

List of subjects for “Design” field of study

Major – Graphic design

1. Economic justification of project solutions
2. Professional foreign language
3. Philosophical problems of science and technology
4. Modern design problems
5. History and methodology of design
6. Pedagogics basics
7. Drawing
8. Painting
9. Research methods in visual communications
10. Design
11. Artistic means in design
12. Information technology in professional activity
13. History and theory of art history
14. History and theory of visual communications
15. Organization of production in visual communications industry
16. Equipment and production technology in graphic design
17. Information technology in visual communications
18. Graphic design software
19. Education internship (internship for getting primary professional skills, including skills for research)
20. Production internship (internship for getting professional skills and experience in the field of study)
21. Production internship (pre-diploma practice)
22. Production internship (research)
23. State exams
24. Artistic culture of Omsk region historical cities

Major – Environmental design

1. Economic justification of project solutions
2. Professional foreign language
3. Philosophical problems of science and technology
4. Scientific and methodological seminar
5. Academic drawing
6. Academic painting
7. Modern problems in design
8. History and methodology of design
9. Design
10. Artistic design of environmental facilities and systems
11. Landscape design
12. Types, methods and equipment of graphic printing
13. Design of exhibition spaces
14. Applied graphics
15. Innovations in construction, architecture, design
16. Visual communications in environment design
17. Information technology and software support of design
18. Organization of design activities of designer
19. Education internship (internship for getting primary professional skills, including skills for research)
20. Production practice (internship for getting professional skills and experience in the field of study)
21. Production practice (research)
22. Production internship (pre-diploma practice)
23. State exams

Major – Costume design

1. Economic justification of project solutions
2. Professional foreign language
3. Philosophical problems of science and technology
4. Coloristics
5. Special drawing and computer graphics
6. Implementation of project with material
7. Creative design concepts
8. Information technology
9. History and methodology of design
10. Design
11. Textile design
12. Design of designer fabric
13. Plastic modeling
14. Architectonics
15. Design modeling
16. Design of clothing model features
17. Modeling
18. Alternative methods of shaping in costume design
19. Innovative methods in design
20. Innovative technology in design
21. Education internship (internship for getting primary professional skills, including skills for research)
22. Production practice (internship for getting professional skills and experience in the field of study)
23. Production internship (pre-diploma practice)
24. Production internship (research)
25. State exams