COLLEGE OF CREATIVE ARTS OPEN COURSES

The following courses do not require submission of a portfolio in order to enrol. All students who meet the prerequisites are welcome to take these courses. You can find more information about each option through our Course Search.

ART AND DESIGN STUDIES

197.119 Coding for Creative Practice
Gain basic knowledge and techniques in the creative uses of computer programming for a range of art and design contexts.

197.191 Visual Identity Systems (Art & Design Special Topic I)
Develop a visual expression for an organisation or event that can be adapted across a range of mediums. Acquire techniques, skills and processes of synthesis, reduction and abstraction.

197.211 Rapid Ideation
Learn techniques and methods for fast, original idea generation and development, in response to design challenges.

197.288 Creative Industries – The Living Marketplace
Work in trans-disciplinary teams to develop, conceptualise and create products, services, events, artworks etc. Culminates in a student-led 'living marketplace' on campus.

197.388 Creative Enterprise
Explore conceptual, strategic and professional dimensions of creative enterprise. Through exposure to industry exemplars learn, develop and apply techniques and approaches common to professional practice within creative industries.

198.221 Modelling and Prototyping
Learn how to explore and represent three-dimensional form and function through modelling and prototyping techniques.

COMMERCIAL MUSIC

133.155 Web Development, Social Media and the Cloud
This is an entry level course for musicians. Gain the creative and technical skills needed to effectively profile and promote music online. We cover web platforms, usercentred design concepts, authoring tools, net personas and social identities, along with discussions around etiquette, copyright, civil rights and privacy.

133.157 Music Video Production
Get hands-on with industry standard digital video production tools and environments for preproduction (eg storyboarding, animatics), production (eg camera, lighting, sound) and postproduction (eg editing). Make a music video, and learn basic music video analysis and theory.

133.166 Music Label Development
Explore how popular music is promoted and distributed from artist-run, independent and major label perspectives. Consider the historical evolution of music industry, and the opportunities provided by new models and digital innovation.

133.165 Music Publishing
Gain an understanding of music rights management, publishing and copyright, and how this relates to the recording, ownership and exploitation of music. Explore the tensions and challenges facing this side of the music industry in the current digital landscape.

133.167 Live Music 1
Develop creative strategies for managing a live music show from the 'DIY' perspective. This course covers planning, budgeting, rudimentary accounting, contracts, risk assessment, promotion and evaluation plus the basics of health and safety law, working hours and licensing.

133.177 Music Studio Production

Use DAWs (Digital Audio Workstations) to explore the properties of sound, studio equipment, signal paths, microphone placement, capturing musical performance, multi-track recording, mixing techniques including processing and effects and mastering. No previous recording experience required.

133.186 Musical Interface & Interaction
Design new musical instruments, controllers, web and mobile music interfaces and experiences. Study historical and contemporary musical interaction to understand how performers and consumers interact with contemporary music.

133.187 Live Technologies – Sound & Light
Gain a creative, technical and practical understanding of sound and lighting technologies in the production of live music. Learn how to design, plan, assess, rig and operate live music systems.

133.255 Contemporary Musicology
Be introduced to a number of established theoretical approaches and perspectives on contemporary musicology. We encourage you to explore the context and critical framework for your own research.

133.256 Music Media
Examine a range of media platforms used by the music industry and the influential role that media, image and identity play in the success or failure of launching and sustaining music careers.

133.285 Music Software Development 1
Turn your ideas into prototype music applications. Use software to develop a range of interactive and generative music applications. Learn to interface with a range of electronic input and output devices.

133.286 Music Hardware and Electronics 1
Build music hardware. Learn analogue and digital electronics specific to audio. Use basic design principles and components to produce practical sound and music projects.

CREATIVE MEDIA PRODUCTION
289.101 Introduction to Web & Mobile Media
Gain a creative and technical knowledge and understanding of media concepts and production processes essential for the production of interactive media on multiple platforms.

289.102 Visualisation for Media Production
Develop techniques that enable you to give visual form to abstract ideas and concepts. Apply these to a range of formats including storyboarding, concept visualisation and character development.

289.103 Introduction to Computer Animation
Gain a creative and technical knowledge and understanding of rendering processes essential for the production of computer animation.

289.104 Introduction to VFX & Motion Graphics
Develop and apply techniques of digital special effects and motion graphic effects. Acquire and apply fundamental skills with effects such as dynamics, particles, fluids, light and rendering.

289.105 Intro to Digital Video Production
Be introduced to industry standard digital video production tools and environments. Gain creative and technical knowledge and understanding of camera, lighting, editing and post-production processes.

289.106 Introduction to Game Technologies & Mechanics
Be introduced to industry standard digital tools for games. Gain creative and technical knowledge and understanding of game mechanics, concepts and production processes.

289.107 Introduction to Audio Production & Sound Design
Be introduced to industry standard digital audio production tools and environments. Gain creative and technical knowledge and understanding of sound design concepts and audio production processes.

289.108 Intro to Animatronics & Modelling
Be introduced to basic electronics and modelling. Gain creative and technical knowledge and understanding of animatronics and modelling and physical computing for computer-controlled objects and physical effects.

289.202 Media Innovation and Creativity
Gain an understanding of how formats have been disrupted by digital technology, challenging old models and creating

new opportunities. Explore applied research and innovation techniques used for developing and assessing the social, cultural and commercial viability of cross-media proposals.

FASHION DESIGN

212.100 Fashion Pattern Making
Learn basic techniques and processes of patternmaking for apparel design, including dart manipulation, added fullness, contouring and design detailing.

212.101 Fashion Construction
Be introduced to specialised industrial machinery, techniques and applied processes of apparel manufacture through construction sampling and prototyping.

212.228 Fashion Communication
Develop the skills of fashion communication in this studio course. Explore and experiment with your creative practice through a specialised fashion lens.

FINE ARTS

213.150 Painting
Gain a hands-on introduction to aspects of contemporary painting focusing on colour, surface and structure, mediums and techniques, through studio classes and independent work.

213.151 Contemporary Sculpture
Gain a hands-on introduction to aspects of contemporary sculpture looking at concepts and object making through the exploration of physical materials and applied processes.

213.154 Contemporary Drawing
Explore the potential for drawing to become more than a traditional practice of representation, by developing your observation skills, modes of expression and representation using a broad range of approaches.

213.155 Drawing The Body I
Learn the fundamentals of drawing the human body through drawing exercises using various techniques and media.

213.464 Art in Context
Identify, discuss and critique a range of exhibition and publication strategies within the context of contemporary art, considering their application to your own studio work.

PHOTOGRAPHY

221.100 Photography as an Agent of Change
Gain a grounding in photographic technologies and how they can be utilised in contemporary photographic practice through exploration of the evolving relationship between photography and social and political issues.

221.220 Photography and the Studio
Learn controlled lighting techniques (in the studio and on location) while developing a self-initiated lighting project.

221.221 The Digital Darkroom I
Use photographic digital image manipulation techniques on a self-initiated project within a broader critical discussion of the production and use of digital photographs.

221.222 Photography and the Darkroom
Explore photographic analogue processes, selected darkroom and wet-based photographic techniques in order to produce a self-initiated project.

SPATIAL DESIGN

224.205 Display Practices
Investigate concepts and design strategies of exhibitions as temporary interventions in public space.

TEXTILE DESIGN

223.207 Materials Lab
Learn to identify and analyse textiles for a wide range of design applications through workshops and laboratory testing.

VISUAL COMMUNICATION DESIGN

222.208 Letterpress
Develop and apply techniques, skills and processes in letterpress typography and print production.

222.313 Copywriting
Explore the expressive characteristics of words and their potential to influence through their authority to inform, challenge or communicate a narrative, and engage with image.

VISUAL AND MATERIAL CULTURE

237.117 Māori Art and Design Studio I – Toi Atea
Develop personal forms of expression though an engagement with the values, concepts, traditions, art/design forms and structures of the whare whakairo.

237.130 Communication in Creative Cultures
Learn fundamentals of academic writing and a range of communication skills in the creative arts, while gaining a basic overview of historical epochs from the 18th century to the present, and an understanding of the importance of creative practice today.

237.131 Conversations in Creative Cultures
Learn about the concept of world views, and gain an introduction to key issues and debates concerning cultural identity in Aotearoa New Zealand and what they mean for art and design.

237.230 Creative Cultures and Contexts I
Gain insights to histories of design and art to develop a critical appreciation of change and context. Choose from a series of theme-based modules that explore the origins and impacts of consumerism, globalisation and sustainability.

237.231 Creative Cultures and Contexts II
Explore and discover a broad range of critical perspectives relevant to the creative arts. Select from a range of thematic modules.

237.330 Creative Cultures and Theory
Explore and appraise a range of theories that support the critical positioning of creative practices.

237.331 Creative Cultures and Display
Critically engage with a range of curatorial concepts in order to investigate modes of representation, collection, archiving, display and distribution.