

ELECTIVE

OFFERS

200-HOUR COURSES

YEAR 9 AND YEAR 10

COURSE

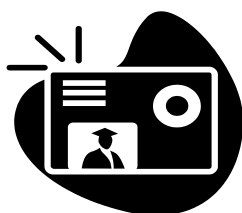
VISUAL ARTS

COURSE DESCRIPTION

This course is made up of a number of units of work. Students will develop art making ideas, explore materials and techniques and investigate different art perspectives. They will then create artworks that are reflective of their study of art, their world and personal feelings. They will also investigate artists and how these artists respond to the world around them and the effect of these artworks in the public arena through various exhibitions and excursions.

The course will allow students to investigate their ideas through some of the following art forms:

- Drawing (using pencil, ink, charcoal),
- Sculpture making, Collage, Montage,
- Digital imaging (using a digital camera & scanner to create computer images);
- Video making (filming and editing a video);
- Printing (e.g. linocuts, etching, silkscreen printing);
- Ceramics (working with clay to produce vessels and sculptures);
- Canvas painting (creating large painted artworks);
- Comic designs - both hand drawn and computer aided.



Excursions will be included to help students develop ideas and appreciation of current artworks. Competitions will also be entered to give students a chance to present their works to a broader audience

ASSESSMENT

This course is 60% practical and 40% theory.

COST

The cost of the course is \$50, which includes a Visual Arts diary, use of all art materials and access to workshops and computer software.



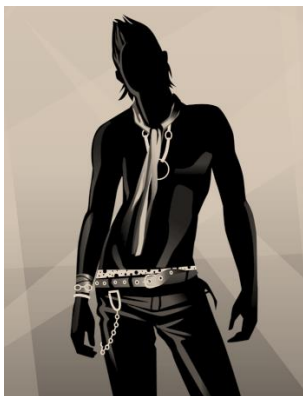
COURSE

VISUAL DESIGN

COURSE DESCRIPTION

This course builds upon the Visual Arts Stage 4 course. However it is designed for students who have an interest in designing and creating contemporary visual design forms and the use of Information and Communication Technologies and digital media forms.

The commercial design world, media, graphics, interior and exterior design and wearable fashions will be explored.



Through a variety of teaching and learning experiences, students' knowledge of visual design will become increasingly comprehensive and complex, more authoritative and insightful. The syllabus encourages students to become more informed and active participants in, and consumers of, print, object and space-time design in contemporary culture.

The course will allow students to investigate their ideas through a selection of the following design forms:

- Photography and film.
- Jewellery, body art and other wearables.
- Ceramics – designing functional objects.
- Print-making
- Graphics
- Photoshop and other design programs.
- Explore and use software to develop, visualise and make visual design artworks in interactive and virtual forms such as websites and virtual worlds and the use of avatars (DEC permitting.)

The students will be required to develop a digital portfolio for reflection and documenting created forms.

There is a mandatory theory component, studying the world of designers and their work.

ASSESSMENT

This course is 60% practical and 40% theory.

COST

\$50 per year



NEW
ELECTIVE
OFFERS

100-HOUR COURSES

YEAR 9 OR YEAR 10

GRAPHICS TECHNOLOGY (100 hours)

Graphics Technology enables students to practise logical thought and decision-making while developing skills applicable to a range of domestic, commercial and leisure activities. They engage in both manual and computer-based forms of image generation and manipulation and develop knowledge of the wide application of graphics in a variety of contexts and an ever-increasing range of vocations. Graphics Technology also develops students' technical and visual literacy, equipping them for participation in a technological world.

Examples of optional modules include:

The Architectural Drawing

Cabinet and Furniture Drawing

Computer Aided Design and Drafting (CAD)

Cartography and Surveying

Computer Animation

Engineering Drawing

Graphic Design and Communication

Landscape Drawing

COST: \$20

PHOTOGRAPHIC AND DIGITAL MEDIA (100 hours)

Students will learn to make photographic and digital works and to understand and explore the nature of photographic and digital media as an important field of artistic practice, conceptual knowledge and technological procedures.

Students will make digital forms such as:

Video, film, animation, performance works, installation works – time based other moving photographic and digital forms, manipulated images including collage, montage and image transfers.

COST: \$40