



and Rochite are two  
the same Romanian  
Matei, living in  
polyconductor excels at  
sical/mathematical side  
ery duo: projects such as



BUT, IS IT ART?  
a module

# WHY AND HOW

Being the mother of what feels and looks like a future artist, made me investigate more on her needs. Although I understand that the LFADN cannot cover all the teens' vocations, the fact that art was fully excluded during the last years of study determined me to build this idea of a project.

Using my 1'st year of study in an art high school as an example, I imagined a program that would facilitate the students' encounter with some of Romania's best-known professionals who work in various domains that the students might find interesting and future-oriented.

These classes will take place once or twice a week, allowing students to immerse themselves in the world of art while complementing their academic studies. The module will consist of about five series of six classes, led once a week by a prominent artist/professional, who will guide students through various aspects of their artistic practice.

Throughout the six weeks, students will have the opportunity to explore each artistic medium, technique, and style under the mentorship of these established artists. By interacting directly with these professionals, students will gain valuable insights into the creative process and develop their artistic skills and confidence.

We aim to inspire students to pursue their artistic passions and I feel like this class will serve as a platform for promoting cultural awareness and celebrating the contributions of Romanian artists to the global art scene.

I believe that implementing this art module will not only enrich our student's educational experience but also foster a greater sense of creativity, critical thinking, and cultural appreciation among them. I am confident that with your support, we can create an inspiring and memorable learning opportunity for our students.

# LEA RASOVSKY

Lea is a Romanian artist whose projects problematize the thought clichés and values of the current society, towards which she is constantly critical. Everything is filtered through an ironic and direct drawing style, often combined with immersive installations that involve the viewer to fill in the context. She is a co-founder of the Matka Phi Association, involved in social, educational, and cultural actions, as well as the promotion of culture and the arts in general, with a special focus on contemporary art. She works with multiple media, painting, sculpture, graphics, and installation.

CHECK HER WORK HERE:

<https://learasovszky.fun>

## LEA'S WORKSHOP:

- Lea's workshop aims to familiarize the students with the various conceptual and technical trends in contemporary art. Each workshop will have a presentation part, a discussion session about the landmarks in the history of art, then a practical session where the students will build something by channeling the energy of an artist or an artistic trend. She would like to explore the following:
- 1. expressionism - creating large-scale drawings
- 2. conceptual art - they will create an object or an installation
- 3. political art: art that changes society - they will make a poster
- 4. art in public space - a model for a sculpture or object in public space



# OTILIA FIASTRU

Otilia Fiastru is an architect, graphic and jewelry designer, and an organizer of PAD. In 2013 she founded the contemporary jewelry brand OVAL, awarded the MNAC Award at the Author Contemporary Jewelry Fair 2014 and the Special Award for Designer Accessories at IFS 2016, London Fashion Week. In November 2023, she did her first OVAL solo show "The Way Out Is Through", a long-awaited and enthusiastically received exhibition by the cultural and artistic world. She is a co-organizer of the cultural and social event Piața de Artă și Design and half of the creative duo Fiastru.

CHECK HER WORK HERE:

<https://www.oval.store>

<http://fiastru.com>

HER WORKSHOP:

- Vocational route. As a successful architect/interior designer/jewelry designer/ graphic designer and event organizer she'll point out that it's ok to realize later what your vocation is. All the detours of this road are the basis of what you want to do.
- Once they reach the point of understanding what the students want and need to do, she will help outline a brand/agency that they will use as a branding brief.
- Let's give names and logo sketches!
- Communication strategy.



# SILLYCONDUCTOR

**Sillyconductor is one of the pseudonyms of Cătălin Matei, a Romanian musician and sound designer based in Bucharest. His main focus is on sound and its relationship with science or mathematics, constructing instruments or interactive installations that explore the common territories of acoustics, technology, and the environment.**

## WORKSHOPS HE CAN LEAD:

- Interactive installation design - working with sensors, servomotors, solenoids, LEDs, and body and face tracking. Trigger mechanical phenomena without contact. Or turning everyday objects into a musical instrument.
- The history of sampling, different types of sampling methods, creating beats with "stolen" sounds, from the Casio SK1, the children's sampler, to the Akai MPC, the workstation still used today by hip hop producers.
- Physics of sound - visualization of sound waves in different environments, Chladni patterns in water or salt, laser, how a speaker, a microphone works, etc
- Sound/video mapping. How to video map a surface and how to make it interactive.
- Generative music, Brian Eno, what is a Krell and how can we make computers/synthesizers sing by themselves, as people think.
- Ableton and music production are completely "in the box". How to make a hit with just the computer. With or without AI.
- Plant sensitivity. Using special sensors to transform any plant/being into a generator of songs, words, and colors. Experiments with empathic plants made in the 70-80s, redone with today's technology. Field recording workshop or listening sessions/ recording nature sounds. Methods and devices for hearing sounds that cannot normally be heard with the unaided ear: ultrasound, geophone, contact microphone, hydrophone, etc
- Foley workshop - students learn to create sound effects for films or animations and to use everyday objects but also special sound design equipment.



# MILOŠ JOVANOVIĆ

Miloš is a trained graphic designer with more than 33 years of experience in all sorts of media and he defines himself as a creative technologist. He is the publisher/samizdat of over 30 publications, comics, art books and zines, he created numerous brand identities, websites, videogames, fonts and several toys, few socks and his favorite fruit is mango.

CHECK HIS WORK HERE:

<https://omnormal.com>

<https://www.ciaomiki.com>

<https://viewv.net>

<http://www.hardcomics.net>

MILOŠ'S WORKSHOP:

- "How not to make a million with creativity and be okay with it" essays on creative business
- Typography
- RGB pallets
- Procrastination, multiple realities and other ways to live your life after school



# ANA ALEXE

With a diverse and extensive education, Ana has honed her skills in fashion design at École Supérieure des Arts Appliqués Duperré, visual communication at École Spéciale d'Architecture Paris, and her experience ranges from prestigious internships in Paris at Karl Lagerfeld and Junko Shimada to showcasing her installations and costumes in the Romanian art circuit. Having established her workshop two decades ago, Ana has returned to academic pursuits, delving into other mediums, such as textile art and glass.

CHECK HER WORK HERE:

<https://anaalexe.com/category/archive/>

## ANA'S WORKSHOP:

- Understanding clothing through perception and interpretation, focusing on the symbolic meaning of fashion and our own ideas about it.
- Use different tools to sketch the human body based on historical standards. Learn about artistic canons and techniques to dress the silhouettes in classic, modern, and historical clothing.
- Explore color's relationship to form and material. Understanding the process of abstraction. Exploring how clothing can convey ideas and emotions.
- Visual grammar, depicting human anatomy and the relationship between imitating reality and shaping consciousness. Learn sewing, assembly techniques, and pattern making.
- We'll explore the concept of ugliness in modernity. We'll deconstruct and re-assemble clothes, similar to Tristan Tzara's manner of writing dadaist poetry.



# WHAT WE DREAM OF

Art studies foster creativity, critical thinking, and self-expression, essential skills for navigating an increasingly complex world while the exposure to art would furthermore cultivate cultural appreciation, empathy, and a deeper understanding of diverse perspectives and experiences.

Engaging in art education during high school encourages innovation, collaboration, and problem-solving abilities, preparing students for success in both academic and professional pursuits.