

Workshop Week

Thursday 12 September

- 9.00 | 13.00** ● **3D Motion Design with Blender (English)**
Room F1, Via Flaminia 72
organized by SIDA
- 14.00 | 18.00** ● **2D Motion Design with Adobe After Effects (Italiano)**
Room F1, Via Flaminia 72
organized by SIDA

Friday 13 September

- 9.00 | 13.00** ● **3D Motion Design with Blender (English)**
Room F1, Via Flaminia 72
organized by SIDA
- 14.00 | 18.00** ● **2D Motion Design with Adobe After Effects (Italiano)**
Room F1, Via Flaminia 72
organized by SIDA

Monday 16 September

- | | |
|---|---|
| 9.00 13.00 ● 3D Motion Design with Blender (English)
Room F5, Via Flaminia 72
organized by SIDA | 3D Modeling with Rhino (English)
Room F2, Via Flaminia 72 |
| 14.00 18.00 ● 2D Motion Design with Adobe After Effects (Italiano)
Room F5, Via Flaminia 72
organized by SIDA | 3D Interactive Environments with Unreal Engine (English)
Room F2, Via Flaminia 72 |

Tuesday 17 September

- | | |
|---|---|
| 9.00 13.00 ● 3D Motion Design with Blender (English)
Room F3, Via Flaminia 72
organized by SIDA | 3D Modeling with Rhino (English)
Room F2, Via Flaminia 72 |
| 14.00 18.00 ● 2D Motion Design with Adobe After Effects (Italiano)
Room F3, Via Flaminia 72
organized by SIDA | 3D Interactive Environments with Unreal Engine (English)
Room F2, Via Flaminia 72 |

Wednesday 18 September

- | | |
|---|---|
| 9.00 13.00 ● 3D Motion Design with Blender (English)
Room F5, Via Flaminia 72
organized by SIDA | 3D Modeling with Rhino (English)
Room F1, Via Flaminia 72 |
| 14.00 18.00 ● 2D Motion Design with Adobe After Effects (Italiano)
Room F5, Via Flaminia 72
organized by SIDA | 3D Interactive Environments with Unreal Engine (English)
Room F1, Via Flaminia 72 |

Thursday 19 September

- | | |
|---|---|
| 9.00 13.00 ● 3D Motion Design with Blender (English)
Room F5, Via Flaminia 72
organized by SIDA | 3D Modeling with Rhino (English)
Room F2, Via Flaminia 72 |
| 14.00 18.00 ● 2D Motion Design with Adobe After Effects (Italiano)
Room F5, Via Flaminia 72
organized by SIDA | 3D Interactive Environments with Unreal Engine (English)
Room F2, Via Flaminia 72 |

Friday 20 September

- | | |
|---|---|
| 9.00 13.00 ● 3D Motion Design with Blender (English)
Room F1, Via Flaminia 72
organized by SIDA | 3D Modeling with Rhino (English)
Room F2, Via Flaminia 72 |
| 14.00 18.00 ● 2D Motion Design with Adobe After Effects (Italiano)
Room F1, Via Flaminia 72
organized by SIDA | 3D Interactive Environments with Unreal Engine (English)
Room F2, Via Flaminia 72 |

Welcome day

Monday 23 September

- Room Y2, via Fortuny 1
Online room at the link meet.google.com/rwx-fbye-udr
- 10.30 | 12.00** ● **Designer Lecture**
by guest to be defined
- 12.00 | 13.30** ● **DCVM Course presentation**
Why DCVM in Rome: cultural environment & professional perspectives
by Carlo Martino
- DCVM objectives, skills and teaching methodology
by Ida Cortoni
- DCVM disciplinary identities, study plan and activities
by Alessio Caccamo/Vincenzo Maselli
- 14.30 | 17.00** ● **Exhibition of DCVM students' projects**
Managed by Carlotta Belluzzi Mus

DIPARTIMENTO DI PIANIFICAZIONE, DESIGN
TECNOLOGIA DELL'ARCHITETTURA



SAPIENZA
UNIVERSITÀ DI ROMA

12-20 & 23 SEPTEMBER 2024

Master/Corso di Laurea in
DESIGN, COMUNICAZIONE VISIVA E MULTIMEDIALE
DESIGN, MULTIMEDIA AND VISUAL COMMUNICATION