

NSCAD UNIVERSITY - Fall Studies 2010

TOPIC COURSE DESCRIPTIONS

(See Academic Calendar for course descriptions not found here)

AHIS 2653

18th C. Art & Culture: Taste, Travel and the New Public

3 credits (L)

In this course we will consider eighteenth-century artistic production in Western Europe, focusing (although not exclusively) on developments in France and England. Classes will proceed thematically, rather than with strict chronology, giving consideration to the ways in which Enlightenment thinking and the emergence of a new and wider viewing public had an impact on eighteenth-century artistic practice and the consumption of visual art. The goal is to become aware of issues arising from changes in the institutions of art as well as traditional patronage systems. We will give particular attention to trade, travel and colonial expansion as factors producing new social conditions, giving shape to our understanding of eighteenth-century culture.

Prerequisite: Writing Requirement

AHIS 2701

Renaissance and Baroque: Renaissance

3 Credits (L)

A study of the art, craft and architecture of Europe from the 14th century to the 16th century

Prerequisite: Writing requirement

AHIS 3835

Topic in Film History: Contemporary Cinemas of Globalization

3 Credits (L)

Globalization is at once a technological, cultural, political, economic and social phenomenon influencing the flow of everyday life and the production of images. It is the dominant expression of contemporary capitalism and thus influences cinema production all over the world, both in on-screen expression and in the behind-the-scenes selection and organization of production and exhibition (everything from locations and casting, wage rates and stories, to technologies and viewing opportunities). This course seeks to identify and understand the conditions of globalization through analysis of an eclectic selection of contemporary films: Canadian and international, narrative and documentary. In this process we will also develop an understanding of the economic conditions that determine contemporary cinema, with emphasis on the concept of ³Global Hollywood.² This is an upper-level seminar course where students can expect weekly screenings and lectures combined with seminar discussion and presentations.

Prerequisite: AHIS 2800 or AHIS 2810

AHIS 3836

Topic in Film History: Subjectivities in Moving Pictures

3 Credits (L)

This course will explore ways in which subjective experience makes its presence felt in moving pictures from film, video, animation and installation work, as this comes to be expressed through formal innovation, performance and narrative structure. The course will begin by introducing the concept of "suture" to explore how films bring us into their affective worlds. Subsequent readings will explore how the use of voice and gesture as well as editing, sound and mise-en-scène amplify and/or interfere with this encounter. Readings are drawn from film and critical theory. Course assignments include an annotated bibliography, a final research or comparative paper, as well as a short presentation on a class reading. A creative/visual project is another key component of the course where students can investigate the significance of course themes and concepts to their own practice.

Prerequisite: AHIS 2800 or AHIS 2810

AHIS 3837**Topic in Film History: Out on Screen****3 Credits (L)**

This course will focus on the history and theory of gay, lesbian & queer cinema over the last several decades and will include attention to issues of production but also to reading/viewing practices as they relate to cinema so identified. The course will consider not only the ways that queer experience is represented in cinema but also what impact such films have on the maker, the viewer, and the wider cultures in which they are made, viewed, and studied.

Prerequisite: AHIS 2800 or AHIS 2810, or permission of Instructor

ARTS 3133**Studio Workshop: "AND"****3 Credits (S)**

This course introduces collaboration as a viable artistic model. The course provides an opportunity to explore process as art and to engage the particular challenges collaborative production proposes to traditional art making and conventional notions of authorship.

Prerequisites: 9 credits of 2000 level Fine or Media Arts

ARTS 3134**Studio Workshop: Photography as Memory****3 Credits (S)**

This course examines the importance of photography to the imagery and narratives of personal and cultural memory. The role of the amateur snap shot, photography albums and the use of digital photography in social networking pages on the internet will be considered in the context of contemporary art. The course includes discussions of relevant historical and contemporary photography and art as well as critiques of student projects.

Pre-requisite: PHOT 2706 Digital Photography

CERM 3229**Ceramics Workshop: Modeling the Figure****3 Credits (S)**

Modeling the Figure will focus on constructing the human figure in clay, examining historical precedents and contemporary practice. The course will initially emphasize close observation and accurate interpretation, using traditional clay modeling techniques with life models. Scale, surface, firing and a variety of fabricating methods will be examined. Initial assignments will explore the parallel historical traditions originating in the art of classical Western figurative sculpture and in the decorative tradition unique to the medium of ceramics. Readings and seminar discussions will assist in articulating the currency of figurative practice today, and the emphasis on 'body' as subject vs. object.

Prerequisite: 6 credits of CERM

CMDS 3153**Perspectives in Graphic Communication: Design and Relevance****3 Credits (L)**

Students will work in teams to explore themes relating to corporate identity, social trends and demographics, and the evolving relationship Canadians have with their national park system. Team members will be required to adhere to disciplined project management protocols as defined in the design process.

Prerequisites: Permission, or DSGN 3510 or DSGN 3520

CMDS 3318**Graphic Design Workshop: Applied Typography****3 Credits (S)**

This course will examine five major design disciplines that use typography: Books and Publishing, Magazine and Editorial, Advertising and Public Relations, Graphic and Corporate Design and Web Design. Students will learn how designers in each of these fields approach and use typography.

Prerequisite: DSGN 2500

CRFT 3251

Book Arts Workshop: Letterpress

3 Credits (S)

Students will learn to recreate the richness of the handprinted page by typesetting printing several small projects and a short text. They will use a wide variety of old cuts, ornaments and typefaces to explore the principles of layout and design.

Prerequisite: CRFT 2100 Book Arts

CSTU 2603

Philosophical Issues for Artists/Designers: Art and the Good Life

3 Credits (L)

This course examines the process of thinking about and articulating our values. It describes how philosophy can contribute to a fuller understanding of art and community, and shows how philosophy helps us to match reasons with intuitions, and therefore to ground our practice with theory.

Prerequisites: Writing Requirement

CSTU 2808

Sociological Issues for Artists: Themes in Culture and Identity

3 Credits (L)

This course will address issues of identity (in particular, race, gender and sexuality) and representation in a variety of production styles and genres. The course will consider how various art forms reflect and communicate contemporary social values in relation to identity. The course will examine the tensions between theoretical and political projects as well as a range of approaches that continue to shape and reshape the ever-expanding and entwined fields of cultural studies and the visual arts.

Prerequisites: FNDN 1200, English Requirement,

DRAW 2302

Introductory Drawing Workshop: Organic

3 Studio Credits

Students will develop form, pattern and texture from life studies. Historical models will also suggest various applications for repetition and decorative motifs

Prerequisites: FNDN 1600

DRAW 2306

Introductory Drawing Workshop: Aqueous Media

3 Studio Credits

Students will use watercolours, gouache, acrylic inks and other water-soluble media to explore the dialogue between drawing and painting. Both traditional and nontraditional approaches to aqueous media will be presented. A study of historical and contemporary artists will encourage the development of an individual approach to the media.

Prerequisites: FNDN 1600

DRAW 3314

Intermediate Drawing Workshop: Mixed Media

3 studio credits

This course expands the drawing experience and focuses on a mixed media approach. All forms of art-making in which drawing principles such as line, shape, form and three-dimensional value are evident may be included. Students will be encouraged to develop their own programs of work.

Prerequisite: 3 credits of 2000 level drawing.

FILM 3452**Screen Arts Workshop: Radical Narratives****3 Studio Credits**

This intermediate studio class provides students with a hands-on exploration of experimental narrative filmmaking. Students will complete individual film projects while surveying global trends in experimental narrative work. Students will also participate in a series of workshops including alternative scripting techniques, working with found footage, expanded cinema and hand-processing motion picture film.

Prerequisites: FILM 2500 or MDIA 2020

MDES 6114**Graduate Design Workshop: Situated Research****3 Credits (GR)**

The objective of this graduate design workshop is to examine contemporary themes that have influenced and make up current discourses in design thinking and practice. Through an interdisciplinary approach; examining design, the built environment, fashion and art, the graduate student will gain insight into where they position themselves as a practitioner in the wider spheres of visual cultures. In the end, the student will be assessed on their ability to analyze, reflect, critique and demonstrate theoretical thinking as it pertains to design.

Prerequisite: Program

MDIA 2551**Introductory Intermedia Workshop: Electronics****3 Credits (S)**

This course is an introduction to the fundamentals of electricity and electronics as they pertain to art. Students will learn how to design and build electronic circuits for various applications, including sensing motion, touch, sound, and other environmental conditions, as well as controlling lights, motors, and other actuators. Emphasis will be placed on creating emergent and interactive sculptural, installation, performance, video, and audio works for creative, critical, and social purposes.

Prerequisite: Foundation

MDIA 3059**Intermedia Seminar: Activating Audience****3 Credits (L)**

This seminar course will look at various ways artists of the 20th and 21st centuries have attempted to transform audiences from spectators into participants.

Prerequisite: 6 credits of 2000 level Fine or Media Arts; AHIS 2020 Survey of 20th Century Art

MFAR 6207**Graduate Seminar: Art and Ideas**

This seminar class will consist of lectures, discussions, student presentations and written projects. We will look at how artists, designer and crafts people take up specific ideas framed by disciplines such a philosophy, psychoanalysis, anthropology, cultural theory and other fields in their creative practice and in the critical analysis of cultural work.

Prerequisite: Program

PHOT 3112**Intermediate Photo Workshop: Decoding the Portrait****6 Credits (S)**

This course will investigate both historical and contemporary paradigms within photographic portraiture, as well as other fields related to the psychology of non-verbal communication. Through readings, illustrated lectures, class discussions and critiques, students will produce photographic portraits exploring a variety of themes.

Pre-requisite: PHOT 2706

PNTG 2607

Painting Workshop: Collage

3 Credits (S)

This course will examine the possibilities of incorporating collage into the painting process. Directed and independent studio projects will encourage students to combine and contrast source materials, subject matter, techniques, and materials within painting. Emphasis will be placed on experimentation and hands-on painting research as well as class discussions about contemporary painting practices.

Prerequisite: PNTG 2000

PNTG 4103

Painting Seminar: Excess Baggage?

3 Credits (L)

This course will examine historical and contemporary issues in painting including (but not limited to) plasticity and bodily fluids; abstraction and pictorial space; beauty and banality; allegory, irony and narrative; distance and presence. Through readings, class discussions, field trips, research and presentations students will dissect issues that provide the vital and visceral contexts that painters today choose to work within or reject.

Prerequisite: 9 credits 3000 Fine Arts, 9 credits AHIS at the 3000 level

SCLP 2503 / MDIA 2552 [register as SCLP 2503]

Sculpture Workshop: Installation

3 Credits (S)

Over the last century, artists have asked how sculpture can occupy an expanded territory using physical sites and lived experience as key points of exploration. What happens when sculpture intersects with landscape or is integrated with the surrounding environment? What happens when the artist makes a wider examination of experiential space? The aim of this course is to approach sculpture and installation with these questions. Through studio production, reading and visual research, written proposals and the construction of maquettes, students will develop a final installation project.

Prerequisite: SCLP 2000.

SCLP3706

Advanced Sculpture Workshop: Sculptural Propositions

6 Credits (L)

This course will explore proposals that exist outside the probability of realization. Students will develop models / maquettes that explore the fanciful, the financially prohibitive, the technically unknown. The emphasis of this course will be on planning, creating and presenting proposals for gallery and outdoor site-located works, building models, solving technical problems, methods of consultation, and strategies for working to satisfy private and public institutional requirements.

Prerequisite: SCLP 3000.

TEXL 3053

Textile Seminar: Fashion Industry Perspectives

3 Credits (L)

This workshop is geared towards students interested in acquiring the fundamentals of technical language, industry standards and manufacturing processes of the Fashion Industry. The learning outcome will be to enable students to work at a more professional level in the fashion industry, either to produce their own line of clothing or as an employee in an established design house.

Prerequisite: 6 credits chosen from TEXL 2300, 2400 or 2500

TEXL 3212

Intermediate Textiles Workshop: Breaking the Grid: Markmaking and Colour on the Loom
3 Studio Credits

This course is geared to the serious weaving student who is eager to push beyond the familiar boundaries. Instruction will be given in hand controlled techniques of supplementary warp and weft pick-up, double-cloth pick-up, warp painting and printing, as well as warp and weft ikat. Together these techniques will expand the palette of the weaver enabling them to build a personal language of colour, line and form.

Prerequisites: 6 credits TEXTL