

Course unit title:	INTRODUCTION TO STUDIO ART 2				
Course unit code:	AART102				
Type of course unit:	Compulsory				
Level of course unit:	Bachelor				
Year / Semester of study:	1 st / Fall				
Number of ECTS credits allocated :	5	Lectures p/w	3	Labs p/w	0
Name of lecturer(s):	Savvas Christodoulides, Hourig Torossian				
Learning outcomes of the course unit:	<ol style="list-style-type: none"> 1. Define techniques in the areas of drawing, collage and painting and demonstrate compositional, drawing and painting skills in the above areas. 2. Recognize working methods, ideas and brainstorming strategies in relation to the project's progression in order to develop relative documentation in the form of a 'Diary' that connects the practical work to the theoretical. 3. Examine the 2D work and its fundamental elements and concepts in another artistic medium such video, photography, performance, installation, sculpture and explore and experiment with visual and conceptual possibilities of the new medium. 4. Investigate how materials can become strong metaphors for the representation of the subject matter through practical experimentation and contextual research. 5. Compose issues of the practical work with critical issues of the international contemporary art world and the wider community /environment, through critical discourse and museum and gallery visits. 6. Evaluate the working methods, processes and concept development of the final product /stage of the project 				
Prerequisites:	AART101 (Studio Art, I)		Co-requisites:	None	
Recommended optional program components:					

Course contents:	<p>Studio based work and theoretical work will be used to promote the student's capacity to use analytical and creative thinking in drawing, painting and mixed media, and to develop and implement critical and aesthetically strong judgments.</p> <p>Keys points as followed:</p> <p>In depth analytical, research and methodological skills, further development of principles of composition and use of diverse techniques and media concerning the 2D and 3D space. Emphasis on development of critical thinking and working processes of 2D fundamental towards the 3D principles through experimentation and research.</p> <p>Emphasis on development of concept, creative means, in depth research and appropriate associations to critical issues and ideas. Final products should reflect on interesting thinking process, aesthetic values and intelligent creative language.</p>
Recommended and/or required reading:	<p>100 Artists' Manifestos, ed. by Alex Danchev, London, Penguin Books, 2011</p> <p>John Cage, Color and Culture, London, Thames and Hudson, 2009</p> <p>Stephen Little, ... isms. Understanding art, London, Egon Editions Limited, 2004</p> <p>Art Now, ed. by U. Grosenick & B. Rimschneider, Cologne and Berlin, Tachen, 2002</p> <p>The Continental Aesthetics Reader, ed. by Clive Cazeaux, Routledge, London and New York, 2000</p> <p>E. H. Gombrich, The story of Art, London, Phaidon Press Limited, 1995</p> <p>Concepts of Modern Art, London, Thames and Hudson, 1994</p> <p><u>Critical Terms for Art History</u> (Paperback) by RS Nelson (Author)</p> <p>Gage John, <u>Colour and Culture</u>, London, Thames and Hudson, 1993</p> <p>Read Herbert, <u>Dictionary of Art and Artist</u>, London, Thames and Hudson, 1984</p>
Textbooks:	

References:	Flash Art International Magazine. Art in America Magazine
Planned learning activities and teaching methods:	Extended project briefings, practical workshops, exercises, illustrated lectures and group critiques. Student centred practical work, personal research, realization and manipulation in project work.
Assessment methods and criteria:	Interim Critique - Live Project Work: 33% Final Critique - Live Project Work: 33% Final Assessments - Live Project Work: 34%
Language of instruction:	English
Work placement(s):	No