Course description (topics)

<table>
<tr><td colspan="5">Title of the course: Light Art</td></tr>
<tr><td colspan="5">Tutors of the course , contact details:

László Zsolt Bordos, artist, initiator and organiser of the course: 3d@bordos.eu / +36304056204

Márton Orosz, art historian, director of the Vasarely Museum: orosz.marton@gmail.com

Zoltán Vidnyánszky, PhD. DSc., brain researcher: vidnyanszky.zoltan@gmail.com

Nándor Bokor, PhD, physicist: n_bokor@yahoo.com

Anett Ragó, PhD., psychologist: rago.anett@ppk.elte.hu

Erik Mátrai, light artist: erikmatrai@gmail.com

Tamás Herczeg, media artist: vjbios@gmail.com

András Nagy, light artist: info@andrasnagy.xyz</td></tr>
<tr><td>Code:
B-KF-401-MI-232401-03
M-KF-301-MI-232401-03
M-KF-E-101-MI-232401-01</td><td>Related curriculum (programme/level): Independent</td><td>Recommended semester within the curriculum:</td><td>Credit: 5</td><td>Number of class hours: 48
Student working hours: 102</td></tr>
<tr><td>Related codes</td><td>Type: (seminar/lecture/class work/consultation, etc.) consultation</td><td>Can it be an elective course? no</td><td colspan="2">In case of elective what are the specific prerequisites:</td></tr>
<tr><td colspan="5">Course connections (prerequisites, parallelis): there is none</td></tr>
<tr><td colspan="5">Aim and principles of the course: History considers László Moholy-Nagy to be the leading figure of light art. According to studies in art history so far, he created the world's first light art installation, the Light-Space Modulator, in 1931. This is the starting point. Art history records the further development of light art in the 1960s,'70s, '80s, up to the present day. Today, light art has achieved full recognition, and with the advent of the digital age, it has taken on new forms. The Light Art Course aims to introduce the art of light through theoretical and practical classes . The theoretical classes aim to introduce the main moments in the development of the art of light, practical classes will focus on 3D mapping, LED and laser control. The course is taught by lecturers who are active and respected figures in the national and international light art scene.</td></tr>
</table>

Learning outcomes (professional and general competences to be developed):

Knowledge:
- Knowledge of spatial projection, understanding its principles
- Knowledge of the use of tools
- Design methodology

Ability:
-Ability to solve design problems using the given technique
- Ability to achieve the intended result using the tools

Attitude:
- Innovative approach, open mind
- Problem-solving attitude
- Experimental attitude

Autonomy and responsibility:
- Independently completes design tasks
- Self-reflective
- Proactive team player

Topics and themes to be covered in the course: During both semesters of the course, first theoretical and then practical lessons, students can learn the basics of object and building projection (3d mapping), from animation to technical execution. As a result of the first semester, the projection will be done on a 3d printed mock-up, while the second semester will be devoted to the projection of the building's architectural elements. By the end of the second semester, a light installation will be built.

Specificities of process organisation / organisation of learning:
Course structure, nature of the individual sessions and their timing (in case of several teachers' involvement, please indicate the distribution of their teaching input:
09. 08. 11:20-14:20
09. 15. 11:20-14:20
09. 22. 11:20-14:20
09. 29. 11:20-14:20
10. 06. 11:20-14:20
10. 13. 11:20-14:20
10. 27. 11:20-14:20
11. 03. 11:20-14:20
11. 10. 11:20-14:20
11. 17. 11:20-14:20
11. 24. 11:20-14:20
12. 01. 11:20-14:20

Students' tasks and responsibilities:
- familiarisation with the material taught in theory lessons
- learning technical creative methods: 3d mapping, light control
- first semester exam: projection on a model
- second semester exam: a collaborative light installation

Learning environment: (e.g. classroom, studio, off-site, online, in-company placement, etc.)
classroom

Assessment:
(in case of more teachers are involved and they evaluate seperately, separate assessments per teacher needed)

Requirements to be met:

- attendance, knowledge of the course material
- acquisition of software and hardware knowledge

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})

Assessment criteria (what is taken into consideration in the assessment):
- attitude
- the creator's skills and competences
- the originality, artistic value and message of the work
- Quality of work (Content)
- Individual development (Progress)
- Active participation in lessons, intensity of individual work, level of motivation (Diligence)

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):

Required Literature:

Recommended Literature:

Other information:
Software used in the course:
3dsMax
After Effects
Adobe Photoshop
MadMapper
Touchdesigner

Recognition of knowledge acquired elsewhere/previously/validation principle:

- No exemption from attending and completing the course will be granted,
- Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
- some tasks may be replaced by other activities,
- full exemption may be granted.

Out-of-class consultation times and location