The Bachelor of Visual Arts and Design degree develops well-rounded visual arts practitioners and creative problem solvers. Throughout the course, students obtain a balanced mix of studio-based fine art, graphic design, with art and design history and theory. The emphasis is on the student experiencing the transition from art student to art practitioner early on in the degree through substantial professional practice experience.

Students 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 and object design, as well as graphic design leading to web design and animation. Students are trained by staff who are active practitioners in their field. Class sizes are small which allows for individual attention to student needs.

**CAREER OUTCOMES**

- Professional artist
- Art gallery management
- Arts administrator
- Art Therapist
- Art theory research assistant
- Art conservation
- Community Art
- Professional graphic designer
- Curatorships
- Video maker and editor
- Events coordinators
- Visual merchandiser
- Creative director
- Theatre and set designer

**FURTHER STUDY**

For those interested in teaching, ACU offers an Honours program and a Graduate Diploma in Education (for those interested in teaching Art at secondary schools).

**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 - Drawing
  - ARTS241 2D Studies 2 - Painting
  - ARTS225 2D Studies 3 - Printmaking
  - ARTS238 2D Studies 4 - Photography

- **3D/4D OBJECT DESIGN (40 CREDIT POINTS)**
  - ARTS110 3D/4D Object Design 1 - Sculpture
  - ARTS236 3D/4D Object Design 2 - Ceramics
  - ARTS226 3D/4D Object Design 3 - Video
  - ARTS239 3D/4D Object Design 4 - Object design

- **GRAPHIC DESIGN (40 CREDIT POINTS)**
  - ARTS111 Graphic Design 1
  - ARTS115 Graphic Design 2
  - ARTS 227 Graphic Design 3
  - ARTS 240 Graphic Design 4

- **ART AND DESIGN HISTORY AND THEORY (40 CREDIT POINTS)**
  - ARTS112 Art and Design History and Theory 1
  - ARTS237 Art and Design History and Theory 2
  - ARTS228 Art and Design History and Theory 3
  - ARTS331 Art and Design History and Theory 4

- **PROFESSIONAL DEVELOPMENT AND PRACTICE (10 CREDIT POINTS)**
  - ARTS330 Community Internship

**PROGRAM CORE UNITS (20 CREDIT POINTS)**

- ARTS324 Art and Spirit
- ARTS325 Professional Practice

**SELF-DIRECTED STUDIES (30 CREDIT POINTS)**

- ARTS332 Self-Directed Studies A
- ARTS333 Self-Directed Studies B

**UNIVERSITY CORE CURRICULUM UNITS (20 CREDIT POINTS)**

- UNCC100 Our World: Community and Vulnerability
- UNCC300 Understanding Self and Society: Contemporary Perspectives

**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 their professional life, subjects are offered in the third year of the undergraduate course.

These units include visits to arts-related professional organisations and guest lectures by industry professionals to best facilitate students to find their niche and equip them with the knowledge and skills to access a variety of arts and cultural industries.

**CONTACT US**

School of Arts and Sciences (NSW/ACT)
E: asstudentsnsw@acu.edu.au
P: 02 9701 4107

This brochure is relevant to Strathfield campus only.
# Bachelor of Visual Arts and Design

**Strathfield Campus • 3 Years Full-Time or Equivalent Part-Time**

## Sample Program Map - Bachelor of Visual Arts and Design

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>2D Studies 1 - Drawing</th>
<th>3D/4D Object Design 1</th>
<th>Graphic Design 1</th>
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<tr>
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<td>Art and Design</td>
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<td>History and Theory 1</td>
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<td></td>
<td>Core Curriculum</td>
<td>2D Studies 2 - Painting</td>
<td>3D/4D Object Design 2</td>
<td>Graphic Design 2</td>
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<td>Our World: Community and Vulnerability</td>
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<thead>
<tr>
<th>Year 2</th>
<th>Semester 1</th>
<th>2D Studies 3 - Printmaking</th>
<th>3D/4D Object Design 3</th>
<th>Graphic Design 3</th>
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<tbody>
<tr>
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<td>Art and Design</td>
<td>2D Studies 4 - Photography</td>
<td>3D/4D Object Design 4</td>
<td>Graphic Design 4</td>
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<td>Learning in the Community</td>
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<tr>
<th>Year 3</th>
<th>Semester 1</th>
<th>Self - Directed Studies A</th>
<th>Art and Spirit</th>
<th>Professional Practice</th>
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<td>Core Curriculum</td>
<td>Understanding Self and Society: Contemporary Perspectives</td>
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<td></td>
<td>History and Theory 4</td>
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</tbody>
</table>

| Semester 2     | Community Internship | Self - Directed Studies B | Art and Design History and Theory 4 |

Note: Subjects can change.