

## COURSE CONTENT

<b>Course Code</b>	DN1004
<b>Course Title</b>	Foundation 4D
<b>Pre-requisites</b>	NIL
<b>No of AUs</b>	3
<b>Contact Hours</b>	52 (1h Lecture, 3h Tutorial)

### **Course Aims**

This studio course expose students to basic concepts, elements and principles used by artists and designers in 4D (time-based) creative practices. Drawing on historical and contemporary time-based creative practices, the course will provide opportunities for students to develop basic competencies, aesthetic and creative problem solving skills through the creation of short form time-based work that explores the potential image, sound, time and space in shaping viewer's perception. The course provides students a context to explore and situate their creative interest for more advanced exploration of time-based creative practice.

### **Intended Learning Outcomes (ILO)**

By the end of this course, you (as a student) would be able to:

1. Describe basic concepts, key terms and figures in 4D art and design practice.
2. Apply principles of 4D practice in the creation of their 4D work.
3. Communicate competently their ideas and the processes used via written and oral presentation.
4. Critically evaluate, interpret and discuss the theoretical, formal and technical aspect of 4D creative practice.

### **Course Content**

- **Image and meaning:**

Overview of image as a vehicle of communication in art and design.

Introduction to the semiotics of the image.

Introduction to the fundamentals of composition and form within the image e.g. Wide angle, close up, focal length etc. and explore how they can serve or subvert its content.

Image juxtaposition.

- **Text, Sound and Image:**

Overview of Sound and Text in the art and design.

How text, sound and image can reinforce / contradict each other.

The literal / the metaphoric use of text and sound in art and design.

- **Time in Art and Design:**

Overview of time as an element in art & design and historical and contemporary time-based art and design practices. E.g. photography, film, video art, sound art.

Expressing, representing and manipulating Time in still and moving image.

Rhythm, Movement, Flow.

- **Interaction, Space and Time in Art and Design**

Overview of New and emerging forms of art: New media art, digital art, performance art, installation art, interactive art etc.

Space and interaction as element in art and design practice.

Duration, Causality and agency.

