

Address: Olandų str. 18, LT- 01100, Vilnius, Lithuania.

Erasmus+ Coordinator at the Faculty of Arts and Design (for Musical Theatre, Popular Music, Fashion Design study programmes): Alma Šneidarytė, Email: a.sneidaryte@mdf.viko.lt, Room No 368.

Erasmus+ Coordinator at the Faculty of Arts and Design (for Graphic Design, Multimedia Design, Technology of Photography, Interior Design study programmes): Jolanta Pileckienė, Email: j.pileckiene@tef.viko.lt, Room No 206.

It is brought to your kind notice that information which is below could be changed according to unforeseen circumstances.

2026/2027 study year, SPRING SEMESTER

CODE	COURSE TITLE	ECTS CREDITS	SUMMARY
Study programme MUSICAL THEATRE			
	Performance Management	3	Students explore the fundamentals of managing a performing artist's professional activities and career. Topics include professional self-presentation, promotion of artistic work, collaboration with cultural organisations and the organisation of creative projects.
	Acting	6	Students develop concentration, imagination and purposeful stage action through practical exercises, improvisation and acting études. They learn to create a character, pursue the character's objectives within given circumstances and work with scene partners.
	Stage Speech	3	Students develop stage speech technique, focusing on breathing, vocal resonance, articulation and diction. Through text work, they learn to convey meaning and the character's intention using intonation, emphasis, rhythm and pauses.
	Stage Movement	3	Students develop body awareness, movement coordination and physical expression through practical stage movement exercises. They learn to use stage space purposefully, develop a character's physical expression and interact with scene partners through movement.

	Basics of Classical Dance	3	Students learn the fundamentals of classical ballet technique, including correct posture, basic arm and foot positions and movements. Practical exercises develop coordination, balance, flexibility and the ability to coordinate movement with music.
	Solo Singing	3	Students develop vocal technique, focusing on breathing, vocal control, articulation and diction, while establishing healthy vocal habits. Through solo repertoire across a range of musical styles, they learn to recognise stylistic features and combine vocal technique with musical interpretation, interpretation of the text and stage expression.
	Keyboard Instruments	3	Students develop keyboard playing skills, learning to read music, perform pieces and accompany themselves while singing. Practical work strengthens their understanding of melody, harmony and rhythm and helps them apply keyboard skills when preparing and performing vocal repertoire.
	Training Practice	6	Students observe and analyse creative and performance processes in musical theatre, connecting their studies with professional practice. The course focuses on performers' work, stage expression and collaboration within a creative team

Study programme POPULAR MUSIC

	Main instrument	6	Students can choose from a variety of instruments: piano, guitar, bass, violin, double bass, percussion, saxophones, trumpet, trombone, vocals, electronic music. Technical and artistic music performance skills are developed in this study subject. Students get acquainted with the peculiarities of performing the main styles of popular music. The image of the specifics of the performer's work is formed as well as the ability to apply knowledge and skills independently.
	Improvisation	3	It is a supplement to the subject "Main Instrument". Improvisation allows to fully deepen the skills of performance, instantaneous orientation in the musical context, stage fear management. and combines the knowledge and skills of music theory, rhythm, harmony and performance art into a whole. The subject combines knowledge and skills of music theory, rhythmic, harmony and performance art into a whole.
	Ensemble	6	The Ensemble deepens theoretical and practical instrument / voice management, interpretation, communication, teamwork skills and abilities, expands the understanding of styles and genres, develops critical thinking skills and self-control skills related to public performance.

	Pop/Jazz Harmony & Arrangement	3	Students gain knowledge about the principles of jazz harmony, compounds, alterations, musical terminology. They develop harmonious hearing and skills in performing harmonic sequences.
	Evolution of Popular Music Styles	3	Students are introduced to the features and stylistic diversity of the musical language of 20th century popular music genres, develop an understanding of the historical development and socio-cultural context of these genres. During the course, students study the history of popular music, analyze examples of music from various genres of popular music. The development of Lithuanian popular music is integrated into the course as separate study subject topics.
	Rhythmic	3	Students develop rhythmic skills, deepen their knowledge of music theory. They get acquainted with rhythmic patterns of various styles, learn to perform them, write rhythmic dictations, read from a sheet rhythmic figures of various complexity.
	Performance Practice	3	Students develop professional development abilities and skills, awakening their motivation, independence, initiative and responsibility for the results of their activities. Communicative and teamwork skills are developed, critical thinking is deepened, stage understanding of physiological and psychological challenges and the pursuit of lifelong learning are developed.
	Optional Subject	3	Students have the opportunity to choose optional subject from a list of all optional subjects offered at the Faculty of Arts and Creative Technologies.

Study programme FASHION DESIGN

	Fashion Digital Sketch	3	Students gain practical skills in creating professional digital technical garment sketches using computer-based drawing tools. Emphasis is placed on the precise representation of garment construction, details, and proportions. During the course, students develop the ability to prepare clear, standardized, and production-ready technical documentation that can be directly applied in real garment development processes.
	Creative Project II: Creating Experimental Collection	6	Various methods of fashion designing are introduced for the students - contemporary nature of fashion, experimental base, technological properties of material. Students are trained to analyse and evaluate their own fashion vision to build a fashion concept, pick colors and clothing fabrics, choose production technology and create a mini collection based on selected styles. Learning how to master variety of clothing silhouettes, color palette, fabric manipulations, treatments to involve fashion

			illustration and clothing technology skills refine students understanding of what makes a successful design.
	CAD for Clothing Pattern Making	6	During studies of “Computer Aided Design of Clothing” modern clothing CAD systems are introduced. Thorough analysis of Gerber Technology (US) software packages is performed. On the basis of Artworks software new color palettes are created, stencils of color variations are prepared, original patterns for fabric dyeing are created, samples of woven and knitted materials are created. 3D views of fabrics are designed and virtual collections are created. On the basis of PDS software master patterns are constructed and constructional modelling is performed. AccuMark software provides the possibility of pattern digitizing, grading by sizes and heights and making pattern layouts on different.
	Clotging Materials Science	3	Theoretical and practical study of the subject emphasizes the influence of fibers upon the appearance and properties of textile materials. Textiles structure and geometric properties are studied. Mechanical, physical and consumer properties of clothing materials are examined; the skills are trained to perform standardized tests, to evaluate the influence of these properties upon the appearance of clothing and its materials behavior during sewing processes and wear. The knowledge is obtained to select textile materials by considering the specific requirements of different groups of clothes.
	Basics of Makeup	3	During lectures, students learn to apply various makeup techniques and technologies, assess facial shapes, determine necessary corrective contouring, and select and apply decorative cosmetics to realize a visual concept. The curriculum emphasizes the stylistic connection and harmonious integration of makeup color solutions and their impact on the overall image. Practical workshops provide specialized knowledge of application technologies required for the beauty industry, television, advertising, and for shaping a customized individual client's image.
	Professional Practice	6	During practice students are trained to create experimental fashion collection, to analyse and to evaluate fashion trends, analogues, fashion styles. The collection concept is picked. Production technologies and traditional or unconventional fabrics are applied for the picked garments. Experimental layout, clothing construction, garment cutting is accomplished if needed. Suitable sequence of clothing technological treatment is adopted. Sewing technological equipment is chosen. Garment is sewn by

			defining and eliminating variances of constructional and technological treatment. The practice paper work is prepared.
	Art of Photography and Media	3	While studying the subject, the student becomes familiar with the development of fashion photography, the peculiarities of studio light in fashion photography, discusses and analyzes the rendering of human emotions, clothing, and choreography with the help of studio lights, and selects the necessary compositions. The main differences between catalog and image photography are introduced. Practical tasks are performed. An image photo session is planned and implemented, and the resulting result is properly prepared for exhibition. Post-production of photographs is performed. Photographs taken during the module are used to create a portfolio of creative works.

Study programmes GRAPHIC DESIGN, MULTIMEDIA DESIGN, TECHNOLOGY OF PHOTOGRAPHY, INTERIOR DESIGN

	Pre-press Process Practice 2	3	The aim of practice is to consolidate the skills of pre-press process technology, to learn the technological particularities of advertisement object creation and realization processes (incl. tape cutting, thermo printing on textile and offset printing) Students study and analyze analogues and design advertisement products which are created for a particular production type and are done in the college printing center or printing houses.
	Basics of User Interface Design	3	The subject aims to study methods and technologies used in web design. Fundamentals of web design course encourages students to analyze and evaluate the present analogues and develop ability to design structural content and graphic appearance of the websites, preparing them for further programming and uploading to Internet.
	Fundamentals of Packaging	3	The subject aims to study packaging purpose, types and production technology. Fundamentals of packaging course encourages students to analyze and evaluate the packaging analogues and develop ability to design different purpose packaging, prepare projects for the production.
	Fundamentals of Design	5	The course is devoted to present basic knowledge about designing, variety of possible visualizations of designs, to indicate means and ways to work with graphic design, to project graphic objects on the basis of such applied sciences as bionics, ergonomics, anthropometrics, combinatorics, to make use of plane transformation methods, of graphic design and of variety of fonts.

	Graphic Techniques	3	The aim of the course is to introduce students to the main graphic techniques their origin and development, to teach students to use various materials used in graphic art, enable them to apply technical graphic features as means to obtain aesthetic moments, be able to interpret line, plane, form and facture graphically.
	Drawing and Painting	3	The course purpose is to familiarize students with drawing and painting techniques, use drawing and painting composing patterns, be able to use perspective and proportions rules and sketching techniques for their creative work.
	Graphic Editing 2	7	The course purpose is to introduce students to the possibilities of digital image editing program AdobePhotoshop. It analyzes how to use the main menu commands, palettes, auxiliary tables and tools that can help to edit the colours and colouring, to frame the composition, to enhance image sharpness, to transform and deform objects, etc.; to mark (separate) the editable picture precisely and accurately and to save the contour of separation for the future.
19DF	Creative Practice 2	6	The goal of the practice– to develop students’ ability to apply knowledge and practical skills acquired in specializations, as well as to develop their creative potential in implementing a complex multimedia creative project. This practice does not have a strictly defined format and each year its content depends on relevant life issues and place of execution. This may be creation of multimedia works for art festivals, e.g. the in Vilnius Culture Night, specific festivals of student cinema, competitions, events prepared by the college, e.g. Design Days, Culture Day, etc. The practice may take place both, at the college and creative trips– the college’s creative facility in Nida or other places in Lithuania.
	Audio-Visual-Post Production	10	The subject is designed to provide students with the theoretical and practical basics of primary and secondary color correction, subtitle and subtitle production, editing preparation for audio compilation and television release. Students are also introduced to the production of a digital film package. The subject teaches the features of primary and secondary color correction, the use of integrated colors, the composition of monolingual and bilingual subtitles, the integration of logos, subtitles, dialog lists, stereo and surround sound integration, sound libraries, synchronous noise (folie) and digital film package production. The problem of color rendering in different devices is discussed. All practical tasks will be interrelated to familiarize, analyze, integrate, and improve practical skills in color correction, subtitle composition, alternative editing

			versions, and digital film package production. The module is taught in the 4th semester. The final course result - audio-visual piece where post-production links are realized independently. The studies of the module are completed by reviewing the package of practical work performed by the student, checking the student's theoretical knowledge and practical skills acquired during the studies of the module.
21DF	Audio-Visual Project 2	12	The subject is designed to develop the previously acquired theoretical and practical foundations of the implementation of an audiovisual project. During the studies, the problems of the theoretical stage of preparation, production, final works and dissemination of the audiovisual project are deepened. The practical production and post-production skills of an audiovisual project are also developed by creating an audiovisual work individually or in collaboration with other members of the college community. The module is taught in the 4th semester. The studies of the module are completed by a review of the student's audiovisual project work package.
22DF	Audio Editing	4	The goal of this course—to provide students with basic knowledge on the functions of audio montage and editing software and principles of use; to develop an ability to choose the most optimal software for developing a specific project and to develop skills for work with this software. Students will become familiar and will practically try different external sound processing devices; will compare them with analog devices. Students will find out how to use the possibilities offered by MIDI software and instruments incueing in soundtrack; how to use sound effects creatively; how to restore and clean sound material and to prepare it properly and in quality manner for montage. The course is taught in the 3rd semester. The course studies are finished by a review-audition of works individually performed by the student.
	Pre-press Process Practice 2	3	The aim of practice is to consolidate the skills of pre-press process technology, to learn the technological particularities of advertisement object creation and realization processes (incl. tape cutting, thermo printing on textile and offset printing) Students study and analyze analogues and design advertisement products which are created for a particular production type and are done in the college printing center or printing houses.
24DF	3D Animation	19	The module consists of subjects: 3D animation technologies (10 ECTS), 3D animation concept (4ECTS), 3D animation production and post-production (8 ECTS). Students complete the 3D project individually or in groups by taking teaching tests and

			<p>assignments, which becomes an important part of the student's animation portfolio. Course subjects and topics are related to the theory and practice of pre-production, production and post-production principles, imaging techniques and technologies of 3D animation. Students develop an original project concept that models environments and characters, creates surfaces for objects and characters, controls, animates characters and visual effects, and creates lighting and realistic rendering systems. In the post-production phase, the final version of the video sequences is made and the project presentation is prepared. The module is taught in the 4th semester. The studies of the module are completed with a review of the student's independent work.</p>
	Arts Workshop 2	3	