

Diploma Complementary Courses

Curriculum Standards

2024-2025





CURRICULUM STANDARD

DIPLOMA COMPLEMENTARY COURSES

2024-2025

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Electronic Approval Date: 2024-03-01

Fall Electives

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DRAW 2900	Directions in Drawing: Traditional and Contemporary	3	45	90	None
DRAW 2901	Life Drawing: Structure and Form	3	45	90	None
CERA 2020	Surface Design	3	45	90	None
*DSGN 2903	Design Concepts	3	45	90	None
DSGN 3917	Regeneration: Design for a Flourishing Future	3	45	90	None

*Required for Textiles, Photography, Graphic Design, and Fashion in Fall; Optional for Ceramics and Jewellery.

Winter Electives

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DRAW 3001	Imagery, Sources and Development	3	45	90	None
DSGN 3916	Book Art Design	3	45	90	None
CERA 2021	Ceramic Sculpture	3	45	90	None
DSGN 3917	Regeneration: Design for a Flourishing Future	3	45	90	None
PHOT 3929	Photographic Processes - Mixed Media	3	45	90	None

Spring Electives

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DIGD 3037	3D Clothing Design	3	45	90	None

Course Code/Title: DRAW 2900 Directions in Drawing: Traditional and Contemporary

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

Course Description

In this course, students expand their observational and drawing skills. Initially, they engage with traditional principles of spatial and compositional organization and then explore a variety of material-based approaches to expressive drawing. In addition, through self-directed projects aligned with their personal taste, students discover new interpretations by examining work of significant contemporary artists.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Produce drawings that show thoughtful interpretations through the selection and use of a variety of formal elements, principles, strategies and material applications to represent subjects and create spatial relationships.
2. Engage with traditional representations of space in drawings through the use of perspective and related systems of visual analysis.
3. Integrate a variety of mark-making qualities and materials, including mixed media, into drawings.
4. Create drawings that effectively showcase experimentation with some contemporary approaches to drawing, especially through varied pictorial depictions and abstractions.
5. Communicate effectively in critique discussions and in the presentation of concepts related to their own and that of others.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DRAW 2901 Life Drawing: Structure and Form

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

Course Description

In this course, students enhance their capacity to see, interpret and draw the complex 3D form of the body. They develop their ability to draw the life model with attention to proportions, shape and general anatomy. Students increase their facility with essential strategies such as gesture, massing, mapping and sighting as applied to figure drawing. In addition, they learn to be expressive and intentional when depicting the human form.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Choose drawing strategies that can express space, form and depth in a drawing, especially of the life model.
2. Produce drawings of the life model that reflect the ability to analyze and represent the structure and form of the human figure.
3. Engage in the process of life drawing attending to perceptual and aesthetic concerns in the drawing process.
4. Experiment with a variety of materials in making a life drawing.
5. Critique figure drawings using the appropriate terminology and reflecting an understanding of concepts such as proportion, structure or form, use of value, general anatomy and aesthetics.
6. Develop a work process that includes effective self-management skills (e.g. communication, workload and timely completion of course work).

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: CERA 2020 Surface Design

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students are introduced to ceramic decoration techniques such as relief, sgraffito, slipwork, transfer printing, stains and underglazes that transform images and ideas onto ceramic tiles. Through the various stages of the process, they produce tiles and murals using historical motifs from around the world and their own personal imagery.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Produce consistent flat hand-made tiles using appropriate methods.
2. Compare the differences between two clay bodies and the effects these differences make on decorating techniques.
3. Utilize a wide range of decorative techniques and imagery.
4. Maintain a safe working environment specific to ceramic materials and processes.
5. Develop a work process that reflects effective resource management (e.g. time, workload, information and other resources).
6. Critically analyze a variety of applications and situations in order to solve problems related to the creation of projects.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DSGN 2903 Design Concepts

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
15	30	45	0	0

Course Description

In this course, students explore the broader world of design focusing on the themes of movement, colour and light. With consideration for spatial relationships, compositional principles and studio practice, they complete three research projects. Engaging in lectures and discussions that examine historic design precedents and contemporary design theory, students work toward the development of an individual design aesthetic. In addition, they engage in peer presentations and critical visual analysis.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Produce technically proficient work that demonstrates the effective integration of the elements and principles of design using a variety of media that displays a personal aesthetic.
2. Successfully use problem-solving skills to solidify concepts expressed in the creation of physical objects.
3. Develop work habits that include self-management skills (e.g. setting goals, managing workloads and meeting deadlines).
4. Articulate creative concepts and technical accomplishments, using design terminologies that have been informed by historical and contemporary contexts.
5. Integrate peer learning and critical analysis into their design approach.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Pass/fail grading with pass mark of 60%.

Course Code/Title: DSGN 3917 Regeneration: Design for a Flourishing Future

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
15	30	45	0	0

Course Description

Embark on an inspiring journey through the intersection of art, ecology, indigenous ways of knowing, and community building in this course. This course is crafted to empower individuals with the knowledge and skills needed to reconnect with nature, revitalize communities, rethink our relationship with the environment, and recreate the new from the old by using waste streams as resource streams. Bringing regeneration into the studio, this course will explore how art, craft, and design can be a powerful tool for regenerating the health, integrity, and resilience of human and non-human life on this planet. By nurturing a sense of personal agency that is realized in collective action, this course will strive to give students hopeful perspectives to help them thrive in the 21st century.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Develop an ethic of respect and reciprocity with nature.
2. Discuss how art can be a powerful tool for regenerating the health, integrity, and resilience of human and non-human life on this planet.
3. Design a process to integrate regenerative design into their studio practice.
4. Assess local waste streams for material that can be reused and transformed.
5. Create an art piece that demonstrates regeneration.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DRAW 3001 Imagery, Sources and Development

Academic Dean: Jared Peters

Requisites: None

Requisite Notes: Students must have successfully completed one 2000 level drawing course.

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

Course Description

In this course, students use both traditional and non-traditional drawing practices with a focus on mixed media, collage, text, transfer and layering methods. They learn intuitive, expressive techniques, as well as the expectations of working through the stages of development to a more finished piece. These techniques address the importance of a balance between play and planning in the creative process. Along with engaging in visual research, students journal as a practical means of tracking imagery and developing personally relevant themes.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Employ traditional drawing methods, as well as non-traditional drawing practices, such as collage, juxtaposition, layering, transfer techniques and mix-media surface treatments to create art pieces.
2. Use a variety of image sources, imagery and application methods to discover a personal range of invention while exploring some contemporary drawing and mixed-media practices.
3. Develop both visual variety and coherence through organizing a number of images for a drawing or mixed-media piece.
4. Refine the development of visual ideas through stages of experimentation, use of the sketchbook/ journal and various research methods.
5. Communicate effectively during discussions and present confidently concepts related to their own work and that of others.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: DSGN 3916 Book Art Design

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students create hand-bound books using various unique tools, materials and processes. Through an exploration of book structures and construction methods, they are introduced from simple to complex binding techniques. In addition, students are encouraged to explore the aesthetic qualities of the book through 2D and 3D embellishment techniques, including printed material, transfer techniques and hand-stitched embellishments.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Construct a variety of hand-bound book structures in eastern and western styles.
2. Apply technical skill with design and colour theory through a sequence of increasingly complex exercises.
3. Employ a variety of surface embellishment techniques to decorate cover papers and introduce text and image into the book structure.
4. Explore strategies for developing concepts and expressing meaning through material and form.
5. Increase capacity for critical analysis through group discussion and critique.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: CERA 2021 Ceramic Sculpture

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students learn basic sculptural techniques using the medium of clay. Students reach from their repertoire of interest, belief, and background to create unique concepts for their sculptural pieces. Ideas and designs are discovered through brainstorming, sketching, and the use of maquettes. Representational and abstract themes are explored, using various hand building techniques.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Use a variety of hand building techniques to create ceramic sculpture.
2. Demonstrate the creative process through a sequential build of design elements and principles to the finished piece.
3. Pair concept and design into a cohesive and understandable sculptural form.
4. Have a basic understanding of the historical and contemporary ceramic sculptural milieu.
5. Select appropriate finishing techniques for their pieces.
6. Follow proper health and safety practice in the ceramic studio.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.

Course Code/Title: PHOT 3929 Photographic Processes - Mixed Media

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students will explore the range of historic, alternative, and digital photographic processes available today that they can incorporate into their artistic practices. Students will practice combining these processes with existing art techniques such as collage, montage, and mixed media.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Employ a variety of historic, alternative, and digital photographic processes to create artistic works.
2. Combine photographic processes with existing artistic technique such as collage, montage, and mixed media to create artistic works
3. Discuss the history of alternative photography techniques and the use of photography in artistic practices
4. Produce a body of work using the various processes and techniques
5. Develop a personal work process that includes effective self-reflection and self-management skills (i.e. communication, workload, meeting deadlines).
6. Contribute to group critiques and class discussions.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Pass/fail grading with pass mark of 60%.

Course Code/Title: DIGD 3037 3D Clothing Design

Academic Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
20	25	45	0	0

Course Description

In this course, students explore the fundamentals of an industry-standard software used for virtual clothing. They will learn how to create virtual 3D garments and develop their digital craftsmanship. In addition, they explore sustainable solutions in the evolving fashion industry.

Course Learning Outcomes

Upon the successful completion of this course, students will have demonstrated the ability to:

1. Render an accurate avatar for their clothing design.
2. Complete a fully rendered 3D digital fashion design.
3. Explore clothing manipulations and design concepts to strengthen their ability to adapt different fashion styles.
4. Use proper terms and technical communication related to digital 3D clothing design.
5. Demonstrate professionalism in the classroom.

Evaluation Plan

The evaluation plan for each specific medium is provided on the Learning Experiences Outlines document. No single project will exceed 35% of the final grade.

Grading Basis: Graded with pass mark of 60%.