

PRIVATE SECONDARY ART SCHOOL OF DESIGN IN BRATISLAVA

- more than 20 years of experience
- cooperation with foreign countries, Erasmus+ study visits
- regular attendance and participation at international design exhibitions
- practical training experience and cooperation with clients already during studies
- individual approach and friendly atmosphere
- teachers are professional designers and artists
- satisfied students, successful graduates
- 100% of employment
- supporting out-of-school students projects
- regular organization of educational events with top-level domestic and foreign specialists of design, art, marketing and media departments

WHAT WILL YOU LEARN AT OUR SCHOOL?

A-level study

VIDEO AND SOUND PRODUCTION - VIRTUAL GRAPHICS

- basic principles of cinematic speech, audiovisual production, 2D and 3D computer graphics
- production of audiovisual work of art issue from its preparatory phase to its video and sound post-production
- to use film, television, photographic and sound technology
- to apply methods of computer graphics in art-work area
- to work with computer software such as Adobe Premiere Pro, Adobe Audition, Adobe After Effects, Celtx
- to work individually as well as to work in team
- to be well-oriented in Art history, in film and in audiovisual media
- to present (both verbally and graphically) your artistic ideas and conceptions
- to achieve basic knowledge of economics and marketing

ANIMATION

- to create your own short animated film
- to shoot and manage traditional animation techniques
 - to invent and make cartoon and computer animation
 - to design and realize complete commercial or flash banner
 - to invent and create visual for television graphics – signature tune and jingle
 - to draw in excellent way, to model and to create your own properties
 - to use computer software such as Photoshop, After Effects, TV paint, 3D Max
 - to be able to design animation elements on internet

- to work individually as well as in film crew
- to be able to offer original stories and film scripts
- to be self-confident to uphold your work and present your portfolio
- to be able to oriented yourself in Art history, film and animation

INTERIOR DESIGN

- to invent and design space arrangement of apartment interior
- to invent and design simple interior elements
- to measure simple interior space and create layout of its original condition
- to use software such as AutoCAD, SketchUp, Photoshop

- to have basic technical knowledge of architecture and building industry
- to draw in an excellent way according to reality and to get under control traditional drawing techniques
- to express the layout of the area by drawing
- to be well-oriented in design companies
- to be able to create representative poster, presentation and portfolio of your work

- to think in an analytical, technical and creative way
- to create well-thought-out and functioning drafts
- to be self-confident in presentation of your work
- to be able to state your project
- to be well-oriented in interior, architecture and art area

INDUSTRIAL DESIGN

- to invent and create technical documentation and to produce simple products for the transport or sport departments (sled, scooter, bicycle), furniture department (lightning, chair, hanger, mirror, table), consumer industry (kitchen utensils, dinner service, dishes, bottles, accessories, watches) and for other departments of industrial design
- to use software such as AutoCAD, SketchUp, Photoshop in excellent way
- to apply classical as well as brand new fine-art processes and techniques in your work
- to draw and model, to work with 2D and 3D computer software
- to know and use different surfaces, materials, structures, technological and manufacturing processes in invention and realization of products and to use knowledge of your division
- to think in a critical, technical and creative way
- to create well-thought-out and functioning drafts
- to be self-confident in presentation of your work
- to be able to state your work logically
- to be well-oriented in interior design and art area

GRAPHIC DESIGN

- to use software such as Photoshop, InDesign, Illustrator, AfterEffects, Dreamweaver HTML, CSS, PHP in advanced level
- to handle basic procedures of your work: idea/draft/selection/final layout/realization/documentation
- to know processes of figural drawing and to handle traditional graphic technique: printing-depth and surface
- to design and prepare graphics data for the poster, flyer, magazine, book, catalogue, billboard
- to design and realize complete visual identity of the company, logo, business card, advertising products
- to realize the clients order on your own
- to design webpage and animated elements on internet
- to achieve technical skills how to take control of thermo pressing machine, printer, scanner, plotter, cnc milling cutters, 3D printer

- to work individually as well as in team
- to know solving unexpected situations promptly
- to offer original solutions
- to be adequately (self-) critical
- to be self-confident in presentation of your work
- to design creative technical and material solutions

GRAPHIC AND SPACE DESIGN

- to use software Photoshop, InDesign, Illustrator, AdobePremiere, Sketchup, Blender in advanced level
- to handle basic procedures of your work: idea/draft/selection/final layout/realization/documentation
- to learn processes of figural drawing and to handle traditional graphic techniques: printing-depth and surface
- to design and prepare graphics data for poster, flyer, magazine, book, catalogue, billboard
- to design and realize complete visual identity of the company, logo, business card, advertising products
- to invent and create visuals for business area
- starting from the cover of biscuits to bus printing
- to design exhibition stand, showroom or window-case
- to suggest design creative solutions in exterior

- to work individually as well as in team
- to solve unexpected situations promptly
- to solve the requirements of the clients in original way
- to be adequately (self-) critical and initiative
- to be self-confident in presentation of your work

FASHION DESIGN

- to design and create clothes and clothes collection
- to make clothes cuttings in the scale of each individual person size and in the scale of 1:5
- to create basic clothes elements like skirt, blouse, trousers, blazer and others
- to apply historical clothes or its details in actual clothing design
- to apply ethnic clothes or its details in actual clothing designs
- to choose or to create the most suitable materials
- to apply traditional as well as brand new techniques like fancywork, lace, silk-screen printing, clothes painting etc.
- to use graphic software

- to use styling trends in clothes creating and presentation
- to assess actual clothing design trends in your creation
- to process photo documentation, to create poster, presentation and portfolio of your work
- to present your own models at an exhibition and fashion show
- to be well-oriented in clothing history and Art history

PHOTOGRAPHIC DESIGN

- to know technological processes of classical photography and technology of digital photo
- to know how to apply variable technological methods in the creation process and in order realization
- to dynamically create fine-art layout and its realization in a given time limit
- to use both traditional and modern means of expressions
- to know various types of photography and its particularities (starting from advertising through documentary to free fine-art photography) and to know how to apply them in your work
- to routinely use software such as Adobe Photoshop, Adobe Illustrator, Adobe InDesign
- to handle technical preparation of an order for final production – printing
- to be well-oriented about possibilities, application and utilization of fonts in graphic and photographic design
- to know the technology and creative principles of video-production, working with video-technology, elaboration of recording with using accessible computer technologies

- to work perfectly, originally, complex and fast
- to be well-orientated in Art history and History of photography
- to analyze and to apply actual trends of

- visual communication in your own work
- to present your own work culturally and by various forms

Advanced vocational study

FASHION AND TEXTILE DESIGN

- to independently create and make clothing and clothing collections
- to independently produce clothing cuttings and clothing outlines and their model adaptation according to chosen material and outline in advance, properly combine and creatively use different textile and alternative materials by clothing creation
- to independently create art-fine outline, necessary documentation and its realization in certain time limit
- to manage basic textile hand-made techniques
- to handle different kinds of sewing-machines and to operate special machines and ironing technologies
- to apply technological knowledge in the creation process and in order realization considering used material, technical, aesthetic and economical requests
- to create without damaging the environment
- to use graphical software

- to analyze and evaluate products of clothing and textile design from its technological, aesthetic and ecological aspect
- to search and apply new knowledge of your specialization in your work
- to record your work on multimedia, to elaborate and culturally present your work by portfolio, exhibition or fashion show
- to be well-orientated in Clothing history and Art history
- to achieve the basic knowledge of economy and marketing in order for you to create your own brand

INTERIOR DESIGN

- to use software such as AutoCAD, SketchUp, Photoshop in advanced level
- to use technical knowledge of Architecture and Building
- to draw beautifully according to reality and to express the layout of the interior space as in detail and whole in drawing
- to measure a complicated interior space and to create a drawing of its origin
- to create and design the disposition of an apartment and public interior
- to create and design complex sketches of an interior
- to create and design decoration and scenography of different events
- to be well-oriented among companies cooperating with interior designers
- to create representative poster, presentation and portfolio of your work

- to think critically, technically and creatively
- to analyze orders perfectly
- to create well-considered and functional layouts
- to have a meaningful dialogue with the client to bring satisfaction to both sizes
- to have self-confident presentation of your work
- to be well-oriented and have a sense for the fields of interior, architecture and art

ANIMATION

- to create animated film or moving pictures
- to perfectly analyze orders
- to create well-concerned and functional concepts
- to create and make drawings as well as computer 2D and 3D animations
- to handle and realize flash banner, virtual graphic elements, signature tunes, jingles, musical video-clips, advertisements, teasers
- to practically apply principles of screenwriting work, dramaturgy, directed, editing, sound, production and distribution of your audio-visual piece

- to draw perfectly, to model and create your own properties
- to use software such as Photoshop, After Effects, TV paint, 3D Max
- to handle animated elements on internet

- basic legal standards and terminology from audio-vision and animation department
- to work individually as well as in film crew
- to offer original stories and film scripts
- to be self-confident in presentation of your work
- to be well-oriented in Art history, film history and animation history

PHOTOGRAPHY – JOURNALISTIC PHOTOGRAPHY

- to photograph professionally
- to apply knowledge and practical skills in the area of journalistic photography styles and patterns, to create quality photo, text and video content, with which you will be able to completely respond to media market requests
- to know various types of photography and its specificities (starting from advertising through documentary and journalistic to free fine-art photography) and to know apply them in your work
- to know technological processes of classical photo and technology of digital photo
- to create individually fine-art layout, necessary documentation and its realization in certain given time limit
- to create graphic solutions and to realize various forms of graphic design with the use of photography
- to create and to digitize picture, video, sound, animations and to process them in suitable software (Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere)
- to understand principles of video production, to know technology of video production, work with video technologies and to know how to handle this record with using available technologies

- to work well, originally, complex and fast
- to be well-oriented in Art history, in history and present of photography
- to analyze and to apply actual trends of visual communication in your own work
- to be sophisticated and varied in your work presentation
- to use legal standards of your specialization in business, to review business opportunities and to confront them with your possibilities

FILM AND MEDIA PRODUCTION

- to use film speech, professional terminology and technique in expert level
- to work with the expression means of the film and moving image
- to be well-oriented in issues of audio visual and others multimedia pieces production (from pre-production to post-production)
- to know the rules of cutting and sound composition, methods of cinematographic work
- to use film, television, photography and sound techniques
- to work with software such as Adobe Premiere Pro, Adobe Audition, Adobe After Effects, Celtx

- to work individually as well as in team, in film and television crew
- to be well-oriented in Art history, history of film and audio visual media
- to design your own ideas into scripts and storyboards
- to master the basic knowledge of advertising production and marketing

GRAPHICS OF VISUAL COMMUNICATIONS

- to use software such as Photoshop, InDesign, Ilustrator, AfterEffects, Dreamweaver HTML, CSS, PHP on advanced level
- to cope up with the basic processes of

- work: idea/ sketch/selection/final layout/ realization/documentation
- to know principles of figural drawing and to handle traditional graphic techniques: printing – depth and surface
- to design and prepare graphics data for the poster, flyer, magazine, book, catalogue, billboard
- to design and create complete visual identity of the company, logo, business card, advertising products
- to individually realize order for the customer
- to design webpage and animated elements in the internet area
- to have technical skills to operate thermo press machine, printer, scanner, plotter, cnc milling cutter, 3D printer
- to design exhibition stand, showroom or shop showcase
- to recommend design art-fine solutions in exterior

- to work individually as well as in team
- to deal promptly with unexpected situations
- to offer original solutions
- to be adequately (self-) critical
- to be self-confident in presentation of your work
- to design creative technical and material solutions

www.skoladesignu.sk

O

E

N

I

ADDRESS AND CONTACT

Private Secondary Art School of Design
Ivanská cesta 21
82104 Bratislava
Slovakia

www.skoladesignu.sk
+421 2 434 108 02
ssus@ssus.sk

Erasmus+
erasmus@ssus.sk