

**VART 2236 Ceramic Art: From Pinched Pot to Sculptural Form (3,4,0) (E)**

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

Clay is the most natural and primal element on earth. Its plasticity makes it the most tactile hands-on material in artefact making, while its durability after firing retains a long history of ceramic art in almost all developed cultures. Ceramic artefacts, from shaping of clay to purposed glazing and firing, are completely individual-made, which allows artists to express themselves in this three dimensional medium. Therefore, ceramic art now is treated as traditional craft as well as contemporary art.

This is a studio course designed to teach students the basic hand-building and throwing techniques involved in constructing and surface decorating ceramic forms, from functional ware to sculpture. It creates a practical basis for addressing perceptual and aesthetic concerns as related to formal concepts such as balance, structure, continuity, texture and the spatial relationship between objects. Students will be encouraged to develop their own means of personal expression while working through assignments based on different ceramic techniques and skills.

By learning special hand-building and throwing techniques, and exploring the physical properties of clay as a hands-on creative material, this course enhances the ability of students to express eloquently their ideas through three-dimensional representation, especially with the transformation to one single material.

Starting from the aspect of function, students have to investigate the cultural significance of these functional wares, the relationship of details and the functions, and also the connection of these object-forms with the makers and users. In addition to learning the skills and process of making functional studio pottery, students will also be taught for creating vessel-form as art form for aesthetic expression. This in the end conducts to non-functional sculptural concepts in clay using hand-building and various decorating techniques. Emphasises will be put on the development of construction skills and an understanding of form/space relation, surface treatment, and firing possibilities.

**VART 2245 Wearables (3,4,0) (E)**

Prerequisite: VART 1006 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.

**VART 2246 Small Metal Jewellery (3,4,0) (E)**

Prerequisite: VART 1006 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 practice thinking in 3D.

**VART 2255 Space and Site (3,4,0) (E)**

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

Next to "object" the central concept in three-dimensional visual arts is "space". In opposite to objects however, the nature, essence, and the mode of existence of space, even the ultimate definition of space are still debated.

In this context "site" can be defined as spatial mark-making: by distinguishing a particular place within space through an intervention of any kind this location becomes a site.

Space and Site is a course dedicated to concepts and techniques necessary for all those designers and artists who want to work with space as a medium. It includes introductions to contemporary space-related theories and also some of the most important spatial designs of the 20th and 21st century. It also familiarizes participants with planning tools such as technical drafting, model making and virtual representations of space, as well as with the basic principles of constructions.

These acquired skills and knowledge will be practised in a number of small exercises and one medium-sized project at the scale of a city-furniture or small architectural object.

Upon completion of this course a participant will have the means to develop and conceptualize his/her spatial ideas and present them adequately to an audience of professionals. Especially students who would like to continue their studies into three dimensional subject areas like exhibition design, and installation will benefit from this course.

**VART 2256 Product Design (3,4,0) (E)**

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

Product design is a creative discipline, which combines art and technology, ideas and materials, to improve our daily lives, protect our health and create new opportunities for the industry. This course produces imaginative design ideas and solutions for small and large-scale industrial production.

The aim of this course is to provide knowledge and understanding of common and new materials used for designing new products and objects. It also introduces basic processes and methods used in industrial and product design manufacturing for these materials. Three different projects will be introduced to understand that the right choice of materials and processes is inseparably linked to the look and performance of any product.

This subject builds the foundation and hands-on experience indispensable to any other 3D related courses.

**VART 2305 Introduction to Western Art (3,3,0) (E)**

Prerequisite: VART 1006 Introduction to Visual Arts II

The aim of this course is to introduce students to the key developments in the history of Western art. This theme-based