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.

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