

Program Review: Fleming College's Visual and Creative Arts Diploma Program (2 year)

Program Description/ Why Choose Fleming

UNDER REVIEW: LISA BINNIE

Is this You?

An interest in art, drawing, and painting is essential to your success in this program. Other abilities and traits that would be an asset include:

- Oral and written communication skills
- An open mind
- Willingness to learn from others
- An interest in exploring your creativity
- Ability to commit to the intensive program format

Career Opportunities

You have started a life long learning experience in the world of art with endless options in your pursuit of a career in the art field. You might continue to pursue a career by taking more advanced studies or work as a studio artist to further develop your talents, become a teacher or work in a gallery, museum or art/craft retail operation.

Minimum Admission Requirements

OSSD with the majority of credits at the College (C) and Open (O) level, including:

2 College (C) English courses (Grade 11 or Grade 12)

When (C) is the minimum course level for admission, (U) or (U/C) courses are also accepted.

Mature Students: If you are 19 years of age or older before classes start, and you do not possess an OSSD, you can write the Canadian Adult Achievement Test to assess your eligibility for admission.

Related Programs: Fleming College Visual and Creative Arts Diploma graduates can complete Fleming's Museum Management and Curatorship post-graduate program with just two additional semesters of study.

Additional VCAD Costs:

- Students must have access to a digital camera for this program.
- Print Credits: to print assignments and portfolio materials approx. \$200.

- Field Trip: approx. \$100
- Required Texts: approx. \$230
- Additional Materials and Tools based on personal choice in media

Transfer Agreements:

- [Alberta College of Art + Design](#)
- [Emily Carr University of Art + Design](#)
- [Nipissing University](#)
- [Nova Scotia College of Arts & Design](#)
- [OCAD University](#)
- [York University](#)

Program of Studies:

The Visual and Creative Arts Diploma (VCAD) offers you unique and flexible options for earning a diploma in the visual arts. Choose the learning path that is right for you. It's your diploma, your way.

VCAD = foundation courses + elective courses

Elective Courses

The elective courses build upon the foundation courses and focus on studio-based learning and techniques.

You can acquire these elective courses through one of two learning pathways: the Specialist Option or the Generalist Option.

Specialist Option

Take one of our 15-week Art Certificate programs.

Generalist Option

Or, you can obtain your elective courses by taking a Generalist Option. Choose 12 courses plus a two-week capstone course.

Study at your own pace, including spring, summer and fall courses (see the Haliburton School of The Arts Calendar for these courses).

You can fast-track this program and complete your diploma in one calendar year.

Visual and Creative Arts Diploma (2 year) List of Foundation Courses	
Course Name	CHANGES FROM PREVIOUS VERSION 2016 IN FILLED AREAS
Art History – The Recent Century ARTS 0956 Semester 1 45 hours	Course Description: This survey course provides an introduction to the major styles and movements of Western art history, from the sources of Impressionism to the end of the twentieth century. It will briefly reference the roots of the Impressionists and Post-Impressionists from ancient art to the movements of Neo-Classicism and Romanticism. The course provides an important frame of reference for further explorations in contemporary art issues or art history. Using studio, lectures, research, and presentations, emphasis is placed on developing an understanding of the key styles, methods and principles of artists and art processes of interest to the individual student.
Learning Outcomes:	<ol style="list-style-type: none"> 1. Explain the cause and effect relationship between <u>cultural influences and the emergence of major art movements</u>. 2. Research and present specified artists' biographies and artwork associated with, <u>major historical movements</u>. 3. Demonstrate selected styles from chosen art movements <u>in pastiche form</u>. 4. Describe <u>personal affinities with specific artists</u> and their work through research and presentations. 5. Assess the role of the <u>art institutions and critics</u> in the promotion and historical documentation of artists and their work.
Contemporary Art Investigations ARTS 0957 Semester 1 60 hours	Course Description: The contemporary artist can better understand themselves, their values, and their own works when related to the events constantly unfolding in current realms of art, craft, design, science, and technology. The boundaries of these worlds are disappearing as collaborative endeavors share the materials, techniques, and design processes in the pursuit of new insights. Through critical exercises, research, and presentations, students will develop a strengthened vision and vocabulary about visual art. They will engage in a study of the art world at various levels through studio tours, research, and critical discussion. Emphasis will be placed on appreciation of the wealth of insights afforded by the well-structured critique. This course will include a three day visit to a variety of urban arts venues; a rich experience which will support the establishment of personal themes and goals in the students' own visual arts practices.
Learning Outcomes:	<ol style="list-style-type: none"> 1. Distinguish between <u>different art theories used to describe content</u> in works of contemporary art. 2. <u>Critically analyze</u> visual art works, clearly making a distinction between intuitive response and objective description. 3. Explore the question <u>What is art?</u> through the comparison of non-traditional work, artists, exhibitions and venues. 4. Relate <u>ones own interest in styles, media, and issues</u> to contemporary artists/works through research, presentation and written summaries 5. Relate <u>cultural and social aspects of contemporary art work</u> to current trends and developments in science, technology, and design. 6. Present <u>analysis of works</u> of contemporary art which were previously unknown to the student.

Drawing Disciplines ARTS 0960 Semester 1 45 Hours	Course Description: In this overview of drawing practices, students will investigate these purposes and processes through research, sample drawings, and presentations. Visualization, ideation, notation and communication afford valuable processes for many types of art making. Rendering skills will be analyzed through depiction of a variety of subject matter. Students will execute samples of expressive drawings as examined in both historical and contemporary works.. Students will also explore the properties of various drawing media and supports.
Learning Outcomes:	<ol style="list-style-type: none"> 1. Compare drawings used for examination, description, record, illustration, design, production, narrative, and expression. 2. Execute basic drawings for specific purposes. 3. Render assigned subject matter addressing contour, proportion, tonality, light, shadows, and surface texture. 4. Use thumbnailing and sketching to successfully communicate the development of concepts. 5. Present interpreted meanings of expressive drawing examples. 6. Research and present examples of artists' and designers' drawings used for varied purposes. 7. Analyze the attributes of one, two and three point perspective from real life, drawings, paintings, and photography. 8. Use layers in the execution of drawings 9. Compare the properties of various drawing media and supports, including the potential hazardous nature of materials.
Media Explorations I ARTS 0962 Semester 1 27 hours	Course Description: Artistic expression is accessed through a wide range of media and disciplines. In this course students will have the opportunity to visit specialized studio practices for a hands on experience. This will afford a direct insight into the tools, materials and potential interests that they may have in materials such as metal, ceramics, paint media, and traditional darkroom photography, as available in the fall semester. These experiences will allow the student to make better-informed choices as they continue their studies in visual arts as well as broader insights into works in these materials that they will encounter through images and gallery experiences.
Learning Outcomes:	<ol style="list-style-type: none"> 1. Explore the <u>basic tools</u> used for creating objects in each studio. 2. Sample various techniques and processes to <u>visualize designs</u> for each medium/studio. 3. Explore the attributes of key <u>materials</u> for each media. 4. <u>Safely use</u> basic tools, equipment and materials specific to each medium /studio. 5. Participate in the studio in a <u>professional manner</u>, respectful of peers, time requirements, material use, and maintenance procedures.
Design I ARTS 0960 Semester 1 45 Hours	Course Description: Effective works of art engage the viewer on sensory, emotional, and intellectual levels. Through an understanding of the principles and elements of design in the development of the art object, the student is better able to reflect on both their own work and that of others. This understanding affords insight into the way that certain aspects of a visual experience can stimulate responses in the audience. Students will realize the basic elements and principles of two-dimensional design through a variety of applied exercises using paint and collage in conjunction with examples from design history. Through research, discussion, critical thinking, and design projects, students begin to recognize and understand the powerful implications of different design solutions.

Learning Outcomes:	<ol style="list-style-type: none"> 1. Use <u>key design terms</u> and vocabulary accurately 2. <u>Evaluate the application</u> of the principles and elements of design in a wide range of artwork. 3. <u>Experiment with varied applications</u> of the elements and principles to change the visual form and content of 2D works. 4. Use basic paint media to demonstrate the <u>properties and systems of colour as an element</u> in design solutions. 5. Analyze the characteristics of the major <u>style</u> movements through research and presentation. 6. <u>Compose works of specific attributes</u> with regard to focal point(s), spatial depth, subject, and visual narrative appropriate to the frame of reference in compositional studies. 7. Use a variety of visual arts materials and tools <u>using best practices for safety and respectful conservation</u> of studio materials and facilities.
Visual Documentation ARTS 0963 Semester 1 30 hours	Course Description: Students will use basic skills with digital cameras to produce well-considered images for display in print and digital formats. Applying the aspects of lighting, angles and positioning to a variety of subjects, they will begin to gather a collection of digital images for visual art works, artist's presentations, documents, internet applications, and artist's portfolio. Attention will be given to developing basic skills in staging, lighting and framing work for the specified subject matter, output, and audience. Computer processes will be used in adjustment, cropping, and compositing for both layout and creative. Organization, storage and file names will be emphasized in conjunction with the design in selecting, editing, and sequencing a series of images. Studio activities will include research, presentations and photographic sessions, as well as critical discussion.
Learning Outcomes:	<ol style="list-style-type: none"> 1. Shoot <u>series</u> of assigned photographic studies. 2. Use specific aspects of both <u>staged and found lighting</u> in shooting images. 3. Use <u>software to manipulate</u> images of technical and aesthetic merit for both print and digital output. 4. Integrate <u>photographs, text and graphic elements</u> in digital images and printed documents. 5. <u>Edit, name, and organize</u> collections of digital images. 6. Critically <u>discuss both the form and content</u> of digital photographs using correct terminology 7. Research and <u>present specific examples of contemporary</u> digital artworks. 8. Document both <u>two and three-dimensional artworks</u> 9. <u>Assemble image sequences</u> to clearly narrate concepts and themes using presentation software. <p><i>Objectives: Requires new learning sequence to engage progressive studies beginning with found lighting, critical discussion, then basic editing play. This will culminate with studies in sound, basic lighting scenarios for artwork (2D3D) using both staged (basic) and found lighting. Maintenance and management of digital image library. Maintenance and management of the webpresence launched in this course which will house pages for interests, personalportfolio, course work and communications. This might best be established through photo app and web blog which are linked.</i></p>
Design II ARTS 0965	Course Description: This course extends the knowledge of the Principles and Elements of Design acquired in Design I by applying them to the use of the design process. Students develop problem-solving skills through the testing of various solutions as they convert ideas and execute plans for two designed projects of

Semester 2 45 Hours.	complex criteria. Students also examine current issues of design and style, and how they are affected by social and technological developments. Emphasis will be placed on effective communication and presentation skills in demonstrating the results of research as applied to their design solutions. Pre-Requisite: Design I ARTS 0960
Learning Outcomes:	<ol style="list-style-type: none"> 1. Present key images, styles, and concepts associated with <u>contemporary visual design</u>. 2. Create, compare, and revise a series of sketches and samples which examine <u>design variations in relation to project criteria</u>. 3. Prepare and present <u>proposals for design solutions</u>. 4. Analyze the <u>impact of design variations</u>. 5. Analyze the <u>elements of style</u> applied to visual solutions in various media. 6. Use <u>design terminology</u> to address the relative value, function, aesthetics, and meaning of highly visual designs.
3D Design-Studio ARTS 0959 Semester 1 45 Hours	<p>Course Description: In this course, students begin to use materials to explore formal three-dimensional design theory. Three-dimensional design encompasses art and non-art objects as well as the built environment. Through the creation of a series of three-dimensional forms the student increases their capacity to “think with materials” while developing personal choices in context, subject and meaning. Interactive studio lectures, discussions, and collaborative activities will expand critical thinking and problem solving skills as students examine their relationship to three-dimensional design practices.</p>
Learning Outcomes:	<ol style="list-style-type: none"> 1. Use the <u>principles and elements of design to construct a variety</u> of three-dimensional works. 2. Select, research and present examples of 3 D designs that are of <u>personal interest</u> from both contemporary and historical artists. 3. Demonstrate an understanding of the working relationships of both <u>material properties and tools</u> through project work. 4. Identify the <u>specific elements which signify a specific style</u> in three-dimensional forms. 5. Achieve predetermined <u>scale and proportion</u> in technical drawings and models. 6. <u>Use design vocabulary to critically discuss examples</u> of three-dimensional designs in the constructed environment, addressing form, function, subject and context as related to the meaning of the 3D work. 7. Use <u>safe practices</u> in all aspects of studio work.
Business for Artists BUSN 0099 Semester 2 45 Hours	<p>Course Description: Through discussion, examples and practical application, this course introduces business practices that apply to visual artists. Sound business practices ensure that more time, money, and resources exist for artistic production. Knowing how to research and work with legal rights and responsibilities, financial structures, copyright, contractual obligations, ethics and negotiation skills are critical to survival and success. Through a combination of theory and practice, this course examines the ways in which artists can assess the market and price it appropriately. . Students will apply the processes required for responding to a call for submissions, commissions, and writing grant proposals in classroom activities, research and presentation.</p>

Learning Outcomes:	<ol style="list-style-type: none"> 1. Apply basic methods for <u>practical record keeping, budgeting, and business management</u> using computer applications such as spreadsheets and word processing. 2. Compare the merits of various <u>internet strategies</u> suitable for maintaining an online presence to promote visual artwork. 3. Research and summarize methods for self-protection through <u>ethically negotiating business contracts</u> using criteria and argument. 4. Summarize the <u>organizational skills and practices required to manage demands</u> of studio, teaching, and marketing operations. 5. Calculate the <u>value of products</u>, referencing both production costs and current retail and wholesale market values 6. Outline the processes for and challenges of <u>engaging in competitions, commissions, exhibitions, grants, and sales venues</u>. 7. Establish <u>reliable sources of information</u> regarding current legal rights and responsibilities, tax implications, licensing, etc. 8. Use criteria and argument in the <u>assertive and ethical negotiation</u> of business contracts. 9. Summarize the specific responsibilities of an artist in maintaining a studio practice which is safe for themselves, their associates, and the environment.
Media Explorations II 27 hours ARTS 0966 Semester 2	Course Description: This is a continuation of Media Explorations I. Students will have the opportunity to continue their experience working in a variety of media including a variety of processes such as fibre arts, sculpture, glassblowing, and jewelry metalworking as available in the winter semester. Experimentation will be encouraged with respectful attention to the use of tools, materials, and studio protocol.
	Learning Outcomes: <ol style="list-style-type: none"> 1. Explore the <u>basic tools</u> used for creating objects in each studio. 2. Sample various techniques and processes to <u>visualize designs</u> for each medium/studio. 3. Explore the attributes of key <u>materials</u> for each media. 4. <u>Safely use</u> basic tools, equipment and materials specific to each medium /studio. 5. Participate in the studio in a <u>professional manner</u>, respectful of peers, time requirements, material use, and maintenance procedures.
Concept Development ARTS 0964 Semester 2 120 hours	Course Description: This course is designed to provide the student with a focused and challenging studio experience paralleling professional practices. After beginning with intensive explorations in material investigations, they will negotiate their choice of material process with the faculty team and undertake the development and presentation of one or more series of works. Exercising self-reflective skills through a maintained exhibition space and ongoing review, the students will identify the beginnings and ongoing development of personal themes in their studio work. The progressive nature of the studio process will be emphasized through individual and group discussions with faculty. Cultural, political and social relevance in relation to personal interests will be referenced to the developing body of work in both historical and contemporary perspectives. This endeavor will culminate in an artists talk supported by a final exhibition of works. Pre-Requisites: <i>Design I (ARTS0960)</i> <i>Media Explorations I (ARTS0962)</i> <i>Art History - The Recent Century (ARTS0956)</i> <i>Visual Documentation (ARTS0963)</i> <i>Contemporary Art Explorations (ARTS0957)</i> <i>3D Design – Studio (ARTS0959)</i> <i>Drawing Disciplines (ARTS0961)</i>

<p>Learning Outcomes: Note: edit lesson plan to include interest summary at the beginning.</p>	<ol style="list-style-type: none"> 1. Present a summary of researched material reflecting <u>ones personal interests, values and challenges.</u> 2. Relate one's interests to the practices and values of <u>other contemporary artists.</u> 3. Execute an <u>extensive series of process-based works</u> exploring traditional and/or non-traditional media. 4. Compare the issues and challenges associated with working on <u>studio process versus product.</u> 5. Maintain a <u>studio journal and working exhibition wall</u> for the purpose of reflecting on one's own work and practice as well as recording new stimuli and interests. 6. Organize proposals and executed works for <u>verbal and written artists' presentations.</u> 7. <u>Critically discuss the impact of the changing forces</u> of subject, context, and form, as they influence meaning in a developing series of works. 8. Consistently <u>demonstrate professional judgement and demeanor</u> in all aspects of studio practice, exhibitions, and presentations. 9. Students will be able to explain the interconnections between the broad principles of sustainability - which include human health and well-being, ecological health, social issues, and secure livelihoods- in order to support a better world for all generations
<p>Portfolio and Presentation ARTS 0967 Semester 2 30 Hours</p>	<p>Course Description: Students will develop the processes and support materials for presenting and promoting their work to interested clients, prospective galleries, juries and other audiences. Applying the skills developed in the Visual Documentation course, they will create image portfolios, as well as write curriculum vitae, artist's statements and related documents with professional style and content. Visual impact in presentation materials will be considered through experimentation with colour systems, typography, layout, and image sequencing. Students will use word processing, image adjustment software and presentation software to develop both print and digital versions of their portfolios and presentations. <i>Pre-Requisite: Visual Documentation (ARTS 0963)</i> <i>Co-Requisite: Concept Development (ARTS 0964)</i></p>
<p>Learning Outcomes:</p>	<ol style="list-style-type: none"> 1. Develop ones <u>curriculum vitae, a cover letter, artist's statement, list of works, and a brief biography</u> using recognized conventions for content and presentation. 2. Use both print and digital documents as well as photographic images to create <u>portfolios.</u> 3. <u>Design portfolios</u> formatted for web, print, and presentation. 4. Apply visual design and appropriate formatting to both <u>print and web based marketing media.</u> 5. Consistently demonstrate a sense of aesthetic throughout all presentations.

Note Program VLO's and MAPPING CHART DOCUMENT FROM FACULTY MEETING APRIL 2017 >