

forms, movement and ideas through the mark-making medium. It is also a way to convey thoughts and believes 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.

VART 2116 Painting: Image and Interpretation (3,4,0) (E)

Prerequisite: VART 1006 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.

VART 2125 Visual Literacy in Chinese Painting (3,4,0) (E/C)

Prerequisite: VART 1006 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 practicing Chinese painting.

VART 2126 Chinese Word as Image (3,4,0) (E/C)

Prerequisite: VART 1006 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 creative project where by students will produce one piece of artwork based on the application of their acquired concepts, tools and skills. Students need to the foundational tools and skills of this course to nurture their understanding of Chinese cultural heritage. The acquire foundational knowledge and experience offered by this course are intended to cultivate a synergy with all other courses of Chinese and Asian art history, visual culture, Chinese calligraphy, seal engraving, Chinese painting, typography, Chinese language, and some aspects of sculpture.

VART 2135 Looking through the Lens (3,4,0) (E)

Prerequisite: VART 1006 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

The world and its cultures are external before one looks deeply. As artists and as responsible citizens, ways of focused looking will help us to learn from, and benefit back to our society and the world.

This is a course on fundamental knowledge of lens-based media, including photography and moving image productions. The essential foundations provided in this course are not merely technical craft but ways of inquisitive looking. Looking is attentive and active while seeing is external and passive. Accordingly, supplementary to technical training, this course aims at broadening students' visual perceptions and sharpening their senses responding to the outside world.

Students will explore and experiment how photographers, moving image artists understand, capture and represent actuality. Technical workshops on colours, optical theories, camera movements, framing and operations will be offered. Field work for practicing skills of observation is an important part of the course. Class assignments will enhance students' ability to look into details both in aesthetic realm and in cultural contexts.

Students will be working on photography and video production that are essential craft for media artists in various fields and in a cross-disciplinary manner. This course serves as a foundation for works of photography and moving image, interactive media with moving and still content, spatial design, visual narrative, and video installation. Students will be both technically and intellectually ready to engage in further experimentations of lens-based media creations in advanced courses.

VART 2136 Sound: The Basics (3,4,0) (E)

Prerequisite: VART 1006 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 recorders, 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, interactive media.

VART 2145 Sculpture: Materials and Processes (3,4,0) (E)

Prerequisite: VART 1006 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

We live in a built environment. This environment is defined by different structures and objects, and their spatial relationships. In an effort to interpret our environment and to create new places and forms, this course will explore through in and out of class projects how structures and forms are built through an additive process. This course is designed to bring to light different ways of understanding how sculpture has been made, can be made and explore new methods for the continuance of the discipline into a contemporary context. This course not only looks at sculpture as an independent form but sculpture as an expanded discipline that reaches into many realms expanding our perception to three dimensional space and experience.

This course explores the tools and techniques of additive production and the capacities of the wood shop, metal shop and sculpture studio. A series of small projects designed to build students' skill base in carpentry, metalworking and general structural challenges will be considered and applied. In addition, students are invited to incorporate projects from other AVA courses or their individual studio practice into the course.

VART 2146 Intersculpt (3,4,0) (E)

Prerequisite: VART 1006 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

Computers and digital technology allow us to work within a virtual space. Three-dimensional software allows us to play with form and space without dealing with the consequences or natural properties of the actual form in an actual space. In this virtual world the artist can explore and expand their art practice into this virtual world and through it by harnessing its advantages to create new forms and new spaces.

This course will introduce students to digital technology as a means to expand their capabilities to produce and visualize alternative projects in the various art studios. This course explores the extended field of sculpture into the digital realm. Students will be exposed to basic to advanced 3D software used to create suitable models for production with the laser cutter and CNC (computer numeric controlled) machines. Students will also be able to create projects that are meant to be utilized in other art and design practices, such as: precise mould making, template making for fabrication/collaboration, copper plate and wood block preparation for printmaking and glass etching to name a few.

This course is project based and will focus on technical demonstration and a continuous presentation of visiting artist/designers and faculty from all disciplines to inspire in the students the abilities to think fluidly about how ideas can be filtered through this technology. They will then take on more complex

projects based on their ability to use the software. This course is designed to show what the machines can do to extend the students' creativity into an alternative mediums and processes. The core objective of this class is to give students an ability to play with such technology so as to expand their creative output in whatever studio they may practice within.

VART 2155 Bodyscape (3,4,0) (E)

Prerequisite: VART 1006 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

In most all art forms, the artist is either moving away from the human form or closer to it. This fluctuation defines the need for further exploration of the body's ability to communicate and produce form that can further define artistic expression.

This course will explore the body as a landscape for appropriation. Students will look at the different techniques involved in using the human form as object and subject of their creative output. Students are to identify the human forms' innate ability to be abstracted and appropriated for self-expression. Students will explore the body in different mediums and processes from traditional to contemporary. There will be a focus on the connections that can be made between the generation of form, the creative process and the body as a performative object.

VART 2215 Typography (3,4,0) (E)

Prerequisite: VART 1006 Introduction to Visual Arts II or any GDCV courses offered by AVA or any Visual Arts courses

Typography means selection, scaling and organizing letters on a blank page or screen. It is one of the graphic designer's most basic challenges. Typography is the tool to communicate any kind of content. Based on the students' prerequisite knowledge and experience in design, they will further broaden their understanding of micro and macro typography, developing and using grids in typography, preparing data for the print process and using the PDF-format for publishing content online. Additionally, through lectures, plus research and practice students will strengthen their expertise in design history, and study the work of prominent designers in the field of graphic design.

Typography addresses issues that are useful for all disciplines of Visual Arts—ranging from design practices to fine arts. However, its principles are especially useful for Information Aesthetics, Book Design and Exhibition Design.

VART 2216 Graphics Storytelling (3,4,0) (E)

Prerequisite: VART 1006 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 analyse and appreciate local and international works within a specific social and cultural context.

The course also takes 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