

FS022 Core Courses

Fundamentals of Visual Communication	<p>This course will introduce you to the fundamental principles of visual communication as key building blocks of art and design practice. There is a focus on the importance of the design process as an approach, and a set of tools, for creative problem solving. Phases of the design process will then be employed in a variety of projects and activities during the course. Based on real-world scenarios, these will introduce and present opportunities to explore related design career fields and associated practice. This will require the critical analysis of research and examples of art and design, as well as creative thinking strategies and development of the ability to evaluate your own design ideas.</p>
Drawing and Studio Practice	<p>In this course you will develop skills, techniques and approaches to processes important for studio practice across a variety of art and design disciplines. This will involve the exploration of a range of observational drawing and mixed media materials and techniques leading to the production of finished artworks and designs. Fundamental elements of art and design, including colour theory, will provide a foundation for the development of creative ideas and the production of finished artworks. Sketching and drawing techniques for design development will be applied to the development process, both in this, and other courses. You will also investigate and analyse art in society and develop a better understanding of academic integrity as it relates to finding inspiration for your own designs.</p>
Materials and Design	<p>This course investigates and applies elements of design to the study of form in three-dimensional art and design contexts. The introduction of associated design disciplines and fields will also present the opportunity to investigate materials used in these industries and their aesthetic and physical properties. Issues relating to sustainable design and manufacturing, as well as social responsibility and emerging new materials will also be discussed. You will explore a variety of form building techniques and technologies to apply to the production of your design concepts. You will also be required to justify your design ideas as they relate to the user experience, user interaction, and to support accessibility.</p>
Studio Investigation	<p>In this course you will undertake a more self-directed investigation of specific subject matter and discipline area. The course is intended to provide flexibility to explore themes and studio practice associated with your interests and potential future area of study. This will involve investigating the studio practice of artists and designers to inform your approach and to expand your awareness of a diverse range of art and design careers. You will be encouraged to experiment with a variety of material combinations and tools, and guided to develop an approach to studio practice that is built around your own strengths and preferred techniques. You will learn to apply strategies for collaboration and the management of an extended creative project, from development of the proposal and a timeline, through to the production of a final body of work and its presentation as part of an end of year exhibition. You will be required to demonstrate how key decisions in the production of the final work consider issues of sustainability, accessibility and social responsibility</p>

Multimedia	<p>The demand for multimedia skills in the job market has grown significantly due to advancement of new technologies and a desire to produce creative online content in a range of industries. Students will investigate how text, graphics, colour, and sound are combined to create a finished moving image product. Focusing on animation and video, student will create a narrative for a particular theme, purpose or audience.</p>
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