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Schools of the College of Fine Arts
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New Deansway House
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2001 Academic Calendar

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4400 Bachelor of Fine Arts - BFA

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*College of
Fine Arts*

HANDBOOK

2001

Ivan Dougherty Gallery
Director

Nicholas Waterflow, OAM

Curators

Felicity Fenner, BA Syd.

Beverley Fielder, DipArt, AMCAE, MarAdmin UNSW

Clerk/Secretarial

Yvonne Donaldson

Teaching and Research Support Services
Technical Staff**Ceramics/Foundry**

Grant Luscombe, GradDipProfArtStuds AMCAE

Computing Services

Co-ordinator: Sharon Brogan, BLandscapeArch UNSW

Richard Crampton, DipFineArt SIT

Nigel Kersten

Damian O'Brien, BE UNSW

Nick Post

Tane Poteka

Tina Waring

Design

Robert Greer, ASTC NAS

Graphics

Roberta Coulston, BA Fine Art RMIT, MA Grad Cert HED UNSW

Painting/Drawing

Kurt Schranzer, BEd SCAE, GradDipVisArt UNSW

Photomedia

Sue Blackburn, AssocDipArts SIT

Jennifer Leahy, AssocDipArts SIT

Printmaking

Rafael Butron, BA SCAE, DipEd Syd., MArt UNSW

Brenda Tye, BCA W'gong

Resource Centre

David Alton

Michael Rogers

Time Based Art/Digital Media

Stephen Thomsen

Jasek Jazwinski

Georgia Tapper, BFA UNSW

Workshops

James Brown

Francois Breuillaud-Limondin

Isolde Lennon

Anthony Napoli

UNSW Facilities Department – COFA Zone
Zone Manager

Wayne Jones

Zone Team

Rosa Au

Gary Chaffer

Edward Davis

School of Art
Professor and Head of School

Elizabeth Ashburn, BA Syd., MA Macq, GradDipEd SCAE, ASTC NAS

Professor

Peter Leslie Pinson, BEd SCAE, MA RCA, PhD W'gong

Associate Professor

Alan Oldfield, MAVisArt SCAE, ASTC NAS

Senior Lecturers

George Walter Barker, ASTC NAS MFA UNSW

Paula Dawson, BArt VCA, GradDipFineArt RMIT DipTeach SCV, MFA UNSW

Bonita Ely, DipArt PIT, MA Syd.

Michael David Esson, DipArt Edn, MA RCA

Phillip George, DipArt AMCAE, MFA UNSW

Eric Gidney, BSc Manc, MA SCAE

Ian Grant, DipArtEd AMCAE, MA SCAE

Graham Kuo, ASTC NAS

Lynne Roberts-Goodwin, BA Syd., BA AMCAE, GradDipEd SCAE, MA Manc

Sylvia Ross, DipArtEd AMCAE

Rose Vickers, DipEd STC, ASTC NAS

LecturersAndrew Christofides, BA *ChelSchArt*, BCom, MFA UNSW

Nicole Ellis, DipFineArt ACAE, MFA Tas

Gabrielle Finnane, BA NSWIT, DipM-Lib UNSW, MA UWS

Louise Fowler-Smith, MA Calif, BA SCAE, DipArtEd,

GradDipVisArts AMCAE

John Gilles, Dip Creative Arts DDIAE, Grad Dip Vis Arts SCA

John Hughes, GradDipProfArtStud AMCAE

Simon Hunt, MFA UNSW

Rosemary Laing, DipArt Tas, DipArtEd BCAE

Idris Murphy, MCA DCA W'gong, GradDipEd SCAE, ASTC NAS

Debra Phillips, BA SCA, MA Syd.

Martin Sims, BA *ChelSchArt***Adjunct Professor**

Richard Goodwin, BSc (Arch), BArch UNSW, MArch RMIT

Visiting Professor

Rodney Armour Milgate, BEd AMCAE, MA SCAE, GradDipEd

STC, PhD W'gong

Honorary Visiting Associates

Paul Atroschenko, ASTC NAS

Christopher Gentle, NDD WSCA, ATC Lond

Brian O'Dwyer, BA Syd., ASTC NAS

Emanuel Raft, MA SCAE

Post Doctoral Fellow

Dennis Del Favero, BA, DipEd Syd., Grad Dip Vis Arts SCA, MA (Vis Arts) UNSW, DCA UTS

Clerks/Secretarial

Margaret Bass

Elisabeth Burke

School of Art Education
Head of School

Amanda Weats, BEd AMCAE, MArtEd UNSW

Associate Professor

Neil Brown, DipArtEd AMCAE, MScEd EdD Indiana

Program Rules

The degree of Bachelor of Digital Media awarded as a pass degree at the completion of three years full time study. An Honours degree is available through the completion of an additional year of study in the Honours Program.

1. A student must complete 144 units of credit.
2. Each student's program must include 12 units of General Education.
3. Students must complete the prescribed core courses and
4. An approved sequence of at least 36 units of credit selected from the major disciplines offered in the program
5. Students may not commence level 2 courses or General Education before appropriate level 1 courses have been completed.

6. Students must complete at least 48 units but no more than 60 units of level 1 courses from the faculty.
7. For entry to Honours a student must have achieved a distinction average in 40 units of core courses from years two and three.

General Education

Students are required as part of their studies, to complete 12 units of credit in General Education courses or their equivalent. General Education must be undertaken in courses taught by faculties of the University, other than the College of Fine Arts.

Courses

Core Courses

SAHT1101

Mapping the Modern

Staff Contact: School Office
UOC4 HPW4 S1

This course examines the production of art, art theory and art's meanings within changing social, political and cultural contexts. Commencing with the nineteenth-century and concluding with the outbreak of World War II, Mapping the Modern looks at different modes of visual representation ranging from Realism, Symbolism and Expressionism to early twentieth-century avant-gardes such as Futurism, Dada and Surrealism. These are considered against the backdrop of industrialisation, technological transformations, colonisation and international conflicts.

SAHT1102

Mapping the Postmodern

Staff Contact: School Office
UOC4 HPW4 S2

Commencing with the art of totalitarian regimes, and tracing the transformations in art practice and theory from the 1940s to the present, Mapping the Postmodern examines major forms of cultural production in relation to changing social, political and economic patterns. Issues relating to Formalism, Pop, image and text, the de-materialisation of art, and performance are addressed, as well as Feminist theories and practice, post-colonial culture, international exhibitions and the new technologies.

SART1600

Language of Digital Media

Staff Contact: School Office
UOC4 HPW2 S1 S2

Digital media create and communicate experience in ways which are both specific to the media and embedded in broader cultural, historical and political contexts. Digital media practice employs technical problem-solving skills and logical thought to generate content which is conceptually and aesthetically resolved and culturally meaningful. In this course, the analogy between digital media language and spoken and written language highlights the semantics and structures of computer languages. Distinguished from everyday languages by their use of formal logics and mathematics, computer programming languages are based on logical, abstract and systematic thought. Also explored are other aspects of digital

media which are central to reading screen images and text: these include concepts of navigation and non-linear organisation, issues of keystroke function, game structure, resolution and frame rate. This course deals with the development of computer programming languages and the broader contexts within which those languages are deployed to make culturally meaningful communication.

SART1602

Web Authoring

Staff Contact: School Office
UOC4 HPW3 S1 S2

This course provides an introduction to the production of web pages and web sites. It covers basic web page composition, HTML, file directory organisation and the authoring and optimisation of media elements such as typography, images, sounds and animations through various software and processes. Examples of both simple and sophisticated web sites will be critiqued. The emphasis will be on creative utilisation, web interface design theory.

SART1603

Digital Video 1

Staff Contact: School Office
UOC4 HPW3 S1 S2

The course is designed to explore and expand an understanding of video production methods and practice, analog then digital. The course is comprised of: technical demonstrations and workshops, discussions and tutorials, individual and group project development, assessment and critique, proficiency on analog and digital editing systems will be gained in the workshop. The use of camera, lighting and sound editing will also be introduced.

SART1604

Introduction to Digital Media

Staff Contact: School Office
UOC4 HPW3 S1 S2

This course provides a broad introduction and foundation to video, photography and sound. It will cover aspects of video capture and editing, photographic capture and manipulation and sound capture and editing. Students will learn to use basic sound recording equipment and receive an introduction to concepts of sound layering and editing. Students will be introduced to the fundamentals of the video process analog and digital. An introduction to photographic process will also be covered. The emphasis of this introductory course is upon developing an understanding of the interrelationship of all three disciplines within a digital media practice and context.

SART1605**Lighting**

Staff Contact: School Office
UOC4 HPW3 S1 S2

Lighting for the digital environment workshop is designed to explore the nature of light and expand the understanding of "light" in many of its forms. Light in relation to Digital production, issues of the consistency of light the fall of light, lighting for multiple outcomes, the measurement of light, key lighting and light ratios. Colour temperature in relationship to available light, artificial light, and studio lighting tungsten and electronic. This course will seek to establish an understanding and appreciation of the roll light plays in the image making process.

SART1606**Drawing for Media**

Staff Contact: School Office
UOC4 HPW3 S1 S2

Various drawing media will be introduced to the student and their applications and use explored. This course aims at making the student proficient in the depiction and understanding of line, space, volume and proportion, using a variety of different media. The fundamentals of drawing taught in this unit will be orientated towards its use as a tool in the solving of creative problems. This subject encourages the use of drawing, perspective, and the projection systems, as elements in the manipulation and creation of space on the two dimensional format, and analysis and clarification of tasks and concepts.

SART1608**Digital Composite 1**

Staff Contact: School Office
UOC4 HPW3 S1 S2

This subject will introduce students to the principles, techniques and applications of digital imaging technology. The central aim will be to provide students with a clear perception and appreciation of the manner in which the various discrete components of hardware and software symbiotically interact to form an effective imaging system. Practical and creative experiences will give students the opportunity to gain basic proficiency in operating industry standard packages.

SART1610**Basic Computing Workshop**

Staff Contact: School Office
UOC4 HPW3 S1 S2

This course will familiarise students with the basic use of Apple Computers. An introduction to the various potentials of the computer as an experimental expressive tool will be covered. An introduction to a range of software packages including Photoshop, Hypercard and Microsoft Word will be covered.

Year Two**SART2602****Sound Media 1**

Staff Contact: School Office
UOC4 HPW3 S1 S2

Students are introduced to sound practice via projects that concentrate on analysing the way that we hear and perceive sound. The initial focus is on the basic elements of sound s frequency/ melody, volume, spatial relationships and rhythm. Individual and group projects will focus on "stand-alone" sound works. Students will learn to use digital recording equipment (DATs, microphones) computer-based editing programs, (Protools, Sound App etc) and studio outboard equipment including mixing desks and effects units. Students are introduced to various conceptual, stylistic, aesthetic and philosophical approaches to the use of sound within art, with attention also being paid to the relationship of sound to other art practice. A screening and listening lecture program examines various sound/music pieces, installations and soundtracks.

SART2605**Object Oriented Programming**

Staff Contact: School Office
UOC4 HPW3 S1 S2

Object oriented programming extends the students experience gained in Multimedia Authoring furthering the conceptual understanding, appreciation and technical skills underpinning interactive practice. The pre requisite for Object Oriented Programming is Mullimedia Authoring and Web Authoring.

SART2607**Multimedia Authoring**

Staff Contact: School Office
UOC4 HPW3 S1 S2

Multimedia authoring provides the platform for student to combine the media of sound, text, images moving and still. Interactive events are planned and structured, notions of the linear and non-linear are addressed. This multimedia-authoring course utilises, multiple software programs and seeks the creative development of interactive and animated media outcomes. The pre requisite for Multimedia Authoring is Web Authoring.

SART2608**Digital Composite 2**

Staff Contact: School Office
UOC4 HPW3 S1 S2

Topics to be considered include shooting for the digital colour theory, operation of input and output devices, image manipulation, compability issues and digital composite. The knowledge, skills and experience gained in practical and theoretical session will provide a profound understanding of the digital composite cycle, students will apply imaging theory to optimise their digital media practice in a variety of situations across mutable media, using industry standard packages. The pre requisite for Digital Composite 2, is Digital Composite 1.

SART2609**3D Graphics & Modelling 1**

Staff Contact: School Office
UOC4 HPW3 S1 S2

This course introduces students to aspect of 3D Modeling including: modeling primitives, character generation, texture mapping, rendering, and ray tracing. The Graphics & Modelling course seeks to establish an awareness of the three-dimensional world and alertness to the possibilities within. Emphasis is placed on 3D-skill development and strategies suitable to the integration of the 3D into other digital media.

SART2610**Writing for Digital Media and Storyboarding**

Staff Contact: School Office
UOC4 HPW3 S1 S2

This subject focuses on creative writing and visual storyboarding as a means for extending the student's imaginative and conceptual approach to digital production. Classes will comprise workshops and individual and group projects covering issues of writing for both single screen and interactive works. Students will engage with issues of dialogue and voiceover texts, script and character construction, and storyboarding, mapping and visual description. The subject enriches the students comprehension of the creative process necessary to the generation of video or digital media works.

SAHT3614**Screen Culture**

Staff Contact: School Office
UOC4 HPW2 S1 S2

Information and screen culture is central to the shaping of the political and economic structures and cultural experience of contemporary global society. The impact of screen culture is pervasive and deeply integrated into everyday life and yet digital media are also capable of generating and communicating complex and highly critical cultural insights. Topics covered in this subject include authorship, virtual communities, utopianism, cyberculture, gaming, interactivity, privacy, censorship and intellectual property. Social responsibility and ethical action in digital media practice is explored through a critical understanding of the significance and impact of screen culture.

Year Three

SART3603

Digital Video 2

Staff Contact: School Office

UOC4 HPW3 S1 S2

Building on the various production techniques and concepts explored within the Video Workshop, this course seeks to develop students' knowledge through specific project work, with technical concentration on further pre-production and post-production techniques and critical assessment of contemporary and historical film and video practise. The pre requisite for Digital Video is Video.

SART3608

Digital Composite 3

Staff Contact: School Office

UOC4 HPW3 S1 S2

Digital composite two will consolidate students understanding of the digital manipulation process. Students will explore the full range of imaging possibilities, utilising hi resolution captures devices and software. This class will explore creative visualisation possibilities. Students will be encouraged to extend the notion of composite work into other digital media outcomes. Including 3D texture maps and VR possibilities. The pre requisite for Digital Composite 3, is Digital Composite 2.

SART3609

3D Graphics and Modelling 2

Staff Contact: School Office

UOC4 HPW3 S1 S2

This course builds on the experience and skills developed from Graphics & Modeling then extends the students experience into 3D animation, visualization, broadcast graphics, special effects, multimedia and digital imaging.

SART3610

Digital Studio

Staff Contact: School Office

UOC6 HPW6 S1 S2

The digital studio course has been establish for students to consolidate their various digital media practices. This course is designed to encourage student speculation experimentation and then creative development into a mature outcome. Students are supported in their area of research, within an environment that encourages collaboration across divergent media and practice.

SART3611

Industry Placement

Staff Contact: School Office

UOC4

The Industry placement program is seen as a critical component of the BDM. Students are placed into appropriate industry settings, either nationally or internationally. The Industry placement program will test students ability within contemporary Digital Media environment. Each student will have a Lecturer assigned to him or her.

SART3612

Professional Portfolio

Staff Contact: School Office

UOC4 HPW4 S1 S2

The portfolio project seeks to offer students the opportunity to develop a portfolio of work at an industry standard. This course will encourage students to focus on a discreet body of work that will assist them in realising their career goals. The portfolio could be of a specific nature ie within one medium or display a range of media abilities.

SAHT3613

Digital Theory and Aesthetics

Staff Contact: School Office

UOC4 HPW2 S1 S2

This subject explores theoretical frameworks within which the content, meaning, aesthetics and impact of digital media practice can be critically analysed and evaluated. Topics covered include rhizomic organisation of thought, temporality; interfaces (particularly the interface between the body and technology) and theories of the real, virtuality, materiality and immateriality. Experimental, innovative and conceptually sophisticated practitioners and current critical debates and theories relating to digital media are considered.

SART3615

Sound Media 2

Staff Contact: School Office

UOC4 HPW3 S1 S2

"Sound 2" more closely examines both audio/visual relationships and sound/music genres, while expanding upon the techniques and ideas taught in the previous semester. Both individual and group projects will be based around the sound design and sound/music score of audio/visual works created within other classes, with an option to create further "stand-alone" sound/music works. The relationship of sound to editing within time-based and interactive works will be examined. Technical knowledge of sound recording and editing will be refined, with a concentration on working between audio/visual programs such as Final Cut Pro, Flash and Dreamweaver. Further techniques such as MIDI composition and analogue synthesis will be explored. A screening and listening lecture program will examine further sound/music pieces, installations and soundtracks. It is strongly recommended that students successfully complete Sound one before attempting Sound Two.

SART3616

Professional Practice

Staff Contact: School Office

UOC4 HPW3 S1 S2

This course will provide students with a range of strategies, skills that will prepare them for working in a dynamic fluid industry. Professional practice will equip students with the skills knowledge and attitudes that will assist them to develop their practice as professionals, whether in employment or self employed. Industry professionals will at times be invited to address students. Topics such as documenting work, copyright, intellectual propriety, ethics, and taxation will be addressed around the core of project management and development.

Honours Program - Fourth Year

SAED4051

Practices of Research in Art, Design and Education

Staff Contact: School Office

UOC6 HPW3 S1 S2

Clifford Geertz says that those who wish to understand what a science is should look not, in the first instance, to its theories or its findings but to what the practitioners of it do. Research is broadly conceived in this subject as a pattern of practices in which the major agencies which contribute to the research process are perceived as a mutually dependent relation. This course aims to introduce students to the agencies of investigative practice in the humanities and social sciences and to an understanding of their role in the validation, analysis and interpretation of content within the domains of art, design and education. While practices of research in art, design and education vary widely in their instrumental and political significance it is nevertheless the goal of this subject to enable students, through the analysis of exemplars of research, to rehearse these practices in a manner consistent with an apprenticeship model of learning. In particular students will be able to integrate and apply systematically key agencies of research practice in art, design and education including - the role of explanatory theory, the functional stance of the researcher, the constraints imposed by art as the object of investigation, the use of nomothetic and ideographic methods, and the conventions of proposal writing.