

## COURSE CATALOGUE

### WARSAW SCHOOL OF INFORMATION TECHNOLOGY

GRAPHICS, SECOND CYCLE, PART-TIME, I YEAR, I SEMESTER

No.	Name of Subjects	Contact hours						ECTS
		LE	CL	LA	TU	AT	SE	
1.	Animation and Interaction			24		24		5
2.	Internet Graphics			24		24		5
3.	Graphic Design 1			24		24		5
4.	History of Graphic Design	16						2
5.	Foreign Language 7		16					2
6.	New Trends in Art	16			16			3
7.	Digital Photography Atelier		24			24		5
8.	Modelling 3D Atelier			24		24		5
9.	Atelier of Fonts Design			16		16		3
10.	Game Design Atelier 1			24		24		5
11.	Drawing Atelier		24			24		5
12.	Studio of visual identification and Information Systems			16		24		3
13.	Introduction to Networking	1						0
14.	Industrial Safety Training	2						0
15.	Multimedia Techniques 1			24		24		5
<b>Total amount of hours:</b>		<b>19</b>	<b>64/40</b>	<b>80/ 96</b>	<b>0/16</b>	<b>136/ 120</b>	<b>0</b>	<b>30</b>

LE – lectures, CL – classes, LA – laboratories, TU – tutoring, AT – atelier, SE – seminar

GRAPHICS, SECOND CYCLE, PART-TIME, I YEAR, II SEMESTER

No.	Name of Subjects	Contact hours						ECTS
		LE	CL	LA	TU	AT	SE	
1.	Video Effects – Workshop			24		16		5
2.	Design Graphics 2			24		24		6
3.	Interpretation of Works of the Plastic Arts		16					2
4.	Atelier of Creative Photography		12	12		16		5
5.	Atelier of Internet Graphics			24		16		5
6.	Atelier of Digital Illustration 1			24		24		6
7.	Painting Atelier		24					6
8.	Game Design Atelier 2			32		24		6
9.	3D video mapping techniques 1			24		24		5
10.	Multimedia Techniques 2			24		24		6
<b>Total amount of hours:</b>		<b>0</b>	<b>52/40</b>	<b>84/ 104</b>	<b>0</b>	<b>80/ 88</b>		<b>30</b>

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GRAPHICS, SECOND CYCLE, PART-TIME, II YEAR, III SEMESTER

No.	Name of Subjects	Contact hours						ECTS
		LE	CL	LA	TU	AT	SE	
1.	Artistic Graphic Arts		24			24		5
2.	History of Photography	16						3
3.	Atelier of Animation 3D 1			24		24		5
4.	Diploma Workshop 2 <sup>nd</sup> Level, 1				16		4	1
5.	Atelier of Brand Identification			24		32		5
6.	Atelier of Digital Illustration 2			24		32		6
7.	Atelier of Image Composition 1			24		8		3
8.	Poster Atelier 1			24		16		4
9.	Game Design Atelier 3 – project			12		32		4
10.	Atelier of Digital Sculpting 1			24		32		6
11.	3D Video Mapping Techniques			24		24		5
12.	Contemporary Visual Culture	16						3
13.	Techniques in Contemporary Advertising	24						3
	<b>Total amount of hours:</b>	<b>56/32</b>	<b>24/0</b>	<b>72/108</b>	<b>16</b>	<b>104/120</b>	<b>4</b>	<b>30</b>

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GRAPHICS, SECOND CYCLE, PART-TIME, II YEAR, IV SEMESTER

No.	Name of Subjects	Contact hours						ECTS
		LE	CL	LA	TU	AT	SE	
1.	Contemporary Culture	16						1
2.	Diploma Project 2 <sup>nd</sup> – Digital Graphics					500		20
3.	Diploma Project 2 <sup>nd</sup> – Advanced Multimedia					500		20
4.	Diploma Workshop 2 <sup>nd</sup> Level, 2				16		8	2
5.	Poster Atelier 2			24				3
6.	Publication Design Atelier			24		16		3
7.	Sculpture Atelier		32					3
8.	Atelier of Digital Sculpting 2			24		24		3
9.	Art Market	16						1
	<b>Total amount of hours:</b>	<b>32</b>	<b>0/32</b>	<b>48/24</b>	<b>16</b>	<b>532/524</b>	<b>8</b>	<b>30</b>

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