

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. Emphases will be put on the development of construction skills and an understanding of form/space relation, surface treatment, and firing possibilities.

VART 2245 Wearables: Materials and Processes (3,4,0) (E)

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

Wearables are artefacts 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. It is the aim of this course to introduce students to materials, processes and techniques necessary to be working in this field, which interprets the human body as an interface for creative expression.

Accordingly the course covers basic techniques for designing with textiles, pattern making and pattern alteration such as square blocking, contour sectioning and pivoting, which enables learners to develop creative concepts into wearable designs. These represent the initial skills required to proceed to more experimental wearable applications in subsequent courses.

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 wearable artefacts. This knowledge shall then be applied to produce a wearable piece or body extension from the very first design sketch to a finished prototype.

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

Prerequisite: VART 1006 Visual Arts Practice 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 Design Thinking (3,4,0) (E)

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

Design Thinking is an alternative action-based approach to traditional problem-solving. Put simply, it's a methodology that uses the designer's sensibility and skills to match people's needs with aesthetic, socio-cultural, economic, and technological issues for the purpose of creating a coherent guest/customer/user experience.

The process is broken down into a set of steps: (1) Understanding the problem at hand through first hand experience; (2) Researching the history of the issue including previous attempts to solve it; (3) Defining the root cause of the issue; (4) Ideating possible solutions to the problem at hand without criticism or inhibition; (5) Prototyping potential solutions to investigate the validity of ideas generated during the ideation phase; and finally (6) Testing prototypes in a repetitive fashion to determine which aspects of the design are effective and which could still be improved.

While Design Thinking is a formal methodology it is by nature based on practically and creatively exploring solutions by design. It aims at understanding people, gaining insights that can be leveraged, and experimenting your way to a solution that could be a product, a service, or an experience.

VART 2257 Prototyping (3,4,0) (E)

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

A prototype is an early sample, model, or release of an artefact built to test a concept or process or to act as a thing to be replicated or learned from. 'Prototyping' refers to a group of analogue and digital techniques that allow the fabrication of such scale model.

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. The visual artist may explore and expand their creative practice into this virtual world and by harnessing its advantages create new forms and new spaces.

This course will introduce students to a variety of prototyping techniques, starting from the traditional analogue to contemporary digital practices. Students will initially learn to build basic models from materials such as cardboard, wood and acrylic. After this they will be exposed to basic 3D software to create suitable models for production, and then learn how to produce their initially virtual ideas via computer-controlled machinery.

This course is project based and will focus on technical demonstration and a continuous studio practice to inspire in the students the abilities to think fluidly about how ideas can be filtered through prototyping. They will then take on more complex projects based on their ability to use the software. This course is designed to show what the prototyping may do to extend the students' creativity into alternative mediums and processes. The core objective of this course is to give students an ability to play with such techniques so as to expand their creative output in whatever creative area they may choose to practice in later.

VART 2305 Art in the 20th Century I (3,3,0) (E)

Prerequisite: VART 1306 Art and its Histories II

As visual artists, how we think, and how we understand the world around us, both affects and influences our creativity and the works we create. The art of the 20th century exemplifies this interplay