What competencies do visual arts students gain?

**Visual Arts**

Program-specific competencies

**Competencies** are the skills, knowledge and attributes gained through every work, educational, volunteer and life experience. UVic students in the **Visual Arts** program develop the following program-specific competencies.

**Creative practice**

*Engages in the practice of contemporary art*

- Explores a range of studio practices and theoretical issues
- Exhibits and curates in a range of gallery settings
- Engages in a multi-disciplinary approach to creative practice

**Painting**

*Demonstrates advanced techniques in the practice of contemporary painting*

- Explores a personal vision for painting and develops a critical discourse related to this work
- Understands ideas prevalent in painting from the early 20th century through to the present day

**Drawing**

*Demonstrates advanced techniques in the practice of contemporary drawing*

- Uses conventional media such as charcoal, gouache, pencil and paper as well as media such as yarn, tape, plastics and projections
- Makes drawings to convey meaning through direct observation, memory, imagination as well as departing from representation altogether, focusing on abstract composition, mark making and texture

**Sculpture**

*Demonstrates advanced techniques in the practice of contemporary sculpture*

- Explores a personal vision for sculpture and develops a critical discourse related to this work
- Understands the processes and ideas associated with the practices of contemporary sculpture

**Photography**

*Demonstrates advanced techniques in the practice of contemporary photography*

- Works in both black and white and colour processes utilizing analog and digital technologies
- Understands the theory and practice of the medium as it is demonstrated in the broader arena of international contemporary art
Photography cont.

• Thinks critically, theoretically and conceptually about the photographic images they take as well as those that surround us in the vernacular
• Expands the medium to the degree that it can be incorporated by other disciplines such as sculpture, video, digital media and installation

Digital media

*Demonstrates advanced techniques in the practice of digital art*

• Approaches the digital as a fine art medium technically, aesthetically, historically and theoretically
• Engages with digital technology (video, sound, programming, etc.) as an art production medium and a socio-cultural phenomenon
• Explores themes such as image manipulation, hyperreality, the artist as consumer/producer, the integration of media, and the use of the body in relation to technology
• Produces work that is cross-disciplinary

Video art

*Demonstrates advanced techniques in the practice of video art*

• Engages a critical, conceptual and aesthetic practice to inform and support the production of video art
• Understands the many histories of video art as well as contemporary individual artists and collectives working with the media technology and culture
• Applies knowledge of alternative imaging concepts, projection systems, computer displays and installation techniques
• Experiments within and across the media as part of contemporary art making

UVic Co-op and Career worked with the Department of Visual Arts to develop this competency document.

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