UČNI NAČRT PREDMETA / COURSE SYLLABUS	
Predmet:	Fotografija in računalniška grafika
Course title:	Photography and Computer Graphics

Izobraževalni program in stopnja **Educational programme and level**	**Študijska smer** **Study field**	**Semester** **Semester**
Neformalno izobraževanje: FUDŠ AKADEMIJA: Mediji in novinarstvo v praksi / **Non-formal education:** SASS ACADEMY: Media and Journalism in Practice	Mediji in novinarstvo / Media and Journalism	Prvi / First
Nivo: visokošolski strokovni študijski program (VS) / Level: higher professional study programme (BA)		

Vrsta predmeta / Course type	obvezni / mandatory
Univerzitetna koda predmeta / University course code:	FRG / PCG

Predavanja / Lectures	**Seminar / Seminar**	**Vaje / Tutorial**	**Klinične vaje / Practical exercises**	**Druge oblike študija / Other forms of study**	**Samost. delo / Individ. work**	**ECTS**
20		60			160	8

Nosilec predmeta / Lecturer:	pred. Matej Kolaković / Lect. Matej Kolaković

Jeziki / Languages:	**Predavanja / Lectures:**	slovenščina, angleščina / Slovene, English
	Vaje / Tutorial:	slovenščina, angleščina / Slovene, English

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:	**Prerequisites:**
Ni posebnih pogojev.	No special prerequisites.

Vsebina:	**Content (Syllabus outline):**
• Razvoj fotografije. • Osnove digitalne fotografije. • Oprema in programska oprema za digitalno fotografijo in obdelavo fotografij. • Grafični in slikovni programi; Lightroom in Photoshop. • Izdelava kompleksnih fotografskih izdelkov.	• Development of photography • Basics of digital photography • Equipment and software for digital photography and image processing • Image editing and graphic programs; Lightroom and Photoshop • Creating complex photographic products

Temeljni literatura in viri / Readings:

Rafael Concepcion. 2023. *Adobe Photoshop Lightroom Classic Classroom in a Book*. Pearson Education.

Taft Miller, Kris. 2022. *Graphic Design Fundamentals: An Introduction & Workbook for Beginners* (Graphic Design Fundamentals, Tutorials, Lessons & More). KT Design, LLC.

Kelby, Scott. 2020*. The Digital Photography Book: The step-by-step secrets for how to make your photos look like the pros'!* Rocky Nook.

Cilji in kompetence:

- sposobnost reševanja konkretnih problemov v poklicnem okolju;
- obvladovanje tehnik, metod in postopkov, ki so relevantni za uspešno poklicno delo;
- sposobnost fleksibilne uporabe znanja v praksi;
- globlje razumevanje in ustrezno praktično obvladovanje tehnologij medijskega ustvarjanja;
- poznavanje in obvladovanje procesov in tehnik kreativnega ustvarjanja medijskih vsebin;
- sposobnost za reševanje konkretnih problemov s področja fotografije in oblikovanja in medijske produkcije z uporabo ustreznih metod, tehnik in postopkov.

Objectives and competences:

- Ability to solve concrete problems in the professional environment
- Mastering techniques, methods and procedures that are relevant to successful professional work
- Ability to flexibly apply knowledge in practice
- Deeper understanding and appropriate practical mastery of media creation technologies
- Knowledge and mastery of processes and techniques of creative creation of media content
- Ability to solve concrete problems in the field of photography and media production using appropriate methods, techniques and procedures

Predvideni študijski rezultati:

Študent/študentka:

- pozna principe zajemanja fotografije;
- pozna osnove digitalne fotografije;
- pozna opremo in programsko opremo za digitalno fotografijo in obdelavo fotografij;
- pozna in uporablja osnovne grafične programe;
- zna izdelati kompleksne fotografske izdelke;
- razume pomen tipografije v oblikovalskem procesu;
- pozna oblikovalske postopke v interaktivnih medijih in njihove posebnosti.

Intended learning outcomes:

Students:

- Know the principles of photography
- Know the basics of classical and digital photography
- Are familiar with the equipment and software for digital photography and image processing
- Know and apply basic graphic programs
- Know how to create complex photographic products
- Understand the importance of typography in design process
- Know design processes in interactive media and their specifics

Metode poučevanja in učenja:	**Learning and teaching methods:**
• predavanja z aktivno udeležbo študentov (razlaga, diskusija, vprašanja, primeri, reševanje problemov); • glavna seminarska naloga (delo na terenu in v studiu, projektno delo, timsko delo, metode kritičnega mišljenja, diskusija, sporočanje povratne informacije, socialne igre); • praktične vaje v studiu in računalniški učilnici, ki temeljijo na izkušenjskem, sodelovalnem in problemskem učenju (samostojno učenje, diskusija, razlaga, opazovanje, timsko delo, študija primera, metode kritičnega branja in pisanja, igra vlog, sodelovalno učenje, portfolijo, evalvacija, samoocenjevanje); • individualne in skupinske konzultacije (diskusija, dodatna razlaga, obravnava specifičnih vprašanj); • oblikovanje serije slik, grafičnih izdelkov in samostojen študij (motiviranje, usmerjanje, samoopazovanje, samouravnavanje, refleksija); • uporaba spletne učilnice oziroma drugih sodobnih IKT orodij.	• Lectures with active participation of students (explanation, discussion, questions, examples, problem solving) • Main seminar paper (fieldwork, reflection of experience, project work, team work, critical thinking, discussion, feedback, social games) • Practical exercises in photo studio and computer room, based on experiential, collaborative and problem-based learning (independent learning, discussion, explanation, observation, teamwork, case study, methods of critical reading and writing, role play, cooperative learning, portfolio, evaluation, self-assessment) • Individual and group consultations (discussion, additional explanation, addressing specific issues) • Creation of portfolio and independent study (motivation, guidance, self-observation, self-regulation, reflection) • Use of online classroom or other

Načini ocenjevanja:		**Assessment:**
Načini:	Delež (v %) / Weight (in %)	Types:
• Naloge iz terenskih vaj (pogoj za oddajo glavne seminarske naloge)	30%	• Fieldwork tasks (requirement for the submission of main seminar paper)
• Glavna seminarska naloga: od tega:	70%	• Main seminar paper: of which:
• Kratke predstavitve izdelkov (fotografija, grafika)	20%	• Short product presentations (photography, graphics)
• Seminarski izdelek – fotografija (25%) in grafični izdelek (25%)	50%	• Seminar product – photography (25%) and graphic product (25%)
Ocenjevalna lestvica – skladno s Pravilnikom o preverjanju in ocenjevanju znanja.		Grading scale – in accordance with the Faculty's Rules on Assessment and Evaluation of Knowledge.

Reference nosilca / Lecturer's references:

Med leti 2008 in 2011 je delal na 25 različnih znanstvenih konferencah po Evropi, Severni Ameriki, Bližnjem vzhodu in Avstraliji kot snemalec in vodja snemalne ekipe za Inštitut Jožef Stefan in njihov spletni portal Videolectures.net. / Between 2008 and 2011, he worked at 25 scientific conferences across Europe, North America, the Middle East, and Australia as a cameraman and head of the recording team for the Jožef Stefan Institute and their web portal, Videolectures.net.

V Sloveniji je delal kot model v več kot 30 komercialnih (oglasnih) projektih za domače in tuje naročnike, kot so Telekom, Spar, Mercator, Slovensko turistično organizacijo, T-Mobil, Telemach, NLB, Hervis in druge. / In Slovenia, he modelled in over 30 commercial (advertising) projects for both domestic and international clients such as Telekom, Spar, Mercator, the Slovenian Tourist Board, T-Mobile, Telemach, NLB, Hervis, and others.

Leta 2011 je odprl svoje podjetje in svetu ponudil svoje ustvarjalne storitve na področjih fotografije, videa in oblikovanja spletnih strani. Posel je z leti zrastel in vrstila so se sodelovanja z večjimi slovenskimi in tujimi podjetji in posamezniki. Matej se je izmojstril v različnih vrstah fotografije. Med svojimi pohodi po gorah je ustvarjal čudovite fotografije narave, za posameznike in podjetja portretne fotografije in fotografije za oglase. Vsako poletje je fotografiral poroke in koncerte. Skozi leta je v svoj repertoar dodal tudi produktno fotografijo in fotografiranje nepremičnin. / In 2011, he founded his own company, offering creative services in photography, video production, and web design. As the business grew, he collaborated with larger Slovenian and international companies and individuals. Matej mastered various forms of photography. During his mountain hikes, he captured stunning nature photos, while for individuals and companies, he produced portraits and advertisement shots. Every summer, he photographed weddings and concerts. Over the years, he also expanded his portfolio to include product photography and real estate photography.

Prelomnica je bila leto 2016, ko je v Ljubljani naredil foto studio - Lightspark Studio in ga z leti dogradil in dodelal do te mere, da prostor ponuja pestre možnosti ustvarjanja, ki jih sam s pridom izkorišča. Studio redno najemajo tudi drugi foto in video ustvarjalci. / A significant milestone came in 2016 when he established a photo studio in Ljubljana – Lightspark Studio. Over the years, he developed and refined the studio to offer a wide range of creative possibilities, which he fully utilizes. The studio is also frequently rented by other photographers and videographers.

Leta 2017 je bil vabljen kot predavatelj na TEDx dogodek na Fakulteti za družbene vede. Predaval je o svoji ustvarjalno-podjetniški poti, kako iz lastnega navdušenja zgraditi posel. Leta 2019 je naredil svoj tečaj fotografije in hkrati začel mentorirati mlade fotografe ob strokovnih in podjetniških izzivih, ki jih samostojna pot prinese. / In 2017, he was invited to speak at a TEDx event at the Faculty of Social Sciences, where he shared his creative entrepreneurial journey and discussed how to turn personal passion into a business. In 2019, he launched his own photography course and began mentoring young photographers, helping them navigate the professional and entrepreneurial challenges of a freelance career.