

V.A. 2380 Sound: The Basics (3,4,0) (E)

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

This course aims to study sound beyond the common practice of audio as supplementary and secondary to visuals. Students will un-learn sense of sight as their primary sense, and thus re-learn multiple meanings and interpretations of sound and its relations with visuals. Students will learn to use microphones and recorder, and the skills of audio recording and editing techniques. On top of these technical craft, fundamentals of sound design form essential parts of the course. Principles of sound including physics of sound, auditory perception, awareness of acoustic environment and different types of listening practices will also be introduced.

As a foundation course, it aims to raise students' interests and doubts in rethinking audio-visual relations. By stressing sound as an artistic and expressive medium in its own right, rather than approached as secondary to visuals, students learn to discover immense creative potentials of sound. Hence, students will be both technically and intellectually ready to engage in further experimentations of sonic creations in advanced courses exploring novelty and possibilities of time-based media. Students will work on sonic creations or, sound design for moving image works (of their own or of their fellow classmates). This course also supports students further explore sound in various media such as video art, installation art, hypermedia and interactive media.

V.A. 2400 Graphics Storytelling (3,4,0) (E)

Prerequisite: V.A.1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

"To be a person is to have a story to tell."—Isak Dinesen

Storytelling is a fundamental element in many creative processes; comic art is a medium that best illustrates its importance through arrangement of visual elements and image-text interactions. This course aims to provide a platform for the students to specifically look into the aesthetics of storytelling. It emphasizes on both the training of practical skills and the investigation of the language of comic and sequential illustrations.

Through the introduction of theories by scholars and artists like Scott McCloud and Will Eisner, and the examination of the recent local independent comic art movement, students are provided with a critical framework to read and understand comics in a new perspective. They will become able to analyze and appreciate local and international works within a specific social and cultural context.

The course also take a look into the process of how abstract concepts and fragmented ideas are transformed into concrete message before it is delivered to the reader creatively. They are required to conduct research in various drawing styles based on the discussion of storytelling methods as presented in Matt Madden's *99 Ways to Tell a Story*.

Besides, a series of studio workshop will be held to provide practical training in the areas such as story structure, scriptwriting, drafting, drawing, inking and the publishing process. Students will be encouraged to experiment with various production methods, and to start developing their unique way of presentation as a first step in becoming a professional illustrator or comic writer.

V.A. 2410 Experimental Illustration (3,4,0) (E)

Prerequisite: V.A.1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

Illustration is a fundament subject in visual arts that provides basic training in observation, integration and expression. Apart from the formal functions such as giving information and commentary, narration and persuasion, it allows artist to establish their own artistic identity through manipulation of image and text in an expressive way.

This course aims to let students purely focus on the image-making process. They are encouraged to experiment with different tools and materials before they invent their new approach to create

image. The use of non-traditional tools could enhance their problem-solving skills since they will have to work with the limitations of the tools. During the process, they will need to explore and examine the specificity of the tools or medium in use. Such experience will help them to make decision and develop their own strategy during the creative process in the future.

Areas covered in the course will be: digital illustration, hand-made graphics, tactile illustration, graffiti and other non-traditional image-making methods such as paper cut-out, collage and stitching. Although the majority of the course is skill-based training, the design assignment also requires students to learn how to articulate ideas and integrate different skills into a well-planned creative strategy.

V.A. 2490 Painting: Image and Interpretation (3,4,0) (E)

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

This course aims to introduce students to the full range of materials and processes of painting. It provides opportunities for substantial skill development through extensive studio practice of different genres including portrait, landscape, still life and abstraction. The course also consolidates the technical expertise in painting including the understanding of the material quality of paint, the consideration of different painting supports, health and safety issues as well as the efficiency of studio practice. The course also puts emphasis on examining how ideas and images are represented and explore how they relate to individual expression as well as social interpretation. Students will have opportunity to investigate the fundamental formal languages of painting through different exercises and will gain a solid understanding of the connection between form and content. Studio practice will be supported by lectures and tutorials, which purpose to investigate the debates surrounding the role of contemporary painting. Regular class discussions will also be held to examine the work of art by contemporary painters in terms of their cultural context and stylistic concern. At the end of the course, students will be equipped with preparation skills to discuss in oral and written forms the conceptual and visual elements in their paintings.

V.A. 2550 Small Metal Jewellery (3,4,0) (E)

Prerequisite: V.A.1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

Mankind has developed personal decoration and ornaments for thousands of years. Jewellery has always been an expression and reflection of its epoch, its social structures and cultural standards. Since the past fifty years, jewellery is now no more the privilege of the wealthy, as the social structure of contemporary societies has broadened considerably, and allows the concept of jewellery to be understood far more universal. In a contemporary sense, jewellery has become a collective noun for body-related objects.

This is an introductory course in jewellery making, with a focus on metalsmithing for small objects. It is designed to introduce non-ferrous metal as an expressive medium and to explore the unique properties it has to offer. Students will learn various ways of working metal, and how these techniques can be applied to the creation of small metal objects. Emphasis will be put on how these objects can be related to the human body. Basic 3D design concepts will be used to demonstrate these possibilities. The students will be introduced to the contemporary views of jewellery, and begin to appreciate jewellery as an art form. Through studying this diversified art form, the students can broaden their appreciation of the world around their body. The students will develop a sense of scale, and will have an enhanced sensitivity in relating their work to the environment. They will also practise thinking in 3D.

V.A. 2560 Wearables (3,4,0) (E)

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

Wearables are articles worn on the human body, enhancing a given feature of the body or creating an entirely new interface for

interaction, thus extending the traditional function of clothing into new artistic or functional areas. Accordingly the aim of the course is to interpret the human body as an interface for artistic expression.

The course offers an introduction to the broad scope of wearables and covers basic techniques for designing, pattern making and pattern alteration such as square blocking, contour sectioning and pivoting, which enables learners to develop creative concepts into wearable designs. Building on to this foundation, through studio exercises, student research and studio practice the students are invited to explore various approaches, concepts and materials for the creation of wearables. This knowledge shall be applied to design a set of wearable pieces or body extensions from the very first design sketch to a finished prototype, taking in the contemporary discourse on the topic.

Wearables connect the three-dimensional design-area with disciplines like theatre, film or performance art. Most obvious applications are theatre-costumes, but wearable design-pieces that are based on a particular view of the world or a particular spatial environment are rather common throughout the art- or design-scene.

V.A. 2570 The Art of Chinese Calligraphy (3,4,0) (E/C)

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

This course consists of three parts: (1) study of the historical and theoretical aspects of Chinese calligraphy; (2) the practical study in basic brush techniques and styles of the major works in *zhuanshu* 篆書 (seal script), *lishu* 隸書 and *kaishu* 楷書 (standard script); and (3) a hands-on studio art project. The class will learn the relevant brush techniques and calligraphic styles through demonstrations and guided practice. The course culminates in the creative project where by students will treat calligraphy as a vehicle for self-expression, expressing ideas in terms of their artworks' style and verbal content.

The course not only informs students about traditional Chinese culture, but also challenges them from academic and artistic perspectives. Students will develop independent thinking and problem-solving skills and express creativity as part of the process for creating calligraphic works. Additionally, they will study the historical and theoretical aspects of this fascinating art. This course is related to all other courses of Chinese art history, Chinese painting, Chinese calligraphy (e.g. semi-cursive script), seal engraving, typography, and graphic design in general.

V.A. 2600 Arts of Asia (3,3,0) (E)

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

The fundamental aim of this course is to provide students with a broad understanding of Asian art since the 19th century. Painting, sculpture, architecture, decorative arts and modern art from China, Japan, Korea, India, Southeast Asia as well as the Middle East will be used to illustrate the diversity and uniqueness of visual art and culture in these places, and also the cultural interaction through which the production, trading and consumption of art trigger. Whilst the course encourages students to investigate the individual characteristics of visual arts of different countries and cultures, it attempts to enhance student's understanding of the visual arts in the scope of Asia.

To understand any culture it is necessary to study the arts from that culture and how they interrelate with historical, geographical, religious and philosophical factors. The arts of Asia make tangible and visible the beliefs, which have guided the various civilizations of the continent. This course examines various art movements in a number of key Asian regions as well as the art and cultural interaction amongst these regions.

V.A. 2690 Drawing: Visual Thinking and Observation (3,4,0) (E)

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

Drawing is the fundamental training for various visual arts subjects. It is a discipline that includes strategies for representing forms, movement and ideas through the mark-making medium. It is also a way to convey thoughts and beliefs through hand and mind coordination. While transforming the experience into drawing, students will obtain new interpretations of visual expressions, as the course focuses on strengthening students' visual perception and observation with the practice of traditional and contemporary drawing approaches.

This course aims to introduce drawing studies from formal and representational into unconventional image expression, and will advance all beginners to go from fundamental to more exploration level. The course consists of three parts: the practice of drawing fundamentals; the learning of basic visual languages in drawing; and the re-interpretation of drawing from the figurative, representational to the application of various media and alternative processes. There will be exercises on basic training through a series of assignments that stress on using drawing as a medium for visual thinking and observation. Students will draw from direct observation or imagination of still life, landscape, and the human figure. Drawing media may include graphite, charcoal, ink, and collage, as well as watercolour and pastel.

V.A. 2700 Visual Literacy in Chinese (3,4,0) (E/C) **Painting**

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

This course provides comprehensive and fundamental training on *guohua*, literally translated as "national painting" or "Chinese painting". It is primarily divided into two sections: (1) understanding of *xieyi* (free style), and (2) understanding of *gongbi* (fine-brush, or delicate style). Focuses are on the critical concepts and ideas, conventional modes of expression and technical skills of *guohua* in the ancient models. Students are expected to explore such models for reinterpreting and rejuvenating the traditional form of *guohua* in the end of the semester.

The rationale to offer this level II course is to allow students to understand one of the cores of Chinese arts—Chinese painting. Regarded as Hong Kong residents, art students are supposed to have sufficient art trainings in both Western and Chinese arts. However, Chinese art training has been in deficit in local educational system even after the handover of 1997. Thus this course is to provide relevant art trainings and cognitive knowledge for students to capture the Chinese cultural narratives through practising Chinese painting.

V.A. 2710 Chinese Word as Image (3,4,0) (E/C)

Prerequisite: V.A. 1090 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

The centrality of using Chinese words as the major element in artistic expressions is a unique and prominent phenomenon in both Chinese and global visual culture from past to present. Chinese words, as evolved from pictographic representation to non-representational character, is the fundamental medium for artistic expressions in the practices of a range of Chinese art forms including calligraphy, seal engraving and other craft arts. Whether brushed on paper or engraved in three-dimensional objects made of stone, bronze and any other penetrable material, the visual and artistic form of Chinese word interacts with the subtlety of the linguistic aspect of Chinese language to produce a richly interdisciplinary artistic experience.

This course consists of three parts: (1) the study of foundational knowledge and theories pertinent to the material, tools, and the linguistic skills involved in the practices of Chinese calligraphy and seal engraving; (2) the practical study of brush, engraving and carving techniques, the compositional strategies of the strokes of Chinese characters and other relevant basic skills; and (3) a simple hands-on studio art project.

The class will learn the skills of adopting different material, handling of tools and other basic techniques of Chinese calligraphy and seal engraving through demonstrations and guided practice. The course culminates in a small-scale yet rewarding