

apocryphal events and modern myths—a collective consciousness, this course will further develop creative processes and innovative works that explore the possibilities in an active moment that is not simply captured by a still frame, but will continue beyond the image.

This studio course will launch an interactive dialogue between photography and performance art. Students will explore the different creative processes between these two art mediums, discovering the similarities and differences in each, and utilizing the knowledge gained from both in developing time-based photography. Discussions and presentations will focus on narrative compositions (such as directing an event, specifically for the camera), surveillance, process and documentation as art, and the use of text in photography.

VART 3145 Sculpture: Form and Applications (3,4,0) (E)

Prerequisite: VART 2145 Sculpture: Materials and Processes or VART 2147 Installation Art

Direct carving is a technique that has been utilized since the beginnings of civilization. The course will focus on such subtractive process and/or the use of reductive thinking as a creative tool to explore sculptural forms. Students will investigate how form can be revealed through different carving approaches and techniques.

In this course students will study the use of working models, templates as well as to work directly with the material to experience both systematic and intuitive methods for producing sculptural form. Students will also examine the application aspects of sculptural form in large scale public sculpture / environmental project through scaled models and appropriate visual presentation formats.

VART 3147 Public Art (3,4,0) (E)

Prerequisite: VART 2145 Sculpture: Materials and Processes or VART 2147 Installation Art

Traditionally the concept of public art has mainly been related to monuments and statues in public spaces. Later its form were diversified through various interpretations of the “public”, and as a result not only includes outdoor sculptures and murals to functional works integrated into architecture, but also site-specificity works, community based projects and interactive street performances. Nowadays, a new sense of public art refers to any art that happens and exhibits in a public domain, which may be art in “public places”, art that “creates public spaces”, and art of “public interest”. Public art does not simply refer to already existing physical urban sites such as parks, squares, streets or cities, but actually aims to re-interpret various social and cultural spaces and their functions.

This is a practice-based course, which includes conceptual and practical exercises relating to public art, as well as investigating and exploring new possibilities of art in the public arena. It will provide students with new concepts and approaches to explore art as a public situation. Students will establish public art in their geographical, political and social context, allowing them to integrate art and life within their personal living space and community. Students will further understand the concept of 2D and 3D art work, site-specific work, performances in contextuality and art in daily life, making this course also a valuable experience for students interested in Sculpture, Spatial Design, Installation Art and Performance Art.

VART 3155 Bodily Perception in Artistic Practice (3,4,0) (E)

Prerequisite: VART 2155 Bodyscape or VART 2156 Interactive Art

Gaining perceptual experience through our bodily senses (sight, hearing, smell, taste, touch and motion), and making use of it to discern various circumstances in the surroundings is the common ground for human communication. From the perspective of visual arts practice, this course aims to extend students' sensibility and capability in employing perceptual experience as a means of artistic investigations and expressions. It will also open up students' vision and mind to new creative possibilities. The study

of bodily perception will be introduced in both practical and theoretical aspects in which relevant reading materials on Body Aesthetics and related art movements in the 20th century will be explored.

With the influences of Dada, Fluxus, Happening, Performance and other related art movements in the 20th century, the phenomenon of artists presenting art with their own bodies has become common. It particularly refers to the exploration of bodily perception and its possible implication in artistic expression. In recent years, this phenomenon extends to a wider scope of artistic practice and is now applied to more diverse creative disciplines such as wearable, spatial, product, multimedia and interface design. The study of bodily perception thus suggests an interdisciplinary platform to integrate various art forms and creative practices.

VART 3157 Human Machine Interface (3,4,0) (E)

Prerequisite: VART 2155 Bodyscape or VART 2156 Interactive Art

Digital media products have moved beyond the use of standard graphical interface. Buttons and display screens will not be sufficient to cater for the ubiquitous and mobile usage. Moreover, contemporary interactive artworks often embed the interfaces into a spatial environment or custom made artefacts. Both cases demand a revisit of the existing desktop metaphor and the graphical user interface. These interfaces are the subject of the studies. The course aims to investigate the creative use of physical interfaces for digital media artworks and products.

Because digital technologies are incorporated into our daily life, there is a crucial need to strengthen the communication between these systems and their users. The interaction between the digital and the physical world is a field with increasing meaning for designers and artists. This course will explore the history of interface design—related to time and space—with regards to usability and cultural issues. The development of interfaces has always been driven by technical progress along with the needs of human beings. By analysing users' interaction with machines, and adopting knowledge on basic electronics and computer programming, students will research on interaction design, digital media content and create new concepts for interfaces that enhance users' experience.

VART 3205 Further Studies in Craft and Design (Graphic Book) (3,4,0) (E)

VART 3206 Further Studies in Craft and Design (Experimental Imaging) (3,4,0) (E)

VART 3207 Further Studies in Craft and Design (Glass and Ceramics) (3,4,0) (E)

VART 3295 Further Studies in Craft and Design (Wearables) (3,4,0) (E)

VART 3296 Further Studies in Craft and Design (Objects and Environment) (3,4,0)

Prerequisite: To be specified by offering instructor

This course aims to provide an opportunity for students to study in-depth selected topics in contemporary issues related to the various creative practices in Craft and Design.

Through examination of theories related to the topic, students will get an initial look at issues in the Craft and Design from an interdisciplinary and cross-cultural perspective. The course will then guide them to integrate various points of view, and to develop their own critical judgment on the topic under study.

Starting on the basis of this initial introduction the course will then aim to investigate through practice different approaches and methodologies to the course topic, and to ultimately connect and integrate them with existing skills and knowledge of course participants. The aim is to develop and practise skills and concepts for students' personal practices in Craft and Design at the current state of the arts.

This course changes subjects/theme regularly; therefore the individual instructor in consultation with the Craft and Design Division will determine the selected topic, to take full advantage of developing research, issues and global developments in the visual arts.