



2018 Student Guide

Sydney College of the Arts

School of Literature, Art and Media
Faculty of Arts and Social Sciences



THE UNIVERSITY OF
SYDNEY



Contents

	1
Welcome by Chair of Department	2
Why Study Visual Arts?	4
Undergraduate Program	6 - 28
Bachelor of Visual Arts	6 - 10
Bachelor of Visual Arts / Bachelor of Advanced Studies Honours	
Visual Arts Major and Minor	11
2018 Units of Study	12 - 29
Postgraduate Program	30 - 43
Coursework Program	30 - 33
2018 Units of Study	34 - 41
Research Program	42 - 43
Key Dates for 2018	44
Contact Details	Back Cover

Information in this booklet is to be used as a guide only, as there may be changes closer to the start of the academic year.

Please check the Faculty of Arts and Social Sciences Future Students web page for complete course and study information:

http://sydney.edu.au/arts/future_students/

Contents

Welcome

Over its twenty-five-year history in the University, Sydney College of the Arts has built a reputation as a leading centre for education and research in the visual arts.

Because we are committed to a conceptual and critical engagement with visual art practice, our list of alumni includes some of Australia's leading artists. Studying visual art at SCA means joining this community of thinkers and artists, a community with expertise in a variety of media and a strong conceptual and theoretical approach to contemporary practice.

At SCA we believe that a broad, immersive studio experience is not only beneficial, but necessary for the development of artists. Students enrolled in our programs have the opportunity to discover and work in a range of mediums central to the practice of contemporary art, supported by expert technical staff. Our staff have strong links with the contemporary arts community and many are critically acclaimed artists.

Our work and our philosophy reflect our view that art is a wide-ranging endeavour that communicates many viewpoints, approaches and backgrounds. Whether you wish to practise as a maker or interpreter of contemporary art and design, work in the creative arts sector more broadly, or simply deepen your understanding of visual art and its relevance, we encourage you to consider a course in contemporary art relevant to your personal strengths and aspirations.

Andrew Lavery

Chair of Department





Visual Arts

at the University of Sydney

The Bachelor of Visual Arts and the Bachelor of Visual Arts/Bachelor of Advanced Studies offered at Sydney College of the Arts are practical, hands-on courses focused on developing conceptual, theoretical and technical skills. These are the skills you will need to transform ideas into art, succeed as a practising artist, or flourish in a range of careers in the creative industries.

Specialise in your passion

From the outset, you will be encouraged to work across disciplinary boundaries in order to find ways to realise your ideas. You will be given a thorough grounding in the skills and history of your chosen studio specialisation. The courses are available in five studio specialisations: Painting, Photomedia, Printmedia, Screen Arts and Sculpture. Each studio specialisation is underpinned by the teaching of rigorous theory and critical skills.

If you choose to do the combined Bachelor of Visual Arts/Bachelor of Advanced Studies, in addition to one of the Bachelor of Visual Arts studio specialisations, you undertake advanced coursework and a community, industry, research or entrepreneurship project that builds on the skills and knowledge developed in the Bachelor of Visual Arts. You will also complete a second major, creating a study profile that reflects your expertise in a range of disciplines.

Be taught by the best

You will be taught by practising artists, writers and curators, whose extensive professional experience and arts industry networks – including contacts in galleries and museums – will be of enormous benefit to you as a student.

Our undergraduate courses provide a strong emphasis on theory and history, helping you to refine your research and critical skills, and enabling you to realise the full potential of your creative projects. Importantly, we offer excellent studio facilities, workshops and digital laboratories to support your learning across all discipline areas.

During your time at SCA you will take field trips and excursions to leading art institutions, meet with practising artists, writers, curators and academics, attend artist talks, and participate in exhibitions and other creative industries events. At the end of your studies you will exhibit your work in the annual SCA Undergraduate Degree Show, a showcase of graduating students' work.

Flexibility

Our flexible course structure allows you to build a course in contemporary art that is adapted to your personal strengths and aspirations.

This flexibility will allow you to keep your career choices open until the conclusion of your studies. Upon graduating, you will be equipped with the conceptual and technical skills required to work as a contemporary artist, or to establish an art, media or design practice.

You will also be well-qualified to work in a wide range of other culture-related fields, including art education and administration, curation, website and interactive design, and publishing.

Above all, you will emerge from our undergraduate courses as an expert in developing artistic and creative responses to the big issues driving contemporary society.





Bachelor of Visual Arts

Requirements for Completion

Bachelor of Visual Arts requires 144 credit points from undergraduate unit of study tables including:

- 72 credit points of studio units including a studio specialisation
- 12 credit points in Critical Studies at 1000-level
- 12 credit points in Critical Studies at 2000-level or 3000-level
- 48 credit points of elective units of study or a minor or a major, excluding a minor or a major in Visual Arts

Bachelor of Visual Arts/Bachelor of Advanced Studies

Requirements for Completion

Bachelor of Visual Arts/Bachelor of Advanced Studies requires 192 credit points from undergraduate unit of study tables including:

- 72 credit points of studio units including a studio specialisation
- 12 credit points in Critical Studies at 1000-level
- 12 credit points in Critical Studies at 2000-level or 3000-level
- 48 credit points of a major, excluding the major in Visual Arts
- 12 credit points from the Open Learning Environment
- a minimum of 24 credit points at 4000-level units of study, including a minimum of 12 credit points and a maximum of 24 credit points in a research, community, industry, or entrepreneurship project (units of study for this requirement will be available from 2019)
- up to 12 credit points of electives

First Year

The first year comprises units of study that develop your creative work and your theoretical awareness of contemporary art practice. You learn about materials and methods appropriate for your work, and develop the technical skills required to make and document it successfully.

In first semester you are exposed to a wide range of studio specialisations represented at SCA. You complete two transdisciplinary projects (CAS1001 Studio Foundation) developed

by a team of academic staff from different disciplinary areas. The projects entail both academic instruction and technical workshops that give you a choice in the media you use for the execution of your end-of-semester project outcome. You receive four hours of academic tuition supported by a two-hour technical workshop each week.

From second semester CAST1001 Studio 1 gives you an opportunity to locate yourself within two specific studio environments over two six-week blocks. You work with the production methodologies and creative contexts characteristic of the particular studio environment.

Your projects are supported by technical workshops in the chosen studio specialisations. Studio 1 helps you to choose a studio specialisation in second year and reinforce pathways for future interdisciplinary projects.

You also complete two 1000-level Critical Studies units: CATE1001 Contemporary Art: an Introduction and CATE1002 The Avant-Garde. You select your remaining units of study from a diverse range of core and elective units, including compulsory second major in the Bachelor of Visual Arts/Bachelor of Advanced Studies.

Second Year

In second year you select a studio specialisation. In first semester a studio specialisation unit of study provides a creative environment in which you explore and develop your own emerging ideas and personal artistic voice within your chosen disciplinary major. In second semester you build on experience you gained and expand your ideas as you renew the exploration of your personal artistic expression.

In addition to your studio specialisation, you select and complete two units of study from the Critical Studies area. Critical Studies provides you with the theoretical concepts and historical context you need for an in-depth understanding of contemporary art practice. It immerses you in current themes and debates in contemporary art, exploring artists' practices while also linking these to modern and postmodern developments. You are encouraged to apply these critical skills to your own work and to that of other artists, writers, and curators. In addition, you complement your studies with electives that deepen your skills and knowledge of your studio specialisation or select units of study required in your second major.



Third Year

The primary focus of third year studio specialisation units of study is the consolidation of your own creative practice leading to the production of work for the graduate exhibition at the end of the third year. You are expected to work on independent and self-directed projects that continue to develop and extend ideas and approaches you initiated in second year.

In the last semester you pursue self-initiated practice to a standard appropriate for public exhibition.

The studio units of study integrate theory and practice in a flexible structure that fosters experimentation across a broad range of approaches, mediums and cross-disciplinary methodologies. You also complete electives chosen from:

- a suite of SCA studio-style electives, including electives that deepen your skills of your studio specialisation;
- the Critical Studies suite;
- units of study offered across the University; or
- select units of study required in your second major.

Fourth Year

Advanced Coursework

The requirements for advanced coursework in Visual Arts are described in the degree resolutions for the Bachelor of Visual Arts/Bachelor of Advanced Studies.

24 credit points of advanced study will be included in the table for 2019.

An embedded Honours component is available to meritorious students.

Honours

in Visual Arts

The Honours in Visual Arts allows you to extend your potential in studio-based and written research. You may continue to work in the area of your undergraduate study or undertake research in a different area. You can choose to complete honours in Visual Arts either by studio practice and research paper or by dissertation.

The requirements for honours in Visual Arts are described in the degree resolutions for the Bachelor of Visual Arts/Bachelor of Advanced Studies. 36 credit points of honours units will be included in the table for 2019.

Contact / Further information

Email: sca.enquiries@sydney.edu.au

Example Pathways

Bachelor of Visual Arts				
Year 1	Sem 1	CASF1001 Studio Foundation	CATE1001 Contemporary Art: an introduction	Elective or 1000 level unit in another major/minor from Table S*
	Sem 2	CAST1001 Studio 1	CATE1002 The Avant-Garde	Elective or 1000 level unit in another major/minor from Table S*
Year 2	Sem 1	2000-level studio specialisation from Visual Arts Table A	2000 or 3000 level Critical studies from Visual Arts Table B	Elective or 2000 level unit in another major/minor from Table S*
	Sem 2	2000-level studio specialisation from Visual Arts Table A	2000 or 3000 level Critical studies from Visual Arts Table B	Elective or 2000 level unit in another major/minor from Table S*
Year 3	Sem 1	3000-level studio specialisation from Visual Arts Table A	Elective or 3000 level unit in another major/minor from Table S*	Elective or 2000/3000 level unit in another major/minor from Table S*
	Sem 2	3000-level studio specialisation from Visual Arts Table A	Elective or 3000 level unit in another major/minor from Table S*	Elective or 3000 level unit in another major/minor from Table S*

Please refer to the units of study descriptions in Table A - core units of study and Table B - elective units of study.

* Table S: University shared pool of majors, minors and units of study, excluding Visual Arts major or minor

Undergraduate

Example of a Bachelor of Visual Arts / Bachelor of Advanced Studies				
Year 1	Sem 1	CASF1001 Studio Foundation	CATE1001 Contemporary Art: an introduction	Elective or 1000 level unit in another major/minor from Table S*
	Sem 2	CAST1001 Studio 1	CATE1002 The Avant-Garde	Elective or 1000 level unit in another major/minor from Table S*
Year 2	Sem 1	2000-level studio specialisation from Visual Arts Table A	2000 or 3000 level Critical studies from Visual Arts Table B	Elective or 2000 level unit in another major/minor from Table S*
	Sem 2	2000-level studio specialisation from Visual Arts Table A	2000 or 3000 level Critical studies from Visual Arts Table B	Elective or 2000 level unit in another major/minor from Table S*
Year 3	Sem 1	3000-level studio specialisation from Visual Arts Table A	OLE*	2000/3000 level unit from Table S major*
	Sem 2	3000-level studio specialisation from Visual Arts Table A	OLE*	3000 level unit from Table S major*
Year 4	Sem 1	4000-level Project unit	Elective	3000 level unit from Table S major*
	Sem 2	4000-level Community, Industry or Entrepreneurship project	Elective	3000 level unit from Table S major*

Please refer to the units of study descriptions in Table A - core units of study and Table B - elective units of study.

* Table S: University shared pool of majors, minors and units of study, excluding Visual Arts major or minor

* OLE: Open Learning Environment unit

Visual Arts Major and Minor

Students enrolled in degrees other than the Bachelor of Visual arts and Bachelor of Visual Arts/Bachelor of Advanced Studies can take a Major or Minor in Visual Arts as part of their undergraduate studies in addition to a Major in their own discipline.

Requirements for Completion

A major in Visual Arts requires 48 credit points from the table of the shared pool of majors/minors for undergraduate degrees including:

- 12 credit points of 1000-level core Visual Arts Foundation units
- 12 credit points of 2000-level selective units
- 12 credit points of 3000-level core project and interdisciplinary units
- 12 credit points of 3000-level selective units

A minor in Visual Arts requires 36 credit points from the table of the shared pool of majors/minors for undergraduate degrees including:

- 12 credit points of 1000-level core Visual Arts Foundation units
- 12 credit points of 2000-level selective units
- 12 credit points of 3000-level selective units

Consult the course resolutions in your faculty handbook for advice on taking a second major or minor in your degree:

<http://sydney.edu.au/handbooks/>

2018 Units of Study

Undergraduate Program taught within the Department:

Bachelor of Visual Arts

Bachelor of Visual Arts/ Bachelor of Advanced Studies

Core Studio units

1000 level

CASF1001 Studio Foundation

CAST1001 Studio 1 Studio

2000 level

Studio Specialisation

CAPA2001 Painting 2

CAPA2002 Painting 3

CAPH2001 Photomedia 2

CAPH2002 Photomedia 3

CAPR2001 Printmedia 2

CAPR2002 Printmedia 3

CASA2001 Screen Arts 2

CASA2002 Screen Arts 3

CASC2001 Sculpture 2

CASC2002 Sculpture 3

3000 level

Studio Specialisation

CAPA3001 Painting 4

CAPA3002 Painting 5

CAPH3001 Photomedia 4

CAPH3002 Photomedia 5

CAPR3001 Printmedia 4

CAPR3002 Printmedia 5

CASA3001 Screen Arts 4

CASA3002 Screen Arts 5

CASC3001 Sculpture 4

CASC3002 Sculpture 5

Critical Studies units

1000 level

CATE1001 Contemporary Art: an Introduction

CATE1002 The Avant-Garde

2000 level

CATE2004 Life, Art and the Everyday

CATE2007 The Art of Memory

CATE2018 Global Art

CATE2025 Practising Contemporary Indigenous Art

CATE2028 Art and the Archive

3000 level

CATE3003 Fashion, the Body and Art

CATE3004 Contemporary Realism

CATE3005 Art and Nature

Electives

1000 level

CAEL1001 Contemporary Drawing: Experimental

CAEL1002 Contemporary Drawing: Life

2000 level

CAEL2039 Screen Arts: an Introduction

CAEL2041 The Art of Sound and Noise

CAEL2042 Photography and the Darkroom

CAEL2046 Painting Music

CAEL2049 Vessel as Concept: Hot Glass Intro

CAEL2053 Screen Printing: an Introduction

CAEL2054 Silversmithing: Exoskeleton Extension

CAEL2055 Bodyworks: Jewellery as Communication

CAEL2069 Screenwriting and Directing

CAEL2072 Ceramics: Potter's wheel as sculptural tool

CAEL2085 Photography and the Lighting Studio

CAEL2092 Sculpture: Form and

Materials

CAEL2093 Sculpture: Installation and Space

CAEL2094 Painting: Transcultural Collaborations

CAEL2095 Video Art Studio (in a post medium era)

CAPP2003 Professional Placement for Artists

OLET2701 Understanding Creativity

3000 level

CAEL3014 Image/Object in Photomedia

CAEL3015 Glass in Time: Advanced Hot Glass

CAEL3016 Experimental Film

CAEL3017 Skin and Sign: Ceramic Surfaces

CAEL3018 Introduction to Digital Publishing

CAEL3019 The Experimental Darkroom

Further information

http://sydney.edu.au/courses/study_area/visual-and-creative-arts

Elective Units

CAEL1001 Contemporary Drawing: Experimental

Credit Points: 6 Availability: S2C

Description: Experimental Drawing encourages you to develop your own visual language as a catalyst for creative thought and a means to develop greater visual literacy. Through an in-depth studio investigation into a variety of modes, approaches, materials, tools and techniques, Experimental Drawing opens the field of drawing into the exploration and discovery of new and interdisciplinary methods of mark making and visual communication. You will be encouraged to take risks, be innovative, work collaboratively, and stretch your perceptions of the medium by translating these experiences into a unique and speculative approach to the processes of drawing and mark making. In addition to studio based activities and production where you will develop a portfolio and establish archives of source material that you can draw on for future creative endeavours and experimentation, you will participate in peer-evaluation and undertake theoretical research.

CAEL1002 Contemporary Drawing: Life

Credit Points: 6 Availability: S1C

Description: Life Drawing encourages you to develop your own visual language as a catalyst for creative thought and a means to develop greater visual literacy. The importance of observational drawing in the contemporary context can be observed by investigating the key conventions and precedents of the life drawing mode. By working through a series of practice led lab sessions investigating ways of evaluating, describing and illustrating the various elements of a visual image such as shape and form, space, line, values and texture, you will learn to apply, test and boldly question these techniques through the development of your own conceptually driven project. In addition to studio based

activities and production where you will develop a portfolio and establish archives of source material that you can draw on for future creative and scholarly endeavours, you will participate in peer-evaluation and undertake theoretical research.

CAEL2039 Screen Arts: an Introduction

Credit Points: 6 Availability: S1C

Description: This unit of study introduces you to the conceptual frameworks and technologies that shape the making of screen-based media and contemporary art practices. Through a series of lectures, seminars, tutorials and screenings you will explore the evolution of experimental film, video art and independent filmmaking from the 1960s to the present. You will engage in the production of a self-directed digital film that may be realized in any style or genre. The unit is supported by a technical program that provides you with the applied skills and competencies needed for the use of studio facilities and equipment.

CAEL2041 The Art of Sound and Noise

Credit Points: 6 Availability: S1C

Description: This unit of study approaches sound in the broadest sense as it crosses barriers through physical and cultural space, and exists as a force in the world. In this unit, you will undertake a studio-based approach to the production of sound art works, including sound objects, instruments, sonic sculpture, sound installation, performance and new ways of working with sound. The unit begins with the physicality of sound and music physics. You will listen to sonic phenomena, materials, forms and existing sound works. This unit will be conducted in an open studio framework including a variety of workshops, sound studios and digital labs.

CAEL2042 Photography and the Darkroom

Credit Points: 6 Availability: S1C

Description: This unit of study introduces the principles of black and white photography via the 35mm camera and the darkroom. You explore alternative documentary photogra-

phy strategies by challenging the role of the camera to simply observe and capture. You experiment with the genres of reportage, street photography and conventional documentary practices, and are encouraged to take an interventionist approach to the urban environment. You are introduced to the 35 mm manual SLR camera, black and white film processing, dark room printing, film exposure and photographic print enlargement.

CAEL2046 Painting Music

Credit Points: 6 Availability: S1C

Description: From Piet Mondrian to Albert Oehlen, artists have been influenced by music. This has had both direct and sublimated effects on the development of the techniques and styles of painting. From seriality to poly-rhythms, synchronicity between painting and music has been a constant for a century now. Abstraction has especially taken its cue from the autonomy of music to create a painting that is free from a direct representational quality and instead focuses on an engagement with its own reality through colour, materials and action. This unit of study inves-

tigates the dovetailing of painting and music, from modernism to contemporary art, and examines the current trends of painting, relating these processes to those of contemporary music. You will research and investigate the influences of music on painting, and create a work that has music as its core value.

CAEL2049 Vessel as Concept: Hot Glass Intro

Credit Points: 6 Availability: S1C; S2C

Description: This unit of study examines the glass vessel in everyday life and its application as a conceptual agent in contemporary art. By nature, the glassblowing process creates a vessel or container from a mass of molten glass. Through research projects you will investigate the psychology of the glass vessel through its function and physical properties. You will develop fundamental hand skills and glassblowing techniques through structured weekly workshops, and combine practical skills with contextual knowledge in the development of conceptually themed projects. You may work exclusively with glass or in conjunction with other media and processes.



CAEL2053 Screen Printing: an Introduction

Credit Points: 6 Availability: S1C

Description: This unit of study introduces you to screen printing and its broad application across media. The unit explores the technical basics of this process through various projects. It provides for the development and enhancement of critical skills through group and individual tutorials and critiques and the acquisition of technical knowledge required to independently access and use the Printmedia studio facilities.

CAEL2054 Silversmithing: Exoskeleton Extension

Credit Points: 6 Availability: S2C

Description: From the symbolically charged through to the functionally utilized, the hammer formed metallic object builds upon the dynamic landscape of the body. In this unit of study you investigate the potential for an object to expand the metaphysical self. The malleable and ductile qualities of metal will be examined as a creative catalyst enabling material characteristics to form a transformative element of a work that is made for the body by the body. You will explore silversmithing processes, in alignment with your individual research interests, as a technical and conceptual starting point to negotiate ideas of metamorphosis and growth. The appropriate forming processes, including sinking, raising, hot forging and planishing, will be introduced alongside an examination of the historic foundations and key principles of contemporary metalsmithing, as a means to generate your own individual project.

CAEL2055 Bodyworks: Jewellery as Communication

Credit Points: 6 Availability: S1C

Description: This unit of study provides a studio-based approach to the production of creative contemporary jewellery work that engages with the space and physical dimensions of the body. Fundamental to this approach is an investigation of the role of the worn or carried object in social communication. The unit provides for the development

and enhancement of critical skills through group and individual tutorials and critiques and the acquisition of technical skills appropriate to the assigned projects.

CAEL2069 Screenwriting and Directing

Credit Points: 6 Availability: S2C

Description: This unit of study introduces you to the art and craft of writing for the screen. Through a series of lectures, seminars, tutorials and film screenings you will explore a range of approaches to screenwriting. These include looking at the structure of dialogue and character driven scripts, then moving to an analysis of more experimental approaches to script writing that rely less on character or dialogue and more on mood, situation and atmosphere. You will write an original script for a digital film that can be realized in any style or genre.

CAEL2072 Ceramics: Potter's wheel as sculptural tool

Credit Points: 6 Availability: S1C

Description: This unit of study explores notions of the void and the aperture through the development of hollow formed objects created by hand or the potter's wheel. You will be introduced to the creation of various common forming techniques on the potter's wheel and will be encouraged to use these to create new techniques and develop modular and sculptural assemblages. This unit also examines the philosophical underpinnings associated with the traditional and contemporary practice of this genre of ceramics through group discussion and individual research.

CAEL2085 Photography and the Lighting Studio

Credit Points: 6 Availability: S2C

Description: This unit of study offers you an introduction to lighting and its effects in photography. Considering the lighting studio as a site for experimentation and critical exploration, you will learn the fundamentals of lighting while exploring both how it has been historically used and how contemporary artists use it today both in and out of the studio. Through the nexus of photographic



portraiture and still life, lighting is explored as a mechanism for both documenting and transforming its subjects/objects. You are encouraged to work in groups to create original photographic work for two major photo assignments. Please note this unit of study is for students who have had little or no experience in high-end digital photography, software and lighting. The unit of study introduces you to photo editing software, file management and the fundamentals of digital printing.

CAEL2092 Sculpture: Form and Materials

Credit Points: 6 Availability: SIC

Description: This unit of study provides you with an introduction to building processes within Sculpture and Installation. You will be introduced to working in the sculpture studio, and in particular, will gain practical experience in plaster and wax and discover key contemporary artists who reinterpret the casting process in innovative ways. You will be invited to consider a range of ideas -including negative forms and anti-monuments - that challenge the preconceptions of what sculpture can be. Initially, you work through a series of material-based workshop activities to learn basic construction techniques as well as to gain confidence in the safe use of machinery and equipment within the studio and workshop. The unit introduces a broad range

of traditional and contemporary sculptural practices (including the use of wood, metal, fibre, plastic) and encourages you to develop original and creative solutions.

The unit combines studio work, short presentations by the lecturer, student presentations and group discussion/critiques. In consultation with the lecturer, you will develop a studio work proposal and create a finished work that responds to the notion of 'negative sculpture.'

CAEL3014 Image/Object in Photomedia

Credit Points: 6 Availability: SIC

Description: This unit of study explores how photography intersects with sculpture. You research and explore the relationship between objects and photography and how sculptural ideas can stretch the function of an image. You consider what a photograph may be materially when extended to encompass sculptural, performative and interactive dimensions. Projects may utilise and combine image-based practices such as digital photography and analogue photography, projection, print, performance, objects and installation to encourage an expanded approach to photographic practice.

CAEL3015 Glass in Time: Advanced Hot Glass

Credit Points: 6 Availability: S1C

Description: In this unit of study you consider the scientific, cultural and artistic impact of Venetian glassblowing from the Renaissance to present day through research projects. Structured weekly workshops traverse contemporary use of a range of Venetian glassblowing techniques and methods. You will apply learned theoretical knowledge and developed practical skills to a self-directed work that reinterprets the Venetian glassmaking tradition. You may work exclusively with glass or in conjunction with other media and processes.

CAEL3016 Experimental Film

Credit Points: 6 Availability: S1C

Description: This unit of study explores key processes and issues related to the production and exhibition of experimental film works. The unit includes discussions, readings and screenings of relevant historical and contemporary film works. It focuses on the creative potential of the physical properties of film. You will produce a short 16mm film project. A Bolex 16mm camera workshop and hand processing of 16mm film will also be an integral part of this unit of study.

CAEL2093 Sculpture: Installation and Space

Credit Points: 6 Availability: S2C

Description: This unit will explore installation as a spatial practice within the expanded terrain of sculpture. You will examine installation as a hybrid form that negotiates and incorporates the boundaries of traditional art practices like painting, sculpture and video. The unit of study provides an overview of contemporary installation art practice and explores methods for producing work in a variety of media to activate and utilise space. Students explore innovative applications of conventional materials, found objects and time-based media such as video, sound and custom technologies in the development of their work. This unit engages with dedicated installations spaces and the adapting of environments and locations.

The unit combines studio work, short presentations by the lecturer, student presentations and group discussion/critiques. In consultation with the lecturer, you will develop a studio work proposal and create a finished work.

CAEL2094 Painting: Transcultural Collaborations

Credit Points: 6 Availability: S2C

Description: For Aboriginal people of Australia, the place where saltwater and freshwater meet, is a site of intermingling, mixing and sharing of knowledge. The Yolngu people of north-east Arnhem Land call this place where the river meets the sea: Ganmu and it is usually used as a metaphor for 'two way learning.' This unit of study explores how contact with other cultures through the reciprocal sharing of images, stories, histories, experiences, ideas, skills and culture can activate collaborative practices to create meaningful connections both locally and globally. The investigation of issues such as representation and presentation, protocols and practices, combined with a critical understanding of the cultural complexities of Indigenous culture, will foster greater understanding and enable students to facilitate the development of a collaborative and sustainable practice.

CAEL2095 Video Art Studio (in a post medium era)

Credit Points: 6 Availability: S2C

Description: This unit of study approaches video art in the broadest sense as it unites a great variety of practices regarding time based manifestations of abiding artistic concerns. Video has become a pervasive medium in contemporary art and makes an appearance in many different contexts that span from the most experimental exhibition settings all the way through to the museum. In this unit, you will undertake a studio-based approach to the production of video art works, including video installation, single channel and synchronized multichannel artworks, streaming video and video as it appears in other digital forms. The aim of the unit is to produce original artworks that forge new image worlds and innovative production methodologies.

This unit will be conducted in an open studio framework including a variety of workshops, studios and digital labs.

CAEL3017 Skin and Sign: Ceramic Surfaces

Credit Points: 6 Availability: S2C

Description: This unit of study will focus on the development of an in-depth understanding and application of the ceramic surface. It will explore notions of trace, impression, wound, scar, identification, memory and memento through material layering and surface specificity, and the construction of meaning associated with surface qualities such as depth, absorption and incorporation. You will be introduced to a range of applied ceramic surfaces including ceramic pencil, paint and crayon, glaze, screenprint and decal production, as well as found and mixed media surfaces, and kiln firings. Initial instruction and individual experimentation will form the foundations for the completion of a student-generated studio project. This unit would be of particular interest if you want to develop your investigation into three dimensional form and/or broaden the possibilities of the two dimensional surface.

CAEL3018 Introduction to Digital Publishing

Credit Points: 6 Availability: S2C

Description: This unit of study explores the boundary between artwork, publication and portfolio. The unit acquaints you with the principal tools of InDesign, a software program that has become industry standard for designing digital and paper publications. Focusing on experimental magazines and other small scale artist's publications the unit explores the visual language of contemporary publishing from an artist's perspective. You learn about the complex interplay of text, image and sequence involved in producing multipage documents/artworks through the practical experience of creating your own InDesign publication. A series of lectures and in-class digital tutorials will equip you with the technical skills and critical framework to produce intelligent, engaging and innovative output.

CAEL3019 The Experimental Darkroom

Credit Points: 6 Availability: S2C

Description: This advanced darkroom unit challenges students to rediscover photography in the age of the jpeg. Through two projects, the unit introduces the wet and wonderful world of alternative analogue processes to encourage students to produce experimental images that consider the conceptual, material and alchemical possibilities of the 'outmoded'. The unit also encourages the development of hybrid practices that combine contemporary digital technology with analogue processes.

CAPP2003 Professional Placement for Artists

Credit Points: 6 Availability: S1C; S2C

Description: This unit of study provides you with direct experience of working closely with nationally and internationally acclaimed professional artists in the context of key art events including the Sydney Biennale and ISEA, as well as in leading museums and contemporary art spaces and significant artists' studios.

You will have access to discussions and interactions between artists and national and international curators, as well participate in the exhibition production process, including production management, technical and preparatory methodologies, publicity and promotion. In addition, you can choose to undertake an internship with the organisation itself, to develop your understanding of the expectations and responsibilities of professional practice, including insights into: the creation and presentation of contemporary art, marketing and promotion, curatorial decision making, administration, funding structures, audience development, publication, and working relationships with artist, writers and conference speakers.

Studio Foundation Units

CASF1001 Studio Foundation

Credit Points: 12 Availability: S1C

Description: This unit of study introduces you to the studio environments and the practice of making art at Sydney College of the Arts. You engage in a variety of creative learning experiences, with an emphasis on project-based content designed to develop conceptual understanding and problem solving skills within a creative arts studio framework. On a weekly basis you have 4 hours of academic tuition supported by a 2-hour technical workshop. You undertake two 6-week long projects that encourage you to: work with a wide range of media and processes; develop a participatory, collaborative and cooperative outlook; and expand your understanding of the creative scope of contemporary art. You are encouraged to experiment, experience a range of facilities and equipment, and develop generic technical skills necessary to achieve your projects. You will also become familiar with Workplace Health and Safety essential to SCA and all current art practices.

CAST1001 Studio 1

Credit Points: 12 Availability: S2C

Description: This unit of study introduces you to contemporary studio practice, focusing on two studio disciplines in two six-week blocks. It builds on the skills and thinking developed in Studio Foundation, while allowing you to deepen your understanding of your chosen disciplines. You will be introduced to core discipline principles and relevant theories. You will become familiar with a broad range of concepts and work methods within your chosen disciplines so as to develop your own visual

Studio Specialisations

CAPA2001 Painting 2

Credit Points: 12 Availability: S1C

Description: This studio-based unit of study provides a creative environment in which you explore and deepen your own emerging ideas and personal artistic voice in painting. The unit integrates theory and practice in a flexible structure that fosters experimentation. It covers a range of issues relevant to contemporary painting including installation, new media, painting in the expanded field, abstraction and representation. You may experiment with various other media, as well as create greater dexterity with several styles of painting. You are encouraged to gain an understanding of different social and cultural contexts, and establish critical abilities with which to confidently engage with the contemporary art world. Working on individual projects, you benefit from a range of workshops that cover traditional and emerging technologies. Learning takes place through individual and group tuition led by research-active lecturers and highly qualified technicians, as well as through the sharing of knowledge in peer group seminars and field trips to galleries and museums. You develop an artist's statement that you will build on throughout your major in painting. Student evaluation and feedback are ongoing with assessments half way and at the end of semester.

CAPA2002 Painting 3

Credit Points: 12 Availability: S2C

Description: In this practical unit of study you build on the experience gained in Painting 2. The unit integrates theory and practice in a flexible structure as you expand your knowledge of a broad range of approaches, mediums and cross-disciplinary methodologies as they relate to painting. You further develop your critical and intellectual abilities as you increase your confidence to engage with different social and cultural contexts in the contemporary art world. You undertake individual projects and work more independently, while also further developing your skills through seminars and workshops. In addition to peer group seminars, learning continues

through individual and group tuition, and field trips. You continue your development of an artist's statement. Student evaluation and feedback are ongoing with assessments half way and at the end of semester.

CAPA3001 Painting 4

Credit Points: 12 Availability: S1C

Description: The primary focus of the final year program is the consolidation of your own creative practice. Within this unit of study, integrating theory and practice, you are expected to work on independent and self-directed projects that continue to develop and extend ideas you initiated in second year. These projects allow you to develop your creative practice through emerging research interests, and produce work that shows a greater understanding of your particular artistic concerns. You are actively involved in a learning process that foregrounds creative problem solving and conceptual and critical skill development. Learning in this unit combines critical reflection and sustained interaction with lecturers and fellow students. A program of studio seminars, individual tutorials, studio critiques and gallery visits provides the framework for learning. You continue work on your artist's

statement and begin work for the graduate exhibition. Student evaluation and feedback are ongoing with assessments half way and at the end of semester.

CAPA3002 Painting 5

Credit Points: 12 Availability: S2C

Description: This unit of study continues the focus on self-directed studio practice established in Painting 4. You are expected to have reached a stage in your education as an artist that enables you to confidently pursue your own self initiated practice to a standard worthy of public exhibition. The production in the studio will consider all aspects of presentation and display of the work within the gallery format. You are encouraged to edit your work for the graduate exhibition, and manifest an original and independent approach to contemporary art. Within this unit there is an increased focus on the development of research led enquiry in relation to the critical, ethical and social dimensions of creative practice. It is expected that you exhibit an in-depth understanding of the historical and theoretical concerns of painting. Learning in this unit combines critical reflection and sustained interaction



with lecturers and fellow students. A program of studio seminars, individual tutorials, studio critiques and gallery/museum visits provides the framework for learning. You will finalise your artist's statement. Student evaluation and feedback are ongoing with assessments half way and at the end of semester.

CAPH2001 Photomedia 2

Credit Points: 12 **Availability:** S1C

Description: Through one core and one thematic strand, you develop a rigorous studio practice that embraces digital and analogue forms of still photography along with moving image, photo-installation and mixed media. In the core strand, you develop conceptual strategies for creating artworks in response to the rich historical and theoretical frameworks that underpin the photographic studio as a site. You develop skills in lighting, scene composition, studio portraiture and object photography. In the thematic strand, you may select a key idea central to contemporary photomedia practice - ranging from documentary practice to performative photography - to explore in your independent practice. You develop a self-directed project that involves critical research, planning and implementing ideas via diverse methods of photographic production. You work closely with your peers and academic staff to develop good communication skills for expressing ideas and discussing work in progress. You acquire skills to assess, refine and produce quality print outputs, projections, presentations and installations.

CAPH2002 Photomedia 3

Credit Points: 12 **Availability:** S2C

Description: In this unit of study, you choose two strands of studio enquiry in which to develop significant major projects, so as to gain deeper insight into your own art practices. These strands encourage intellectual engagement with key ideas in contemporary art such as marking time, cultural research, staging, the archive, environmental intervention, the everyday, photographic artifice, systems and serial practice. Critical understanding of the relationship between form and concept is developed throughout the semester by encouraging experimentation and refining the specific technical skills needed to develop the concept into a final artwork. You work closely

with academic staff to identify relevant theoretical and historical contexts for your research interests. Your work is central to class discussions that provide in-depth feedback for further developing work in progress.

CAPH3001 Photomedia 4

Credit Points: 12 **Availability:** S1C

Description: In this unit of study, you pursue an individually conceived, self-directed studio project. The focus of this project and its methods of investigation may be drawn from any area of photography or any related practice. You identify a personal direction, decide on the best methods of investigations, and become familiar with the contemporary art contexts relevant to your project. As well developing your individual studio practice, you participate in class discussions, present your work for critical review, meet individually and in small groups with lecturers for feedback and guidance, attend artist talks, gallery and studio visits and participate in workshops.

CAPH3002 Photomedia 5

Credit Points: 12 **Availability:** S2C

Description: This unit of study focuses on producing a body of studio work that is conceptually, technically and aesthetically of exhibition standard. You are expected to refine your skills to the highest standard appropriate to the concerns of your work and produce final work that evidences a process of research, analysis and critical awareness. Studio work produced in Photomedia 4 may suggest a starting point for this unit's individual project; alternatively you may take a new direction. This unit includes experiences specifically designed to facilitate your transition to professional life, independent art practice and/or to further postgraduate study. These include learning to write and speak effectively about your work. Class discussions, reviews, student presentations, individual and group consultations with academic staff, artist talks, gallery and studio visits and workshops continue to be part of the unit, in addition to the core activity of producing studio work.

CAPR2001 Printmedia 2

Credit Points: 12 Availability: S1C

Description: In this unit of study, you deepen your understanding of contemporary print media while expanding your own visual language and competency in a studio environment. You undertake advanced technical workshops and are encouraged to develop self-directed studio projects. Through these self-directed projects, and supported by a program of group and individual tutorials, you begin to define your own art practice and locate your creative ideas within a contemporary art context.

CAPR2002 Printmedia 3

Credit Points: 12 Availability: S2C

Description: In this unit of study, you work independently and further develop your personal projects through a process of experimentation, research and creative intuition. You acquire new digital and artisanal skills through an artist's publication project and digital workshop. You acquire installation and presentation skills through an exhibition project that will also provide a focus for the ongoing process of defining your own art practice. You explore ideas arising out of the work produced for this exhibition, and the work of related artists, through a program of group and individual tutorials.

CAPR3001 Printmedia 4

Credit Points: 12 Availability: S1C

Description: In this unit of study you work independently in the studio rather than being assigned to a technical workshop program. Although you continue to explore new ideas in the studio, you focus on planning and commencing work for the graduating exhibition. This unit emphasises consolidation of existing ideas to date and their translation into fully resolved, exhibition quality works. You acquire new photographic, digital and presentation skills through a project based around the production of an electronic portfolio.

CAPR3002 Printmedia 5

Credit Points: 12 Availability: S2C

Description: This unit of study focuses on the production of work for the graduate exhibition, and on developing a professional understanding of the exhibition process. The plans and ideas formulated in Printmedia 4 provide the platform for a sustained period of studio production. A series of workshops and lectures (Exhibition Project 2) takes you through the key issues associated with the process of presenting work in the public sphere.

CASA2001 Screen Arts 2

Credit Points: 12 Availability: S1C

Description: In this unit of study you engage in practical and critical enquiry that provides you with the technical skills and conceptual frameworks associated with screen based art in the contemporary context. This unit considers the twin concepts of time and place in relation to the moving image and broader contemporary practice. It explores notions of spectatorship, subjectivity and transmission in relation to both contemporary and historical critical discourse. You gain a deeper insight into your own emerging practices through a program that provides a framework for critical investigation while remaining flexible enough to allow you to pursue your own lines of enquiry. You work closely with your peers and academic staff to develop good communication skills for expressing ideas and discussing work in progress. Through a program of screenings, lectures, one to one tutorials and studio critiques you acquire the skills and confidence necessary to assess, refine and produce a range of artistic outcomes based on a rigorous engagement with ideas and techniques associated with screen arts.

CASA2002 Screen Arts 3

Credit Points: 12 Availability: S2C

Description: In this unit of study, you build on the experience you gained in Screen Arts 2 to expand and develop your emerging art practices. A program of critical led enquiry provides a framework for you to further refine and develop your screen arts led work. The unit considers the twin concepts of materiality and immateriality, and examines notions such as embodiment and presence and their relationship to time-based visual and aural practice. You engage with a range of artworks and forms, from analogue material-based film practices, to the multiplicity of possibilities engendered by the network. The unit provides an environment in which you are encouraged to explore your own emerging ideas and discover a personal artistic voice. You work closely with peers and academic staff to develop good communication skills for expressing ideas and discussing work in progress. Through a program of screenings, lectures, one to one tutorials and studio critiques you acquire the skills and confidence necessary to assess, refine and produce a range of artistic outcomes based on a rigorous engagement with ideas and techniques associated with screen arts.

CASA3001 Screen Arts 4

Credit Points: 12 Availability: S1C

Description: In this unit of study, you work on independent and self-directed projects that continue to develop and extend ideas and approaches that you began in Screen Arts 2 and 3. These projects provide you with the opportunity to develop your creative practice through following your emerging research interests. You are actively involved in a learning process that foregrounds creative problem solving and conceptual and critical skill development. In this unit, projection is a key theoretical concern, providing both a fluid theoretical framework for engaging the expanded field of screen arts dissemination and installation, as well as foregrounding an engagement with the public sphere. You work closely with peers and academic staff to develop good communication skills for expressing ideas and discussing work in progress. Through a program of screenings, lectures, one to one tutorials and studio critiques, you acquire the skills and confidence

necessary to assess, refine and produce a range of artistic outcomes based on a rigorous engagement with ideas surrounding the screen arts.

CASA3002 Screen Arts 5

Credit Points: 12 Availability: S2C

Description: This unit of study continues the program of engaged self-directed studio practice established in Screen Arts 4. It focuses on consolidating your own creative practice within the expanded field of moving image and screen based production. You are expected to be able to confidently pursue your own self initiated practice to a standard worthy of public exhibition. This unit focuses on the development of research led enquiry in relation to the critical, ethical and social dimensions of moving image and screen based creative practice. You are expected to display an in-depth understanding of the theoretical concerns and technical underpinnings of screen and sound practices in the context of contemporary art. You work closely with peers and academic staff to develop good communication skills for expressing ideas and discussing work in progress. Through a program of screenings, lectures, one to one tutorials and studio critiques you acquire the skills and confidence necessary to assess, refine and produce a range of artistic outcomes based on a rigorous engagement with ideas surrounding screen arts.

CASC2001 Sculpture 2

Credit Points: 12 Availability: S1C

Description: In this practical unit of study you build on the experience you gained in first year. You are encouraged to choose materials and processes that best suit the ideas you are exploring. You will gain conceptual direction through a number of thematic projects, or you may choose to work on self-initiated projects. Kinetics, site-specific art, process art, installation, activism and materiality are just some of the ideas explored. Individual tuition, group seminars and technical workshops will give you confidence to explore your own emerging ideas and to discover a personal artistic voice. Your learning is supported by practical workshops, which may include timber and metal fabrication, mould-making and casting, glass blowing and fusing, ceramic wheel working and glazing.

CASC2002 Sculpture 3

Credit Points: 12 Availability: S2C

Description: In this unit of study, you build on conceptual and material skills gained in Sculpture 2. You are encouraged to develop more in depth knowledge of your preferred mediums. You are encouraged to present finished works and to actively participate in weekly group critiques. A number of thematic projects provide you with conceptual direction, or you may choose to work on self-initiated projects. Reproductions, haptics, refuse/renewal, internal/external spaces, synaesthesia, sound and performance are just some of the ideas explored. Individual tuition, group seminars and technical workshops assist you to further develop your own emerging ideas and to discover a personal artistic voice.

CASC3001 Sculpture 4

Credit Points: 12 Availability: S1C

Description: In this practical unit of study you begin to refine the ideas that will lead to your graduating exhibition. By this stage you are expected have become self-directed in your studio work and to be able to demonstrate how you are applying skills at an advanced level. With guidance from lecturers you develop a study plan and produce resolved work worthy of progression to the final semester. Individual tuition, group seminars and technical workshops further develop your ability to explore your ideas and develop a personal artistic voice.

CASC3002 Sculpture 5

Credit Points: 12 Availability: S2C

Description: In this practical unit of study you are expected to produce resolved work to exhibit in the graduate exhibition that marks your entry into contemporary visual art practice. You are expected to be fully self-directed in your studio work. You develop a study plan and finished works that demonstrate your application of conceptual and technical skills at an advanced level particular to your chosen medium. Individual tuition, group seminars and technical workshops further develop your ability to resolve your ideas and establish a personal artistic voice.

Critical Studies Units

CATE1001 Contemporary Art: an Introduction

Credit Points: 6 Availability: S1C

Description: This unit of study introduces you to ways of engaging with contemporary art. You encounter and discuss the exciting work that artists and theorists produce, and the breadth and scope of contemporary art on an international scale. While the term 'contemporary' can be interpreted in a variety of ways, this unit encompasses art and ideas most pertinent to the last thirty years. This unit addresses ideas and practices that we consider fundamental knowledge for visual arts practitioners: the concept of the 'everyday', the relevance of disciplines such as philosophy to art criticism, the importance of identity in the practices of artists, the central place of the body and theories of perception to the work that artists produce, and the many theoretical ideas that emanate from a close study of art objects.

CATE1002 The Avant-Garde

Credit Points: 6 Availability: S2C

Description: In this unit of study, you are introduced to the important role of modernism as an antecedent of contemporary practice. You analyse the social, political and economic underpinnings of modernity that gave rise to modern art. Freed from the controls of patronage, modern art grew more autonomous, to the point of providing a point of social critique through what became known as the avant-garde. The modern period is characterized by contradictory forces, from utopianism and technophilia on one hand, to a new interest in unreason, disorder and destabilization on the other. These forces found expression in the wide variety of artistic approaches that you will study in this unit, including: realism, abstraction, utopian visions, expressionism, surrealism, and art and the everyday. You are encouraged to make links between historical developments within their specific contexts, and their contemporary legacies.

CATE2004 Life, Art and the Everyday

Credit Points: 6 Availability: S1C

Description: How do artists engage with the ebb and flow of daily life and the material conditions of the street, the city, and the home? This unit of study focuses on artists who heighten our awareness of everyday by using ready-mades and found objects, by exploring the exotic in the banal, and by creating domestic worlds and the urban-scapes of gritty realism and great imagination.

CATE2007 The Art of Memory

Credit Points: 6 Availability: S1C

Description: This unit of study examines the discourse of memory through the practice of contemporary art and theory. From this perspective, it considers the relationship between memory, the politics of identity, and history through a critical exploration of different forms of remembrance, such as: storytelling and autobiography; collective memory; forgetting and the erasure of time; and trauma and embodiment.

CATE2018 Global Art

Credit Points: 6 Availability: S1C

Description: Our current era of biennales and international galleries compels a wider analysis and a rethinking of basic forms and definitions of contemporary art. This unit of study focuses on how the worldwide production and dissemination of contemporary art interacts with ideas about nationalism, ethnic identity, and cosmopolitanism, and seeks to test the limits of the conceptualization of the global in art.

CATE2025 Practising Contemporary Indigenous Art

Credit Points: 6 Availability: S2C

Description: This unit of study examines the impact of the increasing cultural globalisation of Indigenous art practice within the contemporary art market. Whilst the focus is on contemporary Indigenous art practice as it is positioned within questions of national identity and politics and their effect on post-colonial agency, representation and self-deter-

mination, it will also provide a grounding in traditional Indigenous approaches to cultural art practices and protocols. This unit of study will have as part of its examination a commitment to dialogue and cultural exchange between Indigenous and non-Indigenous art practitioners.

CATE2028 Art and the Archive

Credit Points: 6 Availability: S2C

Description: This unit of study explores the increasing relationship contemporary artists have developed with the museum/archive invoking distinct methods, discourses and aesthetics. The Interpretation of visual images (photographs, film) and collection of material objects and texts held in repositories, structures historical memory and acts as an active tool for innovative research and the creation of new artworks. By exploring the ethical, aesthetic and emotional relations contemporary artists have with their sources we critically examine the affective implications of drawing upon this material.

During this semester, students will have the opportunity to visit The State Library of NSW and the Australia Museum to explore the archives for their group project.

CATE3003 Fashion, the Body and Art

Credit Points: 6 Availability: S1C

Description: Pop placed visible cracks in what separated the traditional division between high and low, then with the advent of accessible digital and moving-image media, this distinction has all but shattered. The promiscuity and omnipresence of mass media has meant that for those in the developed world (and even elsewhere), taste, style, desire and therefore fashion are at the epicentre of our lives. This unit of study deals not so much with fashionable art (the trends that move styles) but rather the rich crossover between

art and fashion that has been desultory but nonetheless active since the birth of couture in the second half of the nineteenth century. This relationship gained complexity and density in the postwar boom of the 1960s with audacious body styling that borrowed from science fiction movies as much as art itself (e.g. Courrèges). It is a little known fact that it was Yves Saint Laurent's Mondrian Dress that launched the artist into the mainstream, hitherto languishing as a master for specialist artists. These cross-pollinations climax with designers such as Margiela and McQueen whose body-as-sculpture attitude is distantly echoed in the tendency of museum architecture also to be like gigantic sculptures. Pop icons like Lady Gaga in her videos make these relationships between art and fashion all the more tenuous. This unit of study explores these crossovers. It is likely to be attractive to a wide range of students from jewellers to film-makers.

CATE3004 Contemporary Realism

Credit Points: 6 Availability: S2C

Description: This unit explores links between contemporary art and culture, and the concept of realism. As a result of realism's connections with philosophies of 'the real', and with the term 'reality', the concept of realism goes back centuries. However, the most immediate antecedents for contemporary art and culture are modernism and the avantgarde. Therefore in addition to art and culture since 1960, this unit of study addresses historical art dated from 1850 and recognises the nineteenth century art movement called Realism as a cornerstone of contemporary art. In postmodernity, though, the role of mass media and new media in the social construction of the real becomes increasingly important. What, for example, is the relationship of the contemporary blog to documentary realism? Therefore Contemporary Realism is a unit that addresses high art and popular culture, and every artistic medium from painting to fictional film, documentary film, video, and animation. It acknowledges what Carol Martin calls, in the overview of her book *Theatre of the Real* (Palgrave Macmillan, 2013), 'the unparalleled construction of reality' across all fields of representation, from

the sciences to the humanities, and in every practice of the visual and performing arts. It also acknowledges the view expressed by Julian Stallabrass in the overview of his edited book, *Documentary* (Whitechapel and MIT Press, 2013), that the current revival of the documentary in recent art is in part the result of 'increasing attention to issues of injustice, violence and trauma' in the twenty-first century.

CATE3005 Art and Nature

Credit Points: 6 Availability: S2C

Description: This unit explores the links between the natural world and human culture, and in particular how these links have been made in art practice. It emphasises contemporary art. It looks at 'nature' as a construct of culture and art, and at art's response to the significant human impact on the natural world in the age of the Anthropocene (the name given by scientists to the new era in geology caused by human intervention). From the nineteenth century through to the contemporary period, natural history - the empirical study of plants and animals - has preoccupied artists seeking greater knowledge of botanical and zoological life, and enrichment through spiritual connection with the otherness of nature. This unit considers artists whose response to the natural world has been mimetic, psychological, ecological, and philosophical. It addresses the intersections of art and science including the impact of Darwin and theories of evolution on artists both historical and contemporary, the prevalence of plant and animal imagery in art, design and popular culture, and the centrality of ecology to art today.

OLE Units of Study

OLEO2700 Understanding Creativity (0 cp)

Level: 02 Credit Points: 6

Description: The OLE Understanding Creativity (0 credit point) emphasises that creativity is within everyone's reach, it offers creative tools to help you solve every day and wicked problems. Understanding Creativity begins by asking - what is creativity? It moves on to show a number of creative techniques that are utilised in developing what is new and valuable in a wide array of fields. Leading edge creativity approaches are explored such as motivation and imagination, idea generation, concept development, realisation, success, risk and failure, sense making and the value of multiple perspective collaboration. The course continues by exploring the four different perspectives of creativity: person, process, product and place and showing new research on how the creative brain works. While creativity theory and history are covered, the course also covers a wide number of practical learning tips. E-tivities content is designed for high social engagement including the use of social media, opinion polls, interactive stories, quizzes, reaction polls and discussion boards.

OLET2701 Understanding Creativity

Credit Points: 6 Availability: S1C

Description: Understanding Creativity is geared towards those actively seeking to learn new creative skills or assess and improve creative approaches to their life and work challenges. The course offers experience in the range of creativity you can develop - from everyday creative thinking and actions to deep creative practice using skills and discipline expertise. We begin by stepping through the creative process in workshop style learning sessions called creativegrounds. In these workshops you are guided towards choosing the right tools to design, construct, compose or produce creative outcomes for professional, personal or social interests. Together, your creative capacity will develop through a series of exercises designed to expand your comfort zone, not take you out of it. We will conclude by a group survey of project results.





Postgraduate Coursework Program

Master of Contemporary Art

This degree is specifically designed to elevate your career in professional contemporary art practice. Self-directed, flexible, and trans-disciplinary, the program has a strong record of providing students with exhibition opportunities.

The Master of Contemporary Art (MCA) is a self-directed, flexible, and cross-disciplinary program that supports the development of your career in professional contemporary art practice. Whether you have undertaken prior training in the visual arts, or wish to re-enter the field, the MCA is specifically designed to offer you a professional platform for up-skilling.

As an MCA student you will propose and develop a self-initiated visual arts project. Seminars in art practice concentrate on the practical, theoretical and material context of contemporary art and the relationship with your individual studio practice. You will have the flexibility to tailor the degree to your preferred pathway, be it research or professional, including the option of undertaking a placement that interfaces directly with the creative industries.

Requirements for Completion

Candidates for the Master of Contemporary Art must complete 72 credit points, including 36 credit points of core units of study, 30 credit points of elective units of study and 6 credit points of capstone unit of study.

You can exit with a Graduate Diploma in Contemporary Art once you successfully complete 48 credit points of units of study, including 30 credit points of core units of study and 18 credit points of elective units of study.

View full course information including the admission requirements here:

<http://sydney.edu.au/courses/master-of-contemporary-art>

Units of Study

Core:

CACA5001 Project 1: Critical Thinking

CACA5002 Project 2: Critical Contexts

CACA5003 Contemporary Art: Histories and Theories

CAMA6003 Praxis: Professional Project or CAMA6004 Praxis: Industry Placement or CAMA6005 Praxis: Research Project

Capstone CAMA6002 Final Project

Electives:

CAEL5032 Contemporary Curating

CAEL5033 Curatorial LAB

CAEL5035 The Art of Sound and Noise

CAEL5038 Screen Printing: Introductory Workshop

CAEL5047 Vessel as Concept: Hot Glass Intro

CAEL5049 Silversmithing: Exoskeleton Extension

CAEL5050 Painting: Transcultural Collaborations

Example Pathway

Semester 1, Year 1	Semester 2, Year 1	Semester 1, Year 2
CACA5001 Project 1: Critical Thinking	CACA5002 Project 2: Critical Contexts	CAMI6003 Praxis: Professional Placement, or CAMI6004 Praxis: Industry Placement, or CAMA6005 Praxis: Research Project
CACA5003 Contemporary Art: Histories and Theories	Elective	CAMA6002 Final Project
Elective	Elective	Elective
		Elective



Postgraduate Coursework Program

Master of Moving Image

The Master of Moving Image (MMI) offers you a hands-on education in contemporary moving image production by teaching you how to develop a film project from concept to screen. It is ideal for professionals pursuing a career in the film and digital media sector, and for anyone wishing to engage with contemporary filmmaking and interactive media.

The MMI combines traditional aspects of film production with new directions in the cinematic arts, incorporating new technologies in interactivity, three-dimensional imaging and virtual delivery. You will conceive, develop and produce film projects through learning industry standard protocols and techniques in pre-production, production and post-production. These include story and script development, production management, art direction, cinematography, directing techniques, and the use of new platforms for film output including interactive apps for hand-held devices. You will be introduced to the history and theory of film and new media, and can choose from a range of electives from across the university including animation, screenwriting, sound design, and digital effects.

You will have the flexibility to tailor the degree to your preferred pathway, be it research or professional, including the option of undertaking a placement that interfaces directly with the creative industries.

Requirements for Completion

Candidates for the Master of Moving Image must complete 72 credit points, including 36 credit points of core units of study, 30 credit points of elective units of study and 6 credit points of capstone unit of study.

You can exit with a Graduate Diploma in Moving Image once you successfully complete 48 credit points of units of study, including 30 credit points of core units of study and 18 credit points of elective units of study.

View full course information including the admission requirements here:

<http://sydney.edu.au/courses/master-of-moving-image>

Units of Study

Core:

CAMI5001 Narrative Elements

CAMI5002 Moving Image Production

CAMI5003 Screen and Sound Strategies

CAMI5004 Moving Image Post-production

CAMI5005 History and Theory of Screen

CAMA6003 Praxis: Professional Project or CAMA6004 Praxis: Industry Placement or CAMA6005 Praxis: Research Project

Capstone CAMA6002 Final Project

Electives:

CAEL5029 Sound Design for Film and Digital Media

CAEL5035 The Art of Sound and Noise

CAEL5034 Screen Writing and Directing

CAEL5044 The Moving Camera

MFDI9303 Digital Effects for Film and Video

MFDI9313 Digital Editing for Film and Video

MFDI9333 Experimental Film

Example Pathway

Semester 1, Year 1	Semester 2, Year 1	Semester 1, Year 2
CAMI5001 Narrative Elements	CAMI5003 Screen and Sound Strategies	CAMA6003 Praxis: Professional Project, or CAMA6004 Praxis: Industry Placement, or CAMA6005 Praxis: Research Project
CAMI5002 Moving Image Production	CAMI5004 Moving Image Post-production	CAMA6002 Final Project
CAMI5005 History and Theory of Screen	Elective	Elective
Elective	Elective	Elective

2018 Units of Study

CAEL5029 Sound Design for Film and Digital Media

Credit Points: 6 Availability: S2C

Description: This unit of study is intended to be a broad introduction to the theory and practice of audio production and sound design for moving pictures in both analogue and digital forms. Through viewing and discussing critical excerpts, the unit will offer a grounding in the history, theory and criticism of sound design and its applicability to current film and television production practice. The unit will look at the tools and techniques available to the sound designer, as well as examine the various underlying strategies, processes, and sound design philosophies. You will develop an understanding of critical film sound theory and an apprehension of key concepts including: synchronous and asynchronous sound, synchronis; on-screen, off-screen, and non-diegetic sound; the sound stage, point of view, causal semantic and reduced listening, internal and external logic, audiovisual rhythm and counterpoint. Applications of those principles will be explored in creative practice from sound capture and creation to construction using field/location and studio recording and post-production techniques. The sound designer's role in the process of creation of meaning will be examined in cultural as well as technical contexts of compositional practices. The unit will aim at developing a conceptual design language and individual aesthetic as well as encourage the invention of original sounds. At the completion of this unit you will be expected to demonstrate an understanding of the audiovisual language and demonstrate technical and conceptual skills by producing a short sound for a film project.

CAEL5043 Screen Writing and Directing

Credit Points: 6 Availability: S2C

Description: This elective provides you with the skills and knowledge to conceptualise and develop a script, and to learn effective directorial techniques associated with the production of a short video work. During this elective you will be exposed to a range

of film screenings, practical in-class exercises and moving image-based artworks. These viewings are intended to expose you to a range of creative writing skills and directorial techniques and encourage discussion, debate and creative development. Through lectures, tutorial, seminars, screenings and class exercises you are provided with a historical and conceptual framework in which to conceive of and develop your own creative projects. Projects are to be supported by a set of professional standard production documents and the presentation of seminars related to the development and production of the work.

CAEL5044 The Moving Camera

Credit Points: 6 Availability: S1C

Description: This elective provides you with the skills and knowledge to conceptualise and develop cinematographic techniques associated with camera movements. During this elective you will be exposed to a range of film screenings, practical in-class exercises and moving image-based artworks. These viewings are intended to expose you to a range of cinematographic techniques and encourage discussion, debate and creative exploration around the topic of movement in cinematography. You will be introduced to the use of sophisticated camera stabilising techniques and equipment including Steadicam, dolly, jibs and other moving camera rigs. Through lectures, tutorial, seminars, screenings and class exercises you are provided with a historical and conceptual framework in which to conceive of and develop your own creative projects. Projects are to be supported by a set of professional standard production documents and the presentation of seminars related to the development and production of the work.

CAMA6002 Final Project

Credit Points: 6 Availability: S1C; S2C

Description: This unit allows students to consolidate the skills and knowledge gained in the Project Major 1 and 2 units. Over the course of this unit students work on the development of a final creative project that is the culmination of their study towards the degree of Master of Contemporary Art or The Master of Moving Image. The final project created in this unit will be exhibited in the

Graduation Exhibition with the associated artistic and professional development acting as a capstone experience to the completed degree. Working individually students will conceptualise, develop and realise creatively based projects that will build on the learning and development they have experienced in preceding units. Much of the study in this unit is self-directed with students responding to assessment milestones that contribute to the development of their major projects. Through an integrated program of seminars, tutorials, screenings, gallery visits and directed exercises students are provided with a framework in which to conceive and develop their major projects. Throughout the unit students are challenged to develop their ideas and artistic practice beyond their achievements of preceding semesters.

CAMA6003 Praxis: Professional Project

Credit Points: 6 **Availability:** S1C; S2C

Description: This unit of study allows you to situate your emerging practice within the context of a chosen professional field. Within the framework of this unit you are required to undertake one stream of professional development activity. The streams have been developed to allow you to customise your professional development experience by providing a range of industry related outcomes. The Professional Project stream allows you to create a singular practice-focused project that will act as professional documentation and a promotion tool in your chosen field of practice. Outcomes for this stream can include the production of print based portfolio document (book), a website or an iPad app.

CAMA6004 Praxis: Industry Placement

Credit Points: 6 **Availability:** S1C; S2C

Description: This unit of study allows you to situate your emerging practice within the context of a chosen professional field. Within the framework of this unit you are required to undertake one stream of professional development activity. The streams have been developed to allow you to customise your professional development experience by providing a range of industry related outcomes. The Industry Placement stream of this unit provides you with the opportunity to work

closely with recognised industry organisations in your chosen field of endeavour. It is intended that this stream contextualises your learning and develops your understanding of the expectations and responsibility of professional practice.

CAMA6005 Praxis: Research Project

Credit Points: 6 **Availability:** S1C; S2C

Description: This unit of study allows you to situate your emerging practice within the context of a chosen professional field. Within the framework of this unit you are required to undertake one stream of professional development activity. The streams have been developed to allow you to customise your professional development experience by providing a range of industry related outcomes. The Research Project stream has been designed to allow you to become familiar with traditional research skills in relation to emergent and interdisciplinary methodologies drawn from reflective creative practice. This stream has been designed to facilitate students who wish to pursue further research-based study.

CAMI5001 Narrative Elements

Credit Points: 6 **Availability:** S1C

Description: This unit of study provides you with a strong basis in the processes associated with the conceptualisation and development of a media based artwork. This could be a narrative based film, an experimental moving image work, an interactive project or any combination of media production that explores the possibilities of current moving image and media forms. During this course you will be exposed to a range of film screenings, interactive projects and moving image-based artwork. These viewings are intended to expose you to a wide range of filmmaking practices from around the world and to encourage discussion, debate and creative exploration. Through lectures, tutorial, seminars, screenings and class exercises you are provided with a historical and conceptual framework in which to conceive of and develop a creative project. You must write and direct these projects yourself and/or collaboratively as part of a production team. Projects are to be supported by a set of professional standard production documents and the presentation of seminars related to the development and production of the work.

CAMI5002 Moving Image Production

Credit Points: 6 Availability: 51C

Description: This unit of study is designed to allow you to gain the technical skills necessary to complete the project work associated with Project Major 1: Narrative Elements. Through a series of dedicated technical modules you will gain a demonstrated proficiency in a range of skills and approaches central to the production of moving image works in the contemporary context. The unit is delivered across a number of modes including practical exercises, technical demonstrations and applied case studies. Weekly exercises, combine production and conceptual problem-solving tasks with the development of technical skill and knowledge. The unit of study comprises a series of production classes, including practical exercises, technical demonstrations and case studies, designed to offer proficiency and safe handling of equipment and facilities available for the production of projects. Weekly exercises, combining production and conceptual problem-solving tasks with the expansion of technical skill and knowledge, will cover working with digital video, sound and lighting on location and in the studio. You will be engaged in hands-on group exercises combining practical and creative filmmaking techniques. These exercises will cover care, handling, and safety as well as the creative use of the equipment. In addition, specially designed modules will cover the technical aspects of the preparation of media for the delivery across a wide range of outcomes and the skills associated with the production of interactive and online moving image works.

CAMI5003 Screen and Sound Strategies

Credit Points: 6 Availability: 52C

Description: Working individually and/or collaboratively as part of a production team, you will conceptualise, develop and deliver experimental moving image based works that engage the possibilities presented by a range of delivery devices (mobile, tablet, website etc.) and modes of distribution (internet, gallery, theatrical etc.) Through this unit of study you will be challenged to reconceive of the moving image as an open and negotia-

ble form that can be manifest across a wide range of platforms and outcomes. Possible outcomes for the unit include single channel works, gallery-based installation, web-based moving-image projects or platform dedicated applications such as an iPad app. During this unit you will be exposed to a range of film screenings, interactive projects and moving image-based artwork. These viewings are intended to expose you to a wide range of contemporary and historical practices and to encourage discussion, debate and creative exploration. Through lectures, tutorial, seminars, screenings and class exercises you are provided with a historical and conceptual framework in which to conceive of and develop your own creative projects. Projects are to be supported by a set of professional standard production documents and the presentation of seminars related to the development and production of the work.

CAMI5004 Moving Image Post-production

Credit Points: 6 Availability: 52C

Description: This unit of study is designed to allow you to gain the technical skills necessary to complete the project work associated with Project 2: Transmedia Elements. Through a series of dedicated technical modules you will gain a demonstrated proficiency in a range of skills and approaches central to the production of moving image works in the transmedia context. The unit of study is delivered across a number of modes including practical exercises, technical demonstrations and applied case studies. Weekly exercises combine production and conceptual problem-solving tasks with the development of technical skill and knowledge. You will be engaged in hands-on group exercises combining practical and creative filmmaking and media authoring techniques. These exercises build upon the technical skills that you acquired in the Moving Image Production unit. By selecting three modules from an offering of five, you can further refine and specialise your technical learning. A series of dedicated modules in this unit covers the specificities of preparing and delivering moving image across a wide range of platforms including the internet, tablet based applications and mobile delivery.



CAMI5005 History and Theory of Screen

Credit Points: 6 Availability: S1C

Description: The aim of this unit of study is to provide you with a theoretical and historical understanding of moving image and screen-based forms within the contemporary context. The history of film and associated media will be considered both in relation to key technical and conceptual developments as well as changes in reception and dissemination. In this regard, particular importance will be given to the emergence of networked space and more specifically the internet as a defining paradigm of the contemporary era. A range of films, experimental video, media and interactive works will be examined and discussed in relation to key concepts surrounding film theory and new media. In addition to this a number of key works and concepts from the pre-history of cinema and computation will also be examined to provide a historical context to the discussion.

MFDI9303 Digital Effects for Film and Video

Credit Points: 6 Availability: S2C

Description: The aim of this unit of study is to equip you with a conceptual understanding and technical expertise in the use of digital effects for film and video projects. You will be introduced to the use of software programs such as Adobe After Effects to explain how moving images can be transformed over time in combination with text, masks, animation, filters, effects and sound. You will learn how to author in After Effects through an intensive series of tutorials film/video screenings and practical studio workshops. This will culminate in the production of a studio project. The project is to be developed in consultation with an academic adviser.

MFDI9313 Digital Editing for Film and Video

Credit Points: 6 Availability: S1C

Description: The aim of this unit of study is to equip you with a conceptual understanding and technical expertise in the use of digital editing for film and video projects. You will be introduced to the use of software programs such as Final Cut Pro HD to explain how edit moving images in to a project and

how moving images can be transformed over time in combination with text, masks, filters, effects and sound. You will learn how to edit and master in Final Cut Pro HD through an intensive series of tutorials film/video screenings and practical studio workshops. This will culminate in the production of a studio project. The project is to be developed in consultation with an academic adviser.

MFDI9333 Experimental Film

Credit Points: 6 Availability: S1C

Description: The aim of this unit of study is to encourage students to imaginatively explore the potential of working with film as a tactile, creative medium. The unit will explore key processes and issues related to the production and exhibition of experimental film works. This unit will include discussions, readings and screenings of relevant historical and contemporary film works. Some of the practical techniques that will be explored are: drawing, scratching and painting on emulsion, drawing an optical soundtrack, creating installed film work and film-loops, montage editing utilising found footage and coloured leader and Flatbed editing techniques. Bolex camera workshop will also be as an integral part of this unit of study. You will produce one self-initiated film project of 3 to 5 minutes in length. The project is to be developed in consultation with an academic adviser.

CACA5001 Project 1: Critical Thinking

Credit Points: 6 Availability: S1C; S2C

Description: This unit of study concentrates on combining two modes of art practice; studio practice with critical thinking. Studio practice is individual tutored studio-based artwork which may extend across multiple media. In studio practice, you will develop two projects: a workshop introduction project and the major contemporary artwork project. Critical thinking is an introductory course developed in a seminar and concentrates on the practical, theoretical and material considerations of contemporary art and the relationship with individual studio practice. You will meet with the course coordinator on a weekly basis in a group tutorial situation and make theoretical presentations. Teaching strategies in this unit of study include studio tutorials, studio practice, studio group meetings, studio work review and critique, group seminars, student presentations, site visits and both formal and informal discussion.

CACA5002 Project 2: Critical Contexts

Credit Points: 6 **Availability:** S1C ; S2C

Description: This unit of study concentrates on combining two modes of art practice; studio practice with critical thinking in relation to the contexts within which contemporary artists produce work. Studio practice is individual tutored studio-based artwork which may extend across multiple media. In studio practice, you will develop and present a major contemporary artwork. Critical contexts is an advanced course developed in a seminar and concentrates on the advanced practical, theoretical and material considerations of contemporary art and the relationship with individual studio practice. You will meet with the course coordinator on a weekly basis in a group tutorial situation and make theoretical presentations. Teaching strategies in this unit of study include studio tutorials, studio practice, studio group meetings, studio work review and critique, group seminars, student presentations, site visits and both formal and informal discussion.

CACA5003 Contemporary Art: Histories and Theories

Credit Points: 6 **Availability:** S1C

Description: This unit of study gives a broad overview of contemporary art and the theories that underpin it. Although international in approach the unit will strive to ground the ideas in Australia through Australian artists. The unit is structured around themes relevant to 21st century practice including: beauty; nature; history; body/relations; politics and space(s). Although not exhaustive these themes will be discussed in the way they help explicate the question: What is the Contemporary?

CAEL5032 Contemporary Curating

Credit Points: 6 **Availability:** S1C

'If artists since Marcel Duchamp have affirmed selection and arrangement as legitimate artistic strategies, was it not simply a matter of time before curatorial practice - itself defined by selection and arrangement - would come to be seen as an art that operates on the field of art itself?' (Aaron Schuster, 2005). This unit of study focuses on contemporary curatorial

practice and analyses emerging trends and new directions in curating. It considers the changing role of the curator, moving from traditional contexts in the art gallery and museum, to contemporary art spaces, artist run initiatives, public sites, community engagement, and into globalized and virtual settings. The unit considers a number of case studies of curatorial practice, both exhibitions and renowned international curators who have defined the contemporary scene, such as Okwui Enwezor, Hou Hanru, Catherine David, Hans Ulrich Obrist, and Harald Szeemann.

CAEL5033 Curatorial LAB

Credit Points: 6 **Availability:** S2C

This unit of study gives you hands on curating experience within an intensive laboratory environment. The curatorial LAB is a critical space that encourages experimentation, exploration of curatorial frameworks and methodologies, and generates new discursive possibilities. You develop a curated project from concept to full realisation as an exhibition, guided by professional and theoretical feedback. The LAB emphasises the working relationships between curators and artists and the significance of the studio in contemporary art making. You do workshops on the main aspects of contemporary curatorial practice, including: production logistics for organizing exhibitions and public events; developing proposals; analysis and discussion of artist selection processes; curatorial decision making in relation to exhibition space; exhibition design and installation including new technologies; project management and funding; legal and ethical issues; and negotiating with artists, institutions, and the arts industry. The LAB emphasises the communication of curatorial ideas through research, critical writing, publication, marketing and promotion, and education and public speaking in both interview and conference contexts. The LAB uses the Sydney College of the Arts galleries, studios and workshops, encouraging you to work independently or institutionally to develop curatorial projects. The LAB offers you the opportunity to network with leading curators and artists working in the field.

CAEL5034 Image/Object in Photomedia

Credit Points: 6 Availability: S1C

Description: This unit of study extends the possibilities of photographic practice to expand photographic ideas beyond a two-dimensional form. The unit plays with the traditional material outcome of a photograph by considering what a photograph is as 'an image'. The 'image' unlike the 'photograph' can be anywhere and anything. In the context of image/object it is also considered sculpturally, as an object. The relationship between objects and photography stretch the function of the image. How can the image encompass a sculptural and interactive dimension?

CAEL5035 The Art of Sound and Noise

Credit Points: 6 Availability: S1C

Description: This unit of study will engage a studio-based approach to the production of sound art works through the prism of two of its primary means, namely recording and amplification. The emphasis will be on the production of recorded sound works and sound devices that can expand and develop the relationships between the analogue and the digital and between the composed and the open-ended structures of noise as an event. The unit will begin with ideas from sound ecology and music concrete and by way of field recording, sound manipulation and performance heading in an exploratory way towards the limits of sound as noise, situating the spectrum of a material practice with sound in a historical context. This unit will be conducted in an open studio framework within workshops, sound studios and digital labs suitable for candidates working in a broad range of artistic disciplines.

Sound has the potential to invent new sonic landscapes and to demarcate unheard psycho-geographies: from radical approaches towards production to potential new collaborations in the street (or in the landscape), from the technical and the scientific to oral investigations of the social. This open studio investigates sound as a primary vehicle for artistic expression in a work of contemporary art.

CAEL5038 Screen Printing: Introductory Workshop

Credit Points: 6 Availability: S1C

Description: This unit of study introduces you to the techniques and conceptual underpinnings of screen printing, and develops your understanding of its application across a range of mediums. In addition to familiarising you with the practical skills necessary to use screen print as part of your own practice, the unit encourages you to critically engage with the medium by asking you to reflect on the specific qualities of this particular print process and its use more broadly in contemporary art.

CAEL5047 Vessel as Concept: Hot Glass Intro

Credit Points: 6 Availability: S1C; S2C

Description: This unit of study examines the glass vessel in everyday life and its application as a conceptual agent in contemporary art. By nature, the glassblowing process creates a vessel or container from a mass of molten glass. Through research projects you will investigate the psychology of the glass vessel through its function and physical properties. You will develop fundamental hand skills and glassblowing techniques through structured weekly workshops, and combine practical skills with contextual knowledge in the development of conceptually themed postgraduate level projects. You may work exclusively with glass or in conjunction with other media and processes.

CAEL5049 Silversmithing: Exoskeleton Extension

Credit Points: 6 Availability: S2C

Description: From the symbolically charged through to the functionally utilized, the hammer formed metallic object builds upon the dynamic landscape of the body. In this unit of study you investigate the potential for an object to expand the metaphysical self. The malleable and ductile qualities of metal will be examined as a creative catalyst enabling material characteristics to form a transformative element of a work that is made for the body by the body. You will explore silver-smithing processes, in alignment with your individual research interests, as a technical and conceptual starting point to negotiate ideas of metamorphosis and growth. The appropriate forming processes, including sinking, raising, hot forging and planishing, will be introduced alongside an examination of the historic foundations and key principles of contemporary metalsmithing, as a means to generate your own individual project.

CAEL5050 Painting: Transcultural Collaborations

Credit Points: 6 Availability: S2C

Description: For Aboriginal people of Australia, the place where saltwater and freshwater meet, is a site of intermingling, mixing and sharing of knowledge. The Yolngu people of north-east Arnhem Land call this place where the river meets the sea: Ganmu and it is usually used as a metaphor for 'two way learning.'

This unit of study explores how contact with other cultures through the reciprocal sharing of images, stories, histories, experiences, ideas, skills and culture can activate collaborative practices to create meaningful connections both locally and globally. The investigation of issues such as representation and presentation, protocols and practices, combined with a critical understanding of the cultural complexities of Indigenous culture, will foster greater understanding and enable students to facilitate the development of a collaborative and sustainable practice.

CAMA6002 Final Project

Credit Points: 6 Availability: S1C; S2C

Description: This unit allows students to consolidate the skills and knowledge gained in the Project Major 1 and 2 units. Over the course of this unit students work on the development of a final creative project that is the culmination of their study towards the degree of Master of Contemporary Art or The Master of Moving Image. The final project created in this unit will be exhibited in the Graduation Exhibition with the associated artistic and professional development acting as a capstone experience to the completed degree. Working individually students will conceptualise, develop and realise creatively based projects that will build on the learning and development they have experienced in preceding units. Much of the study in this unit is self-directed with students responding to assessment milestones that contribute to the development of their major projects. Through an integrated program of seminars, tutorials, screenings, gallery visits and directed exercises students are provided with a framework in which to conceive and develop their major projects. Throughout the unit students are challenged to develop their ideas and artistic practice beyond their achievements of preceding semesters.



Research Degrees

Postgraduate Program

The Department offers the following postgraduate research degrees:

Master of Fine Arts

The Master of Fine Arts (MFA) by research is designed to provide graduate visual artists with the opportunity to develop their art practice within the structure of a research culture.

You will develop a level of proficiency, self-direction and focus through investigating a proposed area of research, and will be encouraged to produce work of an original and speculative nature. Your research supervisor will provide personalised and dedicated attention to the development of your research outcomes.

You can complete the Master of Fine Arts by creative work culminating in a substantial exhibition, screening, performance or installation of creative works, and a research paper on an area of relevance to the creative work; or by thesis in the field of art theory, art history, cultural studies or professional studies in visual art.

It is assumed that those entering this degree are trained and competent in their particular field and are seeking to extend their practice at a higher level.

Doctor of Philosophy (PhD)

The Doctor of Philosophy (PhD) degree at Sydney College of the Arts (SCA) is designed to engage visual artists in independent research that constitutes an original contribution to the understanding of contemporary visual arts. The PhD program provides candidates with a critical and intellectual focus to explore a single proposed research topic full-time over three to four years.

Your research may reflect a critical exploration of the history, theory and practice of visual art; the development of new materials or technologies; the relationship between visual art and society; or the relationship between visual art and other disciplines.

You may complete the PhD by a thesis comprising a substantial body of creative work for exhibition plus a thesis examining the histories and theoretical underpinnings of the creative work, both of which demonstrate an original contribution to knowledge; or a substantial written thesis that, through a sustained investigation, demonstrates an original contribution to knowledge in the field of the history and theory of contemporary art.

This degree is awarded for the successful completion of an approved program of supervised, advanced research which constitutes an original contribution to knowledge.

Further information about research courses:

<http://sydney.edu.au/sca/research/research-students>

SCA Academic Staff:

<http://sydney.edu.au/sca/about-us/our-people>



Key dates for 2018

Semester 1

Info Day	16 Dec 2017
Lectures begin	5 Mar
Census date	31 Mar
Semester Break	2 Apr - 6 Apr
Last day of lectures	30 Jun
Stuvac	11 Jun -15 Jun
Exam period	18 Jun - 30 June
Semester ends	1 Jul

Semester 2

Lectures Begin	30 July
Census date	31 Aug
Open Day	26 Aug
Semester Break	24 Sep - 28 Sep
Last day of lectures	3 Nov
Stuvac	5 Nov - 9 Nov
Exam Period	12 Nov - 24 Nov
Semester ends	24 Nov

Prizes, Scholarships & Financial Assistance

Information on Departmental prizes and scholarships can be found on the Department's website. Other scholarships and financial assistance available through the University can be found at:

sydney.edu.au/arts/future_students/scholarships

Policies

For information on policies that apply to current students, please visit:

sydney.edu.au/students/

Summer & Winter Schools

Students can accelerate their program, catch up on a failed subject, balance their timetable, or study subjects outside their current program. Recent high school graduates can enrol in first year subjects. More Information can be found at:

sydney.edu.au/summer



Sydney College of the Arts

School of Literature, Art and Media (SLAM)

Faculty of Arts and Social Sciences

Kirkbride Way (entry via Balmain Rd, opposite Cecily St)
Lilyfield NSW 2040

The University has scheduled some changes to its visual arts facilities, which are likely to occur during the next three years. Students commencing in 2018 will begin their studies at the Rozelle campus, however, it is intended that SCA courses will be taught from new facilities on the Camperdown/Darlington Campus from 2019. For more information, please see the SCA website.

sydney.edu.au/study
sydney.edu.au/postgraduate
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