

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: VA 321		Number of Credits: 3 <u>Course credit policy (105)</u>													
Course Full Title: Advanced Studio: Painting and Drawing Course Short Title: Adv Studio: Painting & Drawing															
Faculty: Faculty of Humanities		Department (or program if no department): Visual Arts													
Calendar Description: Students expand their knowledge of painting and drawing techniques. Indigenous perspectives on drawing and painting are explored through the study of Indigenous artists' practice. Self-directed projects experimenting with thematic, formal, and conceptual principles in contemporary art are developed in consultation with the instructor.															
Prerequisites (or NONE):		One of VA 221, VA 222, VA 223, VA 224, or VA 225.													
Corequisites (if applicable, or NONE):															
Pre/corequisites (if applicable, or NONE):															
Antirequisite Courses <i>(Cannot be taken for additional credit.)</i> Former course code/number: FA 321 Cross-listed with: Equivalent course(s): <i>(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.)</i>		Course Details Special Topics course: No <i>(If yes, the course will be offered under different letter designations representing different topics.)</i> Directed Study course: No <i>(See <u>policy 207</u> for more information.)</i> Grading System: Letter grades Delivery Mode: Face-to-face only Expected frequency: Annually Maximum enrolment (for information only): 25													
Typical Structure of Instructional Hours <table border="1"> <tr> <td>Lecture/seminar</td> <td>5</td> </tr> <tr> <td>Tutorials/workshops</td> <td>10</td> </tr> <tr> <td>Supervised studio hours</td> <td>30</td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>Total hours</td> <td>45</td> </tr> </table>		Lecture/seminar	5	Tutorials/workshops	10	Supervised studio hours	30					Total hours	45	Prior Learning Assessment and Recognition (PLAR) PLAR is available for this course.	
Lecture/seminar	5														
Tutorials/workshops	10														
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Total hours	45														
Scheduled Laboratory Hours Labs to be scheduled independent of lecture hours: <input checked="" type="checkbox"/> No <input type="checkbox"/> Yes		Transfer Credit <i>(See <u>bctransferguide.ca</u>.)</i> Transfer credit already exists: Yes Submit outline for (re)articulation: No <i>(If yes, fill in <u>transfer credit form</u>.)</i>													
Department approval		Date of meeting: May 9, 2023													
Faculty Council approval		Date of meeting: June 2, 2023													
Undergraduate Education Committee (UEC) approval		Date of meeting: November 24, 2023													

Learning Outcomes *(These should contribute to students' ability to meet program outcomes and thus Institutional Learning Outcomes.)*

Upon successful completion of this course, students will be able to:

1. Demonstrate technical competence in the use of drawing and painting materials and techniques.
2. Formulate personal approaches to 2D experimentation through painting and drawing.
3. Select methods for generating, investigating, and responding to creative research questions.
4. Employ self-reflection, contextual analysis, and constructive feedback to evaluate own work and the work of other artists.
5. Articulate formal and conceptual links between visual art theory and painting/drawing practices, including links between Indigenous theories and Indigenous painting/drawing practices.
6. Respond respectfully to the critical feedback of others.
7. Critically analyze their own and others' work from inclusive, equitable and diverse cultural perspectives.
8. Identify artistic characteristics of historical forms of painting and drawing, from diverse cultures.

Recommended Evaluation Methods and Weighting *(Evaluation should align to learning outcomes.)*

Assignments:	30%	Portfolio:	30%		%
Project:	40%		%		%

Details:

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Instructional Methods *(Guest lecturers, presentations, online instruction, field trips, etc.)*

Lectures, media presentations, in class exercises, independent projects, sketchbook work, demonstrations, readings, discussions, and critiques.

Texts and Resource Materials *(Include online resources and Indigenous knowledge sources. Open Educational Resources (OER) should be included whenever possible. If more space is required, use the Supplemental Texts and Resource Materials form.)*

Type	Author or description	Title and publication/access details	Year
1.	Texts, journals, and visual resources reflect contemporary artists and practices; resources will vary by instructor and year to year.		
2.			
3.			
4.			
5.			

Required Additional Supplies and Materials *(Software, hardware, tools, specialized clothing, etc.)*

Supplies and materials vary by instructor. A list of required materials and equipment will be provided in class.

Course Content and Topics

Schedules and syllabi vary by instructor.

- Self-directed project methodologies
- Experimental approaches in 2D art practices
- Indigenous 2D art practices and practitioners such as Sonny Assu, Susan Point, Tamara Bell, Corey Bulpitt, and Shoshannah Greene
- Advanced 2D materials and techniques
- Responding to themes in contemporary art
- 2D artwork in the expanded field, including anti/de-colonial approaches to 2D art practice, such as exhibition and curatorial history of Bill Reid Foundation and Gallery, drawing practice of Syrus Marcus Ware, drawing/painting/animation practice of Howie Tsui, painting/drawing practice of Sandeep Johal
- Creative research tactics in contemporary art
- Praxis exercises to explore formal and conceptual relationships between art theory and 2D practices