

VISUAL ART (ARTV)

ARTV 101 Foundations in Visual Art Units: 3.00

A broad introduction to drawing, painting, printmaking and sculpture, with an overview of contemporary and historical practices. The course is organized around hands-on workshops, requiring students to replicate technical and theoretical methods that incorporate the elements and principles of art such as line, value, space, texture, shape, form and colour theory. Students will harness fundamental studio skills to enhance their creative expression and artistic intuition while developing the ability to identify and articulate the distinctive aesthetic qualities inherent to each artistic medium.

NOTE Materials: estimated cost \$157.50.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 120 (12 Lecture, 24 Laboratory, 12 Online Activity, 72 Private Study)

Requirements: Prerequisite None.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate through practice foundational and/or exploratory techniques in range of media.
2. Apply the elements and principles of art to create a portfolio of studio work.
3. Identify and analyze how elements and principles of art are used in contemporary and historical works using discipline and medium specific vocabulary.
4. Synthesize the fundamental technical and theoretical skills to explore intuition and expressive possibilities.

ARTV 102 Meaning-Making Through Visual Art Units: 3.00

An introduction to the production of meaning through art making across a range of visual media. Although different in their final forms, all works of art are the product of a series of decisions (material, formal, conceptual, cultural, political, relational) that create effects and meanings. These meanings are shaped by different perspectives and worldviews, and they shift over time or across different contexts. In this course, students will be introduced to a variety of artistic processes and use these to convey concepts gaining critical awareness of how their works engage various audiences.

NOTE Materials: estimated cost \$157.50.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 120 (12 Lecture, 24 Laboratory, 12 Online Activity, 72 Private Study)

Requirements: Prerequisite None.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate the relationship between the materials, form, and concept(s) of historical and contemporary artworks in a range of media, including non-western and western forms.
2. Make connections between the meaning of works of art and the broader social world by discussing how production and reception are shaped by diverse cultural perspectives, historical contexts, social and political issues, and/or geographic locations.
3. Develop, implement, and explain informed and reflective concepts for their own works of art.
4. Apply knowledge of artistic materials, processes, and formal visual elements to create meaning through their own works of art/artistic practice.

**ARTV 201 Foundations in 2D Media Units: 3.00**

This course explores a range of foundational techniques in 2D media. Students will experiment with historical and contemporary methods, examining the interplay between form, technique, and concepts. The skills, materials, and vocabulary that students will learn a variety of 2D media (e.g., painting, drawing, photography).

NOTE Materials: estimated cost \$157.50.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 101/3.0 or ARTV 102/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate fundamental skills in a range of 2D media, including safe use of materials and space.
2. Identify and apply appropriate steps to create artworks in a range of 2D media (e.g., researching, prototyping and self-reflection). Adapt these processes in response to the unique characteristics of different media and the intended meanings of your works of art.
3. Identify the amount of time needed to complete different types of tasks and organize projects within the allotted time frame.
4. Critically engage with contemporary, historical, and global artistic materials and methods in selected 2D media with sensitivity to cultural contexts, equity and ethical issues, and social challenges.
5. Apply appropriate terminology to discuss artistic processes and describe a range of works in 2D media from diverse historical and cultural contexts.
6. Analyze your own and others' artistic work and apply self-reflection to improve and articulate your own artistic development.
7. Use appropriate tone and language to provide feedback to peers and to contribute to a positive and constructive learning and creating environment.

ARTV 202 Foundations in 3D Media Units: 3.00

This course explores a range of foundational techniques in 3D media. Students will experiment with historical and contemporary methods, examining the interplay between form, technique, and concepts. The skills, materials, and vocabulary that students will learn may relate to mold-making, casting, observational sculpture, mixed-media, installation, performance, and/or earthworks.

NOTE Materials: estimated cost \$157.50.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 101/3.0 or ARTV 102/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate fundamental skills in selected 3D media, including safe use of materials and space.
2. Identify and apply appropriate steps to create artworks in a range of 3D media (e.g., researching, prototyping and self-reflection). Adapt these processes in response to the unique characteristics of different media and the intended meanings of your works of art.
3. Identify the amount of time needed to complete different types of tasks and organize projects within the allotted time frame.
4. Critically engage with contemporary, historical, and global artistic materials and methods in selected 3D media with sensitivity to cultural contexts, equity and ethical issues, and social challenges.
5. Apply appropriate terminology to discuss artistic processes and describe a range of works in 3D media from diverse historical and cultural contexts.
6. Analyze your own and others' artistic work and apply self-reflection to improve and articulate your own artistic development.
7. Use appropriate tone and language to provide feedback to peers and to contribute to a positive and constructive learning and creating environment.

ARTV 203 Digital Photography and Intermedia Units: 3.00

This course explores a range of foundational techniques in intermedia. Students will experiment with historical and contemporary methods from diverse cultural contexts, examining the interplay between form, technique, and concepts. The skills and vocabulary that students will learn may relate to digital photography, scanning, editing, digital painting, sound, video, and performance, among other processes and media.

NOTE Materials: estimated cost \$157.50.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 101/3.0 or ARTV 102/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate fundamental skills in photography and digital imaging, including safe use of materials and space.
2. Identify and apply appropriate steps to create artworks using a range of photographic and digital technologies (e.g., researching, prototyping and self-reflection). Adapt these processes in response to the unique characteristics of different media and the intended meanings of your works of art.
3. Identify the amount of time needed to complete different types of tasks and organize projects within the allotted time frame.
4. Critically engage with contemporary, historical, and global artistic materials and methods using selected photographic and digital technologies with sensitivity to cultural contexts, equity and ethical issues, and social challenges.
5. Apply appropriate terminology to discuss artistic processes and describe photographic and digital artworks from diverse historical and cultural contexts.
6. Analyze your own and others' artistic work and apply self-reflection to improve and articulate your own artistic development.
7. Use appropriate tone and language to provide feedback to peers and to contribute to a positive and constructive learning and creating environment.

ARTV 204 Foundations in Printmaking Units: 3.00

This course introduces students to a range of foundational techniques in printmaking, emphasizing technical proficiency and conceptual development. Students will explore historical and contemporary approaches to printmaking from diverse cultural contexts (e.g., achromatic and color techniques across relief, intaglio, lithography, and/or silkscreen processes) and investigate the expressive potential of print while critically reflecting on the unique characteristics and social role of the medium, such as reproducibility and self-publishing.

NOTE Materials: estimated cost \$157.50.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 101/3.0 or ARTV 102/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate fundamental skills in selected printmaking media, including safe use of materials, equipment and space.
2. Identify and apply appropriate steps to create artworks using a range of printmaking techniques (e.g., researching, prototyping and self-reflection). Adapt these processes in response to the unique characteristics of different media and the intended meanings of your works of art.
3. Identify the amount of time needed to complete different types of tasks and organize projects within the allotted time frame.
4. Critically engage with contemporary, historical, and global printmaking materials and methods with sensitivity to cultural contexts, equity and ethical issues, and social challenges.
5. Apply appropriate terminology to discuss artistic processes and describe print-based artworks from diverse historical and cultural contexts.
6. Analyze your own and others' artistic work and apply self-reflection to improve and articulate your own artistic development.
7. Use appropriate tone and language to provide feedback to peers and to contribute to a positive and constructive learning and creating environment.

**ARTV 301 Advanced 2D Media Units: 3.00**

Students will expand their abilities and develop individual practices in a range of 2D media, which may include painting and drawing, mixed media, and/or abstraction in primarily analog and some digital forms. Through studio-based research practices and by exploring historical, contemporary, western, and non-western techniques, ideas and styles, students will use their deepening theoretical knowledge and advancing artistic skills to create and discuss original works. NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 201/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate advanced skills in a range of 2D media by conceptualizing and making original works of art, including appropriate care of materials to ensure a sustainable learning environment.
2. Apply and justify appropriate 2D practices to research, create and present original work.
3. Contextualize your approach to working with 2D media within broader social, political, and cultural frameworks demonstrating an understanding of how these factors influence meaning-making in art.
4. Demonstrate the process of experimentation in a range of 2D media as it aligns to studio practice and to address equity, ethical, and social challenges.
5. Effectively communicate ideas through your original artworks, in writing, and orally, using appropriate language to describe works of art.
6. Critically analyze personal artistic growth and development through regular self-assessment and critique, identifying strengths and areas for improvement in both technical skills and conceptual understanding of 2D media
7. Use appropriate language and tone to provide feedback to peers and to contribute to a constructive and inclusive learning and creating environment.

ARTV 302 Advanced 3D Media Units: 3.00

Students will expand their abilities and develop individual practices in a range of 3D media, which may include sculpture, mixed-media, installation, performance, and/or earthworks. Through studio-based research practices and by exploring historical and contemporary techniques, ideas and styles, students will use their deepening theoretical knowledge and advancing artistic skills to create and discuss original works.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 202/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate advanced skills in a range of 3D media by conceptualizing and making original works of art.
2. Critically analyze how the material and conceptual characteristics as well as the cultural, social, and historical associations of various 3D media impact the production of meaning in your own artworks and in the works of the others.
3. Effectively discuss your approaches to working with 3D media within broader social, political, and cultural frameworks.
4. Demonstrate the process of experimentation in 3D media as it aligns to studio practice and to address equity, ethical, and social challenges.
5. Critically analyze personal artistic growth and development through regular self-assessment and critique, identifying strengths and areas for improvement in both technical skills and conceptual understanding of 3D media.
6. Actively contribute to creating an inclusive and constructive learning and creating environment by using appropriate tone and language to provide feedback on peers' work, effectively managing time, and applying best practices for sustainable use of materials, tools, and spaces.

ARTV 303 Advanced Intermedia Units: 3.00

Students will expand their abilities and develop individual practices in intermedia by engaging a range of contemporary, western, and non-western techniques and processes such as chroma key, code-based image manipulation, AI-generated imagery, digital negatives, web-based platforms, site-specific installations, performative practices, and prototyping, among others. Through studio-based research, they will use their deepening theoretical knowledge and advancing artistic skills to create and discuss original works.

NOTE Materials: estimated cost \$157.50.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 203/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate advanced skills in a range of intermedia practices by conceptualizing and creating original artworks.
2. Apply your knowledge of art and media histories and theories to make and implement informed decisions about materials, media, and techniques throughout the processes of conceptualizing, creating, and displaying your artworks to convey intended meanings and effects.
3. Critically and sensitively discuss your own artworks and the works of others with attention to how different social, political, cultural, and historical contexts and diverse worldviews shape their production and reception.
4. Demonstrate the process of experimentation in intermedia as it aligns to contemporary studio practices and to address equity, ethical, and social, challenges.
5. Critically analyze personal artistic growth and development through regular self and peer assessment and critique, identifying strengths and areas for improvement in both technical and conceptual aspects of intermedia.
6. Actively contribute to creating an inclusive and constructive learning and creating environment by using appropriate tone and language to provide feedback on peers' work, effectively managing time, and applying best practices for sustainable use of materials, tools, and spaces.

ARTV 304 Advanced Printmaking I: Silkscreen and Woodcut Units: 3.00

Students will expand their abilities and develop individual practices in silkscreen and woodcut by experimenting with techniques which may include photomechanical processes, reductive printing, posterization and colour separations. Through studio-based research and by exploring historical and contemporary techniques, ideas, and styles, students will use their deepening theoretical knowledge and advancing artistic skills to create and discuss original works.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 204/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Refine advanced technical skills in silkscreen and relief printmaking by developing, designing, and producing original works that reflect thoughtful conceptualization and craftsmanship.
2. Select and apply appropriate silkscreen and relief techniques to research, create, and present both limited editions and unique print works, providing clear justifications for artistic and technical choices.
3. Situate your approach to silkscreen and relief printmaking by placing it within a broader framework of social, cultural, and artistic traditions, incorporating both Western and non-Western practices, demonstrating how these influences shape meaning-making in both personal and collaborative projects.
4. Engage in experimentation with silkscreen and relief printmaking as part of contemporary studio practices, addressing key issues such as equity, ethics, social responsibility, health, and safety - analyzing how printmaking operates in both individual and collaborative contexts, reflecting on how these challenges shape and inform creative processes throughout production.
5. Critically evaluate personal artistic growth through ongoing self and peer assessments, identifying both technical strengths and conceptual areas for development within silkscreen and relief media, while refining strategies for continuous artistic improvement.
6. Actively contribute to creating an inclusive and constructive learning and creating environment by using appropriate tone and language to provide feedback on peers' work, effectively managing time, and applying best practices for sustainable use of materials, tools, and spaces.



ARTV 305 Advanced Printmaking II: Intaglio and Lithography Units: 3.00

Students will expand their abilities and develop individual practices in intaglio and lithographic printing by experimenting with manual and photo-mechanical processes, such as drypoint, etching, mezzotint, cyanotype, photogravure, à la poupée, and stone or waterless lithography. Through studio-based research and by exploring historical and contemporary techniques, ideas, and styles, students will use their deepening theoretical knowledge and advancing artistic skills to create and discuss original works. NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Lecture, 36 Laboratory, 72 Private Study)

Requirements: Prerequisite ARTV 204/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Refine advanced technical skills in intaglio and lithographic printmaking by developing, designing, and producing original works that reflect thoughtful conceptualization and craftsmanship.
2. Select and apply appropriate intaglio and lithographic techniques to research, create, and present both limited editions and unique print works, providing clear justifications for artistic and technical choices.
3. Situate your approach to intaglio and lithographic printmaking by placing it within a broader framework of social, cultural, and artistic traditions, incorporating both Western and non-Western practices, demonstrating how these influences shape meaning making in both personal and collaborative projects.
4. Engage in experimentation with intaglio and lithographic printmaking as part of contemporary studio practices, addressing key issues such as equity, ethics, social responsibility, health, and safety - analyzing how printmaking operates in both individual and collaborative contexts, reflecting on how these challenges shape and inform creative processes throughout production.
5. Critically evaluate personal artistic growth through ongoing self and peer assessments, identifying both technical strengths and conceptual areas for development within intaglio and lithographic media, while refining strategies for continuous artistic improvement.
6. Actively contribute to creating an inclusive and constructive learning and creating environment by using appropriate tone and language to provide feedback on peers' work, effectively managing time, and applying best practices for sustainable use of materials, tools, and spaces.

ARTV 400 Directed Major Studio Project and Professional Practices Units: 3.00

Students will develop a unique body of artworks in the media of their choice. Through studio-based research, experimentation, iterative processes, and critiques with faculty and their peers, they will develop and refine their own creative practice, including important professional skills such as time management, self-direction, and effective communication. The course culminates in a public presentation of students' completed work.

NOTE Administered by the Departments of Art History and Art Conservation, Film and Media, and the DAN School of Drama and Music.

Learning Hours: 126 (18 Seminar, 12 Individual Instruction, 96 Private Study)

Requirements: Prerequisite (Level 4 or above) or permission of the Department.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Create a cohesive body of work that reflects intentional exploration and refinement, culminating in a display suitable for evaluation and public presentation.
2. Apply and refine visual, thematic, and theoretical research to guide the conceptual development of artworks, drawing connections between personal practice and broader artistic contexts.
3. Demonstrate the ability to expand and refine creative processes through experimentation, reflection, and iterative work within a collaborative studio environment.
4. Articulate the rationale behind creative decisions through both verbal and written formats, engaging with critical feedback and contributing to discussions about personal and peer work.
5. Develop and manage self-directed projects with effective time management while contributing to a safe, collaborative studio environment, preparing for professional opportunities in the arts.