

Design, Craft and Fine Arts Diploma

Developing a foundation in the elements and principles of design with practical application in painting, drawing, photography, ceramics and metal jewelry.

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Overview

The Design, Craft and Fine Arts Diploma is designed to provide a balanced foundation in art history, visual design, drawing, and entrepreneurship along with a chosen studio specialty in which students explore the history of their chosen medium, along with its artistic and technical possibilities. The curriculum is designed to encourage students to develop their own creative styles and technical proficiencies through structured course work and self-directed studio work. Students will study contemporary and entrepreneurial issues and practices in fine craft and cultural production.

A student may choose a major from one of the following studio specialties:

- Painting
- Ceramics
- Creative Graphics/Photography
- Jewelry/Metal Arts

Campus Facilities

Our Sydney campus is located at 74 Townsend Street in downtown Sydney, a fully wired, technically modern campus. Our mailing address is 74 Townsend Street, Sydney, Nova Scotia, B1P 5C8. Tel: 902-562-8549 Fax: 902-567-2003. Classroom, lecture and computer lab facilities for the Design, Craft and Fine Arts Diploma program are available and maintained in these premises .

Studio space for the Design, Craft and Fine Arts Diploma program is provided in the Cape Breton Center for Craft and Design's new building in Downtown Sydney. The center boasts new facilities and studio space for clay, textiles, metal and glass-work, drawing and painting. The Craft center is conveniently located three blocks from our Townsend Street campus.

Graphic and Typographic Design I

Description

Graphic and Typographic Design educates the student in the technologies and tools used in a modern computer design environment. The module will introduce Adobe Photoshop and Adobe Illustrator and feature applied projects modeled on real world tasks involving the process of creating basic, single page print publications, such as flyers, brochures, posters and cards. This module is delivered on site at our 74 Townsend Street campus.

Skill Objective

Students completing this module will learn to work with digital images and prepare them for print and publication. This course includes instruction in:

- Importing images into Photoshop and Illustrator
- Working with color making color corrections and managing color consistency
- Using Photoshop selection tools
- Using Photoshop layers
- Saving and exporting images in Photoshop and Illustrator
- Working with paths in Illustrator
- Working with and manipulating text in Illustrator
- Printing documents from Illustrator

Graphic and Typographic Design II

Description

Graphic and Typographic Design II educates the student in the technology and tools used in a modern computer design environment. The module will introduce Adobe Photoshop and Adobe Illustrator and feature applied projects modeled on real world tasks involving the process of creating basic, single page print publications, such as flyers, brochures, posters and cards. Graphic and Typographic Design II will build upon the skills learned in Graphic and Typographic Design I and introduce Adobe Illustrator as a creative design tool for the creation of single page documents such as brochures and posters. This module is delivered on site at our 74 Townsend Street campus.

Skill Objective

Students completing this module will be able to design professional images and prepare them for publication on the Internet and in print. This course will enable students to design and produce:

- Single page double sided full color brochure.
- Company business card.
- Professional company logo.
- Design a tabloid size promotional poster.

Art History I - From Cave to the Renaissance

Description

Art History I - From Cave to the Renaissance, explores the art and cultures of pre-historic and ancient times and how they relate to those of the present. This module is delivered on site at our 74 Townsend Street campus. Student's study of artistic prehistory includes insight into:

- The Arts of Asia.
- The Arts of Africa.
- The Arts of China
- The Arts of Japan.
- The Arts of the Americas
- The Arts of Europe
- Greek Art and Architecture.
- Hellenistic and Roman Art.

Skill Objective

Students will develop, through a series of lectures and discussions, an appreciation and recognition of the most popular artistic expressions throughout pre-history and ancient times. Students will:

- Develop an understanding of how these early forms of artistic expression influence our modern culture.
- Learn how to apply relevant vocabulary to the discussion of art.
- Recognize basic historical styles of art.
- Demonstrate a recognition of the technical process involved in the creation of various artistic media.
- Demonstrate an understanding of the principle elements of design.
- Identify a relationship between the artwork and society that created it.

Art History II - Renaissance to Present

Description

Art History II - Renaissance to Present will explore the history of art from the Renaissance to the 20th century. Students will also discover Baroque painting and sculpture; European and American art of the Romantic era, and the nineteenth and twentieth centuries. This module is delivered on site at our 74 Townsend Street campus. Topics covered include:

- Early Renaissance Art
- Art of the Later Renaissance
- History of European Art in the Middle Ages
- 17th and 18th Century Art
- The rise of Impressionism
- 19th Century Art
- Near Eastern and Oriental Art
- Canadian and American Art
- Modern Art

Skill Objective

Students will develop, through a series of lectures and discussions, an appreciation and recognition of the most popular artistic expressions from the Renaissance to modern times. Students will:

- Develop an understanding of how these later eras of artistic expression influence our modern culture.
- Learn how to apply relevant vocabulary to the discussion of art.
- Recognize basic historical styles of art.
- Recognition the technical processes involved in the creation various artistic media.
- Identify a relationship between the artwork and society that created it.

Drawing Studio I

Course Description

In Drawing Studio an emphasis is placed on drawing skills, techniques and principles of design and visual structure. Students learn to invent from observation and imagination. Emphasis is placed on the importance of working from the general to the specific, and students will be introduced to models of generalized structural conceptions. A variety of delivery techniques including lessons on the skeleton and of the general anatomical structure of the figure. This module is delivered in a studio setting at the Cape Breton Center for Craft and Design.

Skills Objectives

At the end of this module, students will demonstrate a growth in their ability and:

- Demonstrate mastery of contour line drawing.
- Demonstrate mastery of gesture drawing.
- Competently deal with proportion, perspective and spatial issues.
- Demonstrate an understanding of the representation of a three dimensional volume in a two dimensional plane.
- Demonstrate perception of light and shadows with logic when rendering drawn objects.
- Demonstrate mastery of various drawing materials.

Drawing Studio II

Course Description

This intermediate level course in drawing from the human figure builds on the skills acquired in Drawing Studio I. Increased emphasis will be placed on anatomical detail, facial features, hands and feet, and proportional accuracy. This module is delivered in a studio setting at the Cape Breton Center for Craft and Design.

Skills Objectives

At the end of this module, students will have an improved ability to render life like images and demonstrate a development and growth in their own personal style of drawing. Students will demonstrate a growth in their ability to artistically render the human form, including:

- Acquire and apply the vocabulary of the drawing media.
- Demonstrate and understanding of general anatomical features.
- Demonstrate an advanced ability to draw the human form.
- Demonstrate an understanding of the vocabulary used in the practice of drawing.

Design Studio - Ceramics

Description

Students will learn practical hand-building techniques and skills on the potter's wheel. Pinch pots, coil building and slabs will be demonstrated. Wheel-work, wedging, centering, opening and pulling will be practiced. By exploring both hand-building and throwing techniques students will learn new forms of expression and can begin to develop their own personal style. This module is delivered in a studio setting at the Cape Breton Center for Craft and Design.

Skill Objective

Students will receive instruction and work through assignments in working with the following:

- Demonstrate proper manipulation of potters tools including sponges, potters knife, scrapers, brushes, needles and trimming tools.
- Demonstrate and understanding of the characteristics of various types of clay, including plasticity, particle size and shrinkage
- Demonstrate the use of the potters wheel and throwing techniques
- Demonstrate hand-building techniques.
- Demonstrate how to properly fire and use a kiln.
- Demonstrate various ways to form and decorate ceramic work.
- Understand various types of glazing and glazing techniques
- Understand safety issues in working with clay and ceramics.
- Maintain supplies and keep a clean workplace

Design Studio - Metal and Jewelry

Description

This studio course is for students who would like to design and create jewelry in sterling silver. Basic metalworking and soldering skills will be introduced. Students will design and fabricate a personal project, based on traditional or modern applications of the media. Soldering, stone setting, metal construction and forming, piercing, finishing and polishing will be covered. Students can expect to complete at two finished pieces of jewelry. This module is delivered in a studio setting at the Cape Breton Center for Craft and Design.

Skill Objective

Students will receive instruction and work through assignments in working with the following:

- Demonstrate proper manipulation of tools used in advanced jewelry design and construction
- Demonstrate the construction of basic metal forms (rings, pendants, brooches, chains).
- Demonstrate and understanding of wax casting forms and drawing wire.
- Demonstrate and understanding of soldering and annealing fine metals.
- Demonstrate and understanding of hammering, rolling, folding and forming techniques.
- Demonstrate stone setting and surface decoration.
- Demonstrate how to maintain supplies and a clean workspace

Design Studio - Painting

Description

Design Studio - Painting opens the doors to the enormous possibilities in painting by unlocking the mysteries that surround the technical procedures of different methods. Painting studio begins with the examination of the use of color, composition, spatial structure and transition. Students will explore various painting techniques, grounds and supports, pigments, painting mediums and brushes. Most importantly, we will put these techniques to use in the creation of beautifully crafted paintings. This module is delivered in a studio setting at the Cape Breton Center for Craft and Design.

Skill Objective

Students will receive instruction and work through assignments in working with the following:

- Demonstrate an understanding of the importance of each of the following elements: line, shape, value, texture and color.
- Demonstrate an understanding of two-dimensional space organization using the following design principles: unity, variety, balance, dominance and rhythm.
- Demonstrate an understanding and application of basic color theory.
- Demonstrate mastery of a variety of acrylic painting techniques.
- Demonstrate mastery of perception and representation of three-dimensional volumes in space and light on the two-dimensional picture plane.

Design Studio - Photography

Description

Design Studio - Photography introduces the beginning elements of photography including camera operation, composition, lighting and exposure. Students apply modern auto-focus digital camera features and techniques to create their first professional quality images. This module is delivered on site at our 74 Townsend Street campus.

Skill Objective

Students will learn:

- History and overview of photography
- What is Light and its characteristics
- How lenses work
- Focal length and perspective of differing lenses
- Overview of traditional camera and digital camera formats
- Photographic lighting principals
- Basic composition
- Choosing an ISO setting
- Determining the proper exposure
- Overview of traditional film processing and it's digital counterpart
- Auto and manual focus
- Using the electronic flash
- Photographic filters
- Presenting finished work

Craft Industry and Artisan Management

Description

This module will explore the practical commercial requirements for students to establish themselves as successful commercial artists and crafts-people. Students will learn how to set up a studio and personal gallery, and market their abilities in Canada. They will learn what assistance may be available to beginning crafts-people and artisans and learn to manage their finances in a responsible way.

Skill Objective

Students will receive instruction and work through assignments in working with the following:

- Overview of the local, domestic and international Fine Craft and Art community
- Develop an Artist Statement
- Promote and marketing their artwork
- Prepare for shows and competitions
- Making application for creative grants
- Working export markets
- Budgeting and basic finance for the working artist

This module is delivered on site at our 74 Townsend Street campus.

Advanced Design Studio

Description

This course is designed for students who wish to explore more deeply the studio of design in which they excel and have the keenest interest. Students will choose from the areas of painting, ceramics, photography and metal art in which to major. Combining what they have learned in the various mediums, students will be encouraged to experiment in their chosen major area of study and will be encouraged to critically examine their own approach to the creation of fine craft and art. This course will allow the student to develop within a consultative relationship with their mentor. This module is delivered in a studio setting at the Cape Breton Center for Craft and Design and on site at our 74 Townsend Street campus.

Skill Objective

Students will work toward developing their artistic vision with an emphasis on developing their talent to a commercially successful resolution.

Portfolio Development

Description

Each student completes a self-directed assignment in portfolio development. Instruction will include seminars, presentations, interviews and critiques. Emphasis will be placed on the portfolio as a demonstration of personal growth. This module is delivered in a studio setting at the Cape Breton Center for Craft and Design.

Skill Objective

This self-directed module of study is provided to allow the students to develop their Art and Design portfolio. Students will draw upon their creative interest and produce a portfolio of professional level work. This module will conclude with a gallery show and presentation in which they will be able to present their work to the public.