

Erasmus Course List 2018/2019 - Spring													Limit of Erasmus students
Subject Name	Requirements	Lecture	Seminar	Evaluation	ECTS point	Institute	Program (Category)	BAMA	Semester	Remarks	Notes	Limit of Erasmus students	
Analogue and Digital Technologies 2.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	The subject introduces the most important methods and processes used throughout the history of photography (e.g. cyanotype, salted paper, collodion or wet plate process). The second part of the subject is an introduction of RAW process and converters, photoshop basics (tone and color management), basic retouching, blending mode, sharpness and noise, and printing technologies.		5	
Animation Technologies 2.		0	2	Seminar	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	The aim of this course is to improve the drawing animation skills, and to deepen the character designing ability for animation. The students will create a short animated sequence using the morphing animation method. The additional aim of the course is to improve graphic skills and to experience different graphic styles for animation.		4 per group	
Applied Psychology		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	The aim of the course is to bring students closer to understanding the basic "logic" of psychology, so they become more capable at applying it in their everyday lives as professionals and as people. Each class revolves around a different core concept of applied psychology that has proven to be useful to students and future artists. During the semester students will have the possibility to learn about basic psychological principles and theories – and to try out some of them through different practical methods of individual, pair- or group-work. By the end of the course students shall have a better understanding of their unconscious, their cognitive functions, their creativity, their emotions and intercultural phenomena surrounding them.		10	
Basics of Law and Economics		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	Get acquainted with definition of law and state, get usable knowledge about the hungarian law-system, that qualifies the students for having basic law knowledge as transactor citizens in everyday legal privities, in contractual relations and in economy and they can see through the system of constitution, the transaction of Civil Law, Labour Law, get acquainted with the New Fundamental Law and Basic Law of Hungary and the specifically important norms, they rule the basic legal relations.		10	
Digital Set Design		0	4	Seminar	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	The course builds on the students' preliminary experiences in animation and video-editing and will involve their visual storytelling skills and will encourage them to use and play with light in an abstract way. During the course, we will utilize various projection-mapping techniques. We will turn our objects/models into display surfaces for video-projection.		6	
Digital Studies 2.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	The course offers an introduction to 3D modeling and animation preparation workflow–basics of Adobe After Effects for animation.		4	
Digital Studies 4.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	The course introduces MOHO animation software for vector point based 2D cut-out/stop rigging and animation. Animation quality 3D content requires a clean and organized mesh and topology. The goal of the course is to learn production level retopology and build a matching UVW layout.		2	
Digital Technologies 2.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	The aim of this course is to teach basic retouching technologies, programs, and principles. Students will also learn how to use Lightroom and Photoshop programs in an independent and creative way.		2	
Film Pitching		0	2	Seminar	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	Techniques and strategies of film pitching with a broader view on the contemporary film market.	Optional course	4	
Film Techniques		0	3	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Basics of filmmaking techniques in a studio environment.	Optional course	3	
Filmmaking Studies 2.		0	6	Seminar	7	Institute of Media and Motion Picture Arts	Art	BA	Spring	The course offers an introduction to 3D modeling and animation preparation workflow–basics of Adobe After Effects for animation.		4 per group	
History of Animation 2.		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	A history of animation after the Second World War.		10	
History of Motion Pictures 2.		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	The history of cinema from the mid-twenties to the fifties, the Soviet silent cinema and the classic Hollywood studio era.		10	
History of Motion Pictures 4.		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	Directors and tendencies of cinema in 1970-1980s and masterpieces of contemporary film art.		4	
History of Photography 2.		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	This course is an introduction to the history of photography. Its primary aim is to provide a general overview of historical and cultural issues regarding photography and its impact on society in the 19th and 20th centuries.		4	
Installative Media Arts 2.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Installative artworks used to incorporate a broad range of everyday and natural materials. Including modern media such as video, sound, virtual reality or the internet, new opportunities are provided for the next generation of artists.		5	
Interaction Design Exercises		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	The goal of this course is to give a short introduction to the basics of interactive computer graphics using processing language. We will also focus on how to elaborate interactive projects based on processing and physical computing.		4	
Kubrick's Century		2	0	Lecture	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Stanley Kubrick was not just one of the greatest and most influential filmmakers of the 20th century but also a true historiographer of it. The course follows the events and the cultural Zeitgeist of the century through Kubrick's filmography in reverse order, from Eyes Wide Shut to Spartacus.	Optional course	10	
Laboratory Practice 2.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Black-and-white analogue photography constitutes the basics of photography. During the semester students are introduced to the tools and practice of analogue photography including the recording medium, processes and techniques.		2	
Media Design Studies 2.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	A basic introduction to digital motion picture techniques: lighting, green screen shooting, editing, effect-making and compositing. A hands-on studio course.		4	
Media Design Studies 4.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Designing new media projects through students' own concepts and practical work, built on previously acquired skills and conscious design processes via students' individual praxis. The core theme of the course is the creation of interactive, participatory installations that inform the participants of the surrounding space or facilitate communication between actors in the virtual.		3	
Media Design Studies 6.		0	6	Seminar	6	Institute of Media and Motion Picture Arts	Art	BA	Spring	Game development in theory and practice, process of developing an application with Unity3D game-engine (may be based on an idea of the group).		6	
Media Design Theory 1.		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	Basics of the theoretical aesthetics of new media. The fundamental questions of new media aesthetics.		5	
Media Laboratory Practice 2.		0	6	Seminar	7	Institute of Media and Motion Picture Arts	Art	BA	Spring	Introduction to motion graphics through Adobe After Effects. Exploration of the capabilities, possibilities, fields of use of the software through practical exercises. Presentation of various workflows in different fields of motion graphics. Developing a skill set to produce a personal project. 3Ds Max.The course will introduce students to 3ds Max 3D modelling, animation, rendering, and composition software; we will explore a range of possibilities and areas of use of the software through practical exercise.Over the ten weeks of classes we will immerse into exploring how to put together 3D virtual scenes and turn them into 2D images, namely taking virtual photos by using V-Ray rendering toolkit.		3	
Motion Picture Technologies 4.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Relation of sound and picture, keying, colour correction and colour grading, in practice		4 per group	
Motion Typography		0	2	Seminar	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	The course offers a basic introduction to typography for screen, concerning adequate lettertypes, basic rules for using text, relation between image and type, and timing for kinetic typography. Students will work with After Effects software as well.	Optional course	3	
Photographic Design 2.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Introduction of portrait photography (technical basics, personal elements, paraphrase, etc.)		2	
Practical Motion Picture Arts 4.		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	Practicing dramaturgical and visual construction of a scene, based on a few sample scenes and/or literary works. Creating a one-scene short for examination. The practice goes tightly coordinated with the studio-work		4 per group	
Psychological Aspects of New Technology		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	The course consists of two parts. The first part will focus on the cognitive processes that play a role in perceiving and processing experience, and the way the modalities and characteristics of external stimuli – including those created by technology – affect human experience. Personal and cultural differences in the processing of experiences will also be discussed in this section. The second – somewhat shorter – part will focus on how the spread of technological innovations of our age (eg. internet, mobile devices, high-definition visual and audio recordings, neuroimaging) influence perception and processing of experience.		5	
Sculptures (Animation)		0	4	Seminar	5	Institute of Media and Motion Picture Arts	Art	BA	Spring	The aim of the course is to improve the space related visual skills, and to promote the understanding of relation between space elements. The course offers an introduction to the physical and anatomical elements used in the real or virtual three-dimensional animation designing.		4 per group	
Theory of Photography 2.		2	0	Lecture	4	Institute of Media and Motion Picture Arts	Art	BA	Spring	The aim of this course is to gain an overall understanding of different theoretical approaches throughout the 20th century regarding photography, its main characteristics, features and its role in culture in general.		5	
After Effects (Graphic Design)		0	4	Seminar	5	Institute of Visual Communication	Art	BA/MA	Spring	Basics of the After Effect program. Using the Photoshop, Premier Pro and After Effect softwares in complex way, developing project in the fields of interactive graphic design, MD - interaction design.	Optional course	5	
Art Anatomy Advanced Studies			4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	Art Anatomy explores the bones and muscles of the human body and views them as a co-working system. Students will understand the functions, the shapes, and the working processes of the bone and muscle structures, as these are highly useful skills in art making.	Optional course	5	
Calligraphy			4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	This course will offer students exercises and practice in calligraphy, making strokes and shapes and forming letter forms. By learning about the history of handwriting and exploring modern calligraphy examples, teachers will lead students through practicals throughout the course.	Optional course	5	
Contemporary Visual Representation Practice 2.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	The aim of the course is to bring students closer to understand the various ways of visual representations and codes of contemporary fine art. Within the framework of the course through different and practical assignments and by examples of contemporary art practices, students will be able to understand the context where they are going to work in later on.		5	
Creative Graphic Design Studies 1. (Experimental Design, Data Visualization)		0	4	Seminar	5	Institute of Visual Communication	Art	MA	Spring	The course focuses on the development of students' skills in the fields of data visualisation, info-design, infographic by experimental methods as well as relying on students' personal visual language of visual communication. The students receive complex graphic design tasks to solve in creative and experimental ways, on an MA level.		5	
Creative Visual Studies 2.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	A freshmen course for the first year students. Creative Visual Studies 2. focuses on visual perception, visual representation, image/sign/code making in different media. Visual languages, visual studies, iconography, hermeneutics of the image, color and light studies, sound and image, space, time, kinematics, creativity, art and science are the main topics.		5	
Cultural Anthropology		2	0	Lecture	4	Institute of Visual Communication	Art	MA	Spring	The objective of the course is to familiarize students with the defining nature of cultural anthropology, its trends, specific methods and cultural anthropological theories developed in relation to culture. Cultural anthropology addresses broad questions about what it means to be human in contemporary societies and cultures, as well as those of the recent past. Cultural anthropologists systematically explore topics such as technology and material culture, social organization, economies, political and legal systems, language, ideologies and religion, and social change. Students concentrating in cultural anthropology are strongly advised to take the course in ethnographic research methods.		5	
Drawing Studies 2.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	The aim of this course is to help students independently use drawing tools and painting skills on paper as well as explore color techniques. Developing manual skills in drawing, students will be able to show their subjective visual experiences, as they learn the different modes of pictorial representation and use them for various tasks. The most important topics of the course, which are very useful in fields such as graphic design, illustration, and cartoon design, are visual representation of the human figure, developing the manual skills in drawing and understanding the anatomy of the human figure.		5	
Fine Art Studies 2.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	The aims of the course: students will independently use not only the drawing tools, but also painting skills and colors. Developing manual skills in painting, students will be able to reveal their subjective visual experiences. Students will learn the different modes of pictorial representation and apply them in various tasks. The most important topics in this course are the visual representation of the human figure and developing the manual skills in drawing and understanding the anatomy of the human figure.		5	
Fine Art Studies 4.		0	6	Seminar	7	Institute of Visual Communication	Art	BA	Spring	Based on the skills of the 1st, 2nd and 3rd semesters the students use color techniques, oil on canvas, gouache, tempera soft pastel, ink and experiment techniques for the studio work with live models.		5	
Fine Art Techniques 4.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	Using printmaking techniques based on the studies of the 2nd and 3rd semester, the students make illustration series by any printmaking techniques they choose. Personal projects are developed by personal consultations and practice.		5	
Fine Art Techniques 2.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	Introduction to Printmaking. The course is based on the experimental design process by the exploration of visual representation through the medium of printmaking as a primary art form. The classical techniques like intaglio (etching, drypoint, lithography, and relief prints (linocut and woodcut)) will be based on manual skills. The manual and digital processes could be mixed by the possibilities of the computer software in serigraphy printmaking. Students create illustrations, posters and art prints in our Graphic Workshop.		5	
Graphic Design Studies 2.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	The course focuses on the development of students' skills in the fields of branding, poster design, magazine design using their personal language of visual communication. The students receive complex graphic design tasks to solve them in creative way.		5	

Graphic Design Studies 2. (Corporate Identity)		0	4	Seminar	5	Institute of Visual Communication	Art	MA	Spring	The course focuses on the development of students' skills in the fields of branding, corporate identity design, logo design, using their personal language of visual communication. The students receive complex graphic design tasks to solve in creative ways, on an MA level.		5
Graphic Design Studies 4.		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	The course focuses on developing the students' skills in the fields of packaging design, book and layout design, typography using their personal language of visual communication. The students receive complex graphic design tasks to solve in a creative way.		5
Graphic Design Studies 6.		0	4	Seminar	4	Institute of Visual Communication	Art	BA	Spring	The course focuses on developing the students' skills in the fields of complex design and typography using their personal language of visual communication to develop the degree work for diploma in the last semester of their education. The students receive complex graphic design tasks to solve them in creative way.		5
Graphic Design Studio Practice 1. (Identity and Graphic Design)		0	4	Seminar	5	Institute of Visual Communication	Art	MA	Spring	The course focuses on the development of students' skills in the fields of identity design using their personal language of visual communication. Self-identity tasks help express students' personal view on Graphic Design. The students receive complex graphic design tasks to solve in creative ways, on MA level.		5
Graphic Design Technics 2. (Graphic Workshop)		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	To be a graphic designer, it is very important to know both classical and new printmaking techniques. This Graphic Design Workshop course is based on the experimental design process by the exploration of visual representation through the medium of printmaking as a primary form of art. The classical techniques like intaglio (etching, drypoint, lithography, and relief prints such as lino- and woodcuts) are based on manual skills. The manual and digital processes could be mixed using the possibilities offered by computer software in serigraphy printmaking. Students create illustrations, posters and art prints during the course.		5
Graphic Design Technics 4. (Graphic Workshop)		0	4	Seminar	5	Institute of Visual Communication	Art	BA	Spring	To be a graphic designer, it is very important to know both classical and new printmaking techniques. This Graphic Design Workshop course is based on the experimental design process by the exploration of visual representation through the medium of printmaking as a primary form of art. The classical techniques like intaglio (etching, drypoint, lithography, and relief prints such as lino- and woodcuts) are based on manual skills. The manual and digital processes could be mixed using the possibilities offered by computer software in serigraphy printmaking. Students create illustrations, posters and art prints during the course.		5
Graphic Design Theory and Methodology		3	0	Lecture	5	Institute of Visual Communication	Art	BA	Spring	Theories and Methodology explores the way in which various countries and cultures communicate about graphic thinking and planning. Designers operate throughout the world. This means that they must learn to appreciate the value of a physical and material graphic thinking and design. A graphic designer who designs in local and foreign culture cannot simply start with a blank sheet; he/she must become acquainted with the standards and methods used in that culture. Force of mental brain, sustainability and migration, throughout the centuries affects the rich diversity of graphic design and planning methods across the world.		5
		0	1	Seminar	0	Institute of Visual Communication	Art	BA	Spring	The aim of the course is to provide students with the understanding of visual communication practices in the different fields of graphic design: illustrations, book covers, comics, story boards, infographic, infodesign, pictogram and logo, brand-making, packaging design, web design are the most important topics in the course.		5
Graphic Visual Studies		0	2	Seminar	4	Institute of Visual Communication	Art	BA	Spring	The aim of the course is to provide students with the understanding of the history and practice of visual representations. Main topics in the second semester: visual representation in the age of mechanical reproduction, photography, movie, the myth of the photograph truth; visual representation at the digital age; code, algorithms; visual representations of the science, image making and image reading. Verbal and visual representation forms. Iconic, photorealistic and abstract representation forms.		5
History and Practice of the Visual Communication 2.		0	2	Seminar	4	Institute of Visual Communication	Art	BA	Spring	The course focuses on classical photographic labor processes as used in contemporary graphic design. Students learn experimental techniques such as photogram making and scanography.		5
Photographic Technics		0	4	Seminar	5	Institute of Visual Communication	Art	BA/MA	Spring	The aim of the course is to provide students with the typography, the letters, type faces, font types. The main topics: how do the artists represent pictures; how does the fine art use letters, how to make a composition with letters, what are the rules of typography, how to manage text with illustration, how to make a layout of a book.	Optional course	5
Picture and Letter - Visual Representation and Typography 1.		0	4	Seminar	4	Institute of Visual Communication	Art	BA	Spring	This course will inspire students to create a poster series centered around social issues while also ensuring there is a level of social sensitivity. Students will work with both manual and digital processes as well as a mix of both forms.		5
Posterdesign		0	2	Seminar	4	Institute of Visual Communication	Art	BA/MA	Spring	The exercise is designed to provide students with the Processing software and HTML coding to learn the basics of imaging through generative programming language, be able to independently create algorithm generated computer graphics.	Optional course	5
Processing (Graphic Design) - Generative Design		0	4	Seminar	5	Institute of Visual Communication	Art	BA/MA	Spring	The students will solve complex graphic design tasks by personal projects, by personal consultations.	Optional course	5
Special Graphic Design Studies (Complex Design)		0	6	Seminar	8	Institute of Visual Communication	Art	MA	Spring	The course focuses on contemporary typography including the exploration of and experimentation with letter forms, typefaces and page layout for more expressive communication. Emphasis is placed on content, form, and technique for the effective use of typography in ads, posters, newsletters and other types of visual communication.		5
Typography Basics		0	2	Seminar	4	Institute of Visual Communication	Art	BA	Spring	The main topics of the webdesign course: markup languages, HTML, style pages, the functions and targets of webdesign, XML, online/network tools, designing of graphic interfaces. The basics of website design, softwares, environment. SVG, CSS, JavaScript, SVG, CSS3, CSS3D.	Optional course	5
Webdesign (Graphic Design)		0	4	Seminar	5	Institute of Visual Communication	Art	BA/MA	Spring	This course continues the line launched during the first semester of the History of Art studies. The course is an overview of the themes of Christianity up to the Renaissance period (from late antiquity to Mannerism), through "Christian art" the aim is to examine the whole picture of Western Thought and to start an investigation to the relationship between cult and culture. We also aim to discuss the development of Byzantine art.		5
History of Art 2.	History of Art 1.	2	0	Lecture	3	Institute of Design	Art	BA	Spring	This course continues the line launched during the previous semester of the History of Art studies. The course is an overview of the themes of Modern Era up to the period from late 19th century through "Aevangrids" to the Late Modern - Postmodern. The aim is to examine the whole picture of development of Western Thought and to start an investigation to the relationship between art and society in visual culture. We also aim to discuss the development of Art in the Third World in the 20th century.		5
History of Art 4.	History of Art 3.	2	0	Lecture	3	Institute of Design	Art	BA	Spring	The course aims to give an introduction to the history of design. The series of lectures' main thesis is that design is nothing but the series of different prosthetics attached to one's body to elongate it to strengthen it. The course would make difference between the era of objects and era of design. The former starts at the dawn of mankind and is inevitable to define us as humans and the latter starts only at the middle of the 19th century when object - as such - becomes problematic as an effect of the industrial revolution.		5
History of Design 1.		2	0	Lecture	4	Institute of Design	Art	BA	Spring	The subject of the course is designing and installing a living unit into an existing urban block. The aim is to have the students to be familiar with the basic knowledge on measurements, and the spatial requirements of differing functions. The course will contain a two-week rapid exercise on designing a small living unit composed of minimum spaces. In two hours of the six classes the students of the course will have the chance to take the first steps in computer aided design. The basics of CAD would help them to visualize their designs, and to build a 3D virtual model that is unavailable for prototype printing.		5
Design 2.	Design 1.	0	2	Seminar	7	Institute of Design	Art	BA	Spring	In this class, we will choose a problem that exists in public space and investigate a set of possible solutions. After discussing personal preferences and motivations, students will choose an executable project to complete over the course of the semester. Although the design or art piece will be based on the attitude and style of the author/artist, the author/artist's chosen professional language must be high quality and understand the spatial and conceptual phenomena of public art.		5
Creative Design 2.	Creative Design 1.	0	2	Seminar	5	Institute of Design	Art	BA	Spring	The aim of the course is to develop students' spatial representation skills in order to be able to visualize their own interior design concepts and clearly represent for others by preparing clear, interesting and suggestive drafts. One of the fundamental aspects of this course is perspective representation, which determines the elementary direction of practices. Another essential part of the course is that students will develop a sense of proportion as well as proper visual representation by using various techniques.		5
Drawing and Painting 2.	Drawing and Painting 1. (Environmental Design)	0	2	Seminar	5	Institute of Design	Art	BA	Spring	Structures are mostly fragments of a more complex system, whereas the actual object / material is at the very bottom of the hierarchy. The Fall Semester course focused on the contextual analysis of the Nyugati Railway station, which was summarized in an essay. The monitoring process consisted of three main components, such as context (where), content (what) and concept (how). In that sense, the students got to know the concerned theme by downscaling it from theory to object / material. That so-called object / material will be considered as a theme in the upcoming Spring Semester. And so this course will examine how we arrived to study material within a known context and where it belongs.		5
Studies in Material Structures	Studies in Material Structures 1.	0	2	Seminar	4	Institute of Design	Art	BA	Spring	The course introduces basic knowledge of geometry and representation methods that apply this knowledge. The semester is divided into three blocks, each covering a different aspect of our generic enquiry. The first block is an introduction to the Platonic solids and their spatial interconnectedness, which will be explored through model-building. We proceed from the three-dimensional grid structures to explore the two-dimensional world of tessellations, patterns, and learn to create designs through the acquired experience in the second block. In the concluding section, we gain an insight to "classical" architectural geometry: construction in axonometry and perspective.		5
Informatics and Representation 2.	Informatics and Representation 1.	0	2	Seminar	4	Institute of Design	Art	BA	Spring	The course continues the concept we applied in the previous semester. In this semester we study new forms. The theoretical research, drawings and modeling will help students discover their own approaches. When rebuilding the form out of their newly designed forms, students will have the opportunity to learn basic techniques of using various materials, such as concrete, wood, and clay.		5
Natural Forms and Structures 2.	Natural Forms and Structures 1.	0	2	Seminar	5	Institute of Design	Art	BA	Spring			5

