stores, showrooms and exhibits.

### Course and Project Leader

#### Laura Quarenghi-Wray

Laura graduated from San Diego State University in California, and the University of Milan and holds a B.Sc. and a Master in Business. After graduation she worked in Europe for two global corporations of the chemical sector among which Du Pont de Nemours, as Country Manager, European Marketing Manager, and Sales and Marketing Manager Europe, based in Italy and Germany. Currently Laura owns her own business specializing in start-up and internationalization of companies of the chemical and luxury markets. Besides its marketing consulting activities, Laura's company had developed a coaching program aimed at developing the problem solving and academic skills of perspective MBA and Master students in order to optimize their GMAT, GRE and TOEFL scores. Laura is also part-time faculty at European School of Economics and a lecturer in the field of luxury products marketing and merchandising at the Milano Chamber of Commerce and other Institutions.





## Course Content

From media communication to final customers throughout image and concept look. Style is an important and essential feature in contemporary society. Style is an approach to life and a way of living. The course introduces a specific overview of the elements requested when putting together fashion items to attract media attention towards a fashion magazine and its editorials.

Specific technical training in the field of fashion styling will be provided to students to create a new image for a body and its clothes encompassing make-up techniques, hair shapes, location, light, photography. Students will experience the excitement of making a photo-shooting in a real working environment: with live models, on location and in a professional studio.

## Objectives

The objectives of this course are to support concept generation to create a fashion styling product and learn to work as a member of a team. Personal research and observation will be used to analyze contemporary publicity vehicles for the promotion of a fashion product for a targeted consumer.

## Who's the course addressed to?

In general students should have completed one or two years of university studies (BA) in the field of Fashion. Students that already participated in the previous introduction level can be admitted to this course.

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leader

### Orietta Pelizzari

Fashion and Design Curator and founder of the trend forecasting studio MATTORI. She collaborates with the Italian Fashion Chamber. As coordinator of "Laboratory of Ideas" she presents Macro Trends forecasting for Italian luxury textile companies (LoroPiana, Zegna, Canali, Corneliani, Botto Group, Reda, Ferla, Boggio Casero, Sarti...) associated with Comitato Moda, Italian Fashion System. She conducts trend forecasting for "The Mix London" and ANCI (Italian National Shoes Association). She is in charge of developing fashion technology projects in collaboration with the M.I.T.. She develops editorial projects for accessory magazines of the Ars Arpel Group.





### Course Content

Illustration is not only a matter of drawing: an illustrated book is a dynamic object made of paper, ink and creative storytelling. Leaving computers apart, we get our hands dirty within a process where creative thinking is tightly related with the image-making crafts. The course starts with a series of exercises encouraging the participants to investigate on the main aspects of paper manipulation (e. g. bookbinding, pop-up...) and become familiar with a wide range of printing tools and techniques such as letterpress, carving and stencilling. Visits to exhibitions and talks by selected professionals will give an insight into book-art and inform students' practice. In the second part of the workshop, every student will work on a personal project supported by the tutor.

### Objectives

The workshop aims to give students the opportunity to experience and investigate the process of book design and making. At the end of the course students will have acquired direct knowledge of book design and craft, and a wide range of techniques suitable for developing original illustration projects.

### Who's the course addressed to?

In general students should have completed one or two years of university studies (BA) in the field of Graphic Design / Visual Design / Communication. However, the course addresses all kind of students, both newcomers and professionals, interested in enhancing their visual narrative skills and resources.

### Course Leader

#### Angelo Colella

After a long, distinguished career as an art director in important Italian and international advertising agencies, Angelo Colella added graphic design to his repertoire in the 1980s. He collaborated with Albe Steiner and he was professor of Graphic Design at the Società Umanitaria in Milan for five years.

He is the ideator and curator of many shows and exhibitions, as well as graphics and design reviews. He was also curator of the image of the Prague International Marathon. He is a member of ADI, AIAP, BEDA, PDA and the prestigious Type Director Club of New York. He is also the Corporate Design Director for important groups such as Publicis, Republic Lab, EBS in Prague, Arnoldworldwide Italy, Havas Group and, now, for Milano AD, Carpediem Group

### Project Leader

#### Claude Marzotto

Claude Marzotto is a graphic designer and illustrator. She is member of AIAP, the graphic designers' Italian Association. Since 2005 she has been partner of Atelier Vostok, a creative workshop based in Barcelona and Milan which looks at illustration as a tool for visual communication, from advertisement to brand image. Atelier Vostok signed the issue 19b of the experimental magazine "Un Sedicesimo", published by Corraini. Projects by Claude Marzotto and Alexis Rom have been awarded by European Design Awards and displayed in several international magazines and books such as Impressive, Precursor and Illustrators Unlimited (Gestalten 2010/2011).





## Course Content

The course combines historical-cultural knowledge, creative research, the technical and technological process within the analysis and the design of the different musical productive sectors: DJing, Electronic Music Production, Sound Art, Sound Design and Sound Branding. The didactic and operative methodology develops synergically over different educational layers: History, Analysis, Theory, Composition, Instrument and Laboratory.

The new digital technologies for audio are the instrumental palette used in order to compose and explore the techniques of manipulation, editing and mixing of sampled or electronically generated sounds.

## Objectives

At the conclusion of the course, participants will have acquired the necessary tools in order to be self-sufficient in audio production and will have started developing a personal musical project and will be involved in the activities of NABA WEB RADIO.

## Who's the course addressed to?

In general the course is addressed to students who have completed at least two years of university studies (BA) in the field of Visual Arts, Fine Arts, Design, Media Design, or any related fields. The course is also suitable for all those with a strong interest for sound design.

## Methodology

Learning by doing: a mix of theoretical lessons and practical workshops.

## Course and Project Leader

### Igor Muroli

He holds a Degree from the Faculty of Architecture, University of Genoa; an MA Degree from the Brera Fine Arts Academy, Milan and a Master EMP Electronic Music Producer from S.A.E. Milan.

Between DJing and Electronic Music Production, Igor has developed his interest in the sound field till reaching the context of the sound art and new media audio-visual performances. His research on acoustics, audio-visual, installation and performance, includes the production of new languages, the construction of a narrative apparatus and the exploration of possible poetical structures connected with the movement of sound - in time and space- concerning a specific place.

Since 2006 he has been teaching at NABA.





## Course Content

Through the exploration of the most easily accessible design tools for developing videogames, the course helps to bring to life individual interactive projects in 2D and 3D. Principles of game design will be put into practice by creating a fully functional prototype.

## Objectives

The main purpose of the course is to let students fully realize their own concepts while learning the basics of the most successful free development software packages such as Stencylworks, Unreal Development Kit and Unity 3D.

## Who's the course addressed to?

The course is oriented towards graphic artists, programmers and curious newcomers to the field of videogame design, who wish to acquire the essential fundamentals to develop their own interactive prototypes.

## Methodology

Learning by doing: a mix of theoretical lessons and practical workshops.

## Course Leader

### Francesco Alinovi

For over ten years has been contributing to magazines dealing with electronic entertainment and has developed new editorial projects. Alinovi is the author of several essays on game design, the latest being the 2011 "Game Start!" volume published by Springer-Verlag. Since 1998 he has been lecturing on Game Design at NABA in Milan.

## Project Leaders

### Andrea Babich

He works as a game designer at Ubisoft Milan Studios. He has taken part into the development of the Kinect smash hit "Motion Sports" and "Raving Rabbids - Alive and Kicking". Before jumping on the game development bandwagon, he has been a videogames journalist for more than a decade, and has written stuff for the best Italian websites and magazines.

### Luca Deriu

Owner and Creative Director of PlaySys, a 3D modeling, rendering, animation and realtime development studio in Milan, Deriu is the author of "3DS MAX DESIGN E ARCHITETTURA", published by Hoepli in 2009. He is specialized in project management, production, 3D rendering, technical writing and teaching.



# The Artist and the Model

School of Nude Painting

Second Summer Session from July 10<sup>th</sup> to July 20<sup>th</sup> 2012



## Course Content

This course aims at providing professionals, practitioners and beginners with a solid base of practical and theoretical knowledge of Human Anatomy and other basic elements related to form, proportions, volume, gesture and composition in Visual Arts. A theoretical excursus through the historical examples of the representation of the human body within the field of art, photography and cinema will be coupled with consistent practical laboratory during which students will be able to experiment, update their skills and exercise using a wide variety of drawing, painting, sculptural, photographic and other artistic techniques.

## Objectives

To provide a cross-disciplinary and innovative approach to a discipline historically bound to the field of Visual Arts and to give practical, critical, and theoretical tools for artists, multimedia artists and designers, 3D designers, animation artists, those operating in the fashion design field, designers and other interdisciplinary practices that deal with the human body or its representation. The course will provide a solid practical laboratory, revision of ones work, improvement of the drawing, painting and other artistic techniques by exercising with a live model.

## Who's the course addressed to?

Students should have completed one or two years of university/academic studies (BA) in the field of Fine Arts, Painting, Visual Arts or any related fields.

Students that already participated in Introduction to Drawing or those who have already developed some drawing skills can be admitted to this course.

## Methodology

A mix of theoretical lessons and practical workshops.

## Course Leader

Marco Scotini

Curator and art critic, he is the director of the BA and MA of Visual Arts and Curatorial Studies at NABA in Milan, curator of Gianni Colombo Archive and editor of the magazine No Order - Art in a Post-fordist Society. His writings can be found in such periodicals as Moscow Art Magazine, Springerin, Flash Art International, Domus, Manifesta Journal, Brumaria etc. His most recent exhibitions, among others, include an ongoing project Disobedience Archive (Berlin, Mexico DF, Nottingham, Atlanta, etc., 2005-2011), A History of Irritated Material (Raven Row, London 2010, with Lars Bang Larsen) and Gianni Colombo (Castello di Rivoli Turin, 2009, with Carolyn Christov-Bakargiev).

## Project Leader

Marco Bongiorno

After graduating in Visual Arts at NABA in 2004, he has been Assistant Professor at NABA Visual Arts Department for the Drawing and Painting courses. In 2009 he was one of the finalists of the 10th Cairo Award. Personal exhibitions 2011, Drawing by two, Galleria Mariel Laure Fleisch, Rome; 2011 La ripetizione, qualora sia possibile, rende felici, The Gallery Apart, Rome; 2011, WALLPAPERism, Motelcampo, Geneva; 2011 Difetto come indizio del desiderio, Neon>Campobase, Bologna; 2009, We Can Be Heroes, Just For One Day, Galleria 1000eventi, Milan.



# Discovering the Best of Contemporary Art in Italy

An artistic Journey through Lombardy, Tuscany and Piedmont

Second Summer Session from July 10<sup>th</sup> to July 20<sup>th</sup> 2012



## Course Content

An amazing journey through the history of contemporary art by visiting the best private and state owned collections located in Lombardy, Tuscany and Piedmont. This course is intended for people interested in Art history, collectors, gallery managers, curators, critics, artists, cultural managers and all those with a passion for Art and will allow participants to encounter masterpieces of contemporary art in breathtaking environments. It will also give a unique opportunity to meet collectors, curators, artists and cultural managers at their workplace and discover the insights and practical aspects of the formation and maintenance of these collections. The course will depart from a brief theoretical premise by curator and art critic Marco Scotini and will proceed with a number of guided tours headed by Art Historian Riccarda Mandrini.

## Objectives

The course aims at opening up a dialogue and familiarize with the different contemporary art languages and cultures. Participants will discover the best works of international contemporary art and will also be provided the possibility to have an insight behind the scene. They will acquire a solid base of knowledge of art history, understanding of art collecting and the principles behind a collection of contemporary art as well as with cultural, managerial and other aspects behind.

## Who's the course addressed to?

Anyone with a strong interest in contemporary art and culture and a basic knowledge of Art History.

## Methodology

Lectures and field trips.

## Course Leader

### Marco Scotini

Curator and art critic, he is the director of the BA and MA of Visual Arts and Curatorial Studies at NABA in Milan, curator of Gianni Colombo Archive and editor of the magazine No Order - Art in a Post-fordist Society. His writings can be found in such periodicals as Moscow Art Magazine, Springerin, Flash Art International, Domus, Manifesta Journal, Brumaria etc. His most recent exhibitions, among others, include an ongoing project Disobedience Archive (Berlin, Mexico DF, Nottingham, Atlanta, etc., 2005-2011), A History of Irritated Material (Raven Row, London 2010, with Lars Bang Larsen) and Gianni Colombo (Castello di Rivoli Turin, 2009, with Carolyn Christov-Bakargiev).

## Project Leader

### Riccarda Mandrini

She is an art historian, graduated at Université de la Sorbonne in Paris. Since the early '90s she served as a curator for independent art exhibitions hosted in Pavia, Castello Visconteo. She worked as a journalist for the fashion magazine Uomo Vogue. For the architectural revue Domus she followed as a correspondent the main Contemporary Art Biennial and International events and interviewed leading artists as Meschac Gaba, Marjeitica Potrc, Durrya Kazi, the Indonesian architect Eko Prawoto and curators such as Dan Cameron. In 2008 she started a fruitful collaboration with Arteconomy 24 the art market supplement of Il Sole 24 Ore. She is a frequent contributor of the fashion magazine Elle and Vogue Italia. She also teaches Art History in NABA Short Courses.



# Theatre Costume Workshop

The Traditional Costume is back in Vogue

Second Summer Session from July 10<sup>th</sup> to July 20<sup>th</sup> 2012



## Course Content

Throughout the nine days of the course students will design one theatre costume item, with the help of a theatre costume tailor. Lectures on contemporary theatre costume design as well as visits to the costume laboratories of the Scala Theatre and of the Piccolo Teatro di Milano and to Milanese theatre costume tailoring shops will bring students in close contact with professional costume design tools and methodologies.

## Objectives

The course aims at providing students with specific theatre costuming knowledge and an insight on traditional Italian tailoring techniques. Students will also learn to use their creativity to experiment with materials and shapes.

## Who's the course addressed to?

Participants shall have good manual skills, some basic tailoring skills and sensitivity towards various artistic and handicraft techniques. An interest for theatre, cinema and fashion will be of advantage.

## Methodology

Learning by doing: lectures, field trips and project work.

## Course Leader

### Margherita Palli

She is Professor of Theatre Design at NABA and of the Theatre Design Lab at the IUAV in Venice. She was also Professor of Theatre Design at the Politecnico di Milano-Bovisa. Prior to teaching, she was a theatre designer. She worked with the director Luca Ronconi, with whom she has produced a long series of shows all over the world. She also works with other directors including Mauro Avogadro, Franco Branciaroli, Andrea Barzini, Liliana Cavani, and Cesare Lievi. She has worked for several internationally well-known theatres and festivals such as Teatro alla Scala di Milano, Piccolo Teatro di Milano, Theatre Odéon-Comédie Française de Paris, Salzburg Festival. Throughout her career, she has been awarded many prizes for her artistry in theatre design.



# Third Summer Session

from July 24<sup>th</sup> to August 3<sup>rd</sup> 2012





### Course Content

Design Process attitude: project relevance and product translation.

Nine days in direct contact with Milan's urban environment, living and perceiving the city through a specific field research, to detect, understand and translate the hidden identities into design products that can serve the communities that are living in the targeted area.

A true "design process" that uses techniques such as in field research, analysis and brainstorming, mapping scenarios, to determine the relevant project values to be translated into product solutions that will impact the real everyday life.

Specific missions in the city and intense project-discussion sessions, will allow teachers and students to develop processes and sediment contents, keywords, images, pictures, links, maps, etc... with the main objective of representing the complex urban environments and identities of Milan throughout a series of products that will respond to proper user needs.

### Objectives

Designing today means taking into consideration the various complex processes that somehow are able to link products to services while relating to the growing un-conventional needs of communities used to living in strong time constraints, fast travel conditions and changing social behaviours and globally-driven trends.

The program aims at helping students perceive and understand the social and cultural connections, identify and define opportunities in terms of Design, interpret and translate ideas into appropriate solutions and communicate them through the project process and outputs.

The importance given to creative research clearly emphasizes the will to identify research methodologies capable of revealing the complexity of the society in which we live and to capture those unconventional

signals that, once identified, can be transformed into opportunities and therefore translated into design solutions.

### Who's the course addressed to?

Open to university students or equivalent academic experiences with 3rd, 4th and 5th academic year preparation in the field of Design, Product Design, Architecture or any related fields.

### Methodology

A mix of theoretical lessons, practical workshops and work missions in the city.

### Course and Project Leader

#### Luca Buttafava

After his degree in Architecture, Luca Buttafava attended the Master in Interaction Design in Domus Academy (1996) in Milan where he worked for the ten years, at first as a senior researcher and then as a supervisor of the main Master programs.

He also teaches in other Italian and international institutes and served on numerous Italian and international juries

From 2006-11 he was partner of Interaction Design Lab, Id-Lab and he also founded INTERSEZIONI, an industrial design studio.

He has been collaborating with NABA since 2008 as a Special Programs Coordinator and as MA Product Design Director.





## Course Content

The course will introduce students to an advanced form of experience: being a professional designer means being able to control a personal design process, from the generation of an idea to its executive realization. Students will develop their research, drawing, model-making and presentation skills and learn how to deal with an assignment in a professional way. At the end of the course students will have learnt to conceive an interior space as a portion of a wider and complex landscape and to perceive and analyze with professional methods.

## Objectives

Students will be encouraged to discover the design-value in the city of Milan and learn to hunt the wealth of public and private space. Throughout the course students will build a personal “tool set” and learn a design process, in order to be aware of the full design procedure for a complete interior design project.

## Who's the course addressed to?

In general the course is addressed to students who have completed at least two years of university/academic studies (BA) in the field of Design or in any related fields. Students that already participated in a Workshop in the Design area in the previous summer session can be admitted to this course.

## Methodology

Lectures, studio work, field trips.

## Course Leader

### Francesco Librizzi

After his collaboration with Luceplan, in 2005 he founded Francesco Librizzi Studio for design and architecture. His works have been published on international design magazines, such as Domus, Abitare, Interni Blueprint, Area, De Zeen. Among the most recent projects, the interior lay out of the new RCS headquarters; the new facade of the Allianz Theatre, Milan; a private nursery school selected for the London Festival of Architecture 2008. In 2008 he was awarded the prestigious Prix Hemile Hermes in Paris. In 2010, he designed the layout of the Padiglione Italia at the XII Venice Architecture Biennial. He currently teaches at NABA and at the Faculty of Architecture in Palermo.

## Project Leader

### Massimo Tepedino

Architect and interior designer, he has worked for renewed architecture offices like Foreign Office Architects and Vicente Guallart. He was founder and director of External Reference Architects, which was awarded with the New Italian Blood prize as Best Italian office under 36. His work has been exhibited in various cultural events including London Architecture Festival, Venice Biennale and Em3. In 2007 he was honoured the Valencia Crea prize for interior design. He has been lecturer in events in collaboration with Politecnico di Milano, IUAV (Venice), Elisava (Barcelona) and Cardiff University. His publications include articles and projects published in Frame Magazine, Blueprint, Domus, DeZeen, Pasajes and Interni.





## Course Content

Shoes, bags, belts and jewels can sometimes represent those unique details that remain impressed in people's memory. This course is focused on the exploration of the fundamentals of luxury accessory brand collections, Made in Italy shoes and bags. Students will be introduced to the luxury accessory world following a multi-disciplinary approach in the design process, in order to understand what's behind a fashion accessory product. Students will acquire the basic skills needed to coordinate and develop a new luxury accessory brand.

Thanks to lectures at a traditional Italian footwear and leather goods artisans' school in Milano, students will get acquainted with the technical methodology effectively adopted to make shoes.

## Objectives

The objectives of this course are to present the contemporary luxury accessories market and discuss the meaning of "luxury statement" in its different perceptions. This includes Show-off Luxury, Understated Luxury, Limited Edition, and Shoe Tailoring related to the design, manufacture and craft, and marketing and communication strategies of these products.

## Who's the course addressed to?

In general students should have completed at least two years of university studies (BA) in the field of Fashion Design, Textile Design or any related fields.

Students that already participated in Fashion Design Workshop or Fashion Styling Workshop can be admitted to this course.

## Methodology

Learning by doing: there will be an alternation of theoretical and practical classes, with external visits to fashion showrooms and shoe craft ateliers.

## Course and Project Leader

### Orietta Pelizzari

Fashion and Design Curator and founder of the trend forecasting studio MATTORI. She collaborates with the Italian Fashion Chamber. As coordinator of "Laboratory of Ideas" she presents Macro Trends forecasting for Italian luxury textile companies (LoroPiana, Zegna, Canali, Corneliani, Botto Group, Reda, Ferla, Boggio Casero, Sarti...) associated with Comitato Moda, Italian Fashion System. She conducts trend forecasting for "The Mix London" and ANCI (Italian National Shoes Association). She is in charge of developing fashion technology projects in collaboration with the M.I.T.. She develops editorial projects for accessory magazines of the Ars Arpel Group.





## Course Content

This Fashion Workshop teaches students how to design a fashion item, including the construction of the pattern and sewing the garment with tailoring techniques. An overview of research practice will enable students to learn how concepts, moods and themes are conceived and developed to provide inspiration for clothing, colour and shape. This will include how to draw a garment.

During the course each student works on their individual prototype.

They will develop their creative skills through studio and workshop practice and work on the construction of the pattern and the realisation of the prototype with handcraft tailoring methods.

## Objectives

At the end of the course students will have learnt how to develop a fashion drawing into a pattern and to realise the garment with the help of handcraft tailoring methods.

The project work will include three phases:

- drawing fashion sketch of garment
- developing pattern
- realising the garment

## Who's the course addressed to?

To fully benefit from this fashion design course, students should have:

- Drawing/sketching ability
- Intermediate level of pattern cutting and sewing
- A strong interest in fashion design

## Methodology

Learning by doing: a mix of theoretical lessons, field trips and practical workshops.

## Course and Project Leader

### Svenja Witte

After graduating in Fashion Design at the Akademie JAK, Hamburg, Germany. After that she worked in different fashion companies and studios in Barcelona, Hamburg, Berlin and London, as a fashion designer, with experience in technical drawings, pattern cutting, tailoring and quality control.

Svenja also teaches in the Master of Fashion Design at Domus Academy.



Third Summer Session from July 24<sup>th</sup> to August 3<sup>rd</sup> 2012



## Course Content

The textile world is incredibly rich in possibilities coming both from a long tradition and from recent research. In order to make the best use of these possibilities, it is important to understand the unique qualities of the different textile materials and structures that we have at our disposal. The first part of this course will be devoted to gaining basic knowledge of the available materials and structures and learning to make informed and responsible choices.

Having studied what is necessary to make a textile do its job from a practical perspective, the aesthetic considerations covering the fields of manipulation (smocking, pleating etc.), surface design (printing and embroidery) and nets/lace-like fabrics (cut work, devoré) will then be taken into account.

The students will choose a specific situation for which to design a textile based on the information and skills learned and they will produce a mini project outlining the reasons for their choices and illustrating this with samples.

## Objectives

Students will be provided basic knowledge of textile fibres, structures and decorative techniques available to designers and their possible applications.

The main goal is to encourage students to think creatively and responsibly when choosing materials and techniques and give them the opportunity to handle unusual materials and to re-interpret traditional materials and techniques.

## Who's the course addressed to?

In general students should have completed at least two years of university studies (BA) in the field of Fashion Design, Textile Design or any related fields.

Students that already participated in Fashion Design Workshop or Fashion Styling Workshop can be admitted to this course.

## Methodology

Learning by doing: lectures, field trips and project work.

## Course and Project Leader

### Angharad Rixon

Angharad is a technical textile historian specialised in the study of the production and commerce of textile fibres and decorative textile techniques. She is a weaver, lace maker, dyer, spinner, printer and embroiderer.

She is particularly interested in the reinvention of traditional techniques (such as lace making) and in combining them with new materials and technologies.

She has worked with various public and private collections in Europe, Australia and the US and is currently working on various research projects including one on 16th and 17th century metal textile from Lombardy (Northern Italy) and another on using fibre analysis as a way of tracing the provenance of 17th century Venetian-type laces. She teaches textile and costume history for various academic institutions including Marist College (New York) and the University of Florence and teaches in the two-year MA Program in Textile and New Materials Design at NABA.





## Course Content

This is a “creative and scientific” course addressed to those that wish to have a much better understanding of how fashion retail outlets operate and prosper. Not only students will learn how to successfully manage a store, but also the importance of properly designing a store layout to help generate business. Research projects will be done on both large department stores as well as specialty boutiques located throughout Milan. Students will also be introduced to Consumer Behaviour and the use of visual communication as it relates to fashion.

## Objectives

This course will help students to develop critical awareness to fashion retail spaces and how they are managed as well as to the visual communication languages that have been developed in contemporary fashion stores. Students will also learn about the main differences among the specific retail channels of the different areas (multibrand, monobrand, dept stores).

## Who's the course addressed to?

In general students should have completed at least two years of university studies (BA) in the field of Fashion and or Design or in any related fields, recent graduates or those with some initial industry experience. An acute interest for retail and completion of basic business and/or management related classes are a pre-requisite. Students that already participated in Fashion Management Workshop can be admitted to this course.

## Methodology

The course will comprise of lectures, group discussions, critiques, visits to retail outlets, and in class projects.

## Course and Project Leader

### Andrea Coscenza

Since January 2007, he owns his independent management consulting activity based in Milan, specialized in fashion and luxury goods, international business development and company management. Previously, he worked for Borbonese SpA as Regional Manager Asia (Middle and Far East), for Coccinelle SpA as Business development manager (Far East and EMEA), for Gianni Versace SpA as Business Development Manager for Asia Pacific and Middle East and SARA LEE | D. E. ITALY in quality of Brand Manager.

He's part of the Faculty of the Fashion Management Department at Domus Academy as project leader and lecturer. He's been speaker within the Pambianco convention and professor for “Company Organization” course at ENFAP Sistemi informativi & Sda Università Bocconi.





## Course Content

The course is focused on the development of a project of corporate identity for a simple and real customer that is part of students' life (the gym where they go, a cultural club that they attend, a friend's or relatives' shop etc...). The work will consist in the definition of a possible naming, the design of the logo and its application on some simple elements supporting the brand image (letterhead, envelope and business card, gadgets, banner, shoppers etc.). The course program includes a visit to a professional advertising agency or a graphic design studio in Milan.

## Objectives

The course aims at introducing students to the theme of corporate identity. Some case-histories will be shown in the starting lessons that bear witness to the importance of these matters for small and big enterprises. Students will have to carry out research on a commercial or no-profit brand in order to understand the value and relevance of the corporate identity. At the end of the course students will be able to define the basic aspects of graphic coordination control in a real situation.

## Who's the course addressed to?

In general students should have completed at least two years of university/academic studies (BA) in the field of Advertising, Graphic Design / Visual Design / Communication or any related fields. Students that already participated in Visual Design Workshop can be admitted to this course. Knowledge of Illustrator is required to join the course.

## Methodology

Learning by doing: lectures, field trips and project work.

## Course Leader

### Angelo Colella

After a long, distinguished career as an art director in important Italian and international advertising agencies, Angelo Colella added graphic design to his repertoire in the 1980s. He collaborated with Albe Steiner and he was professor of Graphic Design at the Società Umanitaria in Milan for five years. He is the ideator and curator of many shows and exhibitions, as well as graphics and design reviews. He was also curator of the image of the Prague International Marathon. He is a member of ADI, AIAP, BEDA, PDA and the prestigious Type Director Club of New York. He is also the Corporate Design Director for important groups such as Publicis, Republic Lab, EBS in Prague, Arnoldworldwide Italy, Havas Group and, now, for Milano AD, Carpediem Group.

## Project Leader

### Danilo Seregni

Started in 1983, the activity of Danilo Seregni was focused right from the beginning on graphic design and visual communication for Italian and international brand companies both for private owners and as a free lance agency. His work, oriented towards fashion companies and high-end products, as well as on cultural communication events, in the last years has become the basis for his teaching work (NABA; Politecnico di Milano).



# The WordPress Prevalence

Your next free CMS Environment

Third Summer Session from July 24<sup>th</sup> to August 3<sup>rd</sup> 2012

## Course Content

A crash course on the WordPress® publishing web platform teaching how to prepare a blog or a CMS site with an intermediate knowledge in web design, HTML code and CSS styling. During the course, students will face all the difficulties needed to prepare a digital web design within the WordPress template system, how to manipulate and manage text and multimedia content, how to generate blogs, personal online portfolios, or commercial sites.

## Objectives

The course aims at preparing students to face complex database-driven web sites even with a limited web code and web culture. Students will discover the WordPress® publishing platform to perform professional and perfectly user-managed sites also without any skills in database programming.

## Who's the course addressed to?

In general students should have completed two or three years of university studies (BA) in the field of Advertising / Graphic Design / Visual Design / Communication. Students that already participated in Visual Design Workshop and with an intermediate / advanced preparation in HTML and CSS coding can be admitted to this course. Absolutely accessible also for those without a specific web design knowledge.

## Methodology

Learning by doing: a mix of theoretical lessons and practical workshops.

## Course Leader

### Angelo Colella

After a long, distinguished career as an art director in important Italian and international advertising agencies, Angelo Colella added graphic design to his repertoire in the 1980s. He collaborated with Albe Steiner and he was professor of Graphic Design at the Società Umanitaria in Milan for five years.

He is the ideator and curator of many shows and exhibitions, as well as graphics and design reviews. He was also curator of the image of the Prague International Marathon. He is a member of ADI, AIAP, BEDA, PDA and the prestigious Type Director Club of New York. He is also the Corporate Design Director for important groups such as Publicis, Republic Lab, EBS in Prague, Arnoldworldwide Italy, Havas Group and, now, for Milano AD, Carpediem Group.

## Project Leader

### Alessandro Baici

After attending the Engineering Program at Politecnico di Torino, he completed professional courses in Advertising Communication with the TP Association in Turin (Italian Association of Professional Advertisers) and in Direct Marketing with the Direct Marketing Society of Milan. In 1987 he started working as a copywriter for various communication agencies in Milan, among which the Publicis Group. Among his clients it is worth mentioning Dainese, Fujitsu Italia, Material Mates, Swisscom Italia, AXA Assicurazioni, Unicredit Bank Group.

During the last 10 years he has been focusing as a professional and as a lecturer on Web Marketing and Web Design Communication, including web sites development and web design. He is Project Leader of Web Design at NABA three-year BA Program in Graphic Design and Art Direction.



# How to make an Art Exhibition

Showing your Work, gaining curatorial Experience and displaying the Work of others

Third Summer Session from July 24<sup>th</sup> to August 3<sup>rd</sup> 2012



## Course Content

Since the beginning of the millennium we can observe a substantial increase of international art events and exhibitions on a global scale. The art world has gained a totally different importance and role due to which figures such as critics, curators and artists have had to redefine their relationship. What are the main changes and trends that this shift has introduced? How does an exhibition and the contemporary art world work? Who are the actors involved in exhibition making today? Nowadays there is a close, even overlapping relationship between artistic and curatorial research and practice, continuously redefining each other's role in the artistic space. The course aims at answering these questions and will additionally offer students the opportunity of a hands-on experience, realizing a collective exhibition project that will be opened to the public at NABAsite - an exhibition space located on NABA Campus in Milan.

## Objectives

The course aims at introducing participants to curatorial, critical, managerial and artistic practices and to provide them with the main tools necessary for showing their works and displaying the work of others.

## Who's the course addressed to?

In general the course is addressed to students who have completed at least two years of university studies (BA) in the field of Visual Arts, Fine Arts, Design or in any related fields.

## Methodology

Learning by doing: a mix of theoretical lessons and practical workshops.

## Course Leader

### Marco Scotini

Curator and art critic, he is the director of the BA and MA of Visual Arts and Curatorial Studies at NABA in Milan, curator of Gianni Colombo Archive and editor of the magazine No Order - Art in a Post-fordist Society. His writings can be found in such periodicals as Moscow Art Magazine, Springerin, Flash Art International, Domus, Manifesta Journal, Brumaria etc. His most recent exhibitions, among others, include an ongoing project Disobedience Archive (Berlin, Mexico DF, Nottingham, Atlanta, etc., 2005-2011), A History of Irritated Material (Raven Row, London 2010, with Lars Bang Larsen) and Gianni Colombo (Castello di Rivoli Turin, 2009, with Carolyn Christov-Bakargiev).

## Project Leader

### Andris Brinkmanis

Freelance art critic and curator, he has collaborated with art magazines Flash Art International (IT), Arte e Critica (IT), "Studija" (LV), weekly magazine "Cultural Forum" (LV) and is the International Editor of "No Order. Art in a Postfordist society" magazine (IT). He was a member of the curatorial board of the "Fair Play Lugano" Film Festival in 2008; he collaborated with the Estonian pavilion at the Venice Biennial from 2007-2011, Central Asian Pavillion for 54th Venice Biennial and with curator Marco Scotini for the exhibition "Der Prozess. Collective memory and social history" on the occasion of the Prague biennale 4, Prague, Czech Republic, 2007. He also organized an international seminar "Learning Machines-discourses" on the occasion of the 30th anniversary of NABA.



# Useful Information

on NABA Summer School



## SUMMER SESSIONS

### First Session

June 25<sup>th</sup> - July 6<sup>th</sup> 2012

### Second Session

July 10<sup>th</sup> - July 20<sup>th</sup> 2012

### Third Session

July 24<sup>th</sup> - August 3<sup>rd</sup> 2012

## NABA TUITION FEES

1480 €\* tuition fee for a 2-week session  
(45 hours of lesson over 9 days)

2350 €\* tuition fee for a 4-week session  
(90 hours of lesson over 18 days)

3500 €\* tuition fee for a 6-week session  
(135 hours of lesson over 27 days)

\*Please note that the visual arts course “Discovering the Best of Contemporary Art in Italy. An Artistic Journey through Lombardy, Tuscany and Piedmont”, also when combined with other courses, foresees an additional contribution of 350 € for a trip to Tuscany included in the program.

The fees include: class work, lectures and guided visits included in the program.  
The fees do not include: travel expenses, accommodation, local transportation and meals.

We strongly suggest that students should bring their personal equipment as indicated prior to the course beginning.

Total fees are due by the day of enrolment and under no circumstances students who have not finalized the payment will be admitted into class.

## APPLICATION DEADLINES

Applications to NABA Summer Programs 2012 can be forwarded to the Summer Programs Office until June 1st 2012 for the first session; June 8th 2012 for the second session and June 15th 2012 for the third session.

Please note that the Summer Programs have a limited number of places that will be therefore assigned on a first come - first accepted basis.

For further information on the application procedure please consult [www.design-summer-courses.com](http://www.design-summer-courses.com) or contact us at [summer@naba.it](mailto:summer@naba.it)

## ADMISSION REQUIREMENTS

- All classes are held in English, so you will be required to have a fluent understanding of the English language.
- We can accept bookings from students from 18 years of age. In case of applicants who are 17 but show a strong motivation to NABA Introduction Level Courses, NABA will take their applications into account, on condition that a written declaration of responsibility is sent by their parents or legal guardians.
- Please carefully read the admission requirements in the course descriptions before applying to a course. NABA will not take any responsibility for the students' choice of a course level that is not suitable to their background and skills.
- To complete the application process, you shall send your CV and a letter of motivation in order to provide the course professors with as much information as possible about your background and expectations.

## CANCELLATIONS AND REFUNDS

### Cancellations by you

All cancellations must be made in writing according to the following deadlines:

- Before April 30th: full refund of the tuition fee minus 150 € administrative fee;
- Before May 31st: refund of 70 % of the tuition fee minus 150 € administrative fee;
- Before June 11th: refund of 50 % of the tuition fee minus 150 € administrative fee.

In case of withdrawal from the course, an official withdrawal communication written by the enrolled student shall be sent to the Summer Programs Office at [summer@naba.it](mailto:summer@naba.it)

In case a student is denied his/her visa, a reimbursement of the full tuition fee (minus 150 € administrative fee) will only be possible if the student sends a proof of the visa rejection (official letter/mail sent by the Embassy/Consulate denying the visa). Proof of visa rejection shall be sent to [summer@naba.it](mailto:summer@naba.it)

### Cancellations by NABA

Please note that courses have a minimum attendance level and might be cancelled if too few bookings are received.

If we cancel a course, we shall attempt to give you at least 2 weeks' notice and you will have the option of transferring to another course, if available, or of having a full refund of the tuition fee.

We will not be liable for any losses (included, but not limited to: travel and accommodation costs) arising as a consequence of any modification or cancellation of courses, time-tabling constraints as set out above beyond the cost of the course.

## ACCOMMODATION

NABA Student Services Office can provide a list of accommodation options in Milan: Residence Halls, Hotels, B&B that students can contact autonomously to book their own accommodation.

Accommodation in a single room in a hotel: average price 975 € per student for 2 weeks / 2000 € per student for 1 month

Accommodation in a double room in a hotel: average price 630 € per student for 2 weeks / 1300 € per student for 1 month

Accommodation in a single room in a student dorm (limited nr. of available places + start accepting booking from the 2nd half of May + only for students from 18 years of age): from 500 € to 650 € per student for 2 weeks / from 650 € to 800 € per student for 1 month

For more details on special accommodation offers or accommodation packages, please contact [infohousing@naba.it](mailto:infohousing@naba.it)

## INFORMATION AND REGISTRATION CENTER

NABA Summer Programs Office

Email: [summer@naba.it](mailto:summer@naba.it)

Tel.: +39 02 973721

Fax: +39 02 97372280

[www.design-summer-courses.com](http://www.design-summer-courses.com)

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Pictures by NABA Photo archive

Many thanks to all the students and photographers who kindly provided their works for this booklet.

The programs indicated in this brochure can undergo variations due to academic reasons.



NUOVA ACCADEMIA DI BELLE ARTI MILANO



LAUREATE  
INTERNATIONAL  
UNIVERSITIES

Art & Design  
Education

NABA - Nuova Accademia di Belle Arti Milano  
Via Darwin 20, 20143 Milano - Italia  
Tel. +39. 02 97372.1  
Fax +39. 02 97372.280  
www.naba.it



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