

# PROGRAM-SPECIFIC COMPETENCIES - VISUAL ARTS

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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. We worked with the Department of Visual Arts to develop this document.

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## 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
- + 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