Visual Arts - Design

You will visually experiment and respond to a design brief, document your ideas and explore a range of designers and techniques. You will develop and apply skills using various programs and media to produce resolved works of communication design, product design and/or visual design. Examples of design topics include logo and branding design, pattern design, photography, illustration and packaging design.

SACE Stage 1 one or two semesters

Engage *Skills*	Extend *Knowledge*	Enrich *Experiences*
• Think critically and analytically • Think conceptually • Think creatively - develop creative ideas • Communicate • Problem solving • Document process and ideas • Evaluate • Reflect on own practice • Draw inspiration from design works • Develop a personal aesthetic • Develop and apply practical skills • Produce a resolved works of design (personal response)	• Design brief • Design specific language • Media & technology in design • Variety of media • Illustration, branding, advertising, packaging, product & digital design • Designs and techniques	• Workshops with local designers • Excursions involving local industry • Art & Design competitions • School-based and community projects & exhibitions • SACE Art Show excursion

Assessments/Outcomes

Folio, Practical, Visual Study

Pathways

Subject Pathways: Stage 2 Visual Art Design, Stage 2 Visual Art
Career Pathways: Photographer, Potter, Sculptor, Illustrator, Painter, Textile Artist, Urban Planner, Valuer, Web Designer, Architectural Draftsperson, Architect, Leadlighter, Marketing Manager, Graphic Designer, Fashion Designer, Visual Merchandiser, Printer, Textile Designer, Painter & Decorator, Millner, Jeweller, Make-up artist, Florist, Engraver, Interior Decorator, Gallery or Museum Curator, Costume Designer, Arts Manager, Advertising Executive, Industrial Designer, Multimedia Developer, Teacher, Lecturer, Historian

Walford