



Art & Design Undergraduate Guide 2017

Never Stand Still

Art & Design

Our graduates thrive
in the increasingly
interdisciplinary world.

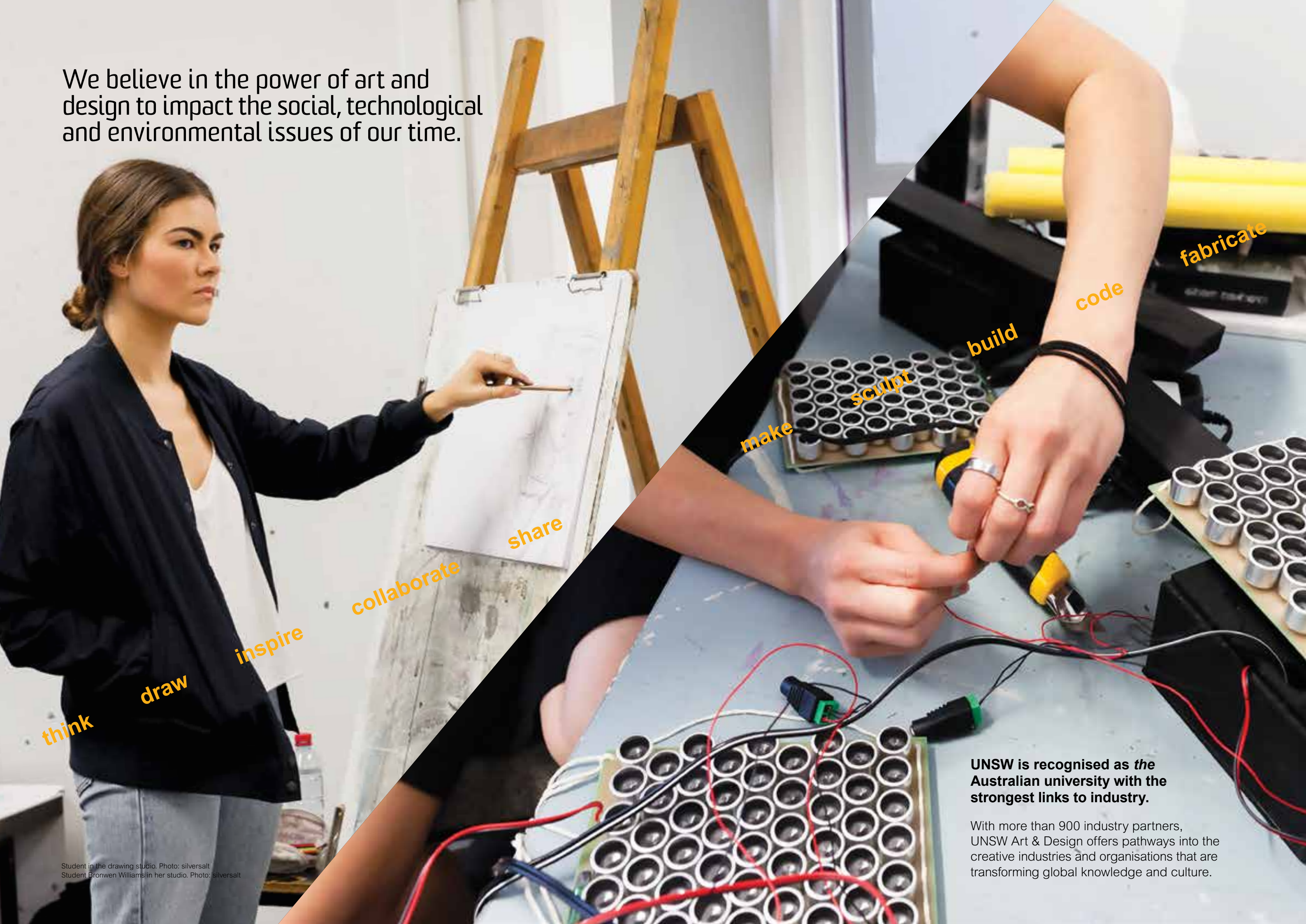
**UNSW Art & Design is ranked in the Global Top 25
for art and design and UNSW Australia is ranked
46th in the 2015 QS World University Rankings.**

Sought after by leading employers, UNSW Art & Design
graduates are making contributions to some of the most
admired and influential creative organisations shaping
the world today.

commerce law science engineering

Dr John McGhee Body Image Exhibition installation
view at UNSW Galleries. Photo: Brett Boardman
Dr John McGhee *Inside-Topologies of Stroke* 2015
Oculus Rift DK2 headset and clinical Magnetic Resonance
Imaging and Computed Tomography data. Photo: silversalt

We believe in the power of art and design to impact the social, technological and environmental issues of our time.



think

draw

inspire

collaborate

share

make

sculpt

build

code

fabricate

UNSW is recognised as *the* Australian university with the strongest links to industry.

With more than 900 industry partners, UNSW Art & Design offers pathways into the creative industries and organisations that are transforming global knowledge and culture.

The global future is ours to make.
Let's get started today...

explore

question

challenge

re-imagine

experiment

re-think

disrupt

innovate

Since 2009, UNSW Australia has
invested more than \$1.2 billion in
world-class facilities for students
and research.

Rebuilt in 2012, the UNSW Art & Design
campus in Paddington incorporates
an array of cutting-edge galleries and
workshops, private workspaces and
open studios, research and digital
labs, student lounges, and spaces for
innovation and collaboration.

Live projection mapping by student Jobe Williams. Photo: silversalt

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UNSW Art & Design

At UNSW Art & Design we believe in the pursuit of creative excellence.

In our dynamic programs, you will simultaneously build your knowledge of history and tradition while actively exploring the frontiers of creative practice through a balance of conceptual learning and hands-on making skills and techniques.

Global Top 25

QS World University Rankings 2015

Ranked number 1 in Sydney

Rated number 1 creative research faculty in Australia

The only creative faculty nationally to regularly be awarded 5 stars in the Excellence in Research for Australia reports 2012-2015

18
creative
undergraduate
degree
combinations

10
flexible,
state-of-the-art
design studio
environments
for graphics, textiles, objects,
ceramics and jewellery design

3D
printing, laser cutting
and electronics
in the ground-breaking
Makerspace studio

11
creative
postgraduate
degree
combinations

20,000+
tools and specialised
equipment
available for student use across
all creative degrees

200+
international
exchange
opportunities
in 35 countries in every
region of the world

20+
cutting-edge
digital media
and production
studios

1,000+
internationally
renowned and
prize-winning
graduates
spanning art, design,
media technology, theory
and creative inquiry

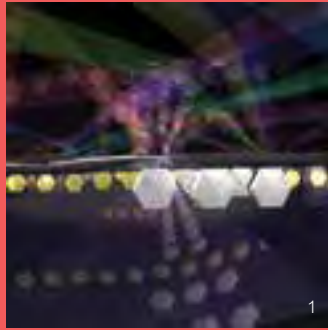
3,000+
talented
students

1,000+
professional
experience
partners
and industry internship
opportunities integrated
into degree programs

1st
interactive media
lab and code studio
for students in Australia featuring
a wide array of advanced
technology including hardware
and software to push the
boundaries of creative media

8
art and design
galleries and
exhibition
spaces

300+
fine art
studio
spaces
for painting,
drawing and
printmaking



We are passionate about creative thinking and making.

At UNSW Art & Design we embrace an inquisitive, critical attitude, a belief in the power of art and design to impact the social, technological and environmental issues of our time.

We are proud of the creative learning environment we foster. Our rigorous and intensive art, design and media degree programs are studio practice based and industry engaged.

Our approach is interdisciplinary, advancing tradition and challenging existing thinking. We foreground experimentation and exploration in art and design, engaging in collaboration across science, engineering, the humanities and social sciences.

Our teaching utilises the latest methods, underpinned by leading-edge technology and an innovative learning environment to inspire a new generation of creative thinkers. Our faculty is comprised of dedicated educators, leading practitioners, researchers and scholars spanning contemporary visual arts, creativity and culture, design and innovation.

Our commitment to creative thinking and making can be traced back to our origin as The Sydney Mechanics' School of Arts founded in 1833. In 2014 we altered our name from UNSW College of Fine Arts (COFA) to UNSW Art & Design with the purpose of acknowledging the breadth of contemporary creativity.

Today we are drawn from across the Asia Pacific region and globally. Together we make Australia's largest community of art and design students, practitioners, educators and researchers.

Welcome to UNSW Art & Design.

Professor Ross Harley
Dean, UNSW Art & Design

1 Ross Rudesch Harley *SYD0303* from the *Airports* series, dimensions variable, 2011-2014.
2 Ross Rudesch Harley *Naked Flora*, (with Maria Fernanda Cardoso), digital print series, Bill Wright Gallery, Sydney, 2013.

Opposite UNSW Art & Design specialist campus located in the heart of Sydney's creative precinct. Photo: Mark Merton

Acknowledgement of Country

UNSW Art & Design acknowledges and pays respect to the traditional owners of the land, the Gadigal People of the Eora Nation. It is upon their ancestral lands that our Campus is built.

As we share our own knowledge, teaching, learning and research practices within this faculty we also pay respect to the knowledge embedded forever within the Aboriginal Custodianship of Country.



Innovative Learning and Teaching Environment

Intensive studio practice, individual and collaborative projects, technical training, industry and real-life problem solving are just some of the learning experiences shared by students at UNSW Art & Design.

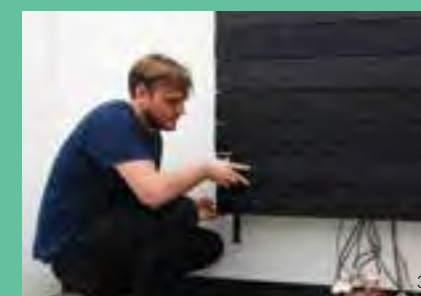
At UNSW Art & Design you will learn through creative studio practice and industry engagement, as well as the faculty's pioneering research programs in fields such as immersive interactive environments, robotics and visualisation. Options to undertake international exchange and to join one of our field classes at our Fowlers Gap Studio on the edge of the outback are transformative experiences for many students.

With a history that can be traced back more than 180 years, we are proud of the creative, supportive and innovative learning environment we foster that will stimulate you to realise your potential.

Our staff is comprised of dedicated educators, renowned practitioners, leading researchers and scholars spanning contemporary art, media and technology, creativity and culture, design and innovation.

UNSW Art & Design's teaching utilises the latest methods, underpinned by cutting-edge technology and a supportive and challenging learning environment, designed to inspire a new generation of creative practitioners.

At UNSW Art & Design students benefit from outstanding teaching, studio and research staff with unmatched creative industry experience while enjoying the lifestyle of one of the world's most beautiful and liveable cities.



1 Students participating in class discussion.

Photo: silversalt

2 Shona Illingworth at Amnesia Lab.


Photo: Alex Davies

3 An honours SPI student in their studio.

Photo: silversalt

4 In the Printmaking Studios. Photo: silversalt

Opposite Digital Media Studio. Photo: silversalt

A close-up photograph of a jeweller's hands in a workshop. The jeweller is wearing a blue denim jacket and a beaded bracelet. They are using a blowtorch to heat a piece of metal held by tongs. In the foreground, there is a metal bowl filled with various pieces of metal and a small, glowing orange-red sphere. The background is blurred, showing other tools and equipment in the studio.

**“There is nothing quite like
the creative journey. I never
want to give into the easy
or obvious – I feel a surge
of energy when I am doing
something meaningful.”**

Fine Arts Student

Creative Campus Life

UNSW Art & Design buzzes with live performances, screenings, exhibitions and discussions created and programmed by students and staff. Many of these events take place in our open-air courtyard which is at the centre of our community life.

UNSW Art & Design is positioned within Sydney's global cultural precinct featuring the region's largest cluster of cultural institutions and creative businesses. We are centrally located in the vibrant inner city neighbourhood of Paddington which is an historic centre for the city's arts community.

Our campus features an unmatched array of state-of-the-art studio spaces, production environments and media labs for the widest range of disciplines including Ceramics, Design, Jewellery, Painting and Drawing, Film, Sound and Digital Media, Printmaking, Photomedia, Sculpture and Textiles.

With our network of University and student-led galleries, public and student initiated performances, screenings and lecture programs, our campus is an exciting and stimulating precinct that is alive with social and cultural activity.

Dynamic International Community

With students and staff from more than 50 countries, UNSW Art & Design is a diverse and dynamic creative community. We offer a stimulating and collaborative environment to maximise your skills and knowledge to ensure you reach your creative potential.

Our international community welcomes students from all cultures and backgrounds and we encourage the free expression of creativity within a supportive and safe environment.



- 1 Students meeting in the Paddington Campus Courtyard. Photo: Dan White
- 2 UNSW Art & Design campus relaunch celebration. Photo: Hamish Ta-mé
- 3 UNSW Art & Design's specialist campus centrally located in Sydney. Photo: Mark Merton

Opposite Performance by Rochelle Haley in *Quo Vadis: the last drawing show* at UNSW Galleries. Photo: Alex Davies





Extracurricular Activities

Being a student at UNSW Art & Design doesn't mean it's all work and no play!

Sydney is renowned for its lifestyle and is rated one of the world's best cities for student life. The campus community offers a range of extracurricular activities that enable students to interact in a relaxed social setting away from the classroom and studio.

As well as on-campus exhibitions, screenings and performances throughout the year, you are also invited to become a member of Arc – a student-run body that organises a creative program of popular events and parties.

1 Campus Arthouse Café. Photo: Brett Boardman
2 Arc Lounge. Photo: silversalt

Opposite Campus courtyard. Photo: Brett Boardman



Unmatched Industry Links

UNSW Art & Design is deeply engaged in the creative and cultural industries nationally and internationally. Our unmatched network of industry partnerships extends across Australia and more than 30 countries globally. Dialogue and collaboration with our partners provides a wide range of mutual benefits, contributes to our curriculum and research and offers our students industry pathways.



Our Sydney-based cultural partners include the **Art Gallery of New South Wales**, **Artspace**, **Australian Centre for Photography**, **Carriageworks**, **Museum of Contemporary Art Australia**, **Object: Australian Design Centre**, **Powerhouse Museum of Applied Arts & Sciences**, **Vivid** and **Remix**.

Our major cultural philanthropic partners include the **Sherman Contemporary Art Foundation** and **Kaldor Public Art Projects**.

Over more than 20 years we have established a network incorporating more than 900 organisations spanning small design-led and creative businesses, innovative start-ups and global brands.

UNSW Art & Design's network of international partners include leading institutions and centres such as **Ars Electronica FutureLab** in Linz (Austria), **Foundation for Art and Creative Technology (FACT)** in Liverpool (UK), **MIT Media Lab** in Cambridge (US), and **ZKM Center for Art and Media** in Karlsruhe (Germany).

As a member of Universitas 21, the Association of Pacific Rim Universities and the Global Alliance of Technological Universities consortiums, UNSW offers world-wide opportunities for international exchange, residencies, industry and community engagement, research and collaboration.

Our alumni diaspora extends across 30 countries with communities in Beijing, Delhi, Hong Kong, Jakarta, Kuala Lumpur, London, New York, Seoul and Singapore among other cities.

**“For me creativity is a
fusion of reflection,
critical thinking, dedication
to my medium – and
ultimately inspiration.”**

Fine Arts Student



Professional Industry Experiences

With more than 1,000 industry partners spanning boutique agencies to global brands UNSW Art & Design offers our students an unmatched industry network and professional creative experiences to help you launch your career.

Our Professional Experience Project (PEP) provides students with grounded and sustained experience in a professional workplace environment.

PEP offers every student opportunities to build additional professional skills and knowledge that help you make informed choices about your future career pathways, complete practical work experience under the guidance of practicing professionals, and accelerate establishing a professional network and links that open up graduate employment pathways.

PEP is a compulsory, core course undertaken by students enrolled in the Bachelor of Fine Arts (Hons), Bachelor of Media Arts (Hons) and Bachelor of Design (Hons).

Our 1,000+ industry placement hosts and partners include:

ABC (Australian Broadcast Corporation)

“It was really fantastic to have her work in our studio. She works well in a team environment.”

Akira

Animal Logic
Art Gallery of NSW
Australian Film Syndicate
Australian Institute of Architects
Australian Film Television & Radio School
Australian Museum
Australian National Maritime Museum
Bathurst Regional Art Gallery
Bell Shakespeare

“She has the right combination of a technical skill-set being linked to clear and distinctive thoughts in the related field of design.”

BDMP Architekten & Stadtplaner, Germany

Belvoir Street Theatre
Billabong
Creative Bird Textiles

The British Council
Carla Zampatti
Chalk Horse Gallery
Chee Soon & Fitzgerald
City of Sydney
Cloth Fabric
Corban & Blair
Corporate Culture
Cosmopolitan
Design Council Australia
Designer Rugs
Digital Eskimo
Dinosaur Designs

“She has a wild imagination and excels in brainstorming activities.”

The Drawing Book Studios

Dr D Studios
Droog Design
Eskimo Design
Fairfax Digital
FBi Radio
Foxtel Graphics
Frost* Design
Funkis
Swedish Forms
FutureBrand

Gorilla Communications
Griffin Theatre Company
Harper Collins Publishing
Harper's Bazaar
Hopscotch Productions
Hybrid Pictures
IdN Magazine
IKEA

“A great approach to marketing and problem solving. We are glad to now have her on the team permanently.”

Indesign Media

Inside Outside
JamFactory
Karen Walker
Korban/Flaubert
Ksubi
Leuver Design
Longina Phillips
Lumière Magazine
Lucas Film Animation
M&C Saatchi
Manly Art Gallery & Museum
Marcel Wanders
Michael Kors
The Mint

“Great at framing and addressing design problems.”

Museum of Contemporary Art

Museum of Sydney
National Trust of Australia (NSW)
Mardi Gras
NG Art Gallery
Niche Marketing Group
Nine Network Australia
Object: Australian Design Centre
Opera Australia
Oz Design Furniture
Penguin Books

Penrith Regional Gallery & The Lewers Bequest
Powerhouse Museum

“Talented and ambitious. He was very capable, accountable and proactive.”

Peer Media Group

Puma
Qantas
R.M. Williams
Ralph Magazine
Royal National Theatre
Russh Magazine

“Dedication, eye for detail, unique creativity and a willingness to try new things.”

Sass & Bide

Screen Australia
Shanghai Biennale
State Library of NSW
Sydney Harbour Federation Trust
Sydney Living Museums
Taronga Zoo
Time Out Sydney
TMOD

“An incredible intern. He will go far in his career.”

Urban Art Projects

Vamp Music
Venice Biennale
Vogue
Warner Bros. Games
Wald International
Wallpaper
The Walt Disney Company
The Wilderness Society
WOMAdelaide
Woven Image
Zimmermann

Awards & Prizes

Every year UNSW Art & Design offers more than 60 prizes and awards to students for outstanding work in every discipline.



These awards are supported by our industry partners and leading employers such as Animal Logic, Dinosaur Designs, Frost*, National Association for the Visual Arts (NAVA), Kayell Australia, Longina Phillips, Space, and Object: Australian Design Centre.

Our prizes and awards are a testament to the art, media and design industry's regard for UNSW Art & Design graduates and they provide invaluable support for emerging talent just as students commence their careers.

- 1 Yi Cao, Winner of the The Art Scene Faber-Castell Drawing Award 2015 at the *A&D Annual 2015*. Photo: silversalt
 2 Ricky Emmerton, Winner of the The Art Scene Chroma Painting Award at the *A&D Annual 2015*. Photo: silversalt
 3 Lisa McCleary, Winner of The Art Scene Annual Award for Painting and Drawing at the *A&D Annual 2015*. Photo: silversalt

Scholarships

As a UNSW Art & Design student, you may be eligible for a scholarship through UNSW Australia.

UNSW scholarships recognise outstanding academic achievement and provide valuable assistance to help you successfully complete your degree.

UNSW Art & Design offers the following scholarships to eligible undergraduate students:

- UNSW Art & Design Scholars Program
- UNSW Art & Design Undergraduate Award
- The Georgina and Max Melville Memorial Scholarship
- The Lucy Aspinall Photographic Prize
- The UNSW Honours Year Scholarships

For more information

UNSW Scholarships, UNSW Australia
 Phone +61 2 9385 1078
artdesign.unsw.edu.au/current-students/scholarships-prizes



Opposite Student exploring the *Body Image* exhibition at UNSW Galleries.
 Photo: Britta Campion

Leading Global Universities



A World of Opportunities

All UNSW Art & Design students are encouraged to study internationally during the course of their degree program at one of our more than 200 international partner institutions located in more than 35 countries, representing every region of the world.

For General Advice on International Exchange

UNSW International Office
Phone +61 2 9385 7276
Email intex@unsw.edu.au
Visit Level 2 of East Wing, Red Centre,
UNSW Kensington Campus

See a full list of all 200+ opportunities at
international.unsw.edu.au/partners/academicinstitution



Frost* Design Object: Australian Design Centre
 Michael Kors IKEA Y&R Digital Eskimo IdN Magazine
 Hybrid Pictures Vogue New Museum News Corporation
 Australian Film Television & Radio School agnès b. Karen Walker
 Huffington Post
 Lumière Magazine
 City of Sydney
 Art Gallery of NSW Royal Doulton Art Basel
 Nine Network Australia Harper's Bazaar
 Woven Image Samsung JWT Barneys Bell Shakespeare
 Time Out Sydney
 Fairfax Digital Bathurst Regional Art Gallery Mindshare
 Marcel Wanders
 Historic Houses Trust Australia Alibaba Billabong Creative Bird Textiles
 Museum of Contemporary Art Australia
 Russh Magazine Sydney Harbour Federation Trust Gorilla Communications
 JamFactory Audi Asia Pacific Triennial
 The Wilderness Society
 State Library of NSW ABC (Australian Broadcasting Corporation)
 Smithsonian Institution
 Wallpaper* Chee Soon & Fitzgerald Walker Art Center
 Harper Collins Publishing Animal Logic MIT Press
 Venice Biennale Longina Phillips Penguin Books
 Intel R.M. Williams Nike Puma Digital Jungle
 Corban & Blair Dinosaur Designs
 Warner Bros.
 Vamp Music Lego Google Opera Australia
 Nintendo Screen Australia Alessi The British Council
 Warner Bros. Games Chalk Horse Gallery FutureBrand
 Cloth Fabric Niche Marketing Group Belvoir Leuver Design Cosmopolitan
 Electronic Art Qantas
 Foxtel Microsoft
 Corporate Culture Designer Rugs Zimmermann Funkis Shanghai Biennale
 Swedish Forms Leo Burnett McCann Erickson
 Dr D Studios Weibo The Mint
 Inside Outside WOMADelaide Facebook
 Akira Isogawa TMOD FBI Radio Space BDMP Architekten & Stadtplaner, Germany
 Instagram National Gallery of Australia
 Design Council Australia We Are Social Yeojin Bae Ogilvy Mather
 Royal National Theatre Ksubi Tate National Trust of Australia Griffin Theatre Company
 Hopscotch Productions
 Australian Museum
 Mashable Droog Design Carla Zampatti Australian Institute of Architects
 Korban/Flaubert Lucas Film Animation Droga5 The Walt Disney Company
 Sydney Gay and Lesbian Mardi Gras Eskimo Design

Recognise
 any of the
 organisations
 Every one of these in
 employs our graduates
 You could be one of them

**Recognise
any of these
organisations?**

Every one of these institutions
employs our graduates.
You could be one of them.

Studios, Workshops and Media Production

Our students enjoy access to outstanding art and design production facilities and equipment. This includes traditional workshops, high tech media labs, analogue photography studios, and the latest 3D fabrication equipment.



Toolroom

Our Toolroom is the making hub of campus. It supports every creative degree by providing the specialised tools required to build and make art and design works in almost every conceivable media and material. Whether you're looking for tools to make furniture, lights, frames, jewellery, sculpture, or even stage sets, look no further than the Toolroom. More than 10,000 tools are available for use by UNSW Art & Design students.

View tools here:
pinterest.com/artdesignunsw/equipment-tool-room

Creative Laboratories

Our campus incorporates a series of active research laboratories with a mission to explore and investigate the frontiers of the relationship between art, design, science and media technologies. These include the National Creative Robotics Laboratory, the Centre for Interactive Cinema (iCinema), the Laboratory for Innovation in Galleries, Libraries, Archives and Museums (iGLAM) and a 3D Visualisation Aesthetics Lab. These groundbreaking facilities provide our students with opportunities to learn directly from leading scholars about the latest research and provide postgraduate students with opportunities to undertake higher degree research projects.

Black Box

The Black Box is a large volume, highly flexible media production and performance space that can be utilised to create a wide variety of different content and environments such as live performances, lighting for film, video, still capture, motion capture, exhibitions and installations.

A truss and hoist gantry system is built into the architecture that enables audio visual equipment to be suspended above the floor. The Black Box is available for teaching and individual bookings.

- 1 The toolroom offers over 10,000 pieces of equipment for use by students. Photo: Brett Boardman
2 Student operates interactive iCinema with hand controller. Photo: silversalt
3 AV technician and musician Ant Bannister in the Black Box. Photo: Zane Parry
4 The resource centre has a range of equipment available to students.
5 Students in class. Photo: Britta Campion

Opposite Student participating in Photomedia class. Photo: silversalt

Resource Centre

Having access to the latest cameras and video equipment makes a big difference in the pursuit of a creative degree. Our students are able to borrow from our immense stock of cutting edge digital and historic analogue equipment. The Art & Design Resource Centre houses more than 10,000 items of film, camera, video and sound equipment. All are viewable online and available for check-out for students to pursue their creative projects.

View equipment here:
pinterest.com/artdesignunsw/equipment-resource-centre



IT Centre

This Walk-Up-Counter provides expert assistance for all computer equipment on our campus. The IT Centre supports more than 400 computers and digital labs installed with industry standard design and multimedia software. Come talk to us today and find out more.

View computer equipment here:
pinterest.com/artdesignunsw/equipment-computers

Makerspace

UNSW Art & Design's innovative Makerspace is a platform and incubator conceived to promote collaborative making that actively dissolves the divisions between art and design, science, technology, engineering and mathematics.

This specialist workshop incorporates 3D printers, 3D scanners, a laser cutter, state-of-the-art computers, software for 3D modelling, Arduino components, soldering facilities, tools, benches and storage options. The Makerspace is popular with creative students from across UNSW.

UNSW's maker club CREATE holds weekly sessions at our Makerspace where students from every Faculty at UNSW come to make and learn. Dorkbot Sydney also regularly uses the Makerspace for its activities where 'people do strange things with electricity'.



Interactive Media Studios – Creative Coding Lab

The Interactive Media Studio – Creative Coding Lab is our new open facility providing access to technical resources, professional advice and peer support for students working with interactive media. Through a program of visiting industry, research and artist leaders and experts, public workshops and special projects, students have the opportunity to work at the forefront of creative art, design, media and technology.

Led by a team of leading creative practitioners working across the fields of media, art and design, the creative Coding Lab is open to all students across our Media Art, Design and Fine Arts programs. UNSW's Interactive Media studios provide students with an independent space for intensive hands-on development and production experience.

Students ideas, hypotheses and experiments are actualised through access to cutting edge technologies – some of which are in-development and not yet commercially available – for application across a wide range of industries and creative practices. Students can undertake a total of four Interactive Media studios over the course of their degree, that develop their skills and experience working with a range of multimedia programming languages and off-the-shelf electronic technologies for controlling audio, visual and/or mechatronic systems. Skills and expertise prepare students for working in exciting new areas including interactive art and design, exhibition design, experiential and multi-platform storytelling strategies, and user-generated experiences at concerts and festivals.

Laser cutter in Makerspace. Photo: silversalt

1 Hacked 3D ceramic printer. Photo: Britta Campion

Opposite 3D printed hand. Photo: silversalt

**“Working in small classes
with creative staff
transformed my practice.**

**Intensive studio work
is exciting and has taken
me to the next level.”**

Media Arts Student



Network of Galleries and Exhibition Spaces

The UNSW Art & Design campus features a network of high quality student-led and museum standard galleries and exhibition spaces. This network is at once a platform for major national and international exhibitions, a teaching resource and an incubator for student initiatives.

“We are dedicated to expanding the definition of what art and design are now, and might be in the future.”



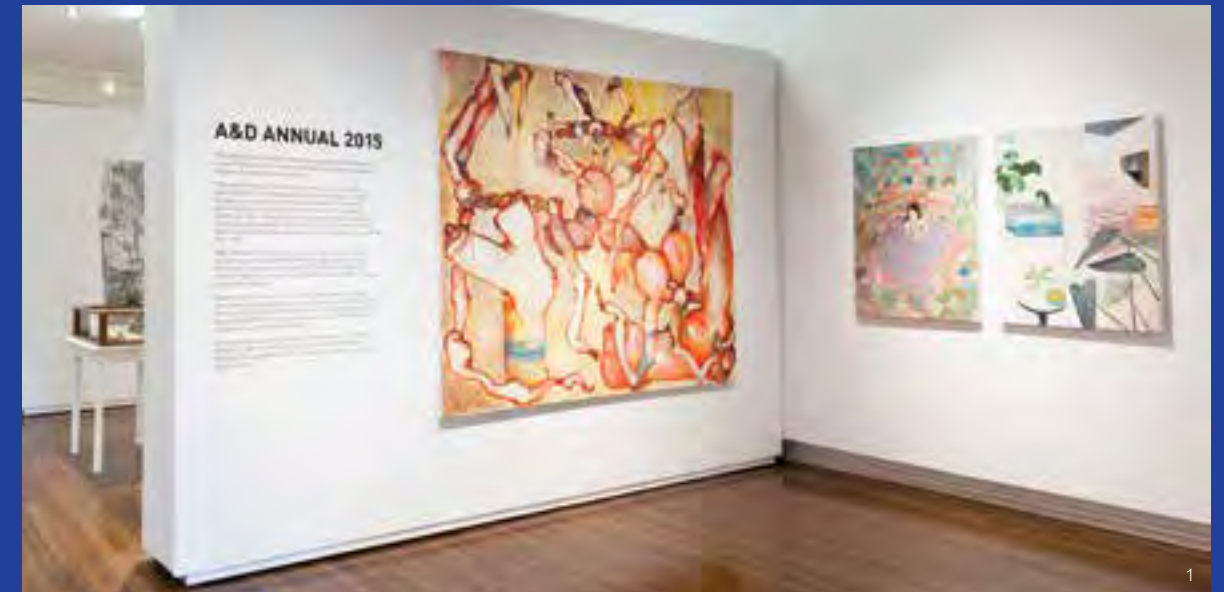
UNSW Galleries

UNSW Galleries presents an ambitious program of changing exhibitions and projects exploring recent ideas and research in art and design, creativity and culture, science and technology.

Like living creative laboratories, rather than traditional exhibition spaces, UNSW Galleries encourages visitors to participate in a wide range of interactive educational and public programs including discussions, performances and screenings.

Encompassing three separate exhibition spaces, spanning almost 1,000 square metres, UNSW Galleries is a platform for experimental practice and curatorial research, staging transformative exhibitions that advance new modes of cultural production and engagement.

Richard Goodwin, *Refiguring Dystopia*, 1991-2012
UNSW Galleries. Photo: Britta Campion



ADspace

ADspace is a unique on-campus exhibition space where students can showcase their art, design and digital media work to peers, teaching staff and the wider public. The venue also offers students the chance to gain practical experience in professional gallery management, including exhibition design, curatorial care, installation and promotion.

As a valuable educational asset, ADspace encourages discourse between the creative arts community and the public, and hosts a number of high quality annual events such as the Jenny Birt Award, Fowlers Gap Field Trip Exhibitions, the Australian Decorative & Fine Arts Society Scholarship Exhibition and the A&D Annual graduation exhibition.

1 A&D Annual 2015 exhibition in ADspace. Photo: silversalt

2 Kudos Gallery. Photo: Britta Campion

Opposite UNSW Galleries. Photos: Brett Boardman



Kudos Gallery

Located in the heritage-listed St Sophia Hall, just a short walk from the UNSW Art & Design campus in Paddington, Kudos Gallery is a student-run exhibition space managed by Arc.

Each year the Kudos Gallery hosts approximately 30 student exhibitions, ensuring students gain invaluable experience exhibiting and curating shows in a public gallery.

Kudos Gallery is available for use by all UNSW Art & Design students, from first year Undergraduates right through to Postgraduates studying for their PhD.

Degree Directory

UNSW Art & Design constantly adapts and enhances our degrees to ensure that we offer the highest quality experiences to reflect the best contemporary thinking and practice, extensive industry engagement and leading-edge research.

43 Bachelor of Fine Arts (Hons)

- 52 Bachelor of Fine Arts / Bachelor of Arts
- 52 Bachelor of Commerce / Bachelor of Fine Arts
- 52 Bachelor of Laws / Bachelor of Fine Arts
- 53 Bachelor of Fine Arts / Bachelor of Science
- 53 Bachelor of Fine Arts / Bachelor of Advanced Science
- 53 Bachelor of Fine Arts / Bachelor of Education (Secondary)

55 Bachelor of Design (Hons)

- 64 Bachelor of Design (Hons) / Bachelor of Media (PR and Advertising)
- 64 Bachelor of Commerce / Bachelor of Design (Hons)
- 64 Bachelor of Design (Hons) / Bachelor of Education (Secondary)

67 Bachelor of Media Arts (Hons)

- 76 Bachelor of Media Arts (Hons) / Bachelor of Science (Computer Science)
- 76 Bachelor of Media Arts (Hons) / Bachelor of Education (Secondary)

79 Bachelor of Art Theory

- 87 Bachelor of Art Theory / Bachelor of Arts
- 87 Bachelor of Art Theory / Bachelor of Laws
- 87 Bachelor of Art Theory / Bachelor of Social Research and Policy

Art

Bachelor of Fine Arts (Hons)

The Bachelor of Fine Arts (Hons) is studio practice-based, fosters a spirit of inquiry and provides students with opportunities to work within and across established and emergent disciplines and technologies.

Our intensive and innovative program is at the forefront of contemporary art practice in Australia.

Our students are motivated to learn through engaging, exciting and stimulating ideas and experiences within a wide range of genres and media.

UNSW's BFA is led by a dedicated transdisciplinary staff of nationally and internationally recognised practicing artists, educators and researchers.

Our staff will work closely with you to develop your capacities and potential. Within our challenging and supportive environment, you will explore a full range of contemporary and historical art practices, materials and methods. The BFA prepares you to engage professionally in the contemporary art world within Australia and internationally.

The BFA places you at the centre of the creative process and prepares you to commence a career in the contemporary arts and to succeed in further postgraduate study.

Neil Brandhorst, *Segue*, 2014.

UNSW Handbook Code	4814
UAC Code	421000



1 James Lim, *One Degree*, installation at A&D Annual 2015. Photo: silversalt
 2 Kieran Butler, *Something Like []*, 2014 photography, installation, dimensions variable. Photo: Edwina Richards
 3 Naomi Hamer, *Now Your Mess is Mine*, A&D Annual 2015. Photo: silversalt



Opposite Student in the printmaking studio. Photo: silversalt



FINE ARTS

Program Structure

The BFA Hons is comprised of four year levels. Level one courses provide the foundational, practical and conceptual skills necessary to initiate independent creative learning.

In years two and three, the program addresses more complex problems and the selective application of acquired knowledge and practical skills. These academic levels provide a synthesis of studio-based disciplines, leading to a deeper understanding of each student's individual artistic practice.

In year four our students develop and deliver a major integrated studio project enabling each student to individually demonstrate their emerging art practice and professionalism. In this year you will also undertake the Professional Experience Program – which is a sustained internship with one of our high-level professional and industry partners from an extensive national and international network.

Upon completion of the BFA Hons program, students demonstrate a high degree of understanding, critical awareness and independent judgment while consolidating practical and critical skills in preparation for a final exhibition.

The Bachelor of Fine Arts (Hons) aims to provide students with:

- The opportunity to explore a range of disciplines and approaches within the visual arts, with reference to historical precedents and contemporary practice
- The ability to work in a focused or transdisciplinary manner with traditional and/or emergent technologies
- A rich and supportive learning environment where every student's full intellectual and creative potential can be met
- A studio-centred teaching environment including a forum for critique and debate through which students become articulate in their questioning of practice and concept
- The ability to think critically and reflectively to realise their potential as a creative professional.



Bachelor of Fine Arts (Hons)

	Stage 1				Stage 2			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Fine Arts Major	ADAD1001 Studio Gateway 1	6	ADAD1002 Studio Gateway 2	6	Studio Stream 1 Drawing or Interactive Media or Painting or Photography or Printmaking or Sculpture Performance Installation or Textiles	6	Studio Stream 1 Drawing or Interactive Media or Painting or Photography or Printmaking or Sculpture Performance Installation or Textiles	6
	SART1001 Fine Arts Gateway 1	6	SART1002 Fine Arts Gateway 2	6	Stream 2* – Choose from Fine Arts, Media Art or Design Stream	6	Stream 2* – Choose from Fine Arts, Media Art or Design Stream	6
	SAHT1101 Contemporary Creative Practices: Contexts	6	SAHT1102 Contemporary Creative Practices: Methods	6	Contextual Studies**	6	Contextual Studies**	6
Electives	Elective	6	General Education	6	Elective	6	Elective	6
UOC	48				48			

	Stage 3				Stage 4			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Fine Arts Major	Studio Stream 1 Drawing or Interactive Media or Painting or Photography or Printmaking or Sculpture Performance Installation or Textiles	6	Studio Stream 1 Drawing or Interactive Media or Painting or Photography or Printmaking or Sculpture Performance Installation or Textiles	6	ADAD4010 Honours Research Project A	12	ADAD4011 Honours Research Project B	18
	Stream 2* – Choose from Fine Arts, Media Art or Design Stream	6	Stream 2* – Choose from Fine Arts, Media Art or Design Stream	6				
	SART3800 Professional Practice	6	ADAD3114 Research Foundations in Art and Design	6	ADAD4000 Professional Experience Project	6		
Electives	Elective	6	Elective	6	General Education	6	Elective	6
UOC	48				48			

* **Stream 2** choose from any of Stream 1 not taken, or Animation & Visual Effects, Digital Media, Ceramics, Jewellery, Graphics Media, Object Design or Spatial Design. All 8 courses may be taken in Painting, Photography, Sculpture Performance Installation or Textiles.

** **For Art History Contextual studies**
Please see the list included in the 4814 Handbook entry.

Opposite Meghan Rauch works on *Blue Artifice* for the A&D Annual 2015. Photo: silversalt

FINE ARTS

Studios and Study Areas

UNSW Art & Design offers students access to an unmatched range of studio programs, workshops, cutting edge and traditional equipment, and performance and exhibition spaces to produce and exhibit their work.

These include:

- Photography – both analogue (traditional wet/chemical studios) and digital photography studios
- Ceramics studios
- Digital media and emerging technology facilities
- Film and video art production facilities
- Interactive media studio
- Laser cutting and 3D printing
- Installation and environments studio
- Jewellery workshops
- Drawing studios
- Painting studios
- Performance studios
- Printmaking including etching, lithography and screen printing facilities
- Sculpture studios
- Textiles workshops

STUDENT PROFILE

Karam Hussein

Bachelor of Fine Art (Hons)

Karam Hussein, *The Interactor's Experiment*, 2015, steel, concrete, motors.



Karam's interactive sculptures reveal his passion for art and design in equal measure. His artworks consist of felt, steel and timber with gears, cogs, shafts, axles and wheels coming alive when someone operates a handle, or presses a button. He lives and works in the Art & Design Toolroom, where you're more likely to see him operating an Oxy welder or a band saw than using a paintbrush.

Karam owes the kinetic nature of his work to the dynamic culture of UNSW Art & Design inside and outside of the classroom. His work is

influenced by the presence of design and media students and the skills, talent and different perspectives they offer. He's deeply drawn to the 'Maker' ethos of experimentation, breaking, hacking and iterative testing.

Karam's first solo exhibition was held at the Annandale Galleries in mid-2015, and his work was featured at a private event at the Museum of Contemporary Art Australia in early 2015. He has received several commissions to construct artworks featuring his signature style combining metal and felt.

Opposite Student in studio space.
Photo: silversalt





FINE ARTS

Career Opportunities

Our graduates work professionally in contemporary art and related creative fields.

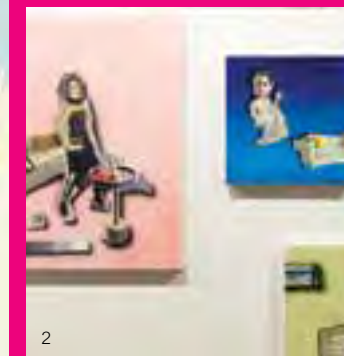
Works by UNSW's outstanding BFA graduates are exhibited and collected widely in Australia and internationally, including in many of the world's leading art museums, galleries and major biennales.

Our graduates have consistently achieved national recognition by winning Australia's most prestigious art prizes including the Blake and Archibald Prizes, the Helen Lempriere Travelling Art Scholarship and the Samstag Award. Many BFA graduates have also been awarded Fulbright and other notable international scholarships and residencies.

Many of our graduates are practicing artists in their field(s) of expertise, such as professional photographers, textile artists, sculptors, painters, printmakers, ceramicists, video and media artists, jewellers and fine artists.

UNSW Art & Design's BFA equips students with transferable skills and insights, so that graduates also find employment across the creative and cultural industries including:

- Advertising, art direction and communication
- Galleries, libraries, museums and archives sector
- Arts and cultural administration and policy making
- Arts education and training
- Arts writing, publishing and criticism
- Commercial and news photography
- Curating and artistic program management in festivals, museums, galleries and public spaces
- Exhibition planning, design and installation
- Entertainment, digital media and technology industries
- Theatre, film and television production
- Urban planning, site activation and public art



1 Del Kathryn Barton, *Untitled Girl*, 2005
 2 Jane Guthleben, installation at *A&D Annual 2015*. Photo: silversalt
 3 Brook Andrew, *The Cell*, 2010, dimensions variable. Commissioned by Sherman Contemporary Art Foundation. Photo: Paul Green
Opposite Kerry Candarakis, *Alchemy 34*, installation at *A&D Annual 2015*. Photo: silversalt

Dual Degree Options

UNSW Art & Design offers an extensive suite of career enhancing dual degree options.

Our wide ranging dual degree program is inspired by the world in which our students will ultimately work – a world in which few people work alone or in just one discipline, and in which it is important to understand and master a variety of skills. Dual degrees are not only for students with clearly chosen career interests – they offer valuable complementary sets of conceptual tools and transferable skills that open more doors and create more opportunities in the ever changing creative economy. UNSW Art & Design is taking interdisciplinary art, design and media education to a new level.

UNSW Art & Design offers the following combinations of creative and professional degrees:

Bachelor of Fine Arts / Bachelor of Arts

A four-year full-time dual award program which combines an education in the humanities, social sciences and the creative and performing arts with a qualification designed for those who may wish to involve themselves as practitioners in the visual arts or related fields.

UNSW Handbook Code	4820
UAC Code	421001

Bachelor of Commerce / Bachelor of Fine Arts

A four-year full-time dual award program that combines a highly valued business qualification with a qualification designed for those who may wish to involve themselves as practitioners in the visual arts or related fields. The BCom component provides students with the fundamentals of business and the opportunity to explore their interests in one of a range of business disciplines.

The BFA component offers students strong fundamentals combined with flexibility to explore various media through practice and experimentation.

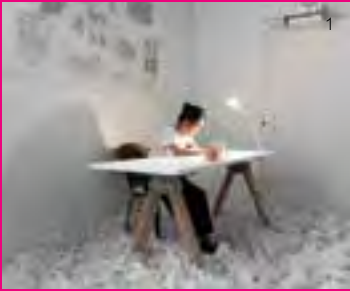
It is assumed that students have a certain level of knowledge in advanced mathematics in order to cope well with the mathematical or statistical component of the business degree. If you are successful in obtaining a place without this assumed knowledge, you are strongly encouraged to consider studying a Mathematics Bridging Course before starting your degree.

UNSW Handbook Code	3567
UAC Code	424100

Bachelor of Laws / Bachelor of Fine Arts

A five-year full-time dual award program that combines a highly valued legal qualifications with a qualification designed for those who may wish to involve themselves as practitioners in the visual arts or related fields. The LLB component provides students with the fundamentals of law and the opportunity to complete a professional legal degree. The BFA component offers students strong fundamentals combined with flexibility to explore various media through practice and experimentation.

UNSW Handbook Code	4704
UAC Code	426000



- 1 Lap Xuan Do Nguyen *Portrayal*, Durational performance at the A&D Annual 2015. Photo: silversalt
- 2 Eden Plaisted *Skyhook* at A&D Annual 2015. Photo: silversalt
- 3 Jack Nibbs, *In Finite*, 2013 from the 2013 Annual.
- 4 Jannah Quill Performance installation at A&D Annual 2015. Photo: silversalt



Bachelor of Fine Arts/ Bachelor of Science

A four-year full-time degree, the BFA/BSc supports the collaboration between the arts and sciences and encourages the creation of new knowledge, ideas and processes. The dual-degree program enables students to complete a Major sequence from those available in the Bachelor of Science and complete a Bachelor of Fine Arts, where students can study a wide range of fine art, design and media art disciplines.

UNSW Handbook Code	3926
UAC Code	429230

Bachelor of Fine Arts/ Bachelor of Advanced Science

A five-year full-time degree. The degree recognises that artists and scientists approach creativity, exploration and research in different but increasingly connected ways and perspectives; when working together they open up new ways of seeing, experiencing and interpreting the world around us. This dual-degree program enables students to complete a Major sequence from those available in the Bachelor of Science (Advanced) and complete a Bachelor of Fine Arts, where students can study a wide range of fine art, design and media art disciplines.

UNSW Handbook Code	3944
UAC Code	429395

Bachelor of Fine Arts/ Bachelor of Education (Secondary)

A four-year full-time program for students intending to be secondary school teachers. The program is a nationally accredited pre-service qualification. The program enables students to pursue a teaching specialisation in Visual Arts, with the option of a second teaching specialisation in Graphics and Multimedia Technology. The program covers both theoretical and practical aspects of education, including 80 days supervised professional experience in at least two different secondary schools.

UNSW Handbook Code	4059
UAC Code	422140

Design

Bachelor of Design^(Hons)

The Bachelor of Design degree programs offer an integrated education linking key specialisations of design such as graphics, communication, objects, environments and spatial design, textiles, ceramics, jewellery, media and technology.

At UNSW Art & Design we are committed to developing you to become a design leader of tomorrow through our intensive integrated mode of interdisciplinary design education.

Our design students work in a collaborative environment building experience in established, new and emerging technologies, and developing knowledge, skills and capacities for design thinking, systems thinking, social innovation and entrepreneurship.

Our degree program will equip you to engage in cutting-edge practices appropriate to contemporary social, cultural, ethical and environmental contexts. As a member of our vibrant community of learning at UNSW Art & Design you will be encouraged to break through new thresholds of knowledge and experience, and to develop a unique creative voice.

Throughout our program you can build your own pathway to establish yourself as a confident design professional able to engage fully with the multidimensional nature of contemporary design practice.

At UNSW Art & Design we will provide you with a deep understanding of the critical role of design in building sustainable futures. You will work with established and emerging technologies, in a collaborative atmosphere where you will develop your knowledge, skills and capacities for design thinking, systems thinking, social innovation and entrepreneurship. We guide and encourage you to adopt innovative approaches by challenging conventional applications of materials, systems, processes and technologies.

Future designers learn to combine independent thinking and imagination with practical and technical skills. You will re-imagine the boundaries of everyday life and bring new vision to objects, interactive design, graphics and communication, spatial design, media and technology, ceramics, jewellery and textiles.

UNSW Handbook Code	4809
UAC Code	421100

Jacinta Stuart-O'Toole, *Playful Futures* at A&D Annual 2015.
Photo: silversalt

Program Structure

The Bachelor of Design (Hons) is a four-year full-time degree program.

During first year you will attain a thorough foundation in the conceptual thinking and technical skills that underpin design practice in blended studio environments that combine face-to-face and online teaching.

In this first year you will be introduced to the explorative and future-focussed nature of the discipline while learning the latest methods and approaches to communication, visualisation and research. Students also engage in diverse 2D, 3D and 4D (time-based) investigations that are underpinned by historical, theoretical and computer studies.

In the second and third years of the degree program our students choose their own study sequences in selected studio areas that integrate contextual studies with design practice. Students have the opportunity to work alongside design practitioners and researchers on exciting interdisciplinary design projects that address complex real-world issues.

In fourth year our students develop and deliver a major integrated studio project enabling each student to individually demonstrate their emerging design capacities and professionalism. In this year you will also undertake the Professional Experience Program which is a sustained internship with one of our high-level professional and industry partners from an extensive national and international network.

Throughout your degree you will be guided by a dynamic design staff with outstanding depth of international, industry-based and academic experience. We also encourage students in the program to apply for international study exchange opportunities as part of their design degree and to take advantage of an extensive global network of partnerships and exchange programs we maintain with many of the leading art and design institutions nationally and internationally.



1 Mariam Haidar, *Sensory Blanket (weight)* at A&D Annual 2015. Photo: silversalt
2 Lucy Wyborn, *Radia 2015* at A&D Annual 2015. Photo: silversalt
3 Ty Wilson, *Undergrowth Festival*.
Opposite Jewellery studio. Photo: silversalt



Bachelor of Design (Hons)

	Stage 1				Stage 2			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Design Major	ADAD1001 Studio Gateway 1	6	ADAD1002 Studio Gateway 2	6	Studio Stream 1 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6	Studio Stream 1 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6
	SDES1001 Design Gateway 1 – Design Dialogues	6	SDES1002 Design Gateway 2 – Design Communication	6	Studio Stream 2 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6	Studio Stream 2 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6
	SAHT1101 Contemporary Creative Practices: Contexts	6	SAHT1102 Contemporary Creative Practices: Methods	6	Contextual Studies	6	Contextual Studies	6
Electives	Elective	6	General Education	6	Elective	6	Elective	6
UOC	48				48			

	Stage 3				Stage 4			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Design Major	Studio Stream 1 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6	Studio Stream 1 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6	ADAD4010 Honours Research Project A	12	ADAD4011 Honours Research Project B	18
	Studio Stream 2 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6	Studio Stream 2 Ceramics or Graphics Media or Interactive Media or Jewellery or Object Design or Spatial Design or Textiles	6				
	SDES2116 Design Practice	6	ADAD3114 Research Foundations in Art and Design	6	ADAD4000 Professional Experience Project	6		
Electives	Elective	6	Elective	6	General Education	6	Elective	6
UOC	48				48			

*For Contextual studies
Please see the list included in the 4809 Handbook entry.



1 Melissa Howe, *The Deconstruction and Reconstruction of the Family House and Home*, 2010.
 2 Lilian Hambling, *Barefoot Brand Identity*.
 3 Jewellery design.
 Photo: Richard Glover
Opposite Student working in the ceramics studio. Photo: silversalt



DESIGN

Studios and Study Areas

Responsible, ethical and sustainable design concepts are integrated in all design courses.

Our degree program features specialist studio and workshop facilities in the following areas:

- Applied object design including designing objects, furniture and lighting
- Visual Communication, identity and branding, media and advertising
- Interaction design and computing; web design and screen interface; wearables, digital and pre-press design
- Environments and spatial design including interiors, exhibition, theatre, urban and landscape design
- Design management and creative strategy
- Graphic media studio includes visual identity design; book and magazine design; digital media; illustration; experimental typography; and letterpress printing
- Design history, theory and aesthetics
- Social innovation and entrepreneurship
- Ceramics including designing objects for the table, industry, interiors, installation and experimental design works
- Jewellery studio including design for the body, costume and fashion; designs for the table, interiors and industry; installation and experimental object design
- Textiles studio including design for the body, costume design, accessories and fashion; objects, interiors, and designing for the commercial textiles industry; installation and experimental textile art and design



DESIGN

Career Opportunities

UNSW's Bachelor of Design (Hons) prepares students to be dynamic design professionals and studio practitioners.

Our graduates are highly sought after across a broad range of professional design disciplines in media and technology industries, global institutions, major corporations, and creative and bespoke agencies. Graduates secure employment in areas including:

- Graphics, media, interaction and digital design
- Communications, branding and advertising
- UX and service design
- Design management and strategy
- Social innovation and entrepreneurship
- App development, data visualisation and responsive design
- Creative consultancies, design and media studios, design-led businesses
- Environmental, spatial, interior and architectural design practices
- Object, furniture and lighting design
- Film, television, online and mobile production and post-production
- Design for exhibitions, galleries and museums
- Costume, theatre and events design
- Design teaching and academia
- Jewellery and wearables design
- Packaging, illustration and publishing
- Textile, fabric and fashion design



1 Elke Kramer from the *Ambrosia collection*.
 2 Spatial Design Project.
 3 Dinosaur Designs, *Delicate Range*, 2008. Photo: Derek Henderson
 4 Nathan Yong, *Casetta's Bed*. Client: Mogg Sri (Italy).
Opposite Rebekah J Delaney *Canopy* at A&D Annual 2015. Photo: silversalt

Dual Degree Options

UNSW Art & Design offers an extensive suite of career empowering dual degree options.

Our wide ranging dual degree program is inspired by the world in which our students will ultimately work – a world in which few people work alone or in just one discipline, and in which it is important to understand and master a variety of skills. Dual degrees are not only for students with clearly chosen career interests – they offer valuable complementary sets of conceptual tools and transferable skills that open more doors and create more opportunities in the ever changing creative economy. UNSW Art & Design is taking interdisciplinary art, design and media education to a new level.

UNSW Art & Design offers the following combinations of creative and professional degrees:

Bachelor of Design (Hons) / Bachelor of Media (PR and Advertising)

The Bachelor of Media (PR and Advertising) is designed to provide students with foundational and applied skills, knowledge and capabilities in public relations and advertising. The program aims to develop communication leaders who inspire innovation and change at all levels of society and adhere to the highest ethical standards. The BMedia (PR and Advertising) program is structured to offer a philosophical and cultural foundation in the media studies core, conceptual and practical skills in public relations and advertising, and access to electives that provide a more general education. Students enrolled in this program will also benefit from the design thinking skills and practical nature that the BDes (Hons) imparts.

UNSW Handbook Code	4818
UAC Code	421101

Bachelor of Commerce / Bachelor of Design (Hons)

The Bachelor of Commerce / Bachelor of Design (Hons) is a five-year full-time dual award program that combines a highly regarded business qualification with an intensive and hands-on qualification for those who may wish to work as a designer across a wide range of fields, or who wish to understand the role of design in contemporary business. The BCom component provides students with the fundamentals of business and the opportunity to explore their interests in one of a range of business disciplines. The BDes (Hons) component offers students strong fundamentals in design combined with flexibility to explore a wide variety of design disciplines.

UNSW Handbook Code	3568
UAC Code	424100

Bachelor of Design (Hons) / Bachelor of Education (Secondary)

The Bachelor of Design (Hons) / Bachelor of Education (Secondary) is a full-time dual degree for students intending to be secondary school teachers. The program is a nationally accredited pre-service qualification. The program enables students to pursue a teaching specialisation in Visual Arts, with the option of a second teaching specialisation in Graphics and Multimedia Technology. The degree covers both theoretical and practical aspects of education, including 80 days supervised professional experience in at least two different secondary schools.

UNSW Handbook Code	4061
UAC Code	422141

**STUDENT PROFILE
Madeleine Dennis**

Bachelor of Design (Hons)

UNSW Art & Design's intensive studio-based programs, strong conceptual foundations and the freedom to explore disciplines across design, media and contemporary art have expanded Madeleine's design skill set and made the BDes an obvious choice for her.

Her four years of study were always 'explorative, challenging and creatively nourishing' but her biggest thrill was the final-year Bachelor of Design Project that focused on design with social impact. A culmination of four years of design practice, personal passion and response to a real world brief, Madeleine designed a sustainable origami-inspired fruit bowl. The *Original Seed* fruitbowl combined flair with functionality, using geometric shelves to separate individual pieces of fruit for maximum freshness.

Madeleine won best Product Innovation at the 2015 International Green Interior Awards for the bowl design, beating several established Australian designers. Her work is also featured in a recent issue of *Australian House and Garden*.

Madeleine Dennis, *Original Seed*, 2015.

Digital Media

Bachelor of Media Arts (Hons)

The Bachelor of Media Arts (BMA) is an innovative, industry-aligned and research-active program providing students with a strong foundation across contemporary creative media and technology including animation, digital media production, interaction, emergent technologies and systems.

UNSW Art & Design's ground-breaking Media Arts program offers you hands-on experience across media and audio-visual production areas including animation, VFX, interactive media production and electronic publication.

We provide you with an innovative, supportive, challenging and collaborative learning and teaching environment including access to Australia's leading research labs in creative robotics, interactive and immersive cinema and 3D visualisation. Students produce their projects in our suite of state-of-the-art computer labs and sound and video production studios.

The studio-based core of our Media Arts program is backed by theoretical studies that encourage critical thinking and contextualisation of creative practice. Our students are also welcome to choose courses from across UNSW including Art & Design's highly regarded Fine Arts and Design programs.

Students first take foundation studies in Media Arts before choosing their individual studio practice. Each student completes their degree program by delivering a production thesis at an Honours level.

The BMA is a four-year full-time degree program (including Honours).

UNSW Handbook Code	4816
UAC Code	421200

Live projection mapping by student Jobe Williams.
Photo: silversalt

Program Structure

The BMA Hons is a four-year degree with a foundation year, two studio years, and a full year honours project.

The first year foundation program provides you with hands-on experience across a range of media arts practice, from sound design and photography, to animation and interaction. You'll take contextual studies alongside students in design and fine arts to get the big picture across the dynamic contemporary creative media industries while undertaking elective courses to get started on building your specific technical development and production skills.

At the end of the foundation year you'll be ready to choose your home media studio from Animation, Digital Media or Interaction. Choose a second studio from any on offer from across Media, Fine Arts or Design. It's easy to match up studios to get the best mix for the skills you wish to develop.

These electives enable you to build depth in your studio choice, or take any approved elective across UNSW to expand the breadth and range of your conceptual and technical skills and knowledge. Some electives are also available during the summer months.

In third year, the professional practice course provides intensive preparation for your future career in the media. You will learn how to start up your own business, build a creative professional practice, and establish your creative profile and network. The research practice course gives you a taste of postgraduate research, common in both industry and academia. You can start your industry experience at any time from the second half of third year.

The fourth year is when you undertake your own honours study within one of many research areas on offer at UNSW Art & Design such as creative robotics, interactive media, immersive cinema and 3D visualisation. This is your time to investigate a topic in greater depth, and demonstrate your ability to define and conduct your own creative practice.

In this year you will also undertake the Professional Experience Program which is a sustained internship with one of our high-level professional and industry partners from an extensive national and international network.



1 3D Modelling, Tom Ellard
2 Animation class, Photo: Silversalt
3 Campbell Henderson, *(The Other Self Dwells)* in the *Outermost Beyond*, 2014 single channel video in *Annual 14*.
4 Stacy Arezou Mehrfar, *The Moon Belongs to Everyone*, 8 Channel HD Video, Suspended Screens, Loop, 16:9, Colour, Stereo Sound.





Bachelor of Media Arts (Hons)

	Stage 1				Stage 2			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Media Arts Major	ADAD1001 Studio Gateway 1	6	ADAD1002 Studio Gateway 2	6	Studio Stream 1 Animation & Visual Effects or Digital Media or Interactive Media	6	Studio Stream 1 Animation & Visual Effects or Digital Media or Interactive Media	6
	SOMA1001 Media Arts Gateway 1	6	SOMA1002 Media Arts Gateway 2	6	Stream 2* – Choose from Media Arts, Fine Arts or Design Stream	6	Stream 2* – Choose from Media Arts, Fine Arts or Design Stream	6
	SAHT1101 Contemporary Creative Practices: Contexts	6	SAHT1102 Contemporary Creative Practices: Methods	6	Media History/ Theory**	6	Media History/ Theory**	6
Electives	Elective	6	General Education	6	Elective	6	Elective	6
UOC	48				48			

	Stage 3				Stage 4			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Media Arts Major	Studio Stream 1 Animation & Visual Effects or Digital Media or Interactive Media	6	Studio Stream 1 Animation & Visual Effects or Digital Media or Interactive Media	6	ADAD4010 Honours Research Project A	12	ADAD4011 Honours Research Project B	18
	Stream 2* – Choose from Media Arts, Fine Arts or Design Stream	6	Stream 2* – Choose from Media Arts, Fine Arts or Design Stream	6				
	SOMA3616 Professional Practice	6	ADAD3114 Research Foundations in Art and Design	6	ADAD4000 Professional Experience Project	6		
Electives	Elective	6	Elective	6	General Education	6	Elective	6
UOC	48				48			

* Stream 2 choose from any of Stream 1 not taken, or Painting, Photography, Drawing, Printmaking, Sculpture Performance Installation, Textiles, Ceramics, Jewellery, Graphics Media, Object Design or Spatial Design.

** For Media History Theory Contextual studies Please see the list included in the 4816 Handbook entry.

Opposite Student working in the studio. Photo: Brett Boardman



1 Natalia Chow, 2014.
2 Brad Miller *Mediated_moments* 2012.
Photo: Brad Miller
3 Digital Media Studio. Photo: silversalt
4 *3D Animation*, Tom Ellard.



MEDIA ARTS

Studio and Study Areas

UNSW Art & Design's Media Arts degree program emphasises industry relevant and cutting edge interdisciplinary, exploratory and collaborative practice across the following key areas.

Animation Studio

Animation in the BMA covers a wide range of practice from traditional cell-painting and digital rostrum camera, to stop motion and rotoscope, to cutting edge 3D modelling and rendering. Courses cover both the art of motion and the creation of coherent relationships, situations and worlds.

As well as production for the screen, our cutting-edge animation courses are connected to studies in the latest research and development in scientific visualisation, psychology and robotics where the illustration of life is a growing area of research and innovation. Throughout our degree there is a strong emphasis on production planning and management, effective scheduling of time and resources, team building and presentation.

Digital Media Studios (including Video, Sound and Image production)

Digital Media studies in the BMA range from documentary and narrative audio-visual production to still and motion graphics compositing. Students work through the entire process from pre- to post, learning camerawork, scripting and editing skills. Live-action recording is tightly integrated with sound design and animation. Still imaging studies include studio lighting, digital painting and image publication for both print and interactive.

UNSW Art & Design's BMA sound courses provide a strong technical grounding in digital audio design. Projects range across soundtrack design, music production, installations and soundscapes, audio synthesis and re-contextualisation.



Interactive Media Studios

Interactive Media Studios provide students with hands-on experience and access to new and emerging technologies for application across a wide range of media industries and creative practices. Students can undertake a total of four Interactive Media studios over the course of their degree. Each studio will develop your skills and experience working with a range of multimedia programming languages and off-the-shelf technologies for controlling audio, visual and/or mechatronic systems.

Skills and expertise developed in these studios prepare students for working professionally at the cutting edge of new developments in the creative media and technology industries, and across art and design. Careers in interactivity encompass a diverse range of media such as games, film, TV and 3D immersive visualisation. You can work in a range of fields such as entertainment and production industries, exhibition design, experiential branding, interactive art and multimedia design for concert and festival events.

Claire Healy and Sean Cordeiro *The Drag*, 2015, Rover P6; 2-channel video, colour, sound, 28:00 mins. Courtesy the artists and Roslyn Oxley9 Gallery, Sydney and Gallery Wendi Norris, San Francisco. Photo: silversalt





MEDIA ARTS

Career Opportunities

The creative content industries are key drivers of growth in the contemporary global economy. Our BMA graduates are highly sought after for careers across the entertainment, art and design, creative media and technology industries.

UNSW Art & Design graduates are equipped in problem-solving across a range of disciplines in the creative media world. Our graduates work nationally and internationally in media and creative industries including in the following creative content development, production and distribution areas:

- Animation design and production
- Video, online and mobile media
- Interaction, user-experience and environment design
- Game development and production
- Digital publishing, advertising and communications
- Digital strategy
- Film, television, online and mobile production
- Multiplatform media development and production
- Production management and development
- Sound design, composition and production
- Scientific imaging and visualisation
- Media strategy and planning
- Entrepreneurship, innovation and media start-ups

1 Peter Nizic, *Spotlight On Alfred Hitchcock* 2014 - Fox Classics.
 2 *Iron Man 3*, Feargal Stewart.
 3 John McGhee, *3D visualisation* 2013.
 4 *Thor: The Dark World*, Cosmin Hrinu.

Opposite Dr John McGhee operating Oculus Rift in the 3D Visualisation Laboratory. Photo: silversalt



Dual Degree Options

UNSW Art & Design offers an extensive suite of career powering dual degree options that will prepare you for the emerging industries of today and into the future.

Our wide ranging dual-degree program is inspired by the world in which our students will ultimately work – a world in which few people work alone or in just one discipline, and in which it is important to understand and master a variety of skills. Dual degrees are not only for students with clearly chosen career interests – they offer valuable complementary sets of conceptual tools and transferable skills that open more doors and create more opportunities in the ever changing creative economy. UNSW Art & Design is taking interdisciplinary art, design and media education to a new level.

UNSW Art & Design offers the following combinations of creative and professional degrees:

Bachelor of Media Arts (Hons) / Bachelor of Science (Computer Science)

The five-year full-time degree provides both a technical and creative foundation in the development and use of computer graphics and computational systems, encompassing the fundamental areas of algorithms, networks, databases, robotics and artificial intelligence.

It also allows specialisation in the final semester in either the technical or creative strand of computer graphics.

UNSW Handbook Code	3969
UAC Code	425801

Bachelor of Media Arts (Hons) / Bachelor of Education (Secondary)

A five-year program for students intending to be secondary school teachers. The program is a nationally accredited pre-service qualification. The program enables students to pursue a teaching specialisation in Graphics and Multimedia Technology, as well as a second teaching specialisation in Visual Arts. The program covers both theoretical and practical aspects of education, including 80 days supervised professional experience in at least two different secondary schools.

UNSW Handbook Code	4062
UAC Code	422142



1 Brad Miller, *Plasma_flow* 2012 Interactive Installation and custom software for China Millennium Monument Museum of Digital Arts, Beijing. Audio: Ian McArthur. Photo: Brad Miller

2 Tim Gaul, *The Puppet Maker*, 3D character design.



STUDENT PROFILE Jordan East

Bachelor of Media Arts (Hons) / Bachelor of Computer Science

Jordan chose to do a dual degree in Media Arts/Computer Science because it provided the perfect opportunity to develop skills and experience at the intersection of interactive design, media production and coding. Over the course of his five years at UNSW, Jordan explored programmable and tangible user interfaces, website and app design, along with production and post-production on short films utilising the brand new facilities at UNSW Art & Design.

The variety of environments he studied in, from the Computer Science Engineering Labs at UNSW to the art rooms and Creative Robotic Labs at UNSW A&D, inspired diverse ideas and fuelled a range of fascinating projects.

These projects ranged from an interactive artwork that invited the user to control four emotions within an audiovisual piece via a microcontroller, a live action short film, to an experimental animation incorporating cinematic footage with motion-tracked abstract 3D animations and models.

Currently Jordan is working part-time as a Video Editor/Creative at Ideosphere Media, a Sydney-based production company concentrating on domestic and international stories around fashion, design and art. In his own time he continues to experiment with WebGL, JavaScript, HTML5 and animation to produce interactive web-based design and artworks.

Jordan East, *Blue Plexus*, 2015 animation and live action footage.

Art Theory

Bachelor of Art Theory

The Bachelor of Art Theory is designed specifically for aspiring thinkers, producers, curators, innovators and entrepreneurs interested in pursuing a career in the creative and cultural sectors.

This program champions creative inquiry and recognises that great ideas make things happen and change the world.

This program will help you imagine creative possibilities and futures. From experimentation and risk-taking to investigating cultural, social, political and economic contexts, the BAT will develop your skills and knowledge in order to produce incisive ideas and communicate them powerfully. Our focus on dynamic creative inquiry will give you the capacity to think experimentally, critically and independently.

The BAT is a three-year program grounded in art and design thinking with specialities in: contemporary art and design concepts; contemporary publishing and curatorial studies; and contexts for creative practices.

The program is taught by leading experts from transdisciplinary backgrounds and offers the most dynamic and intensive experience of its kind in Australia.

You will become familiar with the most challenging experimental art and design of the recent past and present. In understanding the conceptual and practical contexts for these practices, you will be better equipped to tackle future challenges. Graduates will be attuned to diverse modes of global practice and inquiry, media literacies and critical thinking in a rapidly changing world.

The degree offers the flexibility to develop transdisciplinary pathways to prepare you for the convergence of creative and critical fields in today's art industries. For example, the BAT offers a pathway into the Master of Curating and Cultural Leadership, a combination of degrees that provides a set of skills to support the creative innovators and change agents.

In addition, the degree can be combined with a Bachelor of Arts, Bachelor of Laws or Bachelor of Social Research & Policy; enabling students to complete two degrees simultaneously.

UNSW Handbook Code	4803
UAC Code	421400

One of many learning commons on the UNSW Art & Design Paddington Campus. Photo: silversalt

Program Structure

Contemporary Art and Design Thinking

This stream considers ways of thinking about contemporary art and design practices, including experimentalism, art history, aesthetics, visual culture, critical theory and creative methodologies. Focusing on creative research, this stream will introduce you to ways of investigating and articulating contemporary art and design.

Publishing and Curatorial Studies

This stream will develop research skills in the areas of curation, contemporary art writing and publishing. It focuses on the history and future of curatorial studies and publishing and writing environments.

Contexts for Creative Practice

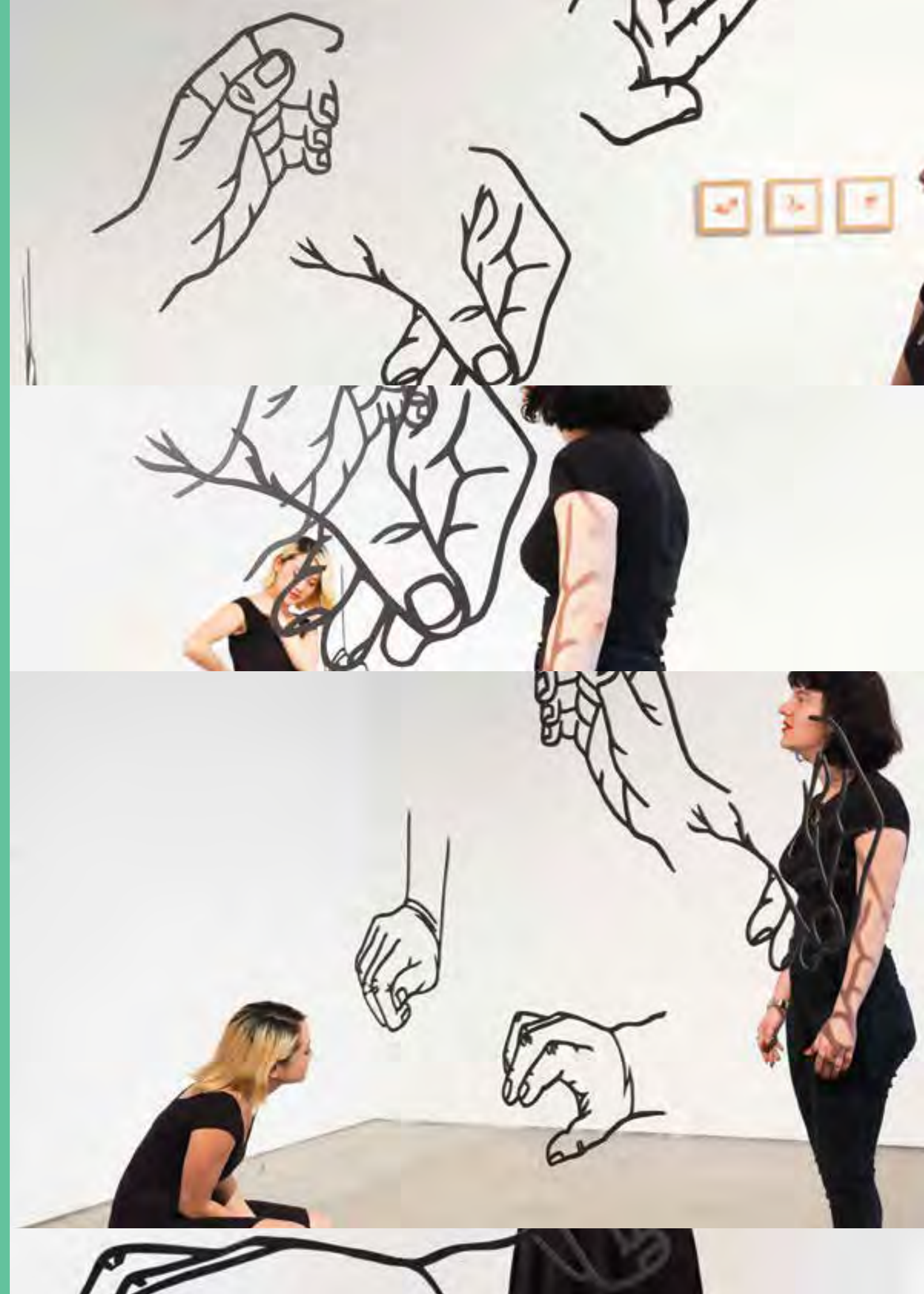
This stream will foster an environment for the integration of thinking and making. It will provide you with the skills to identify, research, analyse and evaluate art, media and design practices. Contemporary approaches to art and design will be explored by engaging diverse processes and by using open-ended frameworks and methods.



1 Students viewing *Conquest of Space: Science Fiction & Contemporary Art* exhibition at UNSW Galleries. Photo: George Popov
2 Tutor and fourth year student in design class. Photo: silversalt
3 Student working in the textiles studio. Photo: silversalt



Opposite Elizabeth Willing *Measure, Pinch, Roll, Check, Knead* in the *Freedman Foundation Travelling Scholarship Exhibition 2015*. Photo: silversalt





Bachelor of Art Theory^

	Stage 1				Stage 2			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Art Theory Major*	SAHT1101 Contemporary Creative Practices: Contexts	6	SAHT1102 Contemporary Creative Practices: Methods	6	Art Theory Major	6	Art Theory Major	6
	SAHT1211 Theories of the Image	6	SAHT1212 Theories of Art History & Culture	6	Art Theory Major	6	Art Theory Major	6
	SAHT1221 Contexts for Art	6	Elective	6	Art Theory Major	6	Elective	6
Electives	Elective	6	Elective	6	General Education**	6	Elective	6
UOC	48				48			

	Stage 3				Stage 4 (Honours)^			
	Semester 1	UOC	Semester 2	UOC	Semester 1	UOC	Semester 2	UOC
Art Theory Major*	Art Theory Major	6	Art Theory Major	6	SAHT4211 Thesis A	12	SAHT4213 Thesis B	24
	Art Theory Major	6	Art Theory Major	6				
	Art Theory Major	6	Art Theory Major	6	SAHT4212 Honours Seminar	6		
Electives	Elective	6	General Education**	6	Honours Elective	6		
UOC	48				48			

^ 3 year pass degree. The Honours year is an additional program students must qualify for admission with a 75 WAM. See Handbook entry for additional information.

* An Art Theory Major course is any course that begins with the prefix SAHT.

** Any course at UNSW that is not offered by UNSW Art & Design can be considered to meet the General Education component of a UNSW Art & Design program. This includes language courses and electives offered by other faculties in which UNSW Art & Design students are permitted to enrol.

Career Opportunities

The creative and cultural industries are key drivers of growth in the contemporary global economy. Our graduates are sought after across a range of arts, cultural, entertainment, media and technology industries.

The Bachelor of Art Theory offers students the opportunity to prepare intellectually and practically to work in these transformative industries. Students learn about the methodological processes, historical contexts and theoretical frameworks that underpin creativity, culture and innovation. Students also have the opportunity to acquire the hands-on skills underpinning how creative content is exhibited, distributed, interpreted and promoted.

Careers for BAT graduates include:

- Arts and cultural management, policy making and administration
- Galleries, libraries, museums and archives
- Creative direction, planning and production
- Art and design criticism, communications and journalism
- Cultural and creative research and scholarship
- Multi-platform publishing and distribution
- Curatorship, festival, event and museum management
- Design thinking and management
- Public programming and engagement
- Entrepreneurship, strategist, creative social enterprise and startups



1 Melissa Chiu, Director, The Smithsonian's Hirshhorn Museum and Sculpture Garden. Photo: Ashley Gilbertson

2 Russell Storer, Senior Curator, National Gallery of Singapore. Photo: QAG/GOMA

3 Alexie Glass-Kantor, Executive Director, Artspace. Photo: Zan Wimberley

Opposite Tony Lloyd, *Field Delay*, 2013-2014 in *Conquest of Space: Science Fiction & Contemporary Art*. Installation view UNSW Galleries. Photo: George Popov



Sydney Fringe Festival Lab open during the Festival.
Photo: Elizabeth Chapman



STUDENT PROFILE

Elizabeth Chapman

Bachelor of Art Theory / Bachelor of Arts

Elizabeth's Art Theory degree connected her globally, professionally and creatively. After enrolling in the humanities at the University of Sydney, she transferred to UNSW Art & Design at the end of her first year because of its great reputation, broad subject offering and opportunities for working within Sydney's artistic and cultural community.

Using UNSW's international reputation and global links, Elizabeth embarked on an incredible and formative six-month exchange in Leeds and travelled through Europe, Turkey and North Africa. "I was able to live overseas, make friends from all over the globe and experience a totally different culture in an authentic way. I was also able to study under a range of different international academics and visit the plethora of museums, institutions and artistic festivals that I'd studied from afar."

Along with her international experiences there were no end of professional, cultural opportunities closer to home. She produced and assisted in the curation of a pop-up show as part of the Sydney 2014 Fringe Festival along with shows in the nearby Chippendale Creative Precinct. She also worked at the NG Art Gallery producing shows and aiding in the production and early organisation stages of BEAMS Arts Festival.

Elizabeth worked not only behind the scenes. She performed in internationally renowned artist Mel O'Callaghan's piece for the 19th Biennale of Sydney, an unforgettable experience that she was able to credit as a subject to her degree.



ART THEORY

Dual Degree Options

UNSW Art & Design offers an extensive suite of career enhancing dual degree options.

Our wide ranging dual degree program is inspired by the world in which our students will ultimately work – a world in which few people work alone or in just one discipline, and in which it is important to understand and master a variety of skills. Dual degrees are not only for students with clearly chosen career interests – they offer valuable complementary sets of conceptual tools and transferable skills that open more doors and create more opportunities in the ever changing creative economy.

UNSW Art & Design is taking interdisciplinary art, design and media education to a new level. UNSW Art & Design offers the following combinations of creative and professional degrees:

Bachelor of Art Theory / Bachelor of Arts

A four-year full-time dual-award program that combines the focused study of the visual arts and visual culture with an education in the humanities, social sciences and the creative and performing arts.

UNSW Handbook Code	4817
UAC Code	421401

Bachelor of Art Theory / Bachelor of Laws

A five-year full-time degree, where in students complete the core requirements of both the Bachelor of Art Theory and the Bachelor of Laws. This dual degree allows students to undertake a focused study in the visual arts and culture. Employment opportunities in Arts or Law are wide ranging, including careers in the media and entertainment industries, arts management and policy.

UNSW Handbook Code	4703
UAC Code	426000

Bachelor of Art Theory / Bachelor of Social Research and Policy

A 4½ year full-time dual-award program that combines the focused study of the visual arts and visual culture with an education in the social sciences, and social research and policy.

UNSW Handbook Code	4815
UAC Code	421402



1 Tutor provides feedback to students on their design ideas.
Photo: silversalt

Opposite Oxford Street Activators display art in local bookshop.
Photo: silversalt

How to Apply

Domestic Students Undergraduate Admission

Admission to UNSW Art & Design

Whether you're a recent school leaver seeking a career in the art and design industry or a mature age student looking for a new career path or area of interest, UNSW Art & Design welcomes you to apply for admission to one of our internationally recognised Undergraduate degrees.

High School Students

UNSW Australia Art & Design accepts NSW HSC and Interstate Year 12 results, as well as the International Baccalaureate Diploma (IB), A Levels, New Zealand NCEA Level 3, and other selected secondary qualifications for admission.

Bonus ATAR points are also awarded if you've achieved good results in HSC subjects relevant to the program you're applying for.

Non-High School Students

Non-high school students are welcome to apply for a UNSW Art & Design Undergraduate degree. Your application will be assessed on academic merit.

If you have not yet completed any tertiary study, the UNSW University Preparation Program (UPP) or UNSW Prep program, are recommended pathways into tertiary education. Alternatively, a TAFE qualification (minimum of a graded Certificate IV or preferably a Diploma or Advanced Diploma) can be considered for admission.

Already completed other tertiary qualifications?

If you have completed a graded Certificate IV, Diploma or Advanced Diploma at a TAFE or Private College, your application will be considered for admission. You may also apply if you have successfully completed the equivalent of one-year full-time study at either an Australian or International University. Please note: Trade Certificates are not considered.

How to apply for an Undergraduate degree at UNSW Art & Design

All domestic applicants (Australian and New Zealand citizens or permanent residents), and International students who are completing an Australian Year 12 or IB qualified need to apply via the Universities Admissions Centre (UAC) Apply-by-Web facility.

For more information on fees, qualifications and application closing dates, please visit uac.edu.au or phone +61 2 9752 0200.

UNSW Internal Program Transfer

UNSW provides students with the ability to alter their direction and add additional studies and programs. We offer current students (who are enrolled in eligible transfer degrees) the opportunity to move from one program to another. More information on eligibility and how to apply for an internal program transfer can be found at: student.unsw.edu.au/ipt

International Students Undergraduate Admission

UNSW Art & Design welcomes students from around the world to submit an application to study at our internationally renowned art and design school.

Our campus provides a diverse, supportive and vibrant global community environment in which to undertake your degree, and is proud to have well over 350 international students representing nearly 40 countries currently enrolled in our programs.

International students who are completing an Australian Year 12 or International Baccalaureate (IB) qualification apply using the Universities Admissions Centre (UAC). International students who have not completed high school in Australia can apply by visiting the UNSW application portal at: apply.unsw.edu.au

International applicants should consult the UNSW International Undergraduate Prospectus for information regarding admissions requirements.

The prospectus can be downloaded from: international.unsw.edu.au

Further information regarding admissions requirements for future international Art & Design students can be found at: artdesign.unsw.edu.au/future-students/international

Brad Miller, *mediated_moments*, 2012
Interactive Installation and Custom Software for China
Millennium Monument Museum of Digital Arts, Beijing.
Audio: Ian McArthur. Photo: Brad Miller

Portfolio Entry

Show us your creative potential. Submit a portfolio and boost your chances of admission. The best portfolios will be recognised with prizes and awards.

At UNSW Art & Design we understand that creative talent is expressed in all sorts of different forms. Some students write brilliantly. Some secure high marks in their high school subjects. Some demonstrate their creative potential by producing promising art, design and media work.

At UNSW Art & Design we look for creative talent. As such, some students are admitted solely on their ATAR and some are identified by demonstrating their creative potential by preparing and submitting a portfolio of art, design, media or written work.

If you have a sufficient ATAR you can gain entry into our programs, by applying directly through UAC. However if you are applying for one of our single, undergraduate degrees and your ATAR is slightly lower than the entry score to our programs, we invite you to submit your art, design or digital media portfolio. After all UNSW Art & Design is all about great art, design and ideas.

Submitting a portfolio can boost your chances of admission to Australia's leading faculty of art and design.

Key Dates for Portfolio Entry

Our Portfolio Entry Scheme opens in September of the year leading up to your application.

For more information, including the announcement of exact submission dates, visit the UNSW Art & Design website on: www.artdesign.unsw.edu.au/future-students/portfolio-entry



1 Students on campus. Photo: Brett Boardman
Opposite Jihye Min, 31-Legacy at A&D Annual 2015.
Photo: silversalt



Become a part of our Art & Design community

Join our MAKE Newsletter

Join our MAKE newsletter for the chance to win prizes and receive the latest news on our degrees, upcoming exhibitions, events and activities happening both on campus and across our creative community.

artdesign.unsw.edu.au/future-students


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 **Pinterest**
pinterest.com/artdesignunsw

 **Tumblr**
artdesignunsw.tumblr.com

Visit our Campus

Arrange a tour to get a sense of life on our campus and to see inside our cutting edge studios, media and production facilities.

artdesign.unsw.edu.au/future-students

Have any questions?

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Email artdesign@unsw.edu.au

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