The Bachelor of Visual Arts and Design degree is a broad, foundational program embracing diverse aspects of art and design to prepare graduates for a range of careers in visual arts and design.

Throughout the Visual Arts and Design course, students will obtain a balanced mix of studio-based art, graphic design, with art and design history and theory. Students will also gain substantial practical experience with the requirements, challenges and opportunities of exhibitions in the University’s art galleries and a hands-on understanding of the production of visual art and design through the internship and professional practice units.

Students will engage in the fundamental relationships that exist between two-dimensional media areas such as drawing, painting, printmaking and photography, and three and four-dimensional areas such as sculpture, ceramics, video production and object design, as well as graphic design leading to webpage design and animation. Students are trained to become proficient in current computer hardware and software design applications used in the graphics and media industries. There is also a media stream focusing on video and audio production and editing.

**COURSE STRUCTURE**

Students are required to complete a total of 24 units (240cp) across a range of core and elective units including:

- **2D Studies (40 credit points)**
  - ARTS109 2D Studies 1
  - ARTS113 2D Studies 2
  - ARTS225 2D Studies 3
  - ARTS238 2D Studies 4

- **3D/4D Object Design (40 credit points)**
  - ARTS110 3D/4D Object Design 1
  - ARTS114 3D/4D Object Design 2
  - ARTS226 3D/4D Object Design 3
  - ARTS239 3D/4D Object Design 4

- **Graphic Design or Media**
  - ARTS111 Graphic Design 1
  - ARTS115 Graphic Design 2
  - ARTS227 Graphic Design 3
  - ARTS240 Graphic Design 4
  - MEDIA100 Introduction to Media Production
  - MEDIA200 Audio Production
  - MEDIA201 Screen Production 1
  - MEDIA202 2D Computer Animation 1
  - MEDIA203 3D Computer Animation 1

- **Art and Design History and Theory**
  - ARTS112 Art and Design History and Theory 1
  - ARTS116 Art and Design History and Theory 2
  - ARTS228 Art and Design History and Theory 3
  - ARTS231 Art and Design History and Theory 4

- **Professional Development and Practice**
  - ARTS325 Professional Practice
  - ARTS326 Internship

- **Program Core units**
  - ARTS324 Art and Spirit
  - PHIL104 Introduction to Ethics

- **Self-directed studies**
  - ARTS327 Self-Directed Studies 1
  - ARTS328 Self-Directed Studies 2

- **Learning in the Community**
  - ARTS322 Learning in the Community

*Not available at ACU Strathfield

**CAREER OPTIONS:**

- Professional artist
- Art gallery administrator
- Professional graphic designer
- Curatorships
- Video film maker and editor
- Events coordinators
- Visual merchandiser
- Creative director
- Theatre and set designer

It also provides an excellent foundation to obtain qualifications in art education and art therapy.

**Professional practice and internship**

The emphasis of these two units is to foster the vocational and organisational aspects of contemporary practice understood in the context of fieldwork and based on theoretical and case study approaches. To best facilitate the vocational interests of individual students in the transition from undergraduate studies to the next phase of their professional life, the subjects are offered in the third year of the undergraduate course. Involved are a number of visits to arts-related professional organisations and guest lectures by industry professionals. Not all graduates of the course will become self-supporting artists and these units are designed to assist students to find their niche and equip them with the knowledge and skills to access a variety of arts and cultural industries.