



	Pittura 1											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Pittura 1 Di Modugno B15	Arte del fumetto 1 Rocchetti C67	Tecniche dell'incisione grafica d'arte Belgiovine B10	Cromatologia A01	Installazioni multimediali Lato H	Disegno per la pittura D23	Storia dell'arte moderna 1 Di Gioia B18	Pittura 1 Ciccone B15	Anatomia artistica 1 Nasuto C67	---	Cromatologia A01	Fondamenti di informatica
10-11										---		Palmisano
11-12										Teoria della percezione e psicologia della forma		ReM
12-13												
13-14	---	---	---	---	---	---	---	---	---	---	---	
14-15	Pittura 1 Di Modugno B15	Storia dell'arte moderna 1 Di Gioia B18	Tecniche dell'incisione grafica d'arte Belgiovine B10	Arte del fumetto 1 Rocchetti C67	Installazioni multimediali Lato H	---	Disegno per la pittura D23	Pittura 1 Ciccone B15	Anatomia artistica 1 Nasuto C67	Teoria della percezione e psicologia della forma	---	---
15-16						---					---	
16-17						---					---	
17-18						---					---	



	Scultura 1																	
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B						
9-10	Tecniche del mosaico	Tecniche di fonderia	Disegno per la scultura	Tecniche di fonderia	---	Estetica  D'Emilio F02	Storia dell'arte moderna 1	---	Scultura 1	Anatomia artistica	---	Fondamenti di informatica  Palmisano  ReM						
10-11					---			---			---							
11-12					Pivi	De Scisciolo		Maiullari			De Scisciolo		---	Di Gioia	---	Borrelli	Foti	---
12-13					A01.3	A01.4		A01.2			A01.4	---	D'Emilio  F02	---	A01.1	A01	---	
13-14	---	---	---	---	---	---	---	---	---	---	---	---						
14-15	Tecniche del mosaico	Storia dell'arte moderna 1	Disegno per la scultura	Tecniche del marmo e delle pietre dure 1	Tecniche del marmo e delle pietre dure 1	---	Scultura	Scultura	Scultura 1	---	Anatomia artistica	---						
15-16						---				---		---						
16-17						---				---		---						
17-18	Pivi	Di Gioia	Maiullari	Maiullari	Maiullari	---	Borrelli	Borrelli	Borrelli	Foti	---							
	A01.3	B18	A01.2	A01.2	A01.2		A01.1	A01.1	A01.1	A01								



	Graphic design 1											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Storia e teoria dei nuovi media	---	---	Videografica Maniello B01	Storia dell'arte moderna	Graphic design 1 (AL/MZ) B01	---	Comunicazione pubblicitaria	---	---	Storia della stampa e dell'editoria Corrado RC	Fondamenti di informatica
10-11	Alessandrino B18	---	---		D'Emilio RC		---	Alessandrino B18	---	---		Palmisano ReM
11-12	Comunicazione pubblicitaria	Storia e teoria dei nuovi media	---		Storia dell'arte moderna		---	---	---	---	Storia della stampa e dell'editoria	Fondamenti di informatica
12-13	Alessandrino B18	Alessandrino B18	---		D'Emilio RC		---	---	---	---	Corrado RC	Palmisano ReM
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Graphic design 1 (AL/MZ) B01	---	Metodologia progettuale della comunicazione visiva	Videografica Maniello B01	Teoria e metodo dei mass media	---	---	---	---	Progettazione grafica Faruolo B01	Progettazione grafica Faruolo B01	---
15-16		---	D'Agostino B18		Alessandrino D04	---	---	---	---			---
16-17		---	Metodologia progettuale della comunicazione visiva		Teoria e metodo dei mass media	---	---	---	---			---
17-18		---	D'Agostino B18		Alessandrino D04	---	---	---	---			---



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	Moda e costume 1											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Storia dell'arte moderna	Decorazione per moda e costume	Cromatologia	Elaborazione digitale dell'immagine 1	Elaborazione digitale dell'immagine 1	Disegno per la decorazione	---	Fashion design 1	---	Cromatologia	Fondamenti di informatica
10-11	---	Caroppo B18						---		---		Palmisano ReM
11-12	---	---						---		---		Fondamenti di informatica
12-13	---	---						---		---		Palmisano ReM
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	---	Decorazione per moda e costume	Storia dell'arte moderna	Teoria e metodo dei mass media	---	Fashion design 1 Bombaci RC	---	---	Design del tessuto De Lucia RC	Design del tessuto De Lucia RC	---
15-16	---	---		Caroppo B18	Alessandrino D04	---		---	---			---
16-17	---	---		---	Teoria e metodo dei mass media	---		---	---			---
17-18	---	---		---	Alessandrino D04	---		---	---			---



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	Fumetto e illustrazione 1											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Layout e tecniche di visualizzazione 1  Milano  C67	Arte del fumetto 1  Rocchetti  C67	---	Progettazione grafica  Bosi  Lato H	Elaborazione digitale dell'immagine 1  Maniello  C02	Elaborazione digitale dell'immagine 1  Maniello  C02	Storia dell'arte moderna 1  Di Gioia  B18	---	Fotografia  Biasucci  B18	Layout e tecniche di visualizzazione 1  Milano  C67	Illustrazione 1  Milano  C67	Fondamenti di informatica
10-11			---					---				Palmisano
11-12			---					---				ReM
12-13			---					---				Fondamenti di informatica
13-14	---	---	---	---	---	---	---	---	---	---	---	ReM
14-15	Scrittura creativa per narrazione per immagini 1  Martella  D05	Storia dell'arte moderna 1  Di Gioia  B18	Scrittura creativa per narrazione per immagini 1  Martella  D05	Arte del fumetto 1  Rocchetti  C67	Illustrazione 1  Milano  C67	---	---	---	Fotografia  Biasucci  B18	Disegno tecnico e progettuale  Oresti  C08	Disegno tecnico e progettuale  Oresti  C08	---
15-16						---		---				---
16-17						---		---				---
17-18						---		---				---



	Cinema, fotografia, audiovisivo 1											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Digital video 1 Canosa C08	Fotografia Galloro C03	Scenografia per la televisione Arrivo D23	Scenografia per la televisione Arrivo D23	---	Storia della fotografia cinema	Storia della fotografia cinema	Tecniche di riprese 1 Scacchioli	Regia 1 D05	---	Fondamenti di informatica
10-11	---					---	Caroppo F01	Caroppo F01			---	Palmisano ReM
11-12	---					---	---	---			---	Fondamenti di informatica
12-13	---					---	---	---			---	Palmisano ReM
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Scrittura creativa per narrazione per immagini 1 Martella D05		Scrittura creativa per narrazione per immagini 1 Martella D05	Digital video 1 Canosa C08	Teoria e metodo dei mass media	---	---	Regia 1 D05	Tecniche di riprese 1 Scacchioli	---	---	---
15-16					Alessandrino D04	---	---			---	---	---
16-17					Teoria e metodo dei mass media	---	---			---	---	---
17-18					Alessandrino D04	---	---			---	---	---



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	Nuove tecnologie dell'arte 1											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Storia dell'arte moderna	Layout e tecniche di visualizzazione  Bosi	Scenografia per la televisione  Arrivo D23	Scenografia per la televisione  Arrivo D23	---	Tecniche di montaggio 1  Scacchioli B01	---	---	Computer graphic  Palmisano C02	---	Fondamenti di informatica  Palmisano ReM
10-11	---	Caroppo B18				---		---	---		---	
11-12	---	---				---		---	---		---	
12-13	---	---				---		---	---		---	
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	---	Metodologia progettuale della comunicazione visiva  D'Agostino B18	Storia dell'arte moderna  Caroppo B18	Teoria e metodo dei mass media  Alessandrino D04	---	Fotografia  Biasucci B18	Fotografia  Biasucci B18	---	Computer graphic  Palmisano C02	Storia dell'arte contemporanea 1  Di Gioia B18	---
15-16	---	---				---			---			---
16-17	---	---	Metodologia progettuale della comunicazione visiva  D'Agostino B18	---	Teoria e metodo dei mass media  Alessandrino D04	---			---		Storia dell'arte contemporanea 1  Di Gioia B18	---
17-18	---	---				---			---			---



	Interior design 1											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Brand design  D'Agostino  D56	Brand design  D'Agostino  D56	Tecniche della decorazione parietale  Pivi  A01.3	---	Design 1   B18	---	Storia dell'arte moderna 1  Di Gioia  B18	Cultura del progetto   D01	---	Architettura degli interni 1  Oresti  C08	Architettura degli interni 1  Oresti  C08	Fondamenti di informatica
10-11				---		---			---			
11-12				---		---			---			
12-13				---		---			---			Fondamenti di informatica
												ReM
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	Storia dell'arte moderna 1  Di Gioia	Tecniche della decorazione parietale  Pivi	---	Design 1	---	---	---	Cultura del progetto	---	---	---
15-16	---			---		---	---	---		---		
16-17	---			---		---	---	---		---		
17-18	---	B18	A01.3	---	B18	---	---	---	D01	---	---	---





	Pittura 2												
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B	
9-10	Tecniche del mosaico  Pivi  A01.3	Pittura 2  Di Modugno  B15	Formatura tecn. e tipologia dei materiali  De Scisciolo  A01.4	Tecniche plastiche contemporanee  Scaringi  E34	---	Estetica	Elementi di morf. e dinamica della forma  Nasuto  C67	Anatomia artistica 2  Nasuto  C67	Pittura 2  Ciccone  B15	Computer graphic  Palmisano  C02	Tecniche plastiche contemporanee  Scaringi  E34	Tecniche pittoriche  B15	
10-11					---	D'Emilio F02							
11-12					---	Estetica							
12-13					---	D'Emilio F02							
13-14	---	---	---	---	---	---	---	---	---	---	---	---	
14-15	Tecniche del mosaico  Pivi  A01.3	Pittura 2  Di Modugno  B15	Formatura tecn. e tipologia dei materiali  De Scisciolo  A01.4	Disegno per l'incisione  B10	Tecniche pittoriche  B15	---	Elementi di morf. e dinamica della forma  Nasuto  C67	Anatomia artistica 2  Nasuto  C67	Pittura 2  Ciccone  B15	Computer graphic  Palmisano  C02	Storia dell'arte contemporanea 1	---	
15-16						---					---	Di Gioia B18	---
16-17						---					---	Storia dell'arte contemporanea 1	---
17-18						---					---	Di Gioia B18	---



	Scultura 2											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10										Storia del disegno e della grafica d'arte	---	---
10-11	Beni culturali e ambientali Garofalo F02	Beni culturali e ambientali Garofalo F02	Tecniche di modellazione digitale computer 3D 1 Madarena B01	Tecniche del marmo e delle pietre dure 2 Maiullari A01.2	Tecniche del marmo e delle pietre dure 2 Maiullari A01.2	Inglese ReM	Scultura 2 Borrelli A01.1	Scultura 2 Borrelli A01.1	Fotografia Biasucci B18	Di Gioia F01	---	---
11-12						Inglese				---	---	---
12-13						ReM				---	---	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---				---	---				---	Storia dell'arte contemporanea 1	---
15-16	Storia del disegno e della grafica d'arte Di Gioia F01	Tecniche per la scultura - formatura 1 De Scisciolo A01.4	Tecniche di modellazione digitale computer 3D 1 Madarena B01	Tecniche per la scultura - formatura 1 De Scisciolo A01.4	---	---	Scultura Borrelli A01.1	Scultura Borrelli A01.1	Fotografia Biasucci B18	---	Di Gioia B18	---
16-17					---	---				---	Storia dell'arte contemporanea 1	---
17-18	---				---	---				---	Di Gioia B18	---



	Decorazione 2											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Tecniche del mosaico  Pivi A01.3	Tecniche e tecnologie della decorazione  A01.3	Decorazione 2  Vele E34	Cromatologia  A01	---	Inglese	Elementi di morf. e dinamica della forma  Nasuto C67	---	---	Computer graphic  Palmisano C02	Cromatologia  A01	---
10-11					---	ReM		---	---			---
11-12					---	Inglese		---	---			---
12-13					---	ReM		---	---			---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Tecniche del mosaico  Pivi A01.3	Tecniche e tecnologie della decorazione  A01.3	Decorazione 2  Vele E34	Tecniche del marmo e delle pietre dure 1  Maiullari A01.2	Tecniche del marmo e delle pietre dure 1  Maiullari A01.2	---	Elementi di morf. e dinamica della forma  Nasuto C67	---	---	Computer graphic  Palmisano C02	Storia dell'arte contemporanea 1	---
15-16						---		---	---		Di Gioia B18	---
16-17						---		---	---		Storia dell'arte contemporanea 1	---
17-18						---		---	---		Di Gioia B18	---



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	Scenografia 2											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Sound design A01	---	Scenografia 2 Arrivo D23	---	---	Inglese	---	---	---	Regia 1  D05	Modellistica	---
10-11		---		---	---	ReM	---	---	---			---
11-12		---		---	---	Inglese	---	---	---			---
12-13		---		---	---	ReM	---	---	---			---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Storia dello spettacolo Garofalo F02	Storia dello spettacolo Garofalo F02	---	Modellistica	---	---	---	Regia 1  D05	---	---	Storia dell'arte contemporanea 1	---
15-16			---		---	---	---		---	---	Di Gioia B18	---
16-17			---		---	---	---		---	---	Storia dell'arte contemporanea 1	---
17-18			---		---	---	---		---	---	Di Gioia B18	---



	Graphic design 2											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Arte del fumetto 1  Rocchetti  C67	---	Tecniche audiovisive per web  Ascione  D01	Design 1  B18	Fotografia  Galloro  B18	Metodologia della progettazione	---	Graphic design 2  Faruolo  B01	---	Storia dell'arte contemporanea 1  D'Emilio B18  Storia dell'arte contemporanea 1  D'Emilio F01	
10-11	---		---					---				
11-12	---		Inglese per la comunicazione artistica					---				
12-13	---		ReM					---				
13-14	---		---					---		---		
14-15	Inglese per la comunicazione artistica  ReM	Illustrazione  E34	Tecniche audiovisive per web  Ascione  D01	Arte del fumetto 1  Rocchetti  C67	Design 1  B18	---	---	---	Graphic design 2  Faruolo  B01	---	---	---
15-16						---	---	---		---	---	
16-17						---	---	---		---	---	
17-18						---	---	---		---	---	



	Moda e costume 2											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Arte del fumetto 1  Rocchetti  C67	---	Tecniche audiovisive per web  Ascione  D01	Illustrazione  Belgiovine  B10	Cultura tessile  De Lucia  RC	Fashion design 2  Bombaci  RC	---	Product design  D01	Computer graphic  Palmisano  C02	---	Storia della moda 1
10-11	---		---					---			---	Corrado RC
11-12	---		Inglese per la comunicazione artistica					---			---	Storia della moda 1
12-13	---		ReM					---			---	Corrado RC
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Inglese per la comunicazione artistica   ReM	Cultura tessile  De Lucia  RC	Tecniche audiovisive per web  Ascione  D01	Arte del fumetto 1  Rocchetti  C67	Illustrazione  Belgiovine  B10	---	Fotografia  Biasucci  B18	Fotografia  Biasucci  B18	Fashion design 2  Bombaci  RC	Computer graphic  Palmisano  C02	---	---
15-16						---					---	---
16-17						---					---	---
17-18						---					---	---



	<b>Fumetto e illustrazione 2</b>											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
<b>9-10</b>	Storia dell'illustrazione e della pubblicità	---	Arte del fumetto 2  Rocchetti  C67	Arte del fumetto 2  Rocchetti  C67	Elementi di grafica editoriale 1  Bosi  E34	Illustrazione 2  Milano  C67	Layout e tecniche di visualizzazione 2  Massimo  C08	Elaborazione digitale dell'immagine 2  Palmisano  C02	Tecniche di animazione digitale  Palmisano  C02	---	---	---
<b>10-11</b>	Di Gioia	---								---	---	Storia dell'arte contemporanea Caroppo F01
<b>11-12</b>	Storia dell'illustrazione e della pubblicità	---								---	---	
<b>12-13</b>	Di Gioia	---								---	---	---
<b>13-14</b>	---	---	---	---	---	---	---	---	---	---	---	---
<b>14-15</b>	---	Scrittura creativa 2	Metodologia progettuale della comunicazione visiva  D'Agostino B18	Elementi di grafica editoriale 1	Teoria e metodo dei mass media  Alessandrino D04	---	Layout e tecniche di visualizzazione 2  Massimo  C08	Elaborazione digitale dell'immagine 2  Palmisano  C02	Tecniche di animazione digitale  Palmisano  C02	Illustrazione 2 Milano C67	---	---
<b>15-16</b>	---	Martella F01				---					Storia dell'arte contemporanea  Caroppo F01	---
<b>16-17</b>	---	Scrittura creativa 2	Metodologia progettuale della comunicazione visiva  D'Agostino B18	Bosi E34	Teoria e metodo dei mass media  Alessandrino D04	---						---
<b>17-18</b>	---	Martella F01				---					---	---



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	<b>Cinema, fotografia, audiovisivo 2</b>											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Sound design A01	Arte del fumetto 1 Rocchetti C67	---	Direzione della fotografia Galloro	Illustrazione Belgiovine B10	---	Tecniche di montaggio 1 Scacchioli B01	Regia 2 D05	Tecniche di animazione digitale Palmisano C02	---	---	---
10-11			---			---				---	---	---
11-12			Inglese per la comunicazione artistica			---				Teoria e analisi del cinema e dell'audiovisivo	---	---
12-13			ReM			---					---	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Inglese per la comunicazione artistica ReM	Scrittura creativa 2 Martella F01	Direzione della fotografia Galloro	Arte del fumetto 1 Rocchetti C67	Illustrazione Belgiovine B10	---	Tecniche di documentazione audiovisiva Scacchioli B01	Tecniche di documentazione audiovisiva Scacchioli B01	Tecniche di animazione digitale Palmisano C02	Regia 2 D05	---	---
15-16						---					---	---
16-17						---					Teoria e analisi del cinema e dell'audiovisivo	---
17-18						---						---





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	Pittura 3											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Beni culturali e ambientali Garofalo F02	Beni culturali e ambientali Garofalo F02	Pittura 3 Di Modugno B15	Storia dell'arte contemporanea 2	---	Inglese	Pittura 3 Ciccione B15	Xilografia Rusciano B10	Legislazione del mercato dell'arte	---	---	---
10-11				D'Emilio B18	---	ReM			F01	---	---	---
11-12				Storia dell'arte contemporanea 2	---	Inglese			---	---	---	---
12-13				D'Emilio B18	---	ReM			---	---	---	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Tecniche grafiche speciali B10	---	Pittura 3 Di Modugno B15	---	---	---	Pittura 3 Ciccione B15	Xilografia Rusciano B10	---	---	---	---
15-16		---		Legislazione del mercato dell'arte	---	---			---	---	---	---
16-17		---		F01	---	---			---	---	---	---
17-18		---		---	---	---			---	---	---	---



	Decorazione 3											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Decorazione 3  Vele  E34	Tecniche dell'incisione grafica d'arte  Belgiovine  B10	Storia dell'arte contemporanea 2	---	---	Serigrafia  Rusciano  B10	---	Fotografia  Biasucci  B18	---	---	Fondamenti di informatica
10-11	---			D'Emilio  B18	---	---		---		---	---	Palmisano  ReM
11-12	---			Storia dell'arte contemporanea 2	---	---		---		---	---	Fondamenti di informatica
12-13	---			D'Emilio  B18	---	---		---		---	---	Palmisano  ReM
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Tecniche grafiche speciali  B10	Decorazione 3  Vele  E34	Tecniche dell'incisione grafica d'arte  Belgiovine  B10	---	---	---	Serigrafia  Rusciano  B10	---	Fotografia  Biasucci  B18	---	---	---
15-16				---	---	---		---		---	---	---
16-17				---	---	---		---		---	---	---
17-18				---	---	---		---		---	---	---



	Arredo urbano 3											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Tecniche del mosaico	Decorazione arredo urbano 3	Formatura tecn. e tipologia dei materiali	Storia dell'arte contemporanea 2	---	Inglese	---	Cultura del progetto	---	---	---	Analisi del territorio e progettazione del paesaggio
10-11				D'Emilio B18	---	ReM	---		---	---	---	
11-12				De Scisciolo	---	Inglese	---		---	---	---	
12-13				Storia dell'arte contemporanea 2	---	ReM	---		---	---	---	
	A01.3	Lato H	A01.4	D'Emilio B18	---	ReM	---	D01	---	---	---	Oresti C08
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Tecniche del mosaico	Decorazione arredo urbano 3	Formatura tecn. e tipologia dei materiali	---	---	---	---	---	Cultura del progetto	---	---	---
15-16				---	---	---	---	---		---	---	---
16-17				---	---	---	---	---		---	---	---
17-18				---	---	---	---	---		---	---	---
	A01.3	Lato H	A01.4	---	---	---	---	---	D01	---	---	---



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	Scenografia 3											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Digital video 1  Canosa C08	---	Storia dell'arte contemporanea 2	Illustrazione  Belgiovine B10	---	---	---	Tecniche di riprese 1  Scacchioli	---	---	---
10-11	---		---	D'Emilio B18		---	---	---		---	---	
11-12	---		---	Storia dell'arte contemporanea 2		---	---	---		---	---	
12-13	---		---	D'Emilio B18		---	---	---		---	---	
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	---	Scenografia 3	Digital video 1	Illustrazione	---	Fotografia	Fotografia	Tecniche di riprese 1  Scacchioli	---	---	---
15-16	---	---	Arrivo	Canosa	Belgiovine	---	Biasucci	Biasucci		---	---	---
16-17	---	---		D23	C08	B10	---	B18		B18	---	---
17-18	---	---	---		---	---	---	---		---	---	---



	Graphic design 3											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Storia dell'illustrazione e della pubblicità	Web design  B01	Metodologia progettuale per la comunicazione visiva 3  D'Agostino  B18	---	---	---	Serigrafia  Rusciano  B10	---	Tecniche di animazione digitale  Palmisano  C02	Graphic design 3  Faruolo  B01	Graphic design 3  Faruolo  B01	---
10-11	Di Gioia			---	---	---		---				---
11-12	Storia dell'illustrazione e della pubblicità			---	---	---		---				---
12-13	Di Gioia			---	---	---		---				---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Metodologia progettuale per la comunicazione visiva 3  D'Agostino  B18	Web design  B01	---	---	---	---	Serigrafia  Rusciano  B10	---	Tecniche di animazione digitale  Palmisano  C02	---	---	---
15-16			---	---	---	---		---		---	---	---
16-17			---	---	---	---		---		---	---	---
17-18			---	---	---	---		---		---	---	---



	Moda e costume 3											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	---	---	Video editing  Canosa C08	Tecniche di modellazione digitale computer 3D 1  Madarena B01	---	Serigrafia  Rusciano B10	Fashion design 3  Bombaci RC	Ambientazione moda  D23	Storia della moda 2	---	---
10-11	---	---	---			Corrado RC				---	---	
11-12	---	---	Inglese per la comunicazione artistica			---				---	---	
12-13	---	---				---				Corrado RC	---	---
13-14	---	---	---			---				---	---	---
14-15	Inglese per la comunicazione artistica  ReM	Video editing  Canosa C08	---	---	Tecniche di modellazione digitale computer 3D 1  Madarena B01	---	Serigrafia  Rusciano B10	Fashion design 3  Bombaci RC	Tecniche sartoriali per il costume 1  G01	Tecniche sartoriali per il costume 1  G01	---	---
15-16			---	---		---					---	---
16-17			---	---		---					---	---
17-18			---	---		---					---	---



	<b>Fumetto e illustrazione 3</b>											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
<b>9-10</b>	Scrittura creativa 3 Martella D05	Digital video 1 Canosa C08	Scrittura creativa 3 Martella D05	---	Tecniche di modellazione digitale computer 3D 1 Madarena B01	Inglese	---	Cultura del progetto D01	---	---	---	Illustrazione 3 Milano C67
<b>10-11</b>				---		ABLIN71 ReM	---		---	---	---	
<b>11-12</b>				---		Inglese	---		---	---	---	
<b>12-13</b>				---		ABLIN71 ReM	---		---	---	---	
<b>13-14</b>	---	---	---	---	---	---	---	---	---	---	---	---
<b>14-15</b>	Illustrazione 3 Milano C67	Arte del fumetto 3 Rocchetti C67	Arte del fumetto 3 Rocchetti C67	Digital video 1 Canosa C08	Tecniche di modellazione digitale computer 3D 1 Madarena B01	---	---	---	Cultura del progetto D01	---	---	---
<b>15-16</b>						---	---	---		---	---	---
<b>16-17</b>						---	---	---		---	---	---
<b>17-18</b>						---	---	---		---	---	---



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	Cinema, fotografia, audiovisivo 3											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	---	Digital video 2 Canosa C08	---	Tecniche di modellazione digitale computer 3D 1 Madarena B01	---	---	Tecniche di montaggio 2 Scacchioli B01	---	---	---	---
10-11	---	---		---		---	---		---	---	---	Storia dell'arte contemporanea
11-12	---	---		---		---	---		---	---	---	Caroppo F01
12-13	---	---		---		---	---		---	---	---	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	---	Digital video 2 Canosa C08	Audio e mixaggio	Tecniche di modellazione digitale computer 3D 1 Madarena B01	---	---	---	Regia 3 D05	Etica della comunicazione Alessandrino D04	---	---
15-16	---	---				---	---	---		Storia dell'arte contemporanea Caroppo F01	---	---
16-17	---	---				---	---	---				
17-18	---	---				---	---	---		Etica della comunicazione Alessandrino D04	---	---





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	Pittura 1B											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Pittura 2 Di Modugno B15	Teoria del paesaggio Garofalo F02	---	Installazioni multimediali  Lato H	Linguaggi dell'arte contemporanea  Caroppo F01	Fotografia per i beni culturali  Biasucci C03	Fotografia per i beni culturali  Biasucci C03	Pittura 2 Ciccone B15	Progettazione per la pittura  Nasuto B15	---	Tecniche extramediali 1  Scaringi E34
10-11	Storia dell'arte contemporanea  D'Emilio F01			---		---						
11-12	F01			---		---					Storia dell'arte contemporanea	
12-13	---			---		---					D'Emilio F01	
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	Pittura 2 Di Modugno B15	Teoria del paesaggio Garofalo F02	---	Installazioni multimediali  Lato H	---	---	---	Pittura 2 Ciccone B15	Progettazione per la pittura  Nasuto B15	---	---
15-16	---			---		---	Linguaggi dell'arte contemporanea	---			---	
16-17	---			---		---	---	---			---	
17-18	---			---		---	---	---			---	





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	Fashion and fiber art 1B											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Decorazione per il fashion	---	Tecniche di modellazione digitale computer 3D 1	---	Elaborazione digitale dell'immagine 1	Elaborazione digitale dell'immagine 1	---	---	Fashion design 1	---	Cultura dei materiali di moda	Cultura dei materiali di moda
10-11		---		---			---	---		---		
11-12		---		---			---	---		---		
12-13	Sabba	---	Madarena	---	Maniello	Maniello	---	---	Palmini	---	De Lucia	De Lucia
	Lato H											
			B01		C02	C02			G01		Lato H	Lato H
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Decorazione per il fashion	---	Tecniche di modellazione digitale computer 3D 1	---	---	---	Inglese	Fashion design 1	Tecniche sartoriali per il costume 1	Tecniche sartoriali per il costume 1	---	---
15-16		---		---	---	---					---	---
16-17		Inglese		---	---	---	---				---	---
17-18		ReM		---	---	---	---				---	---
			B01					G01	G01	G01		



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	Cinema e new media art 1B											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	Scrittura creativa e sceneggiatura Martella	---	Direzione della fotografia Galloro	---	---	---	---	Regia per audiovisivo D05	---	---	---
10-11	---		---		---	---	---	---		---	---	---
11-12	---		---		---	---	---	---		---	---	---
12-13	---	D23	---		---	---	---	---		---	---	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	---	Direzione della fotografia Galloro	Elementi di scenografia per audiovisivo Arrivo D23	Elementi di scenografia per audiovisivo Arrivo D23	---	Inglese	---	---	---	---	---
15-16	---	---				---	ReM	---	---	---	---	---
16-17	---	Inglese				---	---	---	---	---	---	---
17-18	---	ReM				---	---	---	---	---	---	---



	Interior design 1B													
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B		
9-10	Tipologia dei materiali della decorazione parietale	---	Product design 1	---	Tecniche di modellazione digitale computer 3D 1	---	---	---	---	Cultura del progetto	---	Allestimento degli spazi museali		
10-11		Allestimento degli spazi museali		---		---	---	---	---					
11-12				Vele		---	---	---	---					
12-13				E34		---	F01	---	Madarena		Interior design 1		---	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---		
14-15	Tipologia dei materiali della decorazione parietale	---	---	---	Tecniche di modellazione digitale computer 3D 1	---	Inglese	---	---	Cultura del progetto	Storia del design	---		
15-16		---	---	---		---		---	---		---	Corrado D05	---	
16-17		Vele	Inglese	---		---	Madarena	---	---		---	B18	Storia del design	---
17-18		E34		---		---	B01	---	---		---		Interior design 1	Corrado D05



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	<b>Pittura 2B</b>											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
<b>9-10</b>	---	---	Pittura 3	---	Fenomenologia del corpo	---	Pittura 3	Xilografia	Tecniche calcografiche sperimentali	---	---	---
<b>10-11</b>	---	---	Di Modugno	---	Foti	---	Ciccone	Rusciano	Rusciano	---	---	---
<b>11-12</b>	---	---		---		---				---	---	---
<b>12-13</b>	---	---	B15	---	A01	---	B15	B10	B10	---	---	---
<b>13-14</b>	---	---	---	---	---	---	---	---	---	---	---	---
<b>14-15</b>	Fenomenologia del corpo  Foti A01	---	Pittura 3	---	Computer art	---	Pittura 3	Xilografia	Tecniche calcografiche sperimentali	---	---	---
<b>15-16</b>		---	Di Modugno	---	Maniello	---	Ciccone	Rusciano	Rusciano	---	---	---
<b>16-17</b>		---		---		---				---	---	---
<b>17-18</b>		---	B15	---	C02	---	B15	B10	B10	---	---	---



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	Graphic design 2B											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Graphic design 2	Digital video 1	Graphic design 2	Tecniche di modellazione digitale computer 3D 2	Tecniche e metodologie dei videogiochi	---	---	---	Tecniche di animazione digitale	---	---	---
10-11						---	---	---		---	---	---
11-12						---	---	---		---	---	---
12-13	Sannino	Canosa	Sannino	Madarena	Ascione	---	---	---	Palmisano	---	---	---
	C02	C08	C02	B15	D01	---	---	---	C02	---	---	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	Web design (2° anno)	Web design (2° anno)	Elementi di grafica editoriale	Digital video 1	Elementi di grafica editoriale	---	---	---	Tecniche di animazione digitale	Etica della comunicazione	---	---
15-16						---	---	---			Alessandrino	---
						---	---	---			D04	---
16-17	Sannino	Sannino	Bosi	Canosa	Bosi	---	---	---	Palmisano	Etica della comunicazione	---	---
	C02	C02	RIS	C08	RIS	---	---	---			---	---
17-18						---	---	---			Alessandrino	---
									C02	D04		



	Fashion and fiber art 2B											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	Brand design	Brand design	Tecniche di modellazione digitale computer 3D 1	---	Fotografia di moda	---	---	Fashion design 2	Tecniche di animazione digitale	Tecniche sartoriali per il costume 2	Tecniche sartoriali per il costume 2	---
10-11				---		---	---					
11-12				---		---	---					
12-13	D'Agostino D56	D'Agostino D56	Madarena B01	---	Galloro C03	---	---	Palmini G01	Palmisano C02	G01	G01	---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15		---	Tecniche di modellazione digitale computer 3D 1	---	Fotografia di moda	---	Tecniche di documentazione audiovisiva	Tecniche di documentazione audiovisiva	Tecniche di animazione digitale	Etica della comunicazione	Fashion design 2	---
15-16		---		---		Alessandrino D04				---		
16-17		---		---		---				---		
17-18		---		---		---				---		
										D04		





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	Product e space design 2B											
	LUN_A	MAR_A	MER_A	GIO_A	VEN_A	SAB_A	LUN_B	MAR_B	MER_B	GIO_B	VEN_B	SAB_B
9-10	---	---	Layout e tecniche di visualizzazione  Bosi	Product design 2  F01	---	---	---	---	Tecniche di animazione digitale Palmisano  C02	Architettura degli interni 1  Oresti  C08	Architettura degli interni 1  Oresti  C08	---
10-11	---	---			---	---	---	---				---
11-12	---	---			---	---	---	---				---
12-13	---	---			---	---	---	---				---
13-14	---	---	---	---	---	---	---	---	---	---	---	---
14-15	---	---	Product design 2  F01	Ecodesign  D02	---	---	---	Light design  D23	Tecniche di animazione digitale Palmisano  C02	---	Storia del design  Corrado D05	---
15-16	---	---			---	---	---			---		---
16-17	---	---			---	---	---			---	Storia del design  Corrado D05	---
17-18	---	---			---	---	---			---		---