

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.

V.A. 3310 Drawing: Inquiry and Experimentation (3,4,0)

Prerequisite: V.A. 2060 Life Drawing or V.A. 2690 Drawing: Visual Thinking and Observation

Drawing is not merely a fundamental tool for all visual artists, but also an artistic medium in its own right: by enquiring into traditional ideas, and through experimental use of drawing media and innovative approaches. Drawing can open entirely new perceptions of reality, beyond the notions commonly connoted with pencil and paper.

This course aims to strengthen and consolidate students' drawing skills and knowledge acquired from the course of V.A. 2690 Drawing: Visual Thinking and Observation. It enables students to explore drawing as an evolving mode of contemporary art practice and expression, and considers drawing as a means for contextual inquiry and experimentation with the application of creative ideas, practices and technologies of the discipline. The content deals with the concept of drawing, its development from traditional to contemporary, and covers a wide range of techniques, materials, functions and approaches with alternative process of the media. Students may work in a variety of traditional media, including graphite, charcoal and pastel, and are encouraged to explore the use of new and mixed media. Various drawing approaches with a variety of subject matters, such as figure, still-life, and landscape will be examined and practised in the course. Students will also concentrate on more complex personal and creative aspects of drawing, while perceptual and conceptual issues will be pursued. By the end of the course, students will have the competence to transform the contextual inquiry into expressive or experimental drawing.

V.A. 3330 World between Two Covers: All about Book Design (3,4,0)

Prerequisite: V.A. 2230 Typography or V.A. 2750 Graphic Design and Visual Narratives

For centuries, reading a book was the only one way of save-travelling to faraway places, unknown cultures and bold adventures. Even time travel and the transforming to another identity were possible while lounging in an armchair at home and reading a book. Today we have more opportunities to get into a story by listening to an audio book, watching movie or playing computer games. But even the medium book is changing its nature from analogue to digital (Kindle and iPad, only to name the famous one).

Despite all these innovations, the traditional printed book is still the most common and most successful distribution format for text-and image-based content. Still the number of printed publication is rising every year. Book design is still the ultimate achievement for any 2D-designer. The innumerable contents of books cannot be covered by one standard design of an anonymous iBook. Not just the physical design of the "anatomy" of a book—spine, cover, binding, front, body, and back—but also the canons of proportion, grids, formats, openings and page design in combination create the essential experience of a good read. And these are only the basics. In addition a digital book cannot replace the sensory experience of touching, smelling and hearing the pages of an analogue book. This course critically evaluates contemporary book design by exploring the changing formats of the book in history, and in the context of the visual arts: as craft, as product, as art and as medium. It introduces the business of publishing, and its terminology, as well as essential knowledge of printing technologies. Most of all however, the course aims at providing the tools, skills and creative approaches to design and produce a book with self given content and constraints. After all, it is the purpose of the course to create a book that does not depend on conventional templates but develops from an understanding of competing conventions. The course builds confidence in creative organization and management of content for a wide range of

publication practice in contemporary visual arts. It is the point of culmination within the course sequence of the graphic art-cluster that intends to bring together all previously acquired skills in one project.

V.A. 3340 Painting: Expression and Exploration (3,4,0)

Prerequisite: V.A. 2490 Painting: Image and Interpretation

This course aims to develop students' understanding of paint as an expressive tool and help students to explore their own direction through visual problem solving. Students will be provided with opportunities to experiment with different mediums and processes so as to investigate the unique qualities of painting. The course develops students' independence and consistent work pattern within the studio. It also fosters students to develop a personal language and aesthetic sensibility with an emphasis on the individual growth through technical as well as conceptual development. The course also addresses the processes of transformation from ideas and images into visual art with consideration of contemporary ideologies and critical debates. Students will be encouraged to start with traditional approaches to painting in terms of seeing it as a self-sufficient discipline and further develop to experimental approaches towards interdisciplinary. Alongside with given studio exercises, lectures and tutorials will be scheduled for addressing major topics in contemporary painting relating to identity concerns, spiritual issues and political debates, and discussing how these issues are relevant to students own practice. By the end of the course, student will have a set of work completed according to their self-initiated theme, which will be further applied onto their future study of the subject.

V.A. 3360 Wearables as Media (3,4,0)

Prerequisite: V.A. 2560 Wearables

The aim of this course is to produce wearables not merely as fashionable articles for next season's market consumption, but as cultural objects with the potential to critique or transform the social or political environment.

The course explores how wearables play a central role in defining our identity, by looking at the ethical, environmental, political and social issues of clothing, fashion and textiles along with the role of the artist/designer operating within these spheres of cultural production. It also sheds light on strategies that artists and creative designers employ in their work practices to transform or critique society through wearable art/design pieces. The studio-part of the course involves the application of such creative concepts, where appropriate methods and materials will be tested in order to create design solutions. The outcomes will be wearables and/or accessories that "can create models for possible worlds and possible bits of worlds." (Bourriaud, 2002) In this way wearables play a central role in defining and communicating our identity.

The goal of this course is to produce conscientious artists and designers who are willing and able to take responsibility for the material goods and services they produce, the effects these have on our social, political and ecological environment and who can articulate their perspectives using creative strategies. Its underlying intention is to foster awareness of the massive implications of applied human creativity in the fashion industry, and how the things we wear affect and intervene with our everyday lives on multiple levels. In doing so students are equipped with advanced skills in the production of their own wearable prototypes.

V.A. 3380 Convention and Innovation in Chinese Painting (3,4,0)

Prerequisite: V.A. 2700 Visual Literacy in Chinese Painting

As Hong Kong serves as a point of convergence of Chinese and Western cultural narratives, "hybridity" comes to be a primary means for local artists, especially ink artists, to take into their art creation. For better understanding Chinese cultural heritage, the course requires students to explore the conventions embedded in *guohua* for thousands of years. The aim of such training is to enhance and build up visual literacy in Chinese painting. With the introduction of the concept of "hybridity", students are

expected to reveal the local cultural identity on the basis of the integration of the convention(s) of *guohua* with Western mode of expression.

This course is divided into two sections: (1) exploration in conventional Chinese painting; and (2) innovative creativity with the concept of “hybridity”. The former section aims at exploring possibilities of *guohua* (literally translated as national painting) based on the research of the conventional concepts and ideas. Both *xieyi* (free style) and *gongbi* (fine-brush, or delicate, style) are the focuses. The provision of the latter section is the concept of “hybridity”, which is regarded as a crucial artistic means for ink artist to revive the ancient art form of *guohua* and reveal Hong Kong cultural identity. Through adapting, appropriating and revising the mode(s) of expression from Western art, students learn how to reconcile “Chineseness” and “modernism/contemporaneity” to create Chinese painting with a contemporary new look.

V.A. 3400 Expanded Photography (3,4,0)

Prerequisite: V.A. 2380 Sound: The Basics, V.A. 2590 Introduction to Photography or V.A. 2720 Looking through the Lens

Travelling from the “birth of photography” through the area of “New Photography” to present representations of photography in Contemporary Art, definitions and boundaries of what photography actually is become vague. This course provides understanding how photography renovates itself throughout decades. It will bring back and re-define traditional aesthetics, like framing, composition and tones, in classical photography and reproduce the new significance, and revisit it in technical aspects.

As we expand our photographic vocabulary in the creative process as well as through employing advanced techniques, new media and wider content, photography emerges as a creative means full of possibilities and challenges. From the approach of “photography can tell an authentic story” to the position of “thinking the captured images as referent” (Roland Barthes), photography is like “the nature of a verb which had no infinitive, only tense and model”.

This course will also cover new trends in photography by focusing on the view of how photographic images narrate, photography’s possibilities of generating meaning and expand a still’s image content/photographic framing into moving image (short video). From that angle, students will see how different genres and definitions have been developing, and how digital renovation and different presentation ways of photographic works. It enables new possibilities that as a result affect our way of seeing. Employing advanced technique including studio lighting and colour management, new media and wider content this course will expand aesthetics and our visual vocabulary in creative process.

V.A. 3410 Experiments in Moving Image and Sound (3,4,0)

Prerequisite: V.A. 2380 Sound: The Basics or V.A. 2720 Looking through the Lens

This course aims at offering students unconventional perspectives on moving image and sound. Notions of creativity and usages of digital moving image and sound gears as artistic tools are highlighted. Hence, the course strongly encourages mixed genres and personal experiments. Students will learn the art of moving image and sound that inherently stress the significance of experimentation in visual rhetoric, mass media (TV) criticism, and the spirits of boldness in contemporary art making. Students will learn histories, technological/cultural contexts and artistic practices of experimental film/video art.

As an intermediate level course, students will learn digital video production including camera work and the use of supported gears, the craft of three-point lighting and its variations, and also the knowledge of safety and different types of lighting gears. Regarding the idea of sound, it goes beyond the common practice of audio production as supplementary and secondary to visuals. Students will unlearn sense of sight as their primary sense and thus re-learn multiple meanings and interpretations of sound and its relations with images.

After taking this course, students should be ready for upper-level courses that are research-based and aim at exploring further on novelty of time-based media. This course also supports students working on other areas of arts with elements of moving image and sound, such as interactive media, hypermedia and installation art works.

V.A. 3430 Self-Identity through Jewellery (3,4,0)

Prerequisite: V.A. 2550 Small-Metal Jewellery

Jewellery has always been about identity. From pre-historic time till the mid-20th century, people wore jewellery to showcase their wealth, power, social and religious status, superiority and their aesthetic sense. After the Second World War, many of the societies in Europe and America were turned upside down. The great loss of lives made many artists questioned the traditional values, and reflected on the question of self-identity. The scarcity of materials also pushed many artists to start making jewellery. Together with the new materials made available through technology advancement, the studio jewellery movement was born. At the core of the movement is a deep desire to establish value and identity through jewellery. In many ways, jewellery is the ideal art form to consider anxiety about identity, and to explore the possibilities of utilizing or challenging traditional meanings.

In this course, students will be guided to develop a series of work in exploring their own identity. They will start by studying the traditional meanings of jewellery, and their connections to the underlying craftsmanship. Once these connections are made, they will look at how the studio jewellery movement pushed these apart, and used new ideas and materials to create a new set of language. The students will then reflect on their own identity issues, develop a series of jewellery, and present their work and research findings to the class.

V.A. 3440 Contemporary Vision in Chinese Art Practice (3,3,0)

Prerequisite: V.A. 1220 Introduction to Western Art and V.A. 1210 Introduction to Chinese Art

Contemporary Chinese art practice exists in a multiplicity that encompasses a wide spectrum ranging from traditional to avant-garde artistic expressions. This course covers both theoretical study of contemporary Chinese art practice and practical study of art production methods with a contemporary vision. Through critical examination of a range of major scholarly debates on modern and contemporary Chinese art practices, students will learn to apply art-historical methods and approaches to the analysis and interpretation of works by major contemporary Chinese artists. Meanwhile, the centrality of the notion of negotiations with tradition and modernity in the practices of contemporary Chinese painting and calligraphy will be highlighted. Students will exercise their critical thinking and analytical skill in both oral presentation and writing assignments. Based on the inspiration originated from the aforementioned theoretical study, students will be guided to explore experimental methods and techniques to transform traditional mode of Chinese art practices which include Chinese painting, calligraphy and seal engraving. The course will culminate in students’ development of a set of personal creative strategy to effectively express their ideas through artwork production.

In the context of an emerging world market of contemporary Chinese art, the development of contemporary Chinese art becomes a subject of global attention. This course is significant because it presents the current state of knowledge about modern and contemporary Chinese art. Moreover, it offers an opportunity for students to learn the tools for analysis and interpretation of works by major contemporary Chinese artists. Meanwhile, this course serves as an extended study of the other studio art courses of Chinese painting, calligraphy and seal engraving. Lastly, the interdisciplinary nature of the course, as embodied in the coexistence of academic research methods and artistic output, contribute to the overall direction of AVA.