

FOUNDATION VISUAL ARTS

Curriculum Standards

2021-23

New Brunswick
COLLEGE
of CRAFT
& DESIGN

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of **CRAFT**
& **DESIGN**

CURRICULUM STANDARD

FOUNDATION VISUAL ARTS

2021 - 2023

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Preface

Introduction

Program Description

Program Critical Performance

Areas of Study

Program Learning Outcomes

Career Possibilities

Program Information

Admission Requirements

Certification

Articulations

Territorial Acknowledgement

Program Structure

Delivery Sequence

The New Brunswick College of Craft and Design (NBCCD) fosters a learner-centered environment that puts the student at the heart of the educational experience.

NBCCD's officially approved document, the Curriculum Standard, details specific learning outcomes necessary for a student to be certified. It also assures uniformity of the delivery of a program's content.

The Curriculum Standard is an introduction to the program which includes the program's critical performance, a program description, program learning outcomes, and the program's potential career opportunities. This is followed by information on duration, credits, admission requirements, advanced placement, certification, articulations, and prior learning assessment and recognition.

This document also contains a program delivery sequence and the course profiles with specific course learning outcomes and grading basis.

In addition, the Curriculum Standard is used as a tool for revision and evaluation of the program and for the promotion of transfer agreements with other post-secondary institutions.

NBCCD welcomes all comments and inquiries regarding the implementation of this program and the use of this document. Please forward any requests or suggestions to the attention of:

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Program Description

Foundation Visual Arts is a one-year certificate program that offers students a wide-ranging overview of the practice, theory and history of the visual arts and is achieved over two semesters. A solid technical grounding and an understanding of the conceptual framework of visual art is learned through a hands-on, project-based curriculum. Visual literacy and problem-solving skills are emphasized through courses in drawing, design, colour study and the creative process. Students have the opportunity to make products by exploring a variety of the College's studios: Ceramics, Digital Media, Fashion Design, Graphic Design, Jewellery/Metal Arts, Photography and Textile Design. Students create an individual portfolio that documents their course work and professional development.

Program Critical Performance

By the end of this program, students will have demonstrated the ability to integrate concepts and principles of art, craft and design through the creation of their personal work.

Areas of Study

- Skill Development (Fine Craft, Applied Design and Visual Arts Practice)
- Elements and Principles of Design
- Creative Process and Visual Problem Solving
- Drawing From Observation
- Historical Trends and Contemporary Theory
- English Language Skills
- Basic Business Practices and Digital Photography

Program Learning Outcomes

Following successful completion of this program, students will be able to:

- Prepare a visual arts portfolio for personal use or career development.
- Apply basic design principles with an emphasis on two and three dimensions.
- Exhibit skill in observational drawing and the use of drawing media.
- Utilize creative and critical thinking skills in relation to visual art through written work, presentations and a variety of media.
- Demonstrate a basic knowledge of art history and theory and the influence of art, craft and design on culture.
- Work effectively with others in visual arts projects that benefit the individual and/or society.

Career Possibilities

The Certificate in Foundation Visual Arts provides foundational knowledge in design and visual art vocabulary, dexterity, critical thinking and visual problem-solving skills. These skills are culminated in the production of a personal portfolio. A portfolio is used to apply for grants, scholarships and for further study in one of NBCCD's diverse diploma programs or other visual art institutions.

PROGRAM INFORMATION

Admission Requirements

An official Transcript of Marks indicating one of the following:

- High school diploma;
- GED;
- Adult High School Diploma;
- Equivalent experience will be considered

AND

- A Portfolio Submission

Review of the above may lead to a personal interview

Certification

Upon successful completion of the prescribed curriculum, the student will receive a certificate in Foundation Visual Arts.

Articulations

The Foundation Visual Arts program has developed articulation arrangements with other institutions as follows:

- Institution: University of New Brunswick (Fredericton)
- Articulation Period: 1998-05-14 - Undetermined
- Information: The Bachelor of applied Arts (BAA) is an articulated agreement with the University of New Brunswick. For admission requirements, refer to www.unb.ca.

TERRITORIAL ACKNOWLEDGMENT

NBCCD acknowledges that we live, work and create on the unsundered and uncaded traditional Wolastoqey land. The lands of Wabanaki people are recognized in a series of Peace and Friendship Treaties to establish an ongoing relationship of peace, friendship and mutual respect between equal nations. The river that runs by our college is known as Wolastoq (Saint John River), along which live Wolastoqiyik – the people of the beautiful and bountiful river.

PROGRAM STRUCTURE

*Specific Electives

Fall 1 - Total required elective credits (2)

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DSGN 1000	2D Design	3	45	90	None
DRAW 1000	Drawing from Observation	3	45	90	None
FVAD 1004	Colour Study	3	45	90	None
HIST 1056	Visual Culture: Prehistory to 1600	3	45	90	None
ENGL 1000	Writing for Visual Artists	3	45	90	None
FVAD 1006	Studio Orientation	1	25	30	None
*CERA 1019	Media Explorations: Ceramics	1	25	30	None
*CDDD 1001	Media Explorations: 3D Digital Design	1	25	30	None
*FADN 1001	Media Explorations: Fashion Design	1	25	30	None
*GRDN 1001	Media Explorations: Graphic Design	1	25	30	None
*JMET 1001	Media Explorations: Jewellery/Metal Arts	1	25	30	None
*PHOT 1236	Media Explorations: Photography	1	25	30	None
*TXDN 1001	Media Explorations: Textiles	1	25	30	None

Total of credits: 18.00

Winter 1 – Total required elective credits (2)

Code	Title	Credits	Scheduled Hours	Nominal Hours	Requisites
DSGN 1001	3D Design	3	45	90	DSGN 1000
DRAW 1001	Drawing From Observation: Form and Expression	3	45	90	DRAW 1000
HUMN 1001	The Creative Process and Social Engagement	3	45	90	None
HIST 1057	Visual Culture: 1600 to the Present	3	45	90	ENGL 1000
*CERA 1019	Media Explorations: Ceramics	1	25	30	None
*DIGM 1001	Media Explorations: Digital Media	1	25	30	None
*FADN 1001	Media Explorations: Fashion Design	1	25	30	None
*GRDN 1001	Media Explorations: Graphic Design	1	25	30	None
*JMET 1001	Media Explorations: Jewellery/Metal Arts	1	25	30	None
*PHOT 1236	Media Explorations: Photography	1	25	30	None
*TXDN 1001	Media Explorations: Textile Design	1	25	30	None

Total of credits: 14.00

DELIVERY SEQUENCE/COURSE PROFILES

Course Code/Title: DSGN 1000 2D Design

Associate 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 are introduced to the elements and principles of two-dimensional design, exploring formal interactions on a two-dimensional surface. Using a variety of media, students will examine spatial relationships, form generation and colour applications to create unified compositions. Through visual problem solving and effective decision making students learn to use two-dimensional design to communicate conceptual ideas.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to apply two-dimensional design elements and principles to communicate concepts compositionally.

Course Learning Outcomes

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

1. Produce technically proficient work that incorporates the elements and principles of 2D design.
2. Apply creative problem-solving techniques to a variety of assignments displaying conceptual development in the communication of ideas.
3. Use relevant mathematical and measurement skills in the completion of assignments.
4. Develop personal work habits that include effective self-management skills such as setting goals, managing one's workload and meeting deadlines.
5. Use design specific terminology during critiques, presentations and written assignments.

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 1000 Drawing from Observation

Associate Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
0	45	45	0	0

Course Description

In this course, students acquire the ability to draw from observation through the application and exploration of drawing elements, principles and strategies. They produce drawings that investigate line, shape, space, value and perspective. In addition, students experiment with a variety of materials such as pencil, charcoal and ink. Through progressive assignments, they are prepared for continued exploration in drawing.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to apply the basic elements and principles of drawing through observation.

Course Learning Outcomes

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

1. Use essential fundamental drawing elements to create observational drawings that translate the 3D world onto the 2D drawing surface with a degree of accuracy, attention to formal qualities and responsive expression.
2. Apply appropriate methods, techniques and strategies in drawings that reflect their effective and creative visual problem-solving skills, while developing fluency with basic drawing materials.
3. Build a portfolio of drawings that displays individual development with concepts, materials and techniques.
4. Discuss and critique drawings by responding to their visual qualities with an understanding of the methods, concepts and vocabulary of drawing.
5. Work in a productive manner that shows effective resource and self-management skills.

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%.

Electronic Approval Date: 2018-08-13

Course Code/Title: FVAD 1004 Colour Study

Associate Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
30	15	45	0	0

Course Description

In this course, students learn colour theory through the manipulation and application of colour. They identify specific colour relationships, contrasts and harmonies, as they become familiar with mixing complex colours. In addition, students investigate how artists and designers use colour and in turn, how people respond to colour. They create assignments that reflect their understanding of the design principles and psychology of colour in order to build a reference folio for future studies.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to apply the principles of colour theory to creative endeavors.

Course Learning Outcomes

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

1. Proficiently mix colours through various material-based processes, using the principles of colour theory to solve visual problems.
2. Apply critical thinking and the principles of colour theory in the design and creation of projects.
3. Identify and interpret the use of colour strategies by relating the theory of colour to the production of art, craft and design.
4. Build a reference folio of colour assignments that reflects effective resource management (e.g. time, workload, information and other resources).
5. Communicate effectively in verbal, visual and written forms by applying the vocabulary of colour in assignments and discussions.
6. Incorporate a self-reflective working process in a manner that reflects an understanding of pertinent concepts, techniques and methods.

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: HIST 1056 Visual Culture: Prehistory to 1600

Associate Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
45	0	45	0	0

Course Description

In this course, students examine the production and meaning of art, craft and design from pre-history until 1600. As a survey, it includes examples from various periods, styles and movements. Students consider the traditions and intersections of both Western and non-Western visual culture, thus acknowledging the cross-cultural dialogue that has shaped our shared heritage. Through lectures and tutorial sessions, students engage in the critical discourse that surrounds the history and production of images, objects and artifacts.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to analyze and critically respond to examples of art, craft and design from prehistory to 1600.

Course Learning Outcomes

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

1. Recognize historically significant examples of work in all visual art disciplines.
2. Understand the historical framework of specific periods and styles from prehistory to 1600.
3. Identify and interpret stylistic elements of various art, craft and design examples through written and visual projects.
4. Apply skills in critical thinking and research.
5. Communicate effectively and appropriately in verbal, written and visual forms.

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: ENGL 1000 Writing for Visual Artists

Associate Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
45	0	45	0	0

Course Description

In this course, students are introduced to the fundamentals and mechanics of writing on visual art topics. Utilizing visual art vocabulary and writing formats, the process of critical analysis - description, evaluation and argumentation are explored. Learning is achieved through a combination of lectures, gallery visits, workshops, and writing assignments. With this knowledge gained, students will be confident in responding articulately to examples of art, craft and design.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to respond to visual art, in written forms, clearly articulating their ideas using a vocabulary relevant to the field of art, craft and design.

Course Learning Outcomes

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

1. Respond effectively to readings and a variety of visual art forms through the correct use of English language conventions and mechanics.
2. Employ established critiquing methods through the analysis of historical and contemporary works of art, craft and design.
3. Develop practices that include research and critical thinking.
4. Develop and write an academic-level essay that is based upon the correct incorporation of research, argumentation and formatting.
5. Complete class assignments in a manner that reflects effective time, workload and resource management.

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: FVAD 1006 Studio Orientation

Associate Dean: Jared Peters

Requisites: None

Course Advisories: This course is required for graduation from the Foundation Visual Arts Program. Students are expected to attend all sessions to meet the completion requirements.

Nominal/Scheduled Hours: 30/25

Credits: 1

Lecture	Studio	Homework	Independent Study	Practicum
10	15	5	0	0

Course Description

In this course, students have the opportunity to visit each diploma studio for presentations and information sessions. During a 5 week period, they spend half a day in each of the following studios: Ceramics, Digital Media, Fashion Design, Graphic Design, Jewellery/Metal Arts, Photography and Textile Design. Students use this experience to assist them in selecting a studio area of concentration in future studies.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to make an informed decision on the selection of their media explorations.

Course Learning Outcomes

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

1. Identify the areas of study at the College.
2. Observe the processes, materials and tools used in various studio settings.
3. Consider the selection of a studio(s) for further study.

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: Successful / Unsuccessful

Course Code/Title: CERA 1019, CDDD 1001, FADN 1001, GRDN 1001, JMET 1001, PHOT 1236, TXDN 1001 Media Explorations

Associate Dean: Jared Peters

Requisites: none

Nominal/Scheduled Hours: 30/25

Credits: 1

Lecture	Studio	Homework	Independent Study	Practicum
10	15	5	0	0

Course Description

Through this course, students will engage with the following studios: Ceramics, 3D Digital Design, Fashion Design, Graphic Design, Jewellery/Metal Arts, Photography and Textile Design. This course is designed to familiarize students with the studio and assist them in determining an area of specialization for further and more comprehensive studies. Through presentations and hands-on assignments, students will become familiar with the studio programs, and their post-graduation career possibilities.

Course Critical Performance

Upon successful completion of this course, students will have demonstrated the ability to apply skills learned from their selected studios and develop work that can be included in a personal portfolio.

Course Learning Outcomes

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

1. Complete project(s) in the medium of study.
2. Incorporate the elements and principles of design and concepts learned in colour theory into their work.
3. Utilize studio specific materials/software and techniques.
4. Determine their area of interest within the College's studio offerings.
5. Consider career path and long term goals.

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: Successful / Unsuccessful

Course Code/Title: DSGN 1001 3D Design

Associate Dean: Jared Peters

Requisites: DSGN 1000

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
25	20	45	0	0

Course Description

In this course, students are introduced to the elements and principles of three-dimensional design, exploring formal interactions in real space. Using a variety of media, students investigate the potential of organizing materials, structures and forms to create unified compositions. Through visual problem solving and effective decision-making students learn to use three-dimensional design to communicate conceptual ideas.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to apply three-dimensional design elements and principles to communicate concepts compositionally.

Course Learning Outcomes

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

1. Produce technically proficient work that incorporates the elements and principles of 3D design.
2. Apply creative problem-solving techniques to a variety of assignments while displaying conceptual development in the communication of ideas.
3. Use relevant mathematical and measurement skills in the completion of assignments.
4. Develop personal work habits that showcase effective self-management skills, including but not limited to setting goals, managing one's workload and meeting deadlines.
5. Use design terminology during critiques, presentations and written assignments.

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 1001 Drawing From Observation: Form and Expression

Associate Dean: Jared Peters

Requisites: DRAW 1000

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
0	45	45	0	0

Course Description

In this course, students build upon their introductory drawing skills by increasing accuracy (technical skill), refining personal style and using drawing as a means of creative visual expression. They create their own interpretive and expressive responses by focusing on strategies aimed at visual enquiry. A variety of wet and dry media are used to address complex subject matter including the human figure.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to depict complex subject matter, including the human figure, using a variety of drawing methods and materials.

Course Learning Outcomes

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

1. Produce observational drawings of complex forms, including the human figure.
2. Build upon and incorporate additional methods, concepts and strategies.
3. Apply a range of materials, including colour, to create effective drawings that responsively interpret and translate the visual world.
4. Create a portfolio of drawings that displays individual development.
5. Display effective resource and self-management skills.
6. Examine and critique drawings by responding to their visual qualities with an understanding of the methods, concepts and vocabulary of drawing.

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%.

Electronic Approval Date: 2018-10-22

Course Code/Title: HUMN 1001 The Creative Process and Social Engagement

Associate Dean: Jared Peters

Requisites: None

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
45	0	45	0	0

Course Description

In this course, students learn new strategies to develop and expand their creative habits and abilities. They explore convergent and divergent approaches to problem solving through research, mind-mapping and journaling. Drawing on personal experience while working in a variety of media, students cultivate an awareness of how art can affect social change.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to apply the creative process and formal problem solving strategies in generating personal artwork in various media.

Course Learning Outcomes

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

1. Generate artwork, in various media, that is informed by applied research, critical analysis, openness to multiple and alternative processes, as well as creative and imaginative visual problem solving.
2. Conduct ongoing reflective practices and self-assessment for personal and professional growth.
3. Communicate effectively and appropriately in verbal, written and visual forms.
4. Engage in group critique processes that reflect an understanding of effective visual communication.
5. Complete class assignments on time with good workload and resource management.

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: HIST 1057 Visual Culture: 1600 to the Present

Associate Dean: Jared Peters

Requisites: ENGL 1000

Nominal/Scheduled Hours: 90/45

Credits: 3

Lecture	Studio	Homework	Independent Study	Practicum
45	0	45	0	0

Course Description

In this course, students examine the production and meaning of art, craft and design from 1600 to present. As a survey, it includes examples from various periods, styles and movements. Students consider the traditions and intersections of both Western and non-Western visual culture, thus acknowledging the cross-cultural dialogue that has shaped our shared heritage. Through lectures and tutorial sessions, students engage in the critical discourse that surrounds the history and production of images, objects and artifacts.

Course Critical Performance

By the end of this course, students will have demonstrated the ability to analyze and respond critically to examples of art, craft and design from 1600 to the present.

Course Learning Outcomes

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

1. Accurately associate works of art, craft and design from 1600 to the present to specific movements, styles, time periods and cultures by analyzing their nature, scope and purpose.
2. Conduct research on the meaning and significance of works of art, craft and design and apply this knowledge to assignments and discussions.
3. Identify and interpret formal stylistic elements of art, craft and design works within specific periods, through effectively executed written and visual projects.
4. Appreciate the role and nature of art, craft and design within the context of historical cultures and societies and communicate this in projects and discussions.
5. Communicate effectively in verbal and written forms, using appropriate and relevant terminology, in discussions and other learning activities related to the study of art, craft and design.

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%.