

VISUAL ARTS IN PRACTICE (VAP)

Rationale

The field of Visual Arts is expansive, encompassing art forms created primarily for visual perception. Visual artworks are created for a purpose and in response to individual, group or community needs in one or many contexts. Visual artworks use and push the limits of technologies, are responses to and expressions of time and place, and are limited only by circumstance and imagination. Visual Arts in Practice foregrounds the role visual arts play in the community and how students may become more involved. The subject focuses on student engagement in art-making processes and making virtual or physical visual artworks for a purpose. Students will learn about the production of artworks in at least two different areas of study considering personal and cultural perspectives when communicating through their works.

Pathways

A course of study in Visual Arts in Practice can establish a basis for further education and employment in the fields of design, styling, decorating, illustrating, drafting, visual merchandising, make-up artistry, advertising, game design, photography, animation or ceramics.

Course of Study

Visual Arts in Practice is a four-unit course of study over two years, comprising modules of work that asks students to identify and explain concepts and ideas related to 'Visual Mediums, Technologies and Techniques', 'Visual Literacies and Contexts' and 'Artwork Realisation'. Units of work are developed around the chosen areas of study – 2D, 3D, design and craft.

