



University of Arts in Belgrade

ArtSalto

Summer Art School

Felix Romuliana

Zajecar

July 8 - 16 2023

The University of Arts in Belgrade traditionally organizes the Summer Art School with the aim of exploring artistically enticing cultural-historical and natural environments and reanimating them and making them more visible, using contemporary artistic language and tools. This year, the program is being held at the archaeological site of Felix Romuliana, Gamzigrad's ancient Roman imperial palace near Zajecar in eastern Serbia. Felix Romuliana, which is included in the UNESCO Cultural Heritage List, represents the monumental residence of the Roman emperor Galerius, built at the end of the 3rd and the beginning of the 4th century, and named after his mother Romula. Seemingly, the palace has never been completed, and the emperors of the 4th century left the magnificent property to the Christian church. The palace was destroyed by barbarians during the 5th century, whereas Justinian I rebuilt Romuliana as a border fortress in the 6th century.

The Summer Art School workshops are designed as intensive short courses and focused on mentoring and an individual approach to each student. At the same time, the program enables interdisciplinary and intercultural connections among students, while the organizers ensure that all participants are actively involved in the program activities. The participants exchange experiences and learn different ways of applying the acquired knowledge in artistic practice. Each participant will evaluate the program activities upon their completion, and the moderators will analyze the results in cooperation with the students. Personal engagement, dialogue, and joint workshops will help motivate students to implement new perspectives and acquired knowledge in future artistic practice.

The four workshops – on sound direction, photo-video, fine arts, and graphic design - aim to encourage the diversity of artistic expression while simultaneously representing an interactive platform and joint interdisciplinary work of art students, both from within the country and abroad. Next to the dedicated students, the moderators greatly enhance the quality of workshops – notable professors at the University of Arts: Ph.D. Marko Stojanovic from the Faculty of Music, MA Aleksandar Mladenovic from the Faculty of Fine Arts (FFA), Aleksandar Kostic from the Faculty of Dramatic Arts (FDA), and Slavisa Savic from the Faculty of Applied Arts (FAA).

The goal is for students to freely experiment in the creation of new artistic forms, from contemporary practices, inspired by the tradition and cultural heritage of Eastern Serbia. Another goal is to acquaint students, especially foreign ones, with this region's cultural and historical heritage. Through the sublimation of tradition and a modern approach to art, the workshops will open new horizons for the participating young artists as well as the local population.

As art finds its unexpected ways and young artists their inspiration in towering heights, we decided to call the Summer Art School of the University of the Arts 2023 *ArtSalto*.

Immersive Soundart workshop

Music workshop

Marko Stojanovic, professor at the Faculty of Music

Immersive Soundart workshop includes up to 8 participants, whose simultaneous work is mentored by the workshop moderator. Before each step in the process, the moderator will hold the necessary lecture – a presentation, thus enabling all participants to complete their tasks. Collaboration with participants of other workshops is desirable, in the form of a common theme (multimedia synergy in creativity).

Tasks:

- Designing the concept of a sound image and musical form (theme of work, form of work, elements, compositional aspects). What does the author want to tell the audience and in what way?
- Recording of specific sounds (via audio interface or portable recorder)
- Transferring recordings, processing, and sound manipulation, creating a music (sound) stream
- Sound-music mix
- Preparation for a three-dimensional mix (immersive sound).
- Collection of all samples prepared for 3D sound and work on the immersive mix
- Preparation for the public presentation of the completed assignment - multi-system 3D sound projection setup
- Public presentation upon task completion - all assignments are played in a multi-channel system.

Immersive Soundart is a workshop that will provide participants with the opportunity to do research and creative work in the fields of sound art and electroacoustic music, with the aim of delivering individual as well as a group art projects, which will be publicly presented on the last day of the art school. The goal is for students to freely experiment in the creation of a new art form, which will be created by recording real sound and its processing and manipulation aiming to create a sound time-space unity.

Students will also use previously recorded sound materials and virtual instruments and, if interested, engage in sound synthesis. At the end of the workshop, participants will learn how to independently create a three-dimensional sound space using modern techniques and technology and finally present such work to the audience.

How many students can participate?	8
Who can apply?	students of art faculties from the country and abroad
What do you need for work?	You need to know how to work in DAW software for composing and/or producing music (Cubase, Nuendo, Logic pro, Pro tools...), to have a personal computer with installed DAW software and a pair of headphones.

Beehive art, graffiti in the palace

Fine Arts Workshop

Aleksandar Mladenovic, professor at FFA

Sending visuals and textual material, internet links that can serve as inspiration for enrolled participants (Old Rome, Hajduk Veljko and Cucuk Stana, King Ibi performed by Zoran Radmilovic, Alfred Zari). Participants can do their initial preparatory drawings prior to attending the summer school or on-site. The focus is on artistic expression that can be transferred to the form of graffiti.

Getting to know each other, creating teams based on the chosen motifs, and determining the teams' "frontman", discussing graffiti as a medium of visual art. The central motif is the bearer of the message. A conversation about the subject topic.

Organizing a workshop in a covered outside and inside room space, used for the preparation of drawings, collages, stencils, and other actions that do not involve chemical fumes. It is intended to be done with non-toxic water-based sprays.

Work in a hub, artistic environment with participants of other workshops until the end of the Summer School with mutual influence and cooperation.

Getting started with canvases, optional underpainting of local, valerian, and color-neutral tones, transfer of the outline to the canvas, and the start of work. The teams are free to agree on the method of work, whether everyone will have an agreed "timing" and space for their free session, or whether they will work according to the plan as a team.

The surprise factor is the possible replacement of work crews during the workshop.

Leveling up the "high" and "low" culture. The interweaving of the contemporary spirit and reinterpretation of the historical context (perhaps solely as an initial inspiration) in the

process. Free movement (improvisation and experiment), while respecting the classical values and artistic elements of composition. Teamwork, interaction, and creative exchange with participants of other workshops. Focus on the very process of artistic research with a visible result, which can be exhibited. A journey outside of the framework of the academic, common, and familiar comfort of the studio and workshops in the free space of the open studio without tasks that are evaluated. Departure from the competitive world into the world of togetherness, the result of which, in the moral sense of authorship, will be joint work. Introducing participants to the history of graffiti and wall drawings, from Lascaux and Altamira, through the Situationists, the New York "Downtown" scene of the early 1980s (Futura 2000, Keith Haring, Kenny Scharf), the French artist Ernest Pinyon-Ernest to Banksy and other contemporary authors, Deeface, Jimmy Couty, Shepard Fairey, whose medium is graffiti and billboards, underground posters and other means of urban interventions. Cultural contribution to the local community of Zajecar and Timocka Krajina.

How many students can participate?	10-12
Who can apply?	students of fine arts applied arts, and design from the country and abroad

Souvenirs from Zajecar and its surroundings

Design workshop

Slavisa Savic, professor at FAA

The workshop will be divided into several time stages.

- Presentation of "souvenir as a phenomenon" – by workshop moderator
- Getting to know Zajecar and its surroundings, presentations, and tours of localities and institutions that are included in the tourist program
- Research work, brainstorming, sketching
- Working on computers, 3D modeling, drawing on paper
- Prototype modeling
- In parallel with modeling and tours, work would be focused on the creation of a visual identity, slogan, and logo of the Tourism Organization of Zajecar.
- Other workshop participants would be welcome to join the process of seeking idea solutions and their implementation
- Presentation of solutions and consultations regarding their realization and implementation

- Printing of posters and visual solutions could be done in local digital printing shops.

Creative presentation of Zajecar and its surroundings through the prism of tourist souvenirs and visual identity. A souvenir we purchase as a memento object of a visited location is nowadays threatened primarily due to a lack of innovation and mass production, even in highly visited tourist locations. Therefore, the idea is to arrive at a solution that will make Zajecar recognizable, using a modern original approach to the topic. With this workshop, the City of Zajecar could become the leader and pioneer of the most original souvenirs in Serbia and beyond. In this way, every souvenir buyer would also be a promoter of this area, because they could showcase it to their friends, colleagues, and neighbors, and with social networks, that number could be spread indefinitely. That is why it is important to approach this task in a new way and add emotions to the product. Each souvenir prototype would be handed over to the tourist organization of Zajecar for potential further realization. In addition to working on souvenirs, participants will also work on packaging solutions, points of sale, as well as on the visual identity of the tourist organization, which would give the overall image of Zajecar as a well-deserved place on the tourist map.

How many students can participate?	10
Who can apply?	primarily students of fine arts, applied arts, and design from the country and abroad; following are students of industrial design, sculpture, and graphic design

Scenes of Truth and Deception

Photography workshop

Aleksandar Kostic, professor at FDA

Students deliver a project in the domain of photo collage as a stage installation and an expanded medium of photography that includes photography, sequence photography, and in series, cinemagraphs, animation, and video. The method of work creation, after the introductory lecture and with mentor guidance, consists of three basic processes:

- Photographing (motifs), archiving, processing, and printing of photographic content

- Staging of photographs, alongside their material and spatial interposition (implementation in real space, cutting, crumpling, etc.) and the potential inclusion of props, objects, or people. Recording the created scene.

- Processing and finalization of artistic work using the appropriate medium. Each student can create up to three pieces of work, depending on their intention and the medium they chose.

Topics under consideration: The relationship between the real and the imaginary; Photographic narrative; Directed versus documentary (false dilemma); Use of archival materials; Collage and photomontage; Sequence and series; Expanded photographic medium - from photobook to photo film.

Intermedia work, which includes the collaboration of students within the workshop, but also the collaboration between different workshops and connecting artistic methods and media into a unique content whole. Over a course of a week, the workshop is also a daily, public, artistic event related to the location as a public place, including the presence and participation of the audience in the artistic practice. All events should have a parallel presentation on the Internet ("Diary"). It is necessary to define a common topic and create an ongoing internet platform.

The choice of Zajecar as the venue for the Summer School is interesting in many ways because it offers various contents and motives within the narrow and wider city core, from the general division into urban-rural and urban-natural, to cultural and historical references, with special respect to the archaeological site of Gamzigrad. This allows the works of art to have a universality of themes while referring to the specificities of the region and historical contexts.

How many students can participate?	10
Who can apply?	primarily students of artistic fields from the domain of film and photography (photographers, cameramen, directors, editors, set designers, costume designers, animators, creators of generated images, creators of special visual effects, etc.), but also dance, choreography, pantomime, acting and theater directing

Biographies of workshop moderators

Marko Stojanovic

Under the mentorship of Prof. Srdjan Hofman, he completed his interdisciplinary artistic doctoral studies with the art project Sounds of Belgrade in 2014 - combining specific sounds and scenes in a multimedia piece, the multimedia installation Sound of Belgrade, which he exhibited on the plateau of the Faculty of Philosophy in Belgrade.

He is currently employed as an assistant professor at the Composition Department of the Faculty of Music in Belgrade, in the artistic area of Music Direction, where he acts as a coordinator. Today, his professional career includes music composing, recording, and producing, mostly for multimedia projects and audiovisual content.

In addition to music, Marko is also involved in multimedia art projects, and thus far he has exhibited his works of art at several solo and group exhibitions in Serbia and abroad, in the following gallery spaces: Pavilion of Cvijeta Zuzoric (Belgrade), Museum of Science and Technology (Belgrade), Museo Casa Cavazzini (Udine, ITA), Grand Gallery of the City Cultural Center (Belgrade), Gallery of the National Bank of Serbia (Belgrade), Headquarters Gallery (Belgrade), Cigлана (Belgrade), ULUCG Art Pavilion (Podgorica, MNE), HDLU Gallery (Zagreb, Croatia), Spazioersetti (Udine, ITA).

Aleksandar Mladenovic

Aleksandar Mladenovic (A.M.Leka), born in Belgrade in 1967.

Graduated in 1991 and obtained a master's degree in 1994 in the class of Professor Emir Dragulj and earned his Ph.D. in 2014 at the Faculty of Arts in Belgrade, under the mentorship of Prof. Zarko Smiljanic.

He serves as a tenured professor at the Graphic Department of FFA. He held 46 solo exhibitions (Serbia, France, Great Britain, Germany, the USA, Canada, Denmark, Finland, and Taiwan). In 2020 in the galleries of FFA Belgrade and in 2021 in the Gallery of Contemporary Fine Arts in Nis, he held a thirty-year retrospective exhibition "A.M. Leka-Najbolje od" (A.M. Leka-The Best Of). He participated in about 400 group exhibitions in the country and abroad. He is the winner of several awards for graphics at national and international exhibitions.

He participated in the work of the jury at 3 international biennials of graphics. Commissioner and selector at exhibitions: "Contemporary graphics and digital media" (regional exhibition), 2009; "Serbian Contemporary Graphics", Cultural Center of Serbia, Paris, 2009. He held workshops and lectures on graphics in China, Canada, the USA, Mexico, Poland, and Belgium and has been a member of The Association of Fine Artists of Serbia (ULUS) since 1992. His works are in the collections of museums and galleries in the country and abroad.

Slavisa Savic

Graduated in graphic design from the Faculty of Applied Arts in Belgrade in 1999. He was employed at the same faculty 18 years later, at the Industrial Design department. Until then, he mainly worked at the New Moment Y&R agency, as a senior art director, where he won many national and international awards, most notably the Cannes Lion, for the Red Cross campaign, Button for Help.

He was born on April 16, Belgrade Day, and it is precisely this peculiarity that will lead to his two best-known author works, Days of Belgrade in 2007 and 2008, where he designed and conceived the entire event.

He worked on dozens of campaigns, identities, and publications, mainly in the fields of culture, politics, hospitality, tourism, etc.

He likes to say that his occupation is "Ideaman" because ideas are the focus of his work.

With the pseudonym "Sloviša", he signs his current work on doctoral art studies in the field of lettering and typography.

Aleksandar Kostic

Aleksandar Kostic, born in Belgrade in 1965.

Graduated in Film and Television Camera from the Faculty of Dramatic Arts in Belgrade. Lecturer in the status of a tenured professor at the Department of Camera, Faculty of Dramatic Arts, and Faculty of Applied Arts (FDA: Photographic Image, Cinematographic Image, Television Image, Photo, Film, and Digital Image Technology. FAA: Photo Book, Film Camera).

Author of images in dozens of short and documentary films and commercials, photographer, and television cameraman.

Art director at the Arget Gallery, the Cultural Center of Belgrade 2020, and the Fotofutura photography festival (www.fotofutura.rs).

Winner of national and international awards for artistic work in the field of cinematography and photography.

Periodic and permanent memberships in professional associations: IMAGO (International Federation of Cinematographers), SAS (Serbian Association of Cinematographers), UFUS (Association of Film Artists of Serbia), ULUPUDS (Association of Fine Artists of Applied Arts and Designers of Serbia), NUNS (Independent Association of Journalists of Serbia).