

<b>Department</b>	<b>METAL DESIGN</b>
<b>Study programme</b>	<b>Bachelor's</b>
<b>Course year</b>	<b>2nd</b>
<b>Semester</b>	<b>AUTUMN</b>
<b>Study year</b>	<b>2024/2025</b>

<b>MANDATORY</b>	Mandatory courses
<b>FREE CHOICE</b>	Free choice courses *
<b>ELECTIVE</b>	The list of available elective courses will be published at the beginning of the semester with online registration. The elective courses can be chosen only after the required basic programme of the department courses is approved.

## DEPARTMENT COURSES

CODE	COURSE TITLE	ECTS
<b>MākZ2025</b>	<b>Drawing</b>	<b>3</b>
<b>MākZ3831</b>	<b>Metal design</b>	<b>3</b>
<b>MākZ3832</b>	<b>Practical work with materials</b>	<b>3</b>
<b>MākZ3727</b>	<b>Fundamentals of Graphic Design</b>	<b>3</b>
<b>MākZ3737</b>	<b>History of Jewelry</b>	<b>2</b>
<b>MākZ3736</b>	<b>Studies of computer programs</b>	<b>2</b>
<b>MākZ3848</b>	<b>Modeling</b>	<b>3</b>
<b>MākZ1677</b>	<b>Anatomy</b>	<b>2</b>
<b>MākZ5125</b>	<b>Creative Methods in Art Pedagogy</b>	<b>3</b>
<b>MākZ6D23</b>	<b>Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism</b>	<b>3</b>

\*As theoretical lectures are delivered to the students of the Art Academy of Latvia in Latvian, some theoretical subjects in English are offered separately to the visiting students.

## ELECTIVE COURSES

*The list of courses will be published during the first week of semester start!*

*Online registration for elective courses is open during the first two weeks of semester start. Each course is for limited number of students. To start the course at least 5 students must be registered for it. If less than 5 students are registered, course won't be available.*

## DEPARTMENT COURSES

COURSE TITLE	DESCRIPTION	LECTURER
<b>Metal design</b>	Using plant form, silhouette, bionic structure, philosophical content in the creation of design objects. Creative and stimulating activities. Ability to analyze and justify ideas concerning constructive and technical solutions. The semester's final work — visual material in the form of ketch/panel/presentation.	Andris Silapēters
<b>Practical work with materials</b>	Linked to the "Composition" course. Realization of design objects or jewelry ideas using precision metal casting technique. Knowledge and skills in making casting models from technical wax. Skills for making models for the metal casting process. Application of cast parts in connection with other metalworking techniques.	Andris Silapēters
<b>Fundamentals of Graphic Design</b>	Graphic design as a basic tool for visualizing ideas. Introduction to fundamental rules for good graphic design, ways of presenting information, and principles of interaction between text, photo, collage. Introduction to the basic principles of modern calligraphy. The final work — poster design on the given topic.	Kristīna Popila
<b>History of Jewelry</b>	Lectures include presentations accompanied by the lecturer's commentaries. The course includes visits to museums and exhibitions in line with the exhibitions available at the designated time. Topics: Prehistory, Ancient Egypt, Mesopotamia, India, China, Japan, Antique Art, Byzantium, Jewelry Found in the Excavations in Latvia.	Ginta Grūbe
<b>Studies of computer programs</b>	The course covers drawing using AutoCAD. Goals: To understand the computerized drawing process from data entry and precision drawing to printing on paper. Practical basic skills: To create simple design objects in the computer program, resize, process the drawing, get the scale printout on paper or electronically, transfer drawings to other software for future use. To have a good knowledge of information sources for further independent skill development.	Māris Mortukāns
<b>Modeling</b>	I - Creating a simple model of the human head. The aim is to acquaint students with the principles of modeling the human head and the geometry of the major facial details. II - Creating a geometric portrait. The aim is to acquaint students with the specifics of human portraiture, the creation of an image. The main focus is on studying the details of the human head, forming them using geometric shapes.	Valtis Barkāns
<b>Drawing</b>	The aim of the course "Structural, Anatomical Drawing" is to create an understanding of the structure of the human body and its representation in different levels of complexity (linear, volumetric, tonal	Ervīns Pastors

	<p>drawing). The course includes short drawing exercises, sketching aimed at positioning the figure, movement understanding and perception of large proportions. Drawing is mainly graphite (pencil), charcoal, sanguine and other graphic techniques.</p> <p>The programme includes drawing on drawing paper or tracing paper, sheet and half-sheet format (60 x 90).</p> <p>The course includes a homework assignment - exploratory drawings of various body parts (hands, legs, hands, feet, etc.).</p>	
<p><b>Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism</b></p>	<p>The course is dedicated to understanding of some important special features of art and culture of the region where Latvia (and the LAA students) belongs to – Eastern Europe. History and interpretation of the culture of the region during Soviet rule is yet to be written but it is important for the aspiring artists, designers, curators and art critics who live and work here understand its speciality and uniqueness in Europe. The course starts from the wide historical and cultural introduction to the subject and then continues with a discussion of on several important cases of contemporary art and underground cultural scene in USSR (Russia, Latvia), Czechoslovakia and Poland. In the middle of the course there will be another wide introduction – this time to the post-Soviet period. Second part of the course will be dedicated to the changes which happened in contemporary art and underground culture of the region after 1991.</p>	<p>Kirils Kobrins</p>
<p><b>Anatomy</b></p>	<p>Digitalized and interactive anatomy for art and design students to improve their drawing, painting, and sketching skills in anatomy. Based on Anatomy Next — anatomy learning tools for students and teachers. Anatomy Next is a very successful, world-known educational technology start-up to help students learn anatomy faster and more efficiently.</p>	<p>Uldis Zariņš</p>
<p><b>Creative Methods in Art Pedagogy</b></p>	<p>The course prepares students for planning and conducting art-based visual arts classes for school age children. Such an experience can be useful in teaching for both - formal and non-formal education. Graduates will gain theoretical knowledge and practical experience in transforming an idea based on creative practice (art or design) into a teaching practice.</p>	<p>Ilze Vītola</p>