

GRADUATE
UNDER
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International Academy of Art & Design
UNDERGRADUATE PROGRAMS

To study in **Milan** and **Rome**, the world capitals of **Culture, Fashion, Art** and **Design**

To collaborate **with companies and institutions** in projects, internships and many other opportunities

To get a **multidisciplinary** and **global** approach, oriented to **experimentation**

To learn from **prestigious** faculty and internationally renowned **professionals**

To attend courses in Italian and English and obtain a degree legally **recognized by the Italian Ministry of Education, University and Research (MIUR)** and at **international** level

To study in a **multi-awarded** and globally ranked Academy, selected among the world's leading Design and Fashion schools by the most influential publications as **DOMUS Magazine** and **FRAME Publisher**

NABA

NABA, Nuova Accademia di Belle Arti, is an internationally renowned Academy focused on arts and design: it is the largest private Academy in Italy, and the first one to have been recognized by the Italian Ministry of Education, University and Research (MIUR), back in 1981. NABA has been the first fine arts academy in Italy to launch recognized courses in Fashion, Graphics and Design and currently it offers academic diplomas equivalent to first and second level university degrees in the fields of Visual Arts, Set Design, Communication, Graphics, Multimedia Arts, Fashion and Design. At the end of the programs students obtain the necessary credits (CFA) to continue their studies either within Academies or Universities in Italy and abroad.

LEARNING BY THINKING

The Three-year Bachelor of Arts degrees constitute a continuous sequence of multidisciplinary experiences generating research and projects in the artistic and professional contexts of current trends.

LEARNING BY DOING

Ideas become projects, strategies, techniques and technologies, turning into prototypes and in some cases developing into products for the companies we work with.

TEACHING BY LEARNING

Learning by doing is also teaching by learning and this has changed the relationship between teachers and students: classes and groups have transformed into work teams that liaise continuously with companies and research institutes. Experience forms the methodological skeleton through which innovation insinuates itself and guides us in planning the future together.

Italo Rota, NABA Scientific Advisor

Faculty and Visiting Professors:
Yuri Ancarani, Pierre Bal-Blanc, Paolo Bazzani, Alessandro Bertante, Davide Bignotti (Interbrand), Giorgio Biscaro, Stefano Cardini, Vincenzo Castella, Giovanni Chiaramonte, Roberto Maria Clemente (Fionda), Pietro Corraini, Ana Dević (WHW), Liu Ding, Davide Gatti, Franco Gonella (Vitaminic), Matteo Guarnaccia, Alessandro Guerriero, Daniela Hamaui, Hou Hanru, Ilaria Innocenti, Francesco Jodice, Francesca Liberatore, Francesco Librizzi, Marcello Maloberti, Christian Marazzi, Patrizia Martello, Fabio Martina, Giuseppe Mayer (Armando Testa), Miao Ran, Giacomo Moor, Adrian Paci, Hannes Peer, Francesco Pesaresi, Cesare Pietroiusti, Tim Power, Matteo Ragni, Sara Ricciardi, Simone Rizzo (Sunnei), Denis Santachiara, Simone Sarasso, Matteo Schubert (Alterstudio), Marinella Senatore, Serena Sinigaglia, Alessandro Stellino, Mario Trimarchi, Nomeda and Gediminas Urbonas, Alberto Zanoletti.

MILAN

Milan is a city of significant international events such as the Fashion Week and the Design Week.

NABA campus in Milan is located near the Navigli area, one of the liveliest areas of the city, and it is inserted in a historical architectural complex consisting of 13 buildings spread over approximately 17,000 sqm including study and lounge areas dedicated to students, a green area, several specialized laboratories, a library and a cafeteria.

ROME

Rome is the capital city, a showcase for art exhibitions, timeless and unique cultural places and for important events such as Altaroma Fashion Week and Rome Film Fest.

The new campus in Rome occupies two historical buildings of early 20th century located in the Ostiense district, where the artistic and cultural heritage meets contemporary culture. The campus covers an area of approximately 3,500 sqm with specialized laboratories, a library, study and lounge spaces.

Bachelor of Arts in

GRAPHIC DESIGN AND ART DIRECTION

Majors

BRAND DESIGN

CREATIVE DIRECTION

VISUAL DESIGN

Campus

MILAN AND ROME

CAREER OPPORTUNITIES

- › Art director
- › Copywriter
- › Graphic designer
- › Web designer
- › Brand designer
- › Editorial designer
- › Retail and exhibition designer
- › Packaging designer
- › Illustrator
- › Visual designer

AREA LEADER

Patrizia Moschella

COURSE LEADER

Patrizia Moschella

The BA leads students into the varied world of communication that has been increasingly expanding with the spreading of new medias and their interesting professional applications. With its three main majors - Brand Design, Creative Direction and Visual Design - the BA is an interdisciplinary program that ranges between the various fields of graphic design, from advertising to digital publishing, from digital media to 3D motion graphics. Through the experimental activity of the creative workshops, students work on real projects in collaboration with international renowned professionals.

MAIN SUBJECTS

YEAR 1

HISTORY OF MODERN ART
PROJECT METHODOLOGY
PROJECT CULTURE
GRAPHIC DESIGN
ART DIRECTION I
COMPUTER GRAPHIC

YEAR 2

EDITORIAL DESIGN
AUDIOVISUAL LANGUAGES AND TECHNIQUES
DIGITAL TECHNOLOGIES AND APPLICATIONS
THEORY AND METHODOLOGY OF MASS MEDIA
MULTIMEDIA DESIGN I
ART DIRECTION II
COMMUNICATION METHODOLOGY AND TECHNIQUES
ART EDITORIAL
MULTIMEDIA LANGUAGES I
ILLUSTRATION

YEAR 3

PROJECT METHODOLOGY OF VISUAL COMMUNICATION
MULTIMEDIA DESIGN II
SOCIOLOGY OF CULTURE
INTRODUCTION TO CULTURAL MARKETING
MULTIMEDIA LANGUAGES II
PHENOMENOLOGY OF IMAGE
AESTHETICS OF NEW MEDIA
HISTORY OF CINEMA AND VIDEO

SUCCESS STORIES



Alessandro Lazzaro

ART DIRECTOR
WE ARE SOCIAL

BA in Graphic Design and Art Direction, 2016

“NABA is a great environment that enabled me to refine and explore my skills in the world of communication and art direction. In a certain sense, it strengthened the creative background I carry around with me every day as an art director. NABA not only developed my passion, but fuelled it with ever new professional stimuli and challenges, thanks also to the professionalism of the lecturers and the variety of people I met whilst at the Academy.”

Bachelor of Arts in

DESIGN

Majors

PRODUCT DESIGN

INTERIOR DESIGN

Campus

MILAN

CAREER OPPORTUNITIES

- › Designer
- › Interior designer
- › Furniture designer
- › Temporary events and/or installations designer
- › Service designer

AREA LEADER

Claudio Larcher

COURSE LEADER

Claudio Larcher

Following a “learning by doing” approach, the BA in Design alternates and integrates theoretical studies with experiential workshops. After exploring basic concepts and techniques, students learn to observe the multitude of contemporary forms of design and apply them in their work. The program aims to stimulate sensitivity and passion for the world of objects, understood as cultural artifacts that reflect and shape human life. It explores space as an environment, examining its interactions with objects and its function as a stage for individual and collective rituals.

MAIN SUBJECTS



HISTORY OF MODERN ART
PROJECT METHODOLOGY
PROJECT CULTURE I
HISTORY OF DESIGN I
DESIGN I
TECHNOLOGY OF MATERIALS I



DESIGN II
DIGITAL MODELING TECHNIQUES
PROJECT CULTURE II
HISTORY OF DESIGN II
DESIGN III
MULTIMEDIA DESIGN - RHINO
MULTIMEDIA LANGUAGES
INTRODUCTION TO CULTURAL MARKETING
INTERACTIVE SYSTEMS



CULTURAL ANTHROPOLOGY
TECHNOLOGY OF MATERIALS II
DESIGN IV
INTERACTION DESIGN
LIGHT DESIGN
URBAN DESIGN
DESIGN SYSTEM

SUCCESS STORIES



Alexander Imre

PRODUCT DESIGNER
PATRICIA URQUIOLA S.A.S.

BA in Design, 2017

“NABA has been a great base camp for a well prepared start into the professional design world. I got the chance to learn the essential tools and rules which are so important on a daily basis in being a product designer.”

Bachelor of Arts in

FASHION DESIGN

Majors

FASHION DESIGN

FASHION STYLING
AND COMMUNICATION

Campus

MILAN AND ROME

CAREER OPPORTUNITIES

- › Fashion designer, accessories designer, textile designer
- › Costume and dress designer for TV and cinema productions
- › Pattern maker
- › Art director
- › Stylist for magazines and communication agencies
- › Fashion web designer
- › Buyer
- › Visual merchandiser
- › PR and fashion events curator
- › Trend forecaster

AREA LEADER

Colomba Leddi

COURSE LEADER

Colomba Leddi

The BA in Fashion Design aims to prepare students to enter the world of work within the national and international Fashion System. With a creative and practical approach, the program leads students to find and develop their talents, led by professional teachers through collaborative experiences with companies and institutions connected to the cultural, social and economic life of Milan and Rome. It's a non-stop laboratory of ideas thanks to the collaboration between the two majors in Fashion Design and Fashion Styling and Communication, which fosters the synergy of a real work team.

MAIN SUBJECTS



HISTORY OF MODERN ART
PROJECT METHODOLOGY
PROJECT CULTURE I
FASHION DESIGN I
HISTORY OF COSTUME
TEXTILE DESIGN I



PATTERN MAKING
FASHION DESIGN II
ACCESSORIES DESIGN
DIGITAL TECHNOLOGIES AND APPLICATIONS
FASHION DESIGN III
FASHION SETTING I
TEXTILE DESIGN II
FASHION DESIGN PUBLISHING
MULTIMEDIA DESIGN
SEMIOTICS
MULTIMEDIA LANGUAGES
ILLUSTRATION



FASHION DESIGN IV
FASHION SETTING II
THEATRE COSTUME
DECORATION TECHNIQUES AND TECHNOLOGIES
PERFORMANCE TECHNIQUES FOR VISUAL ARTS
AESTHETICS
HISTORY OF CINEMA AND VIDEO
INTRODUCTION TO CULTURAL MARKETING
CULTURAL ANTHROPOLOGY
PHENOMENOLOGY OF CONTEMPORARY ARTS

SUCCESS STORIES



Ignacio Muñoz

ASSISTANT FASHION DESIGNER
LUDOVIC DE SAINT SERNIN

BA in Fashion Design, 2018

"I will always be grateful to my professors at NABA for preparing me to go out into the fashion industry and to navigate through all the challenges confidently. NABA was the greatest launch platform for me to be able to grasp all the opportunities feeling proud of my skills and my knowledge."

Bachelor of Arts in

MEDIA DESIGN AND MULTIMEDIA ARTS

Majors

FILM MAKING

ANIMATION

GAME DESIGN

Campus

MILAN AND ROME

CAREER OPPORTUNITIES

- › Screenwriter or author for TV and web formats
- › Director
- › Media designer
- › Producer
- › Editor
- › 2D animator
- › 3D modeller
- › Game designer
- › Sound editor

AREA LEADER

Amos Bianchi

COURSE LEADER

Vincenzo Cuccia

The BA provides the tools to interpret and participate in the complex reality of contemporary media. Focusing on the content, history and effects of audiovisual productions in the increasingly hybrid environment of cinema, video games and animation, the program explores language, writing, history and theory of cinema and media, shooting, editing and post-production techniques, conception and production of 2D and 3D animations, direction of photography, sound design, game design and interactive multimedia installations.

MAIN SUBJECTS

YEAR I

HISTORY OF CINEMA AND VIDEO
MULTIMEDIA DRAMATURGY
LINEAR AUDIOVISUALS
AUDIO AND MIXING
MULTIMEDIA LANGUAGES I
DIGITAL CULTURES
DIGITAL APPLICATIONS FOR ART I

YEAR 2

CREATIVE WRITING
DIRECTION OF PHOTOGRAPHY
DIGITAL ANIMATION TECHNIQUES
NEW MEDIA AESTHETICS
INTERACTION THEORIES AND TECHNIQUES
DIRECTION I
COMPUTER GAMES
MULTIMEDIA LANGUAGES II
MULTIMEDIA DESIGN I
PROJECT CULTURE
DIGITAL APPLICATIONS FOR ART II

YEAR 3

DIRECTION II
DIRECTION FOR VIDEOGAMES
MULTIMEDIA DESIGN II
HISTORY OF MODERN ART
THEORY AND METHODOLOGY OF MASS MEDIA
COMMUNICATION PROCESSES ANALYSIS
MULTIMEDIA INSTALLATIONS
PHENOMENOLOGY OF THE IMAGE
ART SEMIOTICS
SOCIOLOGY OF CULTURAL PROCESSES

SUCCESS STORIES



Chiara Leonardi

ASSISTANT DIRECTOR OF MATTEO GARRONE,
PROJECT DEVELOPER
ARCHIMEDE FILM

BA in Media Design and Multimedia Arts, 2015

“To me NABA represented not only a path of professional growth, but above all a route to gain awareness of my abilities. An interdisciplinary approach enabled me to get out of my comfort zone, encouraging me to experiment, to look beyond the ordinary and explore current professional opportunities that are continuously evolving.”

Bachelor of Arts in

CREATIVE TECHNOLOGIES

Majors

MOTION GRAPHICS AND VFX

3D DESIGN

GAME DEVELOPMENT

Campus

MILAN

CAREER OPPORTUNITIES

- › VFX artist
- › Compositor
- › 3D artist
- › Character designer
- › CGI animator
- › Game developer
- › VR specialist
- › Motion designer
- › Rigger
- › Shader artist
- › UX designer
- › Interaction designer

AREA LEADER

Amos Bianchi

COURSE LEADER

Emanuele Lomello

The BA in Creative Technologies (New Technologies for Applied Arts), alongside BA in Media Design and Multimedia Arts, completes the Academy's educational proposals in the multimedia arts sector from 2017. The program has been conceived to train three types of professional figures, respectively in the fields of VFX, 3D design and game development. During the three-year period, characterized by a significant design work and workshops attitude, the students will gain an insight into the common features of these subjects and will then be able to specialize themselves in one of them.

MAIN SUBJECTS

YEAR 1

HISTORY OF MODERN ART
MULTIMEDIA DRAMATURGY
LINEAR AUDIOVISUALS
AUDIO AND MIXING
INTEGRATED NEW MEDIA TECHNIQUES I
DIGITAL CULTURES
DIGITAL APPLICATIONS FOR ART I

YEAR 2

DIGITAL VIDEO
MULTIMEDIA PROCESSES AND TECHNIQUES
COMPUTER GAMES I
CREATIVE WRITING
INTEGRATED NEW MEDIA TECHNIQUES II
MULTIMEDIAL COMMUNICATION
DIGITAL APPLICATIONS FOR ART II
MULTIMEDIA DESIGN I
DESIGN CULTURE
ILLUSTRATION
DIGITAL MODELING TECHNIQUES
MULTIMEDIA INSTALLATIONS
NET MARKETING

YEAR 3

DIGITAL APPLICATIONS FOR ART III
NEW MEDIA AESTHETICS
INTEGRATED NEW MEDIA TECHNIQUES III
MULTIMEDIA DESIGN II
COMPUTER GAMES II
COMMUNICATION PROCESSES ANALYSIS
MULTIMEDIA INSTALLATIONS
PHENOMENOLOGY OF THE IMAGE
SOCIOLOGY OF CULTURAL PROCESSES
ART SEMIOTICS

SUCCESS STORIES

re-FLOW

TRANSMEDIA RESEARCH PROJECT CONNECTING PERFORMATIVE ARTS AND DIGITAL LANGUAGES AND TECHNOLOGIES (ARTIFICIAL INTELLIGENCE, MOTION CAPTURE, CGI, GENERATIVE MUSIC, REAL-TIME BIO-DATA ELABORATION).

The project has been realized thanks to 12 NABA teachers and 100 NABA students.

Artistic direction by Chrysanthi Badeka (artist). Technical and creative direction by Emanuele Lomello (BA Course Leader). Production by COORPI. Winning project at the calls "ORA! Produzioni di cultura contemporanea", promoted by Compagnia San Paolo, and "Per Chi Crea - BANDO 2. RESIDENZE ARTISTICHE - SETTORE - ARTI VISIVE, PERFORMATIVE E MULTIMEDIALI", promoted by MiBAC and managed by SIAE.

Bachelor of Arts in

SET DESIGN

Majors

THEATER AND OPERA

MEDIA AND EVENTS

Campus

MILAN

CAREER OPPORTUNITIES

- › Opera, ballet and prose set and costume design
- › Musical and concert set design
- › Exhibition and event set design
- › Music video and advertising set design
- › Fashion show and photo shooting set design
- › Television and cinema set and costume design

AREA LEADER

Amos Bianchi

COURSE LEADER

Margherita Palli

The BA provides students with the necessary tools to face the complex reality of set design through the study of subjects related to design for theater, events, exhibitions, fashion shows, cinema and television among the others. After having completed three years with transversal courses like photography, light design, costume design and performing arts, as well as participating in internships with theaters and leading companies in the field, students will have acquired qualified skills to enter the professional world, including the development of professional dossiers, budgets and periodic analysis production, work planning and organization.

MAIN SUBJECTS

YEAR 1

- SET DESIGN I
- DIGITAL TECHNOLOGIES AND APPLICATION I
- HISTORY OF COSTUME I
- HISTORY OF MODERN ART
- DRAWING FOR DESIGN
- SCENE DESIGN I
- DIGITAL TECHNOLOGIES AND APPLICATION II

YEAR 2

- SET DESIGN II
- DIRECTION
- COSTUME DESIGN
- PHOTOGRAPHY
- HISTORY OF CINEMA AND VIDEO
- PHENOMENOLOGY OF CONTEMPORARY ARTS
- SCENE DESIGN II
- DIGITAL APPLICATIONS FOR VISUAL ARTS

YEAR 3

- HISTORY OF PERFORMING ARTS
- SET DESIGN III
- SCENE DESIGN III
- PERFORMATIVE TECHNIQUES FOR VISUAL ARTS
- LIGHT DESIGN
- PHENOMENOLOGY OF STYLES
- FASHION DESIGN
- APPLIED TECHNIQUES FOR THEATER PRODUCTION
- CULTURAL ANTHROPOLOGY
- SOUND SPACE DESIGN
- PHENOMENOLOGY OF CONTEMPORARY ARTS

SUCCESS STORIES



Davide Boni

COSTUME DESIGNER / COSTUME ASSISTANT
JACQUES REYNOUD, BOB WILSON, TEATRO REAL DI MADRID, TEATRO DELL'ARTE TRIENNALE MILANO
BA in Set Design

“Thanks to the BA in Set Design, I was able to meet sector professionals right from the first year. Attending my third year I started to work professionally in a theater as an assistant costume designer.”

Bachelor of Arts in

PAINTING AND VISUAL ARTS

Majors

PAINTING
VISUAL ARTS

Campus

MILAN AND ROME

CAREER OPPORTUNITIES

- › Visual artist
- › Illustrator
- › Assistant curator
- › Manager of cultural events
- › Film director
- › Graphic designer
- › Photography director
- › Exhibition and set designer
- › Video and audio editor

COURSE LEADER

Andris Brinkmanis

The BA explores the transformations of contemporary art practices connecting art with different areas of the productive and social context. With regard to the dynamics and values of the contemporary art system, the course reinterprets and expands the traditional academic approach to painting and visual arts, offering students a guidance through experimentation investigating a variety of environments, techniques and methods, which support them in developing an individual way of expressing themselves and their personal artistic ideas.

MAIN SUBJECTS



ARTISTIC ANATOMY
HISTORY OF MODERN ART
PAINTING TECHNIQUES
VISUAL ARTS I
DRAWING I
PHENOMENOLOGY OF CONTEMPORARY ARTS
PAINTING I
PHOTOGRAPHY I



HISTORY OF CONTEMPORARY ART I
VISUAL ARTS II
VISUAL ARTS TECHNIQUES AND TECHNOLOGIES
PUBLIC ART
AESTHETICS
PAINTING II
VIDEO-INSTALLATIONS I
SCULPTURE I



HISTORY OF CONTEMPORARY ART II
VISUAL ARTS III
PAINTING III
DRAWING II
PHOTOGRAPHY II
SCULPTURE II
VIDEO-INSTALLATIONS II
CULTURAL ANTHROPOLOGY

SUCCESS STORIES



Cansu Inaler

ARTIST
VILLA NECCHI, MILAN - CROWN PLAZA HOTEL,
JEDDAH - HILTON CONVENTION, MECCA

BA in Visual Arts, 2018

“The BA was a great outset in finding my own direction in the art field. Its complex structure has given me the opportunity to experiment with different media and broaden my perception with its rich theoretical program. It keeps the students up to date with an innovative approach towards education and offers a step further into the art field through providing one on one contact with people in the business.”

FOUNDATION YEAR

Campus
MILAN

The Foundation Year is a propaedeutic interdisciplinary program aimed at candidates with a secondary school diploma or other diplomas regarded as appropriate, who do not meet all admission requirements for their chosen NABA bachelor's degree course. It provides applicants with adequate and sufficient linguistic and educational/cultural competences in the relevant fields to enable their enrollment on the first academic year of the relevant BA. The program lasts approximately nine months (480 hrs) and courses are taught in both English and Italian. Upon successfully completing the foundation year, students are awarded a certificate issued by NABA.

LEARNING OBJECTIVES

- › Improvement of language skills
- › Knowledge of methodologies of the sector
- › Cultural education in the field of Visual and Applied Arts
- › Familiarity with the Italian historical-cultural-social context

MAIN SUBJECTS

LANGUAGE SKILLS

DIGITAL SKILLS

REPRESENTATION TECHNIQUES

DESIGN TECHNICAL LANGUAGES

HISTORY OF ART

ITALIAN PANORAMA

PORTFOLIO

PRESENTATION SKILLS

ACADEMIC OFFERINGS

UNDERGRADUATE PROGRAMS

(CFA 180)

Graphic Design and Art Direction

- › Brand Design
- › Creative Direction
- › Visual Design

LANGUAGE: Italian and English - CAMPUS: Milan and Rome

Design

- › Product Design
- › Interior Design

LANGUAGE: Italian and English - CAMPUS: Milan

Fashion Design

- › Fashion Design
- › Fashion Styling and Communication

LANGUAGE: Italian and English - CAMPUS: Milan and Rome

Media Design and Multimedia Arts

- › Film Making
- › Animation
- › Game Design

LANGUAGE: Italian and English - CAMPUS: Milan and Rome

Creative Technologies

- › Motion Graphics and VFX
- › 3D Design
- › Game Development

LANGUAGE: Italian and English - CAMPUS: Milan

Set Design

- › Theater and Opera
- › Media and Events

LANGUAGE: Italian and English - CAMPUS: Milan

Painting and Visual Arts

- › Painting
- › Visual Arts

LANGUAGE: Italian and English - CAMPUS: Milan and Rome

**New program subject to authorization by the MIUR (Italian Ministry of Education, University and Research)*

POSTGRADUATE PROGRAMS

(CFA 120)

Communication Design

LANGUAGE: Italian and English - CAMPUS: Milan

Design - Product Design

Design - Interior Design

LANGUAGE: Italian and English - CAMPUS: Milan

Fashion and Textile Design

LANGUAGE: Italian and English - CAMPUS: Milan

Visual Arts and Curatorial Studies

LANGUAGE: Italian and English - CAMPUS: Milan

New Technologies for Arts*

LANGUAGE: Italian and English - CAMPUS: Milan

ACADEMIC MASTERS

(CFA 60)

Creative Advertising

LANGUAGE: English - CAMPUS: Milan

Photography and Visual Design

LANGUAGE: Italian and English - CAMPUS: Milan

Contemporary Art Markets

LANGUAGE: Italian and English - CAMPUS: Milan

FOUNDATION YEAR

LANGUAGE: English and Italian - CAMPUS: Milan

SUMMER COURSES

LANGUAGE: English - CAMPUS: Milan and Rome

SEMESTER ABROAD PROGRAMS

LANGUAGE: English - CAMPUS: Milan and Rome

The programs and subjects indicated in this brochure can undergo variations due to academic or ministerial reasons. Some of the subjects reported in the Bachelor of Art's descriptions are distinctive of the major undertaken.

Dean

GUIDO TATTONI

Head of Education – Rome

SILVIA SIMONCELLI

Design and Applied Arts
Department Head

LUCA PONCELLINI

Visual Arts Department Head

MARCO SCOTINI

NABA Scientific Advisor

ITALO ROTA

Fashion Advisor

NICOLETTA MOROZZI

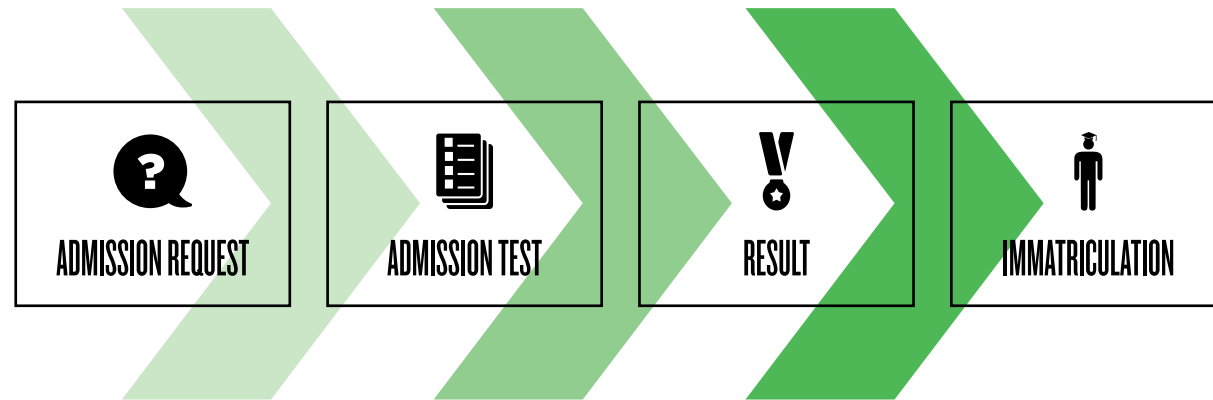
Communication
and Graphic Design Advisor

ANGELO COLELLA

Design Advisor

DANTE DONEGANI

ADMISSION PROCESS



As a private academy, NABA is regulated by the Higher Education in Art and Music (AFAM) system, a division of the Italian university system governed by the Italian Ministry of Education, University and Research (MIUR). Under this accreditation, NABA upholds rigorous admissions standards, and our degree programs have a restricted number of available places. For both European and non-European students, admission depends on fulfilling minimum educational and language requirements, and passing an admissions test.

For info: int.info@naba.it

SCHOLARSHIPS

NABA awards scholarships to students who demonstrate outstanding creative ability. The scholarships cover up to 40% of the tuition fee. In addition, need-based grants are offered with the goal of making NABA education more affordable for more students.

EARLY ENROLLMENT SCHOLARSHIP

NABA awards applicants who meet the Academy's admission requirements and make an early decision to attend by confirming their seat within January 17th 2020 with a 10% reduction on the total fees.



INTERNATIONAL OPPORTUNITIES

In order to support international mobility, NABA has activated and continues to promote different cooperation agreements with institutions within the European Union (Erasmus+ Program) and outside the European Union (bilateral student exchange agreements). The Erasmus+ program, as well as other international exchange programs, offers students the opportunity to spend a period of study fully recognized and accredited with a partner institution as part of their study path.

CAREER SERVICES

Right from the first course year, NABA offers its students a series of opportunities to approach and access the working world. In particular, NABA does this through two offices, that of Industry Relations and that of Career Service.

INDUSTRY RELATIONS

The Industry Relations office represents a bridge connecting the Academy with the working world during a student's studies, organising collaboration with companies interested in tapping into the young creative minds of our students. These projects put students in touch with leading companies in the fields of design, fashion, graphics, communications and art, enabling them to gain an insight to how companies work inside and to demonstrate their skills with a view to constructing their own professional future.

CAREER SERVICE

NABA's Career Service Office supports students and alumni through:

- › the realization and development of their skills
- › the support in the construction of their career path
- › the definition of personal branding tools thanks to a dedicated career coaching service
- › the opportunity of internships in leading companies in the relevant fields.

Students and alumni can find the perfect match with companies thanks to NABASymplicity, the on-line platform where students and alumni can showcase their curriculum vitae and portfolio, and where companies can advertise internship and job offers and select the profiles best fitting their requirements.

Every year, NABA's Career Service Office organizes the Talent Harbour Week and the Talent Harbour Day, an on-campus initiative that offers students and alumni the occasion to receive market-focused updates in their fields of interest. The Career Service Office has promoted the Job Corner; a service dedicated to recent graduates and alumni, in order to facilitate their entry into the world of work. Alumni have the opportunity of being supported by the Job Corner service, thanks to individual meetings and Career Orientation sessions.

And afterwards? How many students find a job?

Every year, NABA's Career Service Office conducts comprehensive and certified market research on employment figures of NABA graduates from all relevant areas. The latest research was performed by Ipsos Observer, an international market research company present in 88 countries.

EMPLOYMENT STATUS

Employment Survey by Ipsos Observer*



Employment rate within 1 Year**



Activity in the private sector



Job satisfaction

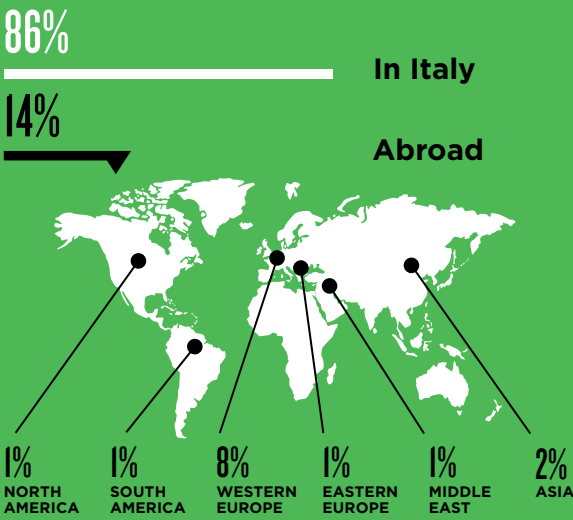


Monthly net Income vs AlmaLaurea***

TOP 10 PROFESSIONAL ROLES

1. Graphic designer
2. Art director
3. Interior designer
4. Product designer
5. Fashion designer
6. Video editor
7. Media designer
8. Visual merchandiser
9. Project manager
10. Account

INTERNSHIP BEFORE GRADUATION



FOUND THE CURRENT JOB



90%

CONSISTENCY WITH STUDIES

86%

STUDY RELEVANCE

86%

FULLTIME JOB

15%

START-UP

22%

SELF-EMPLOYED

*IPSOS is the only market research company founded and owned by researchers, making Ipsos an independent market research company. The Survey was conducted from February to May 2017 regarding alumni that graduated during 2015.

**Total number of graduates that had a job during the past year.

***AlmaLaurea was born in 1994 at the University of Bologna. Today, AlmaLaurea represents almost 91% of Italian graduates (2,540,000 from 74 Italian Universities up to 06/27/2017) and has now grown to 57 expert employees.

CAMPUS LIFE

NABA assists students during their academic studies proposing or facilitating numerous extra-curricular activities to promote student integration and socialisation.

These activities include guided tours, recreational classes, sports activities such as football, volleyball, basketball and table tennis. In fact, NABA annually promotes and supports the establishment of Academy teams and their participation in official local university tournaments.

Students can benefit from the numerous agreements signed by the Academy with cultural and commercial services, including sports centers, copy shops, theaters, medical centers and restaurants, as well as a medical assistance service by appointment at a private medical practice near the campus.

NABA has set up the Buddy Project, an initiative in which a group of second and third year students volunteer additional support to international students. In addition to creating a network of relationships with new students, the Buddy Project helps students improve their language skills and their knowledge of different cultures.

HOUSING

NABA supports its students in finding accommodation in private apartments and/or managed by selected providers. On Housing website you can find studio apartments, single rooms or shared with other students, located near the Campus, including photos, costs, location and services.

For more info:

NABA's Housing Office

www.milanhousing.it | info@milanhousing.it

LIBRARY

NABA's library has over 14 thousand books, 50 subscriptions to sector-specific periodicals and more than 500 DVDs related to the various fields of study at the Academy. All of these resources are available to students in the quiet and peaceful environment of the library or can be taken home by students for a longer consultation. A *Materials Library* has also been set up in the library, where more than 100 samples of innovative materials are exhibited for students to touch with their own hands. In addition, students can access important digital archives free of charge, including Vogue Archive, and more than 300 e-books.



NABA GALLERY

2019



**Davide Trevisan,
Elisabetta Riva,
Lorenzo Rogante,
Chiara Versaico
for Porsche Haus**

The BA in Graphic Design and Art Direction students, in collaboration with Porsche Haus, designed and realized a new car livery inspired by the topic *911 Timeless Machine*.



**Elisabetta Vedovato,
Lorenzo Vivaldini
for La Verdi**

In order to bring the youth closer to the classical music events organized by La Verdi, NABA students have created a new communication language that joins education, information, music production along with a new, friendly and dynamic image.

BA IN

GRAPHIC DESIGN AND ART DIRECTION



**Matteo Antola,
Samuele Brenna,
Yusuf Keçicioglu,
Hope Beattie
for San Benedetto**

NABA and San Benedetto continue their collaboration for the new annual re-design of Thè San Benedetto. In the 2019 Limited Edition proposed by the BA in Graphic Design and Art Direction students, the Italian tradition meets the oriental mood in a precious and trendy design.





BA IN DESIGN

**Simone Caronni,
Pietro Gaeli,
Paolo Stefano Gentile
*Peel Saver***

Manufacturers of French fries produce a lot of potato skin waste. *Peel Saver* uses this waste material to create 100% biodegradable street food packaging. Nowadays, products and packaging need to be sustainable and recyclable, and this project is proof of the extent of what can still be done in this direction.



**Alice Andrea Cappelli,
Margot Silvestrini, Elena Tamburini
*Terra***

Terra is a project based in Arusha-Mkuru (Tanzania) in collaboration with the Oikos Institute, which consists in creating leather souvenirs to support the Masai community. Elephant, giraffe, crocodile and hippopotamus: these are the animals chosen as the most typical. Their simple two-dimensional shape is folded to become furnishing pieces.



**Luca Vernieri
*Pluie***

Pluie is a hanger designed for jackets and coats. The project stems from the drawing and extrapolation of an element, that is the umbrella stick, used in one context and transferred to another to acquire a new use and meaning.



**Elena Tamburini
*Filotea***

The collection is made of four everyday objects that aim to facilitate affection in elderly individuals and couples. Comprised of a mirror, a brush, a table and a walker, each of the objects in the *Filotea* collection refers to an affectionate daily gesture, such as simply looking at your partner.



John Lloyd Palomares
Milano Moda Graduate 2019
 Winner of YKK Award.
So Young So Old,
NABA Fashion Show 2019
 Winner of Best Textile Award
 from Mantero.

BA IN FASHION DESIGN



Shiying Li
So Young So Old,
NABA Fashion Show 2019

"The students examined fashion icons and personalities from various ages with fresh eyes; each student focused on being young or old from a personal perspective."

Nicoletta Morozzi

So Young So Old,
NABA Fashion Show 2019

Dress and belt: Roberta Masticci
 Shorts: Carlotta Martis
 Styling and Art Direction: Silvia Nogara,
 Martina Gironella, Ilaria Mattia, Sebastiano
 Mezzo, Simone Tizzi, Araya Occhial,
 Elena Palandrussi, Chiara Nocera
 Photography: Sebastiano Mezzio



BA IN

MEDIA DESIGN AND MULTIMEDIA ARTS



Alessandro Fiori
Cheratina Rossa

Cheratina Rossa is a short tradigital animation film that tells the story of the strange relationship between the only two inhabitants of a small planet covered with metal plates: a white robot without a face and a girl with very long red hair have to learn to live together despite their substantial differences.

Davide Palella
Sirio

A boy lives in exile in the desert. He spends his days collecting firewood, waiting for an old man to bring him water and food to survive.



Emanuele Cantò
Le Nubi

An elderly woman passes her time alone each day on a large terrace on a building located in present-day Milan. She spends most of her time hanging out to dry large sheets and the same items of clothing. A reflection on the theme of memory and suspension.

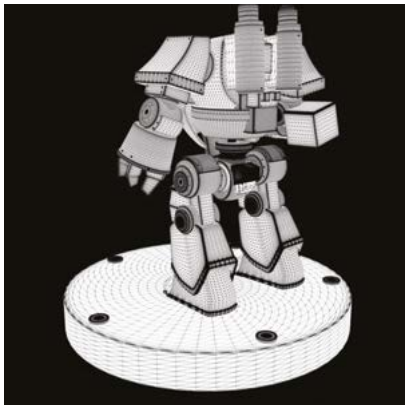
BA IN

CREATIVE TECHNOLOGIES



Cabinati Retro Games,
Nabavision 2019

During a four days workshop, the High School students led by the teachers of Game Development course realized four Arcade Games, modelling and animating environments and characters, programming the game dynamics and optimising their own projects for the cabinets designed by NABA students.



Diana Benevelli
*Modeling Lighting
and Shading*

Project realized during the Integrated New Media Techniques II and Multimedia Processes and Techniques courses (year 2, I semester, 3D Design major).



Stefano Gallo, Larissa Lina Negrelli, Alice Silva, Yuxuan Zhou
Game Landscapes

Project realized during Multimedia design I (year 2, II semester, Game Development major).

BA IN

SET DESIGN



Alice De Angelis
*Digital Applications
for Visual Arts*

Kartell hypothetical
staging sketch.

Alessandra Mazzi
*ROMEO & GIULIETTA
luce sulle passioni universali*

Sketch for the thesis project.



Scene design III

Video inspired by Caravaggio.



Marta Dellabona
Martina Galbiati

Short film inspired
by Samuel Beckett's
"A doll's house".

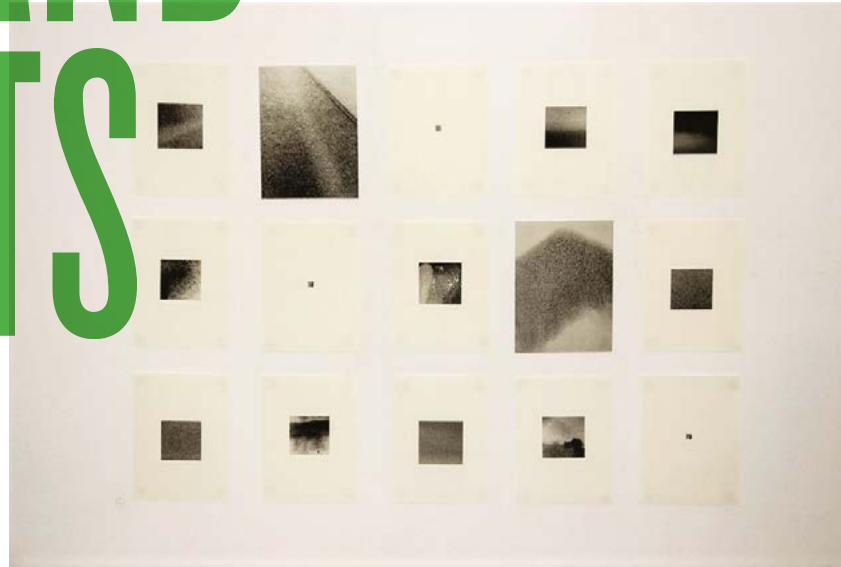
BA IN

PAINTING AND VISUAL ARTS



Alice Ronchi
***Majestic Solitude*, 2018**
Installation at Galleria Francesca Minini,
Milano. ph. Agostino Osio

Sculptures reproducing the archetypal forms of liturgical and monumental architecture. Using precious materials, onyx, basalt, marble, employing an original human scale, sculptures take on new symbolic values, referencing spirituality and guiding the viewer in their search for a *majestic solitude*.

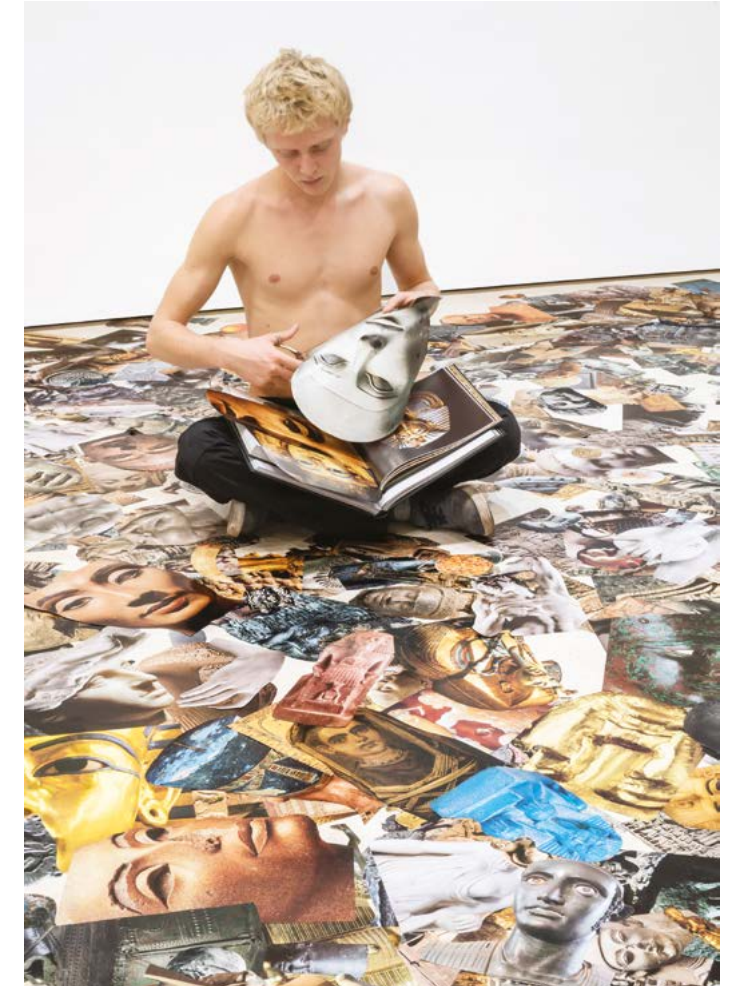


Xiao Yue Xiong
***Original Copies*, 2018**
Print on paper

A reflection on the technical reproduction of works of art. The original and the copy are placed together and analysed using a magnifying glass. The paper reproduction of the work is taken to the end of its visual capacity, until it is reduced to an abstract image, with all meaning subtracted from it.

Marcello Maloberti
***Vir Temporis Acti*, 2016**
Performance at XVI Quadriennale di Roma, 2016-2017 with Alessandro Polo (NABA student, A.Y. 2016/17). Courtesy the artist and Galleria Raffaella Cortese, Milano

Inspired by the homonymous work by Adolfo Wildt, the performance reflects on the material's physicality and on the public's participatory role. A boy sitting on the ground cuts out images of ancient sculptures and leaves them on the floor of the exhibition area, constantly modifying the formless visual assembly produced along the path taken by visitors, mixing places, times and cultures.



INTERNSHIPS , PLACEMENT, PROJECTS WITH



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