

## 2479 - Bachelor of Visual Arts (*Caulfield Campus*) (Version 5)

### Course Structure - The course consists of the following areas of study:

The degree structure is given depth by a sequence of units which form a major study taken over three years. It is given breadth by complementary and other units in studio and theory from which individual study programs can be formed.

#### (a) First-year study program

The first year of the course has a common structure for all students that provides a sound introduction to both theory and practice in the context of the visual arts and assists the student to make an informed choice of a major study. Elective units are chosen after consultation with the studio coordinator.

An example first semester is as follows:

- Introductory visual arts studio (6 points)
- Drawing (6 points)
- Theory of art and design (6 points)
- Elective (6 points)

#### (b) Second and third-year study program

In consultation with the course coordinator, students seek selection into one of the major disciplines, together with supporting units. In the second year of the course, places in specific studios will be allocated on the basis of academic merit.

The typical semester pattern consists of:

- Major study (6 points)
- Complementary practice (6 points)
- Electives (6 points)
- Theory of art and design (6 points)

#### (c) Major study (second and third years)

At least 36 points must be taken in the chosen major study at year two and year three levels. Added to the 12 points obtained in year one, this provides a core major of 48 points.

Students select one of the following major studies:

- glass
- interdisciplinary design
- metals/jewellery
- painting
- photomedia
- printmedia
- sculpture
- theory of art and design

#### (d) Elective units

Elective units are selected by students in consultation with the course coordinator. They will generally be taken from those within the Faculty of Art and Design. However, units elsewhere in the university are also available.

#### (e) Professional practice (6 points)

All students take one professional practice unit at third-year level.

#### (f) Occupational health and safety (0 points)

A compulsory health and safety unit which deals with issues relevant to art and design.

For any variations to the course map students must seek approval from the course coordinator



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Course Map					
Year 1	Sem 1	<a href="#">VIS1111</a> Visual arts studio 1 (6 points) & <a href="#">OHS1000</a> Introduction to art and design health and safety (0 points)	<a href="#">TAD1101</a> History of pre-industrial art and design (6 points)	<a href="#">DWG1201</a> Drawing 1B (fine art/visual arts) (6 points)	Elective (6 points)
	Sem 2	<a href="#">VIS1112</a> Visual arts studio 2 (6 points)	<a href="#">TAD1102</a> Visual culture and media of the industrial age (6 points)	<a href="#">DWG1202</a> Drawing 2B (fine art/visual arts) (6 points)	Elective (6 points)
Year 2	Sem 1	Major Study 3B & Comp Practice 3A or Theory of art and design		Comp study (theory or studio)	Elective (6 points)
	Sem 2	Major Study 4B & Comp Practice 4A or Theory of art and design		Comp study (theory or studio)	Elective (6 points)
Year 3	Sem 1	Major Study 5 or TAD		Comp study (theory or studio)	Elective (6 points)
	Sem 2	Major Study 6 or TAD		Comp study (theory or studio)	<a href="#">PPR3202</a> Professional practice B (6 points)
Major Studios				Total Requirement: 144 credit points	

<p><b>Glass</b></p> <p>GLS2213 Glass P&amp;T 3A 6 points</p> <p>GLS2223 Glass P&amp;T 3B 6 points</p> <p>GLS2214 Glass P&amp;T 4A 6 points</p> <p>GLS2224 Glass P&amp;T 4B 6 points</p> <p>GLS3215 Glass P&amp;T 5 12 points</p> <p>GLS3216 Glass P&amp;T 6 12 points</p>	<p><b>Metals/Jewellery</b></p> <p>JWL2313 Metals &amp; Jewellery P&amp;T 3A 6 points</p> <p>JWL2323 Metals &amp; Jewellery P&amp;T 3B 6 points</p> <p>JWL2314 Metals &amp; Jewellery P&amp;T 4A 6 points</p> <p>JWL2324 Metals &amp; Jewellery P&amp;T 4B 6 points</p> <p>JWL3315 Metals &amp; Jewellery P&amp;T 5 12 points</p> <p>JWL3316 Metals &amp; Jewellery P&amp;T 6 12 points</p>	<p><b>Painting</b></p> <p>PTG2513 Painting P&amp;T 3A 6 points</p> <p>PTG2523 Painting P&amp;T 3B 6 points</p> <p>PTG2514 Painting P&amp;T 4A 6 points</p> <p>PTG2524 Painting P&amp;T 4B 6 points</p> <p>PTG3515 Painting P&amp;T 5 12 points</p> <p>PTG3516 Painting P&amp;T 6 12 points</p>		
<p><b>Printmedia</b></p> <p>PRM2413 Printmedia P&amp;T 3A 6 points</p> <p>PRM2423 Printmedia P&amp;T 3B 6 points</p> <p>PRM2414 Printmedia P&amp;T 4A 6 points</p> <p>PRM2424 Printmedia P&amp;T 4B 6 points</p> <p>PRM3415 Printmedia P&amp;T 5 12 points</p> <p>PRM3416 Printmedia P&amp;T 6 12 points</p>	<p><b>Sculpture</b></p> <p>SCU2613 Sculpture P&amp;T 3A 6 points</p> <p>SCU2623 Sculpture P&amp;T 3B 6 points</p> <p>SCU2614 Sculpture P&amp;T 4A 6 points</p> <p>SCU2624 Sculpture P&amp;T 4B 6 points</p> <p>SCU3615 Sculpture P&amp;T 5 12 points</p> <p>SCU3616 Sculpture P&amp;T 6 12 points</p>	<p><b>Photomedia</b></p> <p>PHO1203 Photomedia imaging 6 points</p> <p>DIS1103 Digital processes for A&amp;D 6 points</p> <p>PHO2207 Photomedia: processes 6 points</p> <p>DIS2105 Digital imaging 6 points</p> <p>PHO2208 Photomedia: fabrication 6 points</p> <p>DIS2601 Digital audio/video 6 points</p> <p>PHO3209 Photomedia: project 1 Major Study 5 12 points</p> <p>PHO3208 Photomedia: project 2 Major Study 5 12 points</p>		
<p><b>Interdisciplinary Design</b></p> <p>DGN2003 Interdisciplinary design studio 3</p> <p>DIS1103 Digital processes for art and design 1</p> <p>DGN2004 Interdisciplinary design studio 4</p> <p>IDE1502 Modelmaking and workshop practice or VCO1302 Typography 1 or PHO1203 Photomedia imaging 1</p> <p>DGN3105 Interdisciplinary design studio 5</p> <p>DGN3106 Interdisciplinary design studio 6</p>				
<p><b>Theory of Art &amp; Design</b> <i>Please note, not all units are on offer every year. Students are advised to check at the time of enrolment for availability.</i></p> <p>TAD2030/3030 Fashion, Image, Advertising</p> <p>TAD2101/3101 Modernity &amp; the avantgardes</p> <p>TAD2102/3102 Perspectives on post-war practices</p> <p>TAD2130 Concept &amp; creativity :Italian art &amp; design (Prato, Italy)</p> <p>TAD2136 Cultural meaning (Prato, Italy)</p> <p>TAD3214 Contemporary discourse in design</p> <p>TAD2206 Ornament, meaning &amp; design</p> <p>TAD2207/3207 Popular culture</p> <p>TAD2214 Critical issues in design</p> <p>TAD2440/3440 Camera culture</p> <p>TAD2530/3530 Baroque visual culture</p> <p>TAD2602/3602 Critical practices</p> <p>TAD2203 History &amp; criticism of interiors &amp; furniture</p>				



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My Enrolment					
Year	Sem				
	Sem				