



Postgraduate Diploma Art in the Modern Age

» Modality: online

» Duration: 6 months

» Certificate: TECH Global University

» Credits: 18 ECTS

» Schedule: at your own pace

» Exams: online

We b site: www.techtitute.com/us/humanities/postgraduate-diploma/postgraduate-diploma-art-modern-age

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tech 06 | Introduction

The revolution of the Modern Age resulted in a change in the art world. Several events gave way to magnificent pictorial, sculptural and architectural works that are still appreciated today. Within this period, the Renaissance stands out as a movement that emerged in Italy and that sought the knowledge of reason through the classical values of ancient Greece.

This period also produced great artists, sculptors and painters, who sought to present a total contrast to the dark period that preceded it, Gothic art. Similarly, architecture was greatly influenced by the Baroque, which gave dynamic structure to composition using various centers and axes depending on the complexity of the design.

Thus, it is essential for specialists to devote part of their careers to the study of this era, since it helps them to access new professional opportunities. This program has been designed to meet the needs of students through an eminently practical and updated approach. It has become a benchmark in the field.

This **Postgraduate Diploma in Art in the Modern Age** contains the most comprehensive and up-to-date academic program on the market. Its most notable features are:

- Practical cases presented by experts in Art History
- The graphic, schematic, and eminently practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- Practical exercises where self-assessment can be used to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



This program will provide you with everything you need to become a specialist in Renaissance art"



Find work you are passionate about

This Postgraduate Diploma's content

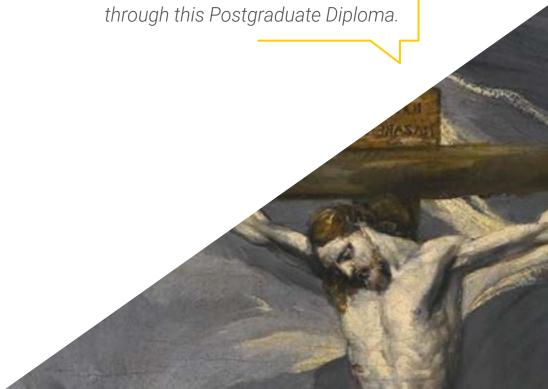
thanks to the direct qualification awarded through this Postgraduate Diploma.

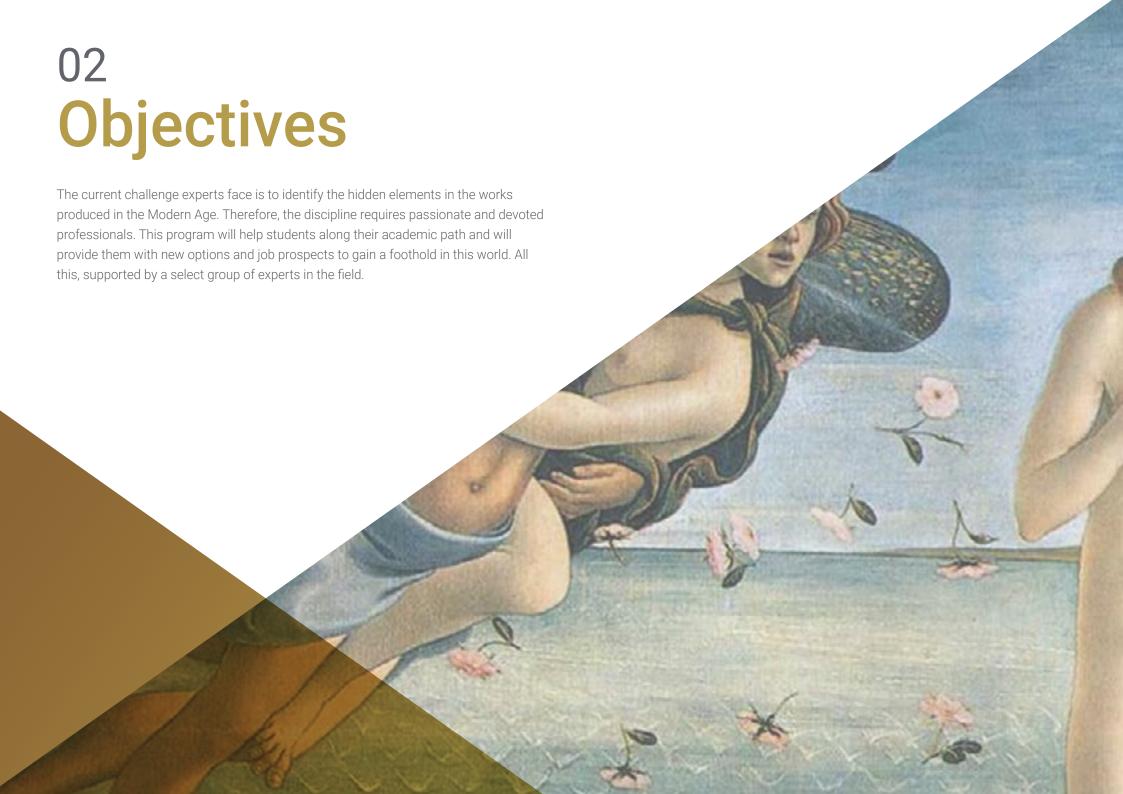
will take you to the top.

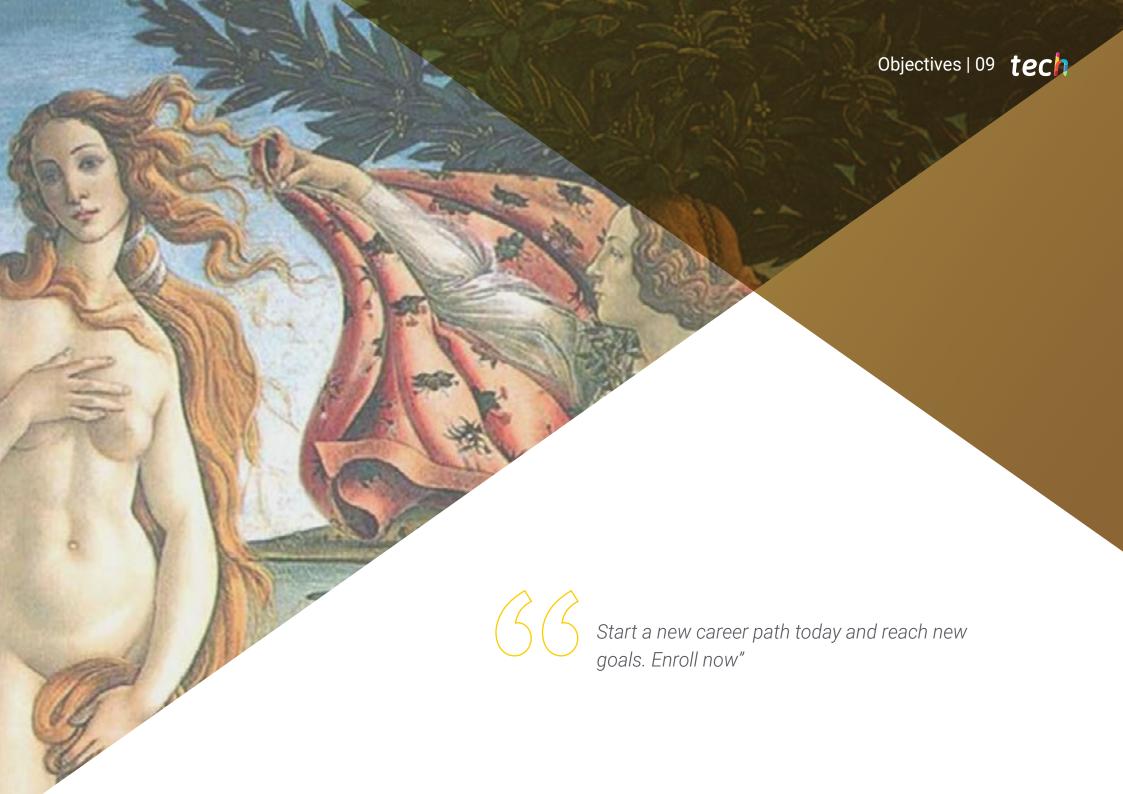
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

The design of this program focuses on Problem-Based Learning, which means the student must try to solve the different real-life situations of that arise throughout the academic program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.







tech 10 | Objectives



General Objectives

- Possess a level of knowledge necessary to master the aspects of Ancient History at each stage in the past
- * Develop critical thinking regarding Historical Events and Current Reality
- Know the artistic and architectural differences in each historical period
- Know who the main artists of the Modern Age in Latin America are
- Identify different artistic movements in Spain and Latin America, as well as their most important representatives



Want to help preserve and exhibit new works of art? Learn the criteria that define the modern age and get a position in the most important museums"





THE PRINCIPAL PR



Specific Objectives

Module 1. Art in the Modern Age I

- Differentiate between the Quattrocento and the Cinquecento
- Become familiar with Renaissance Artists and their Works
- Delve into the architecture of buildings as important as the Vatican
- Understand the Pictorial and Sculptural Works of Different Artists, assimilating their details and meanings

Module 2. Art in the Modern Age II

- Learn the different artistic branches behind the movement, the techniques used and the disciplines practiced
- Understand the artistic values, the authors and the main works in the Baroque period
- Distinguish the art in this artistic period from that of others

Module 3. Art in the Americas I

- Understand the differences in American architecture compared to Spanish architecture
- Understand the Christian evangelization and the various settlements that were assembled
- Identify modifications to Christian iconography





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Module 1. Art in the Modern Age I

- 1.1. Quattrocento: Florentine Architecture
 - 1.1.1. Introduction and Architecture
 1.1.1.1. The Florence Cathedral
 - 1.1.2. Filippo Brunelleschi
 - 1.1.3. Florence Palaces
 - 1.1.4. Leon Battista Alberti
 - 1.1.5. Rome Palaces and Ducal Palace of Urbino.
 - 1.1.6. Naples and Alfonso V of Aragon
- 1.2. 15th Century Tuscan Sculptors
 - 1.2.1. Introduction: Lorenzo Ghiberti
 - 1.2.2. Andrea del Verrocchio
 - 1.2.3. Jacopo della Quercia
 - 1.2.4. Luca della Robbia
 - 1.2.5. Sculptors in the Second Half of the 15th Century
 - 1.2.6. The Medals
 - 127 Donatello
- 1.3. Painting in the First Renaissance
 - 1.3.1. Tuscan Painters
 - 1.3.2. Sandro Botticelli
 - 1.3.3. Piero della Francesca
 - 1.3.4. Quattrocentista Painting outside Tuscany
 - 1.3.5. Leonardo da Vinci

- 1.4. Cinquecento: 16th Century Italian Painting
 - 1.4.1. Leonardo da Vinci's Disciples
 - 1.4.2. Rafael Sanzio
 - 1.4.3. Luca Signorelli and Michelangelo
 - 1.4.4. Michelangelo's Disciples
 - 1.4.5. Andrea del Sarto and Correggio
 - 1.4.6. Mannerism and Representatives
- 1.5. 16th Century Italian Sculpture
 - 1.5.1. Michelangelo's Sculptures
 - 1.5.2. Sculptural Mannerism
 - 1.5.3. Importance of Perseus with Medusa's Head
- 1.6. 16th Century Italian Architecture
 - 1.6.1. Saint Peter's Basilica
 - 1.6.2. Vatican Palace
 - 1.6.3. The Influence of Roman Palaces
 - 1 6 4 Venetian Architecture
- 1.7. Late Renaissance and Painting
 - 1.7.1. The Venetian School of Painting
 - 1.7.2. Giorgione
 - 1.7.3. Veronese
 - 1.7.4. Tintoretto
 - 1.7.5. Tiziano
 - 1.7.6. Tiziano's Last Years
- .8. Renaissance in Spain and France
 - 1.8.1. Introduction and Architecture
 - 1.8.2. Sculpture in the Spanish Renaissance
 - 1.8.3. Painting in the Spanish Renaissance

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1.8.4. El Greco's Importance

- 1.8.4.1. El Greco
- 1.8.4.2. Venetian Painters and Influence
- 1.8.4.3. El Greco in Spain
- 1.8.4.4. El Greco and Toledo
- 1.8.5. French Renaissance
- 1.8.6. Jean Goujon
- 1.8.7. Italian Dye Painting and the School of Fontainebleau

1.9. 16th Century Flemish and Dutch Painting

- 1.9.1. Introduction and Painting
- 1.9.2. El Bosco
- 1.9.3. Italian Painting Principles
- 1.9.4. Pieter Brueghel the Elder

1.10. Central Europe Renaissance

- 1.10.1. Introduction and Architecture
- 1.10.2. Painting
- 1.10.3. Lucas Cranach
- 1.10.4. Other Painters from the German Reformation School
- 1.10.5. Swiss Painters and a Taster for the Gothic
- 1.10.6. Alberto Durero
 - 1 10 6 1 Alberto Durero
 - 1.10.6.2. Contact with Italian Art
 - 1.10.6.3. Durero and the Theory of Art
 - 1.10.6.4. The Art of Printmaking
 - 1.10.6.5. Great Altarpieces
 - 1.10.6.6. Imperial Assignments
 - 1.10.6.7. A Taste for Portraits
 - 1.10.6.8. Durero's Humanist Thought
 - 1.10.6.9. The End of His Life

Module 2. Art in the Modern Age II

- 2.1. Baroque Italian Architecture
 - 2.1.1. Historical Context
 - 2.1.2. The Origins
 - 2.1.3. Palaces and Villas
 - 2.1.4. The Italian Architects
- 2.2. The Arts in Baroque Rome
 - 2.2.1. Baroque Sources in Rome
 - 2.2.2. Painting
 - 2.2.3. Bernini and Sculpture
- 2.3. Caravaggio
 - 2.3.1. Caravaggio and Caravaggism
 - 2.3.2. Tenebrism and Realism
 - 2.3.3. The Painter's Last Years
 - 2.3.4. The Artist's Style
 - 2.3.5. Caravaggio's Followers
- 2.4. The Baroque Period in Spain
 - 2.4.1. Introduction
 - 2.4.2. Baroque Architecture
 - 2.4.3. Baroque Imagery
- 2.5. Spanish Baroque Painting
 - 2.5.1. Realism
 - 2.5.2. Murillo's Immaculates
 - 2.5.3. Other Spanish Baroque Painters
- 2.6. Velázguez: Part I
 - 2.6.1. Velázquez's Genius
 - 2.6.2. Seville Period
 - 2.6.3 First Madrid Period

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- 2.7. Velázquez: Part II
 2.7.1. Second Madrid Period
 - 2.7.2. Departure to Italy2.7.3. The Importance of His Venus in the Mirror
 - 2.7.4. The Last Period
- 2.8. The Great French Century
 - 2.8.1. Introduction
 - 2.8.2. Palace of Versailles
 - 2.8.3. Sculptural Work
 - 2.8.4. Painting
- 2.9. The Baroque Period in Flanders and Holland
 - 2.9.1. Introduction and Architecture
 - 2.9.2. The Painting of Flemish Artists
 - 2.9.3. 17th Century Dutch Painters
- 2.10. Three Greats: Rubens, Rembrandt and Vermeer
 - 2.10.1. Rubens. The Painter of Women
 - 2.10.2. Rembrandt
 - 2.10.3. Johannes Vermeer

Module 3. Art in the Americas I

- 3.1. Hispano-American Art
 - 3.1.1. Terminological Problems
 - 3.1.2. Differences between European and American: The Indigenous Contribution as Differentiation
 - 3.1.3. Cultured Art and Popular Art
 - 3.1.4. Style and Chronology Problems
 - 3.1.5. Specific and Particular Features
 - 3.1.6. Environmental Conditions and Adapting to Surroundings
 - 3.1.7. Mining

- 3.2. A Clash of Cultures: Art and Conquest
 - 3.2.1. Icon and Conquest
 - 3.2.2. Adaptation and Modification of Christian Iconography
 - 3.2.3. The European Vision of the Conquest and the Conquest in Fine Arts in the Americas
 - 3.2.3.1. The Conquest of Mexico: Colonial Paintings and Codices
 - 3.2.3.2. The Conquest of Peru: Iconography and Myth
 - 3.2.4. Guamán Poma de Ayala
 - 3.2.5. The Extirpation of Idolatries and the Reflection in Art
 - 3.2.6. Sculpture and the Idolatrous Survival of the Idols
- 3.3. Urbanization and Territorial Domination
 - 3.3.1. The Strong City
 - 3.3.2. Cities Superimposed on Indigenous Settlements: Mexico-Tenochtitlan
 - 3.3.3. Cities Superimposed on Indigenous Settlements: Cuzco
 - 3.3.4. Urbanism and Evangelism
- 3.4. Art and Evangelism
 - 3.4.1. The Religious Image as an Instrument of Catechization
 - 3.4.2. Evangelism and Artistic Expression
 - 3.4.3. The Peruvian Viceroyalty
- 3.5. Vasco de Quiroga's Utopia
 - 3.5.1. Introduction: The Village-Hospitals and Vasco de Quiroga in Michoacán
 - 3.5.2. The Radiocentric Cathedral of Patzcuaro
 - 3.5.3 The Jesuit Reductions of Paraguay
- 3.6. The Religious Orders and the Great 16th Century Mexican Convents
 - 3.6.1. Introduction
 - 3.6.2. Evangelizing Orders
 - 3.6.3. The Convent-Fortress
 - 3.6.4. Mural Painting
 - 3.6.5. The Franciscan Missions in New Mexico, Texas and California



Structure and Content | 17 tech

3.	7.	Artistic	Crossbr	eeding

- 3.7.1. Crossbreeding as Artistic Phenomenon
- 3.7.2. Caste Charts
- 3.7.3. Iconography and Indigenous Myths
- 3.7.4. The Dynamic of the Symbols
- 3.7.5. Coincidences
- 3.7.6. Substitution
- 3.7.7. Survival
- 3.7.8. Crossbreeding in Fine Arts
- 3.7.9. Sculpture

3.8. The Antilles and Caribbean Lowlands

- 3.8.1. Domestic Architecture
- 3.8.2. The Urban House
- 3.8.3. Religious Architecture
- 3.8.4. Military Architecture
- 3.8.5. Fortified Maritime and Commercial Cities
- 3.8.6. Santo Domingo
- 3.8.7. Painting and Sculpture
- 3.8.8. Applied Arts

3.9. The Mexican Highlands and the Highlands of Central America

- 3.3.1. Mexican Art
- 3.3.2. Mexico City
- 3.3.3. Puebla and Its School
- 3.3.4. Art in the Guatemalan Kingdom
- 3.3.5. Fine arts and Silverware





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Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method has been the most widely used learning system among the world's leading Humanities schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

tech 22 | Methodology

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

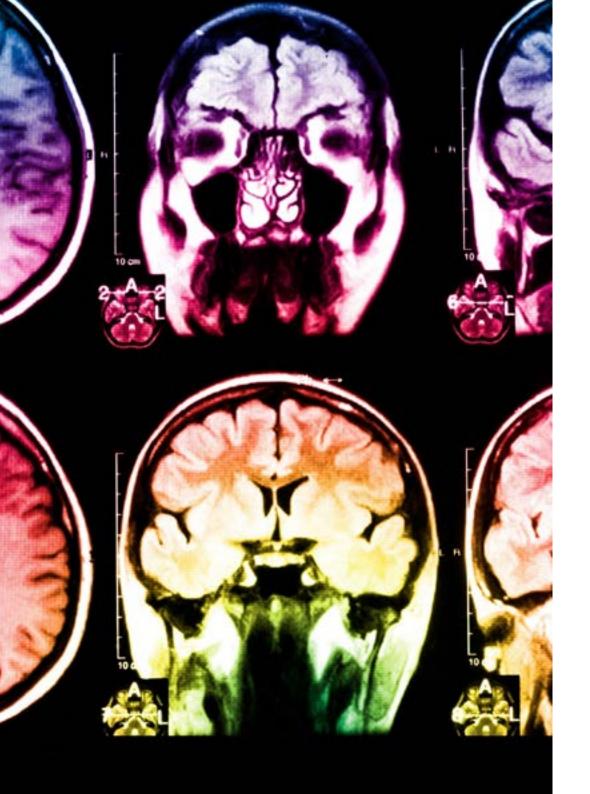
We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.





Methodology | 23 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically. With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



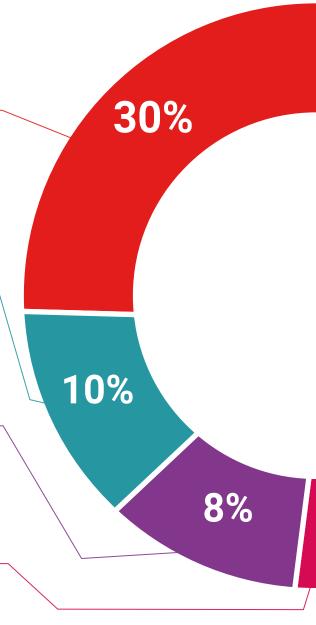
Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



20%

Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.



This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



4%





tech 28 | Certificate

This program will allow you to obtain your **Postgraduate Diploma in Art in the Modern Age** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: Postgraduate Diploma in Art in the Modern Age

Duration: 6 months

Accreditation: 18 ECTS



Mr./Ms. ______ with identification document _____ has successfully passed and obtained the title of:

Postgraduate Diploma in Art in the Modern Age

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



^{*}Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

tech global university

Postgraduate Diploma Art in the Modern Age

- » Modality: online
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