Digital Art

Far Eastern Federal University

Degree or qualification is awarded: **Master**

Language of study: **Russian**
Mode of study: **full-time**
Duration: **2 years**
Availability of free education: **yes**
Price: **410 000 rubles per year**

Programme webpage at the university website:
https://www.dvfu.ru/upload/medialibrary/2f4/437z770pmj3f65cquqmhy0bel0d82ctq/%D0%9F%D0%B0%D1%81%D0%BF%D0%BE%D1%80%D1%82%20%D0%9E%D0%9F%2054.04.01%20%D0%94%D0%B8%D0%B7%D0%B0%D0%B9%D0%BD,%20%D1%86%D0%B8%D1%84%D1%80%D0%BE%D0%B2%D0%BE%D0%B5%20%D0%B8%D1%81%D0%BA%D1%83%D1%81%D1%81%D1%82%D0%B2%D0%BE.pdf

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The educational program "Digital Art" is based on the use of digital technologies, where science becomes art at the intersection of creative and technological. This is a direction that opens up new markets for the digital economy of impressions, allowing you to create works of art using interactive spaces and multimedia environments.

Students will be able to present and create art installations, digital research, design in media and virtual environments, engage in augmented reality and database visualization. The program is aimed at creating a local community of people interested in new types of media technologies and their applications for art, design and architecture.
The idea of educational program is to conceptualize and model modern conditions for training highly professional specialists who are able to successfully apply new types of digital technologies when working in various fields of design and digital art. The main goal of the educational program is the formation of conceptual, imaginative visual thinking and design skills of the designer in the field of innovative digital design; the use of computer technologies in solving problematic design tasks.

Key disciplines of the program:

Applied technologies in Digital art; Design in digital Art; Construction of visual systems; Game design; Theory and Practice of Contemporary Art; Fundamentals of Art Management; Hybrid Art Spaces; Visualization Techniques; Space Visualization Practices; Experimental Video Production; Motion Design; Generative Art; Algorithmic Art; Game Graphics; Game Art; Science-art; Technological art.

Specializations within this programme