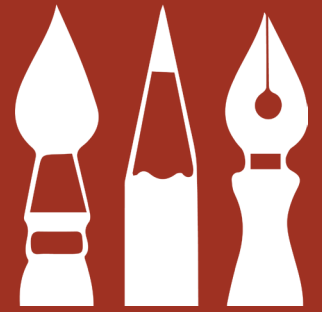


VISUAL ARTS IN PRACTICE



In Visual Arts in Practice, students respond to authentic, real-world stimulus (e.g. problems, events, stories, places, objects, the work of artists or artisans), seeing or making new links between art-making purposes and contexts. They explore visual language in combination with media, technologies and skills to make artworks. Throughout the course, students are exposed to art-making modes, selecting from 2D, 3D, digital (static) and time-based and using these in isolation or combination, as well as innovating new ways of working.

The course is designed to help students develop their knowledge, understanding and skills in the following:

- use analytical processes to identify problems and develop plans or designs for artworks.
- use reasoning and decision-making to justify their choices, reflecting and evaluating on the success of their own and others' art-making.
- examine visual features to communicate artistic intention.
- Independently select media, technologies and skills as they make experimental and resolved artworks, synthesising ideas developed throughout the responding phase.

Learning is connected to relevant industry practice and opportunities, promoting future employment and preparing students as agile, competent, innovative and safe workers who can work collaboratively to solve problems and complete project-based work in various contexts.

Career Opportunities:

- Interior Design
- Styling & Decorating
- Costume Design
- Illustrating
- Floristry
- Visual Merchandising
- Make up artistry
- Advertising
- Photography
- Photographer
- Self Employed Artist
- Teacher
- Advertising
- Photography
- Photographer
- Self Employed Artist
- Teacher

