

Brief Description of the Program

Profession

An artist and a teacher is a professional who is able to perform not only works of fine art, but also has a good command of methods to teach fine arts to students. The advantage of creative personality of such an artist specializing in fine arts and computer graphics is that they have graphic editor skills and know teaching methods. The language of academic art training is organically combined with modern computer graphics, it has become important in the modern world and is in demand in various areas of society and education of younger generations.

Education process

The peculiarity of the educational process is the identification of students' abilities in various genres of visual arts and graphic design. The study of classical foundations and laws of art is synthesized with the study of graphic editors. Starting from the first year of their studies, students make works of art and art objects, such as paintings, drawings and design projects. Senior students are actively involved in practical design engineering, participating in city, regional, All-Russian and international competitions and exhibitions. While studying the language of computer graphics and design, students master design algorithm, creating modern art objects. A distinctive feature of the educational process is the study of methods of teaching arts disciplines and computer graphics.

Disciplines

- ✓ Information technology in education
- ✓ Basics of counseling activities
- ✓ Computer graphics
- ✓ Elective disciplines in physical culture and sports
- ✓ Academic drawing
- ✓ Methods of teaching fine art
- ✓ Academic painting
- ✓ Methods of teaching computer graphics
- ✓ Theory and history of fine arts
- ✓ Composition
- ✓ Academic sculpture and plastic anatomy
- ✓ Color Studies
- ✓ Decorative composition
- ✓ Network multimedia capabilities in teaching and learning
- ✓ Book graphics
- ✓ Decorative and applied arts and folk crafts
- ✓ Artistic design in educational institutions
- ✓ Three-dimensional computer graphics and animation
- ✓ Artistic processing of materials
- ✓ Theory and history of the development of art education
- ✓ Drawing and technical graphics

Practical training

The program includes three types of practical trainings.

1. Practical training in obtaining primary professional skills, including primary skills of research activities.
2. Teaching practice.
3. Pre-graduation practical training.

The result of artistic and educational activities is a specialist trained to implement the idea of printing products, magazines, books; objects of visual communications in the environment, posters, bills, media; animation and video. Testing of practical and theoretical results of student design projects takes place at All-Russian and international scientific conferences, competitions, festivals and exhibitions, including those held at the Faculty of Culture and Arts. Skills of academic art education are consolidated during summer plein air practice. Work experience internship and teaching practice in visual arts and computer graphics take place in the cultural and educational institutions of our region, as well as in enterprises and design studios.

Career

The profession of a teacher of painting, drawing and computer graphics is in demand in educational institutions at various levels. After graduation, your activity will consist in the development of your professional artistic creativity with the possibility of transferring your personal experience to your students. After successful completion of the educational program, you will be able to implement original ideas in computer graphics, as well as visual tools in various techniques and materials. Competences of graphic editors and visual arts allow you to perform the tasks of a graphic designer: develop corporate identity, brandbook elements, print design, web applications, visual and graphic information for navigation in the subject-spatial environment of buildings, structures and cities. Your main professional advantage will be the ability to teach educational material on visual arts and computer graphics to your students. To generate (invent) and embody bold original decisions of computer graphics and visual arts among students of various ages.