

# nARTur

## University of Arts in Belgrade Summer Art School Svilajnac

July 4 – 11, 2020

The University of Arts in Belgrade traditionally organizes a Summer Art School with the aim of exploring the artistically provocative cultural, historical and natural environments of our country, reanimating and making them more visible, by means of contemporary artistic language and tools. This year, the host city of the Summer Art School is Svilajnac, a small town in the municipality of the same name in the Pomoravlje District.

Legend has it that long ago silkworms were grown in this area, hence the name Svilajnac. According to another story, the name Resava, the river in the valley in which Svilajnac is located, comes from long tassels of hazel and willow. They were so long and widespread that they went down to the source of the river. This entire area, right on the banks of the Great Morava and Resava, has been soaked by a lot of water and sun for centuries. Even though there are no silkworms and long tassels today, this is still a fairytale reserve of pure natural beauty.

Today, Svilajnac is known for its Natural History Centre, which is a scientific-educational institution of contemporary format and a museum with interesting installations - including the *World of Dinosaurs*, the *Geological Time Machine* and the *World of Minerals and Rocks*. Rare exhibits are also very interesting, such as the mineral Jadarite, found in the territory of Serbia, whose chemical composition is similar to the famous Kryptonite from Superman comics.

Two images of the same nature, the first "pure" in its full scope and intensity, the second "synthetic", made up of recycled pieces of something that had been disconnected from real space and time, will be the starting point and the leitmotif of this year's artistic research. These two contrasting stories about nature, counterpoint-driven, produce additional intrigue and provocation, which should inspire young artists' internal dialogue between the real and the virtual, the real and the fictional, the visible and the invisible.

Forty students from the country and the world, under the mentorship of eminent artists and professors from our University, will have the opportunity to create and develop their own artistic expression within a clearly defined circle of ideas. In the form of short, intensive courses,

through individual and interdisciplinary work, using modern technologies, materials and innovative techniques, the content of Summer School exceeds the scope of standard art programmes by far and promotes creative dynamism and enthusiasm in young artists.

## Landscape painted with sound – *soundscape* art as establishing and preserving a sound identity

Composition workshop

Svetlana Savić, professor at the Faculty of Music Arts

The workshop “Landscape Painted with Sound” deals with the sound landscape of a settlement, inseparable from its structure and inhabitants. The same as smell, sound creates the identity of space and remains in memory, associated with images and events. The sound landscape contains a predominant sound and a combination of sound forms within the acoustic ambitus of a particular landscape. We perform awareness, definition and selection from the contents of the sound landscape on a daily basis, automatically and most often responding only to extremely pleasant or painfully unpleasant stimuli. The thing in between - the sound in the "gray zone" - is usually unnoticed and lost in memory.

Similar to art, *soundscape* music belongs to the genre of electro-acoustic music. Composers who were among the first to explore and apply sound landscapes in their works were Raymond Murray Schafer, Barry Truax, Hildegard Westerkamp and Luc Ferrari. In the electronic music of Serbian composers, the sounds of the constellations and the planets were the most frequent inspiration. Particularly striking are the "sounds of silence" of the terrifying nights of the NATO bombing in the “Nocturne of Belgrade Spring 1999” by Srđan Hofman.

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|--------------------------------|--|
| How many students participate? | 10   |
| Who can apply?                 | students of domestic and foreign art faculties           |
| What do you need to work?      | laptop, headphones and sound programs (Cubase, LogicPro) |

## Mural XX

Mural workshop

Vesna Knežević and Radomir Knežević, professors at the Faculty of Fine Arts

The workshop will realize a mural in the city centre of Svilajnac with the idea of original artistic contribution to the urban environment. The mural will be designed to correspond with the city, its history, heritage and potentials, highlighting the characters in the space, identity and peculiarities of the urban environment and the surroundings of Svilajnac.

The work on the mural, as an intervention in the public space, will contribute to the opening of space for contemporary fine arts in the urban environment. While working on the mural, live

communication of mentors and workshop participants with users of this urban environment should bring new quality in recognizing the importance of the University as a carrier of culture and art.

The workshop will allow art students to enter the space of an unfamiliar city with special characteristics and traditions, different challenges and communication, expansion of cultural activities, more free and creative cooperation with students.

The aim of this workshop is to create original artwork of contemporary art that will be handed over to the city for permanent preservation, and also a new city checkpoint and a new view of Svilajnac.

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|--------------------------------|---|
| How many students participate? | 10  |
| Who can apply?                 | domestic and foreign students of fine arts, applied arts and design |

## Is this real? – Virtual reality and 360° video as a means of communication

### Film workshop

Andrijana Stojković, professor at the Faculty of Dramatic Arts

The main task of the workshop "Is this real?" is the research of the elements that make up the so-called "reality". What are the senses we use to make sure something is "real", what parameters do we need, is there "false" reality, and how can "virtual reality" be exploited - are the main topics that will be addressed in this workshop.

In philosophy, virtual is what is not real and exists only in the mind, and sometimes may possess some qualities. Virtual reality is defined as a set of technologies, which are used to synthesize an authentic set of visual, sound and other sensory experiences. They give the illusion that virtually nonexistent things can be seen in another way.

Everything we know about reality depends on our senses. In other words, the whole experience of reality is simply a combination of all those senses and information that our brain processes in a certain way. Therefore, if we were somehow able to supplement the additional information our senses gather, we would be able to alter the representation of them in our brains. We would find ourselves in another version of reality that doesn't really exist, but seems to be real from our perspective. This would be something we would call virtual reality.

In addition to various historical forms of virtual reality, nowadays it is usually implemented with the help of computer technology. There is a range of systems used for this purpose such as headsets, omnidirectional treadmill and special gloves. These things are used to deceive all the senses and present the illusion of reality. The so-called "sense of presence" is achieved by combination of hardware, software and our senses.

VR can be used in various industries such as: architecture, sports, medicine, art, entertainment.

One possible form of creating a "sense of presence" for the viewer is 360 ° video, also known as immersive video or spherical video. This is a video in which the view is taken simultaneously in either direction by an "omnidirectional" camera or camera system. During the reproduction on a normal flat screen, the viewer has control over the direction of observation. It can also be played on screens or projectors arranged in a sphere or part of a sphere.

The 360° video production requires a different attitude towards camera position, mise-en-scène, time-space ratio, dramaturgy, in short, elements of film expression compared to "classic" 2D film. Workshop participants will learn about these altered relationships in the elements of film expression through lectures, and observe the difference through the analysis of VR and 360° video.

The space of the Svilajnac Natural Centre and the space of the School of Agriculture and Veterinary offer interesting environment that can be used to shoot 360° videos and create immersive reality that can lead the viewers to the past and the future, or simply immerse them in the reality that is not immediately available.

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| Sound is a very important part of film and multimedia as well as VR and 360° video. The suggestiveness that sound adds to an image is of utmost importance in virtual reality. In the process of developing 360° video it would be of great benefit to establish collaboration with the participants of the "Landscape Painted with Sound" workshop and to use their soundscape works Who can apply? | Foreign and domestic film and multimedia students                |
| Application requirement  | you must submit one of your films or videos with the application |
| What do you need to work?  | laptop   |

## GRAPHIC DESIGN BOOT CAMP

Workshop on complete graphic communication

Slavimir Stojanović, professor at the Faculty of Applied Arts

*Graphic Design Boot Camp* workshop is designed as an accelerated graphic communication course, so that each day a special discipline is taught - practical work is preceded by a one-hour

lecture, followed by a conceptual design, resulting in realization of individual projects with the following dynamics:

Day one – Conceptual design of sign, symbol, logo

Day two – Visual identity

Day three – Poster design

Day four – Catalogue design

Day five – Packaging design

Day six – Mascot design

The workshop aims to awaken the potential of creative and critical thinking in a short timeframe by simulating work in a design agency or studio under realistic circumstances under the daily pressure of market and clients with a great need for creative, original and attractive solutions. Also, the goal is for each student to face their own creativity, to become aware of limitations under the pressure and to break the barrier.

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| How many students participate? | 10   |
| Who can apply?                 | Domestic and foreign students of visual communication (graphic design, illustration, typography) |
| Application requirement        | you should submit your portfolio in low resolution PDF format with your application              |
| What do you need to work?      | - laptop<br>- knowledge of Adobe Illustrator, Photoshop and InDesign                             |

## BIOGRAPHIES

**Svetlana Savić** is a composer and professor at the Department of Composition and Orchestration at the Faculty of Music, as well as at the Interdisciplinary Studies of the University of Arts in Belgrade.

She received the Mokranjac Award for 2014 for her composition "Trapped" for women's choir and Electronics. She was awarded the composer of the year by the magazine "Musica Classica" in 2016 for her composition "On Wolves and Trains" for Mezzo-soprano, Electric Cello and Keyboards. Her compositions have been performed at numerous festivals and concerts in Serbia and abroad, including "Poor Sad Don Juan's Daughter" for soloists, women's choir and electronics, "Quincunx" for string orchestra, "Sustineo" for symphony orchestra, "Songs for Stars" for women's choir and chamber orchestra, "Re-versions" for chamber ensemble, etc

She is the author of several articles published in the magazines "New Sound" and "Third Programme". She was a member of the Board of Directors of the Association of Composers of Serbia, the Sokoj Author Council, artistic director of the 13th International Composers Tribune, and manager of the Rostrum + Creative Europe project (2016-2018).

**Vesna Knežević** is a painter and professor at the Painting Department at the Faculty of Fine Arts. Her prolific work of art includes numerous solo and group exhibitions at home and abroad.

She has received numerous awards, including: Young Talent Fund Award, Moša Pijade Award for Painting, Award at the Yugoslav Youth Pallet Exhibition, Drawing Prize -18th Nadežda Petrović Memorial, Golden Pallet - first prize for painting at the Belgrade Spring Exhibition 2002, first awards and special praise in the murals workshop - international convening of art faculties in Didymoteicho, Autumn Salon Award for artistic contribution in the field of painting etc.

She was the head of the project of Prokop metro station artistic identity under the auspices of the City and City Architect in 2010 and the project of restoration of the mural " Rajićeva " in 2018.

**Radomir Knežević** is a painter and professor at the Painting Department of the Faculty of Fine Arts. He has presented his rich art work at numerous solo and group exhibitions.

He has received prestigious awards and recognitions, such as the first prize for the preliminary design of the monument " Liberation" in Kikinda, the DISOVA award at the 8th Spring Annale in Čačak and the first prize at the ULUS Spring Exhibition for Extended Media.

He was a member of the Artistic Council of the Belgrade Youth Centre Gallery, a member of the ULUS Artistic Council, a visiting professor at the Academy of Arts in Banja Luka and a member of the Gallery 212 Artistic Council.

**Andrijana Stojković** is a film director and professor at the Department of Film and TV Directing at the Faculty of Dramatic Arts.

She is the author of a number of feature films and documentaries in short and mid-length form. Her films have participated and been awarded at international film festivals such as IDFA, HotDocs, Rotterdam FF, Fid Marseille, Raindance FF, Sofia IFF, Havana IFF, etc. Some of her films were shown on YLE (Finland) and CANAL + (France) television.

She is the founder of the production company ALL INCLUSIVE FILMS and one of the founders of the Association for Education in Audiovisual Culture FILMCULTURE. She is the President of the Executive Board of the Association DOK Serbia – Documentary filmmakers of Serbia.

**Slavimir Stojanović** is a designer, visual artist, writer and a professor at the Department for Graphic Design at the Faculty of Applied Arts. His projects have been awarded with over 300 international and local awards and recognitions.

His works are housed in world museums such as the Pompidou Centre in Paris, the Museum of Art and Advertising in Hamburg and the Poster Museum in Warsaw. He is listed as one of the best designers of today in Contemporary Graphic Design by Taschen. He received a Lifetime Achievement Award of the Association for Market Communications of Serbia. He is the author of a series of children's illustrated books, *Adventures of Singi Lumba*, as well as the hit novel "Nine".