

■ GM684 GRAPHIC ARTS/MULTIMEDIA 1

CREDIT POINTS 30
OFFERED Semester 2
PREREQUISITES Nil

Students will continue to undertake a variety of projects and design briefs that will contain the following aspects of graphic design/multimedia:

- Typography
- Marketing
- Digital technology
- Interactive CD design
- Web Page design
- Packaging and construction
- Computer graphics
- Advertising
- Digital video design

■ GM787 GRAPHIC ARTS/MULTIMEDIA 2

CREDIT POINTS 30
OFFERED Semester 1
PREREQUISITE GM684 Graphic Arts/Multimedia 1
Students will be assigned projects including the following groups:

- Advertising and promotions
- Computer aided art and design relating to graphic arts (multimedia)
- Packaging (design and structure)
- Students are required to stage a major exhibition reflecting the professional abilities required.

■ GM788 GRAPHIC ARTS/MULTIMEDIA 3

CREDIT POINTS 30
OFFERED Semester 2
PREREQUISITE GM787 Graphic Arts/Multimedia 2
Students will be assigned projects including the following groups:

- Advertising and promotions
- Computer aided art and design relating to graphic arts (multimedia)
- Packaging (design and structure)
- Students are required to stage a major exhibition reflecting the professional abilities required
- Editorial and publishing
- Corporate identity
- Illustration
- Large format digital printing
- Multimedia

■ GM615 GRAPHIC COMMUNICATION MINOR

CREDIT POINTS 15
OFFERED Semester 1 or 2
PREREQUISITE Successful entry into the course
Critical awareness will be developed from these studies centring on:

- Media exploration and techniques
- Drawing and illustration (traditional & digital)
- Symbols and logotypes
- Typography and lettering
- Layout and production of magazines, books, news-sheets, brochures
- Grids, layout and paste-up methods, digital and traditional
- Colour separations and productions
- Pre-press production techniques – with and without computer technology
- Video capture techniques

■ GM627 ART & DESIGN IN CONTEXT

CREDIT POINTS 15
OFFERED Semester 2
PREREQUISITES Nil

This unit extends the study of significant developments within European and American art, which was begun in Unit 3. As this unit covers a very broad period and many different disciplines the emphasis will be given to the 'close up' examination of selected periods, styles and artists. Attention will be given to the contexts – social, philosophical, aesthetic –, which mediate and form artistic expression.

■ GM722 THEMES IN ART & DESIGN

CREDIT POINTS 15
OFFERED Semester 1
PREREQUISITES GM627 Art & Design in Context
A series of lectures and tutorials will engage a range of themes central to past and current art. Lectures will be devoted to such topics as Art and Nature, Technology, Outsider, Self, Death, Spirit, Identity, Politics, Gender, Body, and Public

■ GM726 THEMES IN ART & DESIGN

CREDIT POINTS 15
OFFERED Semester 2
PREREQUISITE GM722 Themes in Art & Design
A series of lectures and tutorials will engage a range of themes central to past and current art. Lectures will be devoted to such topics as Art and Nature, Technology, Outsider, Self, Death, Spirit, Identity, Politics, Gender, Body, and Public.