

Electives

Key

The first three digits of a course code tell you the subject area of the course:

133....	Commercial Music	222....	Visual Communication Design
197....	Art and Design	223....	Textile Design
198....	Industrial Design	224....	Spatial Design
212....	Fashion Design	296....	Concept Design*
213....	Fine Art	237....	Visual and Material Culture
221....	Photography	289....	Creative Media Production

Prerequisite You must have passed these courses. In exceptional circumstances, you may be granted exemptions to prerequisites.

Approved prior study If you have passed these courses, you will get in (subject to space limitations). If you have not done these courses, check with the Course Coordinator.

Some discontinued courses are still accepted as prerequisites. If you are returning to study after a break, talk to our Student Advisers or check Massey's online course search for full details.

Summer School (SS) courses in the creative arts are generally run as a three to four week block. We post the precise dates online when they are finalised: go to www.massey.ac.nz/course and search for the course.

First year Design and Fine Art studios are double work but six weeks long.

S1B1 = Semester 1, Weeks 1–6

S1B2 = Semester 1, Weeks 7–12

S2B1 = Semester 2, Weeks 1–6

S2B2 = Semester 2, Weeks 7–12

Wellington Campus

*Subject to regulatory approval

Electives / All 15 credits

Note Details correct at time of publication. May be subject to change.

Design Elective Pathways

To help you choose between all the different options, we have identified some sets of electives that fit together well. Pathways include Interaction Design, Illustration Practice, Branding, Typography and Information Design.

Details are at
massey.ac.nz/design-pathways

Plenty of other elective combinations work, too; for personal advice, talk to your tutor or Student Central.

100 Level / Electives

All these electives are open to any Massey student, except where a prerequisite is listed.

Design

Coding for Creative Practice

197.119 Semester 2

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

Digital Fabrication

197.122 Semester 1

Design and produce objects with digital fabrication tools using open source and consumer software.

Visual Identity Systems

197.123 Semester 1, Semester 2

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.

Soft Structures (Art & Design Special Topic I)

197.191 Semester 2

Investigate the relationship between body, materials and space. Be guided through a series of explorations involving material play, textile manipulation, sensory experience, scale, surface, structure, inhabitation, and spatial conditions.

Object

198.157 S1B1, S2B1

Designing and making objects for human use and experience.

Fashion Pattern Making

212.100 Semester 1, Semester 2, SS 2020, SS 2019

Learn basic techniques and processes of pattern making for apparel design, including dart manipulation, added fullness, contouring and design detailing.

Imagine

296.157 S1B2, S2B2

Designing for imagined conceptual worlds through iterative drawing, modeling and prototyping. (Concept Design*)

Fashion Construction

212.101 Semester 1, Semester 2, SS 2020, SS 2019

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

Dress

212.157 S1B1, S2B1

Designing and making garments, with a focus on exploring the relationship between body and 'dress'.

Photography as an Agent of Change

221.100 Semester 1, Semester 2

Gain a grounding in photographic technologies and how they can be used in contemporary photographic practice through exploration of the evolving relationship between photography and social and political issues.

Lens

221.157 S1B1, S1B2, S2B1, S2B2

Photographic image-making, using digital photographic capture, editing and basic processing methods.

Printmaking

222.104 Semester 1, Semester 2, SS 2019, SS 2020

Gain competence in specific printmaking techniques, skills and processes.

Screen

222.157 S1B1, S1B2, S2B2

Designing for screen media, with a focus on both static and sequential imagery.

Type

222.158 S1B2, S2B1, S2B2

Designing using type, with a focus on composition and form.

Material

223.157 S1B2, S2B2

Designing and making textiles through the investigation of surface, form, textures, colour and line for materials.

Space

224.157 S1B1, S2B1

Understanding, representing and creating 3D space through a range of draing and mapping processes.

Contemporary Design Project 1A: Jewellery

197.193 Semester 2

Introduction to contemporary jewellery design and making.

Art

Painting

213.150 Semester 1

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.

Contemporary Sculpture

213.151 Semester 2

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.

Contemporary Drawing

213.154 Semester 1, Semester 2

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.

Drawing The Body I

213.155 Semester 1, Semester 2

Learn the fundamentals of drawing the human body through a project of drawing exercises using various techniques and media.

Art Lab

213.157 S1B2, S2B2

Art-making across different media, exploring selecteted processes used by contemporary artists to generate work.

Art Place

213.158 S1B1, S2B1

Producing art works in relation to site and context.

Māori Art and Design Studio I – Toi Atea

237.117 Semester 1, Semester 2

Develop personal forms of expression though an engagement with the values, concepts, traditions, art/design forms and structures of the whare whakairo.

Ngā Hanga Whakairo: Traditional Māori Visual Art

150.106 Semester 1

Be introduced to the scope of Māori art with a view to recognising traditional elementary forms and their significance. Consider social and cultural dimensions and examine Māori art forms from pre-contact times to the present within the context of a dynamic and changing society.

Creative Media

Intro to Web Development

289.101 Semester 1

Gain a creative and technical knowledge and understanding of media concepts and production processes essential for the production of interactive media on multiple platforms.

Visualisation for Media Production

289.102 Semester 1

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.

Intro to Computer Animation

289.103 Semester 1

Gain a creative and technical knowledge and understanding of rendering processes essential for the production of computer animation.

Intro to VFX

289.104 Semester 2

Be introduced to industry-standard tools for visual effects and motion graphics. Learn compositing, green screen keying, camera tracking, and other essentials of visual effects.

Intro to Digital Video Production

289.105 Semester 1

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

Intro to Game Technologies and Mechanics

289.106 Semester 1

Be introduced to industry-standard digital tools for games. Gain creative and technical knowledge and understanding of game mechanics, concepts and production processes.

Intro to Audio Production and Sound Design

289.107 Semester 2

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.

Intro to Time-based Editing

289.110 Semester 2

Be introduced to industry-standard digital tools for time-based editing. Learn essential ways to edit material for film, television, animation, games, augmented reality and emerging media.

Intro to 3D Modelling & Texturing

289.111 Semester 2

Be introduced to industry-standard digital tools, approaches and methodologies for the creation of 3D assets. Essential for computer animation, visual effects, games, augmented reality and emerging media.

Intro to Film & Video on Location

289.112 Semester 2

Be introduced to industry-standard techniques for film and video production on location. Learn lighting and digital recording processes essential for the creation and development of externally-based (non-studio) productions.

Intro to Prototyping for Interactive Projects

289.113 Semester 2

Be introduced to industry-standard techniques and strategies for prototyping in interactive multimedia projects, including hardware, software, VR/AR, and other emerging media.

Intro to Programming for Interactive Projects

289.114 Semester 2

Extend your programming skills in a creative context. Learn programming methodologies essential for the development of software, hardware, creative media production pipeline tools, and other emerging technology.

Intro to Producing & Directing

289.115 Semester 1

Be introduced to techniques and practices in producing and directing for creative media. Gain a creative and technical knowledge and understanding of approaches and methodologies essential for producing and directing for film, television, animation, visual effects, games, augmented reality and other emerging media.

Working with Scripted Material

289.120 Semester 2

Be introduced to the processes of reading, interpreting, and working with scripted content with the intent of realising the material through various creative media production practices. You will work with scripts and your own material for film, television, animation, game, augmented reality, and other emerging media.

Music

Music Media 1

133.152 Semester 2

Learn to produce media content essential to the promotion and commercialisation of music. Develop online and social media skills, as well as learn the basics in still and moving image production.

Prerequisite: 30 credits of 100 level Music Courses

Contemporary Musicology

133.154 Semester 2

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 research.

Music Entrepreneurship 1

133.167 Semester 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.

Artist Development

133.168 Semester 1

How are artists and content discovered, aligned and managed in the music industry? Examine the notion of artist development in relation to digital music distribution. Consider issues of quality, the future of musical culture, product development practices and strategy in New Zealand and internationally.

Music Practice 1

133.175 Semester 1

Develop your musical performance skills by studying with working artists as tutors. Gain musicianship skills, creative, and technical abilities through ensemble projects and collaborative practice-based workshops. Learning will be appropriate to a wide range of instruments and technologies representing all contemporary genres.

Prerequisite: Audition Required.

Production and Composition 1

133.176 Semester 1

Learn computer based music production and composition skills, and related structures and techniques. Explore a wide range of popular and experimental genres to learn essential Digital Audio Workstation (DAW) techniques to develop song-writing and arrangement skills.

No Audition Required.

Introduction to Ableton Live

133.178 SS 2020

An introduction to the operations and capabilities of the Ableton Live DAW software. Gain a basic knowledge and practical understanding of how Ableton Live is used for production and as an instrument for live performance. Learn about the physical interfaces used to control and trigger Ableton Live.

Music and Sound Engineering 1

133.185 Semester 1

Learn the key concepts, techniques, and principles of sound reinforcement, recording and mixing. We cover both live and studio techniques, signal processing, microphone workings and placement, monitoring, digital multi-track recording and editing, MIDI, dynamics, EQ and effects. We also cover basic PA installation and operation skills.

Musical Interface and Interaction 1

133.186 Semester 1

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.

Other recommended courses

Creative writing 1

139.123 Semester 1

Explore the processes involved in writing poetry and short stories. Learn the fundamental elements of craft, such as metaphor, structure and plot, through the close reading of published poetry and fiction, through your own practice as creative writers, and through providing and receiving workshop feedback.

Creative Communication

139.133 Semester 2

In Creative Communication you'll get to craft a compelling scene, tell a stunning visual story and design a heart-stopping performance. We focus on image and narrative as crucial steps in building your storytelling skills across all three of creative writing, digital media production and theatre.

Introduction to Media Studies

154.101 Semester 1

Build a solid understanding of how the media construct and reflect the world, so that you can develop a critical toolset to help you both understand the media landscape and create your own work.

Transmedia Narrative & Storytelling

154.120 Semester 2

Explore different approaches to the elements, structures and techniques of storytelling. This course references a range of historical genres and media contexts.



Photo: Mark Tantrum

200 Level / Electives

All these electives are open to any Massey student, provided you have the prerequisites. Second year Creative Arts students can also take 100 level electives.

Design

Visualising Space (Art & Design Special Topic II)

197.291 SS 2019

Learn the fundamentals of spatial visualisation. Develop skills and understanding around visually communicating the experience of people in space and time.

Prerequisite: Permission Course Coordinator

Furniture Design

198.213 Semester 2

Develop furniture design skills for a range of contexts including one-off, batch and mass production, through a design furniture project for a specific context.

Prerequisite: Art Lab (213.157) or Art Place (213.158) or Dress (212.157) or Lens (221.157) or Material (223.157) or Object (198.157) or Screen (222.157) or Space (224.157) or Type (222.158), plus 60 more credits at 100 level

Modelling and Prototyping

198.221 Semester 1

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

Prerequisite: 75 credits at 100 level

Garment Pattern Drafting & Grading

212.200 Semester 1

Learn garment block drafting and grading techniques used to derive size changes and applications of apparel computing.

Prerequisite: Fashion Pattern Making (212.100) or 200 level fashion core (212.257), and 60 more credits from College of Creative Arts

Fashion Communication

212.226 Semester 2

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

Prerequisite: 75 credits at 100 level

Photography and the Studio

221.220 Semester 1, Semester 2

Learn controlled lighting techniques (in the studio and on location) while developing a self-initiated lighting project. Prerequisite: 75 credits at 100 level

Photography and Digital Practices I

221.221 Semester 1, Semester 2

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

Prerequisite: 75 credits at 100 level

Photography and the Darkroom

221.222 Semester 1, Semester 2, SS 2019, SS 2020

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

Prerequisite: 75 credits at 100 level

Letterpress

222.208 Semester 1, Winter School (June-July), Semester 2

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

Prerequisite: 75 credits at 100 level

Brand Communication

222.215 Semester 1, Semester 2

We critically explore what defines a product, service, individual, or even a nation as a 'brand', and how a brand is designed. You apply your learning to create a brand, connecting design with contemporary marketing communications strategies. You'll see the world around you differently after this course.

Prerequisite: 75 credits at 100 level from College of Creative Arts or Introduction to Marketing (115.116) and any other 60 credits

Story and Narration

222.225 Semester 2

Explore issues and creative considerations for narration and narrative theory. Develop and apply techniques, skills and processes in the use of storytelling.

Prerequisite: 75 credits at 100 level from College of Creative Arts

Character Design

222.232 Semester 1

Explore character creation, design and production in order to develop an original character that is meaningfully placed within a social or fantastical context.

Prerequisite: 75 credits at 100 level from College of Creative Arts

Typographic Systems

222.248 Semester 1, Semester 2

Develop and apply techniques, skills and processes for communicating complex information clearly through visual means.

Prerequisite: Type (222.158) plus another 60 credits at 100 level from College of Creative Arts

Materials Lab

223.207 Semester 2

Learn to identify and test materials for design and performance. Analyse innovative, technical, and industrial materials for a wide range of design products and contexts through workshops and interaction with industry.

Prerequisite: 75 credits at 100 level

Fashion Textiles

223.211 Semester 1

Learn about the design and creation of textiles for apparel by exploring a variety of embroidery techniques and processes, and their creative fashion application.

Prerequisite: Art Lab (213.157) or Art Place (213.158) or Dress (212.157) or Lens (221.157) or Material (223.157) or Object (198.157) or Screen (222.157) or Space (224.157) or Type (222.158), plus 60 more credits at 100 level

Design for Performance

224.204 Semester 2

Explore the design and making of performances and their settings. Apply, and extend, your learning through the design or production of performance experiences and events.

Prerequisite: 75 credits at 100 level

Design for Display

224.205 Semester 1

Investigate concepts and design strategies for exhibitions as temporary interventions in public space.

Prerequisite: 75 credits at 100 level

Art

Drawing in Practice

213.254 SS 2019, SS 2020

Be guided by expert practitioners, each with a focus on particular approaches and technologies of drawing. Experiment with these different methodologies, and critically reflect on the role of drawing in your own practice.

Prerequisite: Contemporary Drawing (213.154)

Drawing The Body II

213.255 Semester 1

Explore representation of the human body through project work in which you'll creatively engage with a range of drawing practices, processes and media.

Prerequisite: Drawing the Body I (213.155)

Contemporary Art Project A:

Figurative Painting

213.256 Semester 1

Representational painting remains one of the most enduring of art-forms. Engage with theory and practice around contemporary figurative painting. Practice and extend your skills through the development of an individual studio project.

Prerequisite: 75 credits at 100 level from College of Creative Arts

Contemporary Art Project B:

Printed Matter – The Art Book

213.257 Semester 1

Art publications range in function from exhibition catalogue to critical reader, from zine to one-off hand-made art work. The aim of this project is to make an artist's book: consider the conventions of the visual book, establish a critical position, and explore creative approaches to documenting and contextualising studio work effectively in printed form.

Prerequisite: 75 credits at 100 level from College of Creative Arts

Contemporary Art Project C:

Art and the readymade

213.258 Semester 2

Can anything be art? And if so, how does that happen? Explore the found image and the readymade object in art, in theory and through practice. Consider conventions of presentation and context, interpretation and audience engagement in contemporary art and how these can be challenged and subverted.

Prerequisite: 75 credits at 100 level from College of Creative Arts

Contemporary Art Project D:

Art & Time-based Media

213.259 Semester 2

Explore how contemporary artists use time-based media in their work. Engage with conventions of video and sound in art and how that might be used in studio practice, developing the necessary skills for audio and moving image capture, post-production, output and installation.

Prerequisite: 75 credits at 100 level from College of Creative Arts

Creative Media

Cross-Media Production

289.204 Semester 1

Explore the relative strengths and limitations of creative media types through a cross-media project. Explore how to convey your story and story-world in the most effective way through applied cross-media practices.

Prerequisite: Two CMP core studio courses at 100 level

Intermedia

289.205 Semester 2

Work with your fellow students to explore experimental and hybrid media arts practices. Focus on the histories of avant-garde and experimental electronic arts, working across disciplines and forms of artistic expression that integrate media technology.

Computer Animation Production

289.208 Semester 2

Further your application of industry-standard digital tools for 2D and 3D computer animation. Learn more about character, movement and rendering processes.

Prerequisite: Introduction to Computer Animation (289.103)

VFX Production

289.209 Semester 2

Further develop your application of digital special effects and motion graphics effects. Extend your skills with effects such as dynamics, particles, fluids, light and rendering. Develop your knowledge and application of aesthetics and form.

Prerequisite: Introduction to VFX (289.104)

Game Technologies Project

289.210 Semester 2

Further develop your application of industry-standard digital tools for a games project. Learn more about game mechanics, concepts and production processes essential for games platforms.

Prerequisite: Introduction to Game Technologies & Mechanics (289.106)

Video and Sound Production

289.211 Semester 2

Further develop your application of industry-standard digital audio and video production tools. Extend your creative and technical knowledge and understanding of sound design concepts and audio production processes. Develop your knowledge and application of aesthetics and form.

Prerequisite: Introduction to Digital Video Production (289.105) or Intro to Film & Video on Location (289.112)

Web and Interactive Production

289.212 Semester 2

Extend your use of industry-standard digital tools and techniques for development of interactive projects across different platforms. Learn more about development processes and programming, and develop your knowledge and application of aesthetics and form.

Prerequisite: Intro to Web & Mobile Media (289.101), or Intro to Programming for Interactive Projects (289.114), or Intro to Game Technologies & Mechanics (289.106)

Applied Producing and Directing

289.215 Semester 2

Further your application of industry-standard tools and techniques for producing and directing projects across different platforms. Gain extended creative and technical knowledge and understanding of development and protection of creative work.

Prerequisite: Intro to Producing and Directing (289.115)

Working with Scripted Material

289.220 Semester 1 (only available 2020)

Read, interpret, and work with scripted content, in the context of creating material for film, television, animation, game, augmented reality, or other emerging media.

Music

Music Media 2

133.256 Semester 2

Develop a critical understanding 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.

Prerequisite: Music Media 1 (133.152)

Philosophical Perspectives on Creative Practice

133.257 Semester 2

Study a range of philosophical perspectives on the nature, purpose and value of media. Explore theoretical positions to develop critical skills for the analysis of your own research.

Prerequisite: Any 45 credits at 100 level

Audience Development

133.260 Semester 1

In this course students will be introduced to the concept of audience development from the perspective of promotion companies, record labels and music management.

Prerequisite: Artist Development (133.168)

Music Entrepreneurship 2

133.267 Semester 1

Build on your skills from Music Entrepreneurship 1, focusing on complex live music events such as festivals, and exploring large scale event planning and logistics.

Prerequisite: Music Entrepreneurship 1 (133.167)

Music Practice 2

133.275 Semester 1

Gain a higher level of technical, artistic and analytical musical skills through collaborative practice-based learning. Continue the development of your instrument or technology-generated performance skills.

Prerequisite: Music Instrument Practice 1 (133.175) or Audition

Production and Composition 2

133.276 Semester 1

Develop advanced DAW based production, as well as compositional techniques to gain a range of creative skills for composing, arranging and recording linear and non-linear music suitable for film, sound-installation and other commercial and experimental mediums.

Prerequisite: Music Production and Composition 1 (133.176) or Audition

Musical Interface and Interaction 2

133.281 Semester 1

In this course gain practical experience working with physical computing and Digital Signal Processing (DSP) to develop a range of new music technologies. You will combine software development with hardware and electronics and rapid prototyping tools.

Prerequisite: Musical Interface and Interaction 1 (133.186)

Music and Sound Engineering 2

133.288 Semester 1

Extend your understanding of the principles of sound and recording technologies and develop your practical knowledge of studio and live techniques. Develop audio skills in digital multi-track recording, complex microphone techniques, as well as skills in pre-production and post-production.

Prerequisite: Music and Sound Engineering 1 (133.185)

Other recommended courses

Creative Processes

139.223 Semester 2

Learn improvisation techniques to stimulate your creative brain. Examine myths about creativity to better understand your artistic strengths. Unlock your personal reserves of innovation by making works of creative writing, theatre and multimedia in groups. Get hands-on experience for your CV in teamwork, managing deadlines, budgeting and delivering an event.

Creative Writing II

139.280 Semester 1

Learn how to use voice, narrative, imagery, and point of view in creative non-fiction writing. Explore topics important to you in creative ways. Write about your city, about music, about the questions that puzzle and trouble you.

Fiction Writing

139.285 Semester 2

Study the craft of fiction, investigating a range of forms by using creative production, workshoping and peer review. Learn about structure, voice, character, urgency, and style, as you write your own short fiction.

Advertising and Consumer Society

154.202 Semester 2

Advertising provides the money that funds our media society. Investigate advertising as a cultural form that intertwines capitalism and communication, and explore how it sits at the intersection of creativity, imagination, big business and politics.

Documentary Film

154.224 Semester 2

Explore the history, theory, forms and practice of documentary filmmaking. Experience documentary practice and appreciate documentary form by making your own video independently. Work in groups to make an 8-12 minute documentary on a topic of your choice.



Photo: Mark Tantrum

300 Level / Electives

All these electives are open to any Massey student, provided you have the prerequisites. Third year students can also take 100 and 200 level electives.

Design

Contemporary Design Project B: Design and Free Expression

197.331 Semester 2

From a citizen's access of information, to the technologies that enable and restrict privacy, create your own understanding of free expression within historical context and contemporary society. Create expressions of our civil and creative environments: exploring the impact of your design and its influence on how the members of a community may express, interact and engage with each other.

Contemporary Design Project C: Science Communication through Design

197.332 Semester 1

This course explores how design has a role in the way we interact with and understand science and the material world. How might communication design shape our perceptions, transform our understanding, question our understanding of scientific facts and inform society's attitudes to scientific research?

Service and Experience Design

197.379 Semester 1

Learn and apply human-centred design processes to create a multi-dimensional response to a specific brief. You will learn to negotiate the opportunities and tensions inherent in the design of services and experiences, offering original solutions that explore current paradigms (including the dynamic interplay of production and consumption).

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Internship

197.383 Double Semester, Semester 2, SS 2019, SS 2020

Experience working within the creative community alongside practitioners in an organisation or approved field. Prerequisite: Design major studio at 200 level (198.258 or 212.258 or 221.258 or 222.258 or 223.258 or 224.258)

Product Development

198.315 Semester 1

Explore and apply individual and collaborative practices to develop a product from concept to manufacture through a design and build project.

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Open Design & Digital Fabrication

198.320 SS 2020

Develop skills in making and digital fabrication in a creative project that explores the philosophies and methods of open design.

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Industrial Design Visualisation

198.362 Semester 2

Learn advanced rendering and visualisation for industrial design, focusing on developing rendering, concept development and presentation skills across a wide range of digital and traditional media.

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Drape for Design

212.304 Semester 1

Explore innovative design pattern processes through application and manipulation of fabric directly on the three dimensional form. Increase your understanding of fabric behaviour, fit and relationship of the garment to the body.

Prerequisite: Fashion Pattern Making (212.100) or fashion core at 200 level (212.258)

Contoured and Knit Apparel

212.309 Semester 2

Explore the specialised aspects of pattern development and production in the area of contoured and stretch apparel design.

Prerequisite: Fashion Construction (212.101) and Fashion Pattern Making (212.100), or fashion core at 200 level (212.258)

Photography and the Body

221.320 Semester 1

Investigate the human form as a photography subject. Examine principles of lighting and explore aspects of photographic history including representations of the nude, photographic portraiture and fashion.

Prerequisite: Lens (221.157) or Photography as an Agent of Change (221.100), plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Photography and Digital Practices II

221.321 Semester 2

Gain advanced knowledge of digital photographic technologies in contemporary photographic practice with a particular emphasis on colour theory, colour management, advanced photographic manipulation and output strategies. Prerequisite: Photography and Digital Practices I (221.221), or a photography core studio course at 200 level (221.257 or 221.258)

Photography and the Advanced Darkroom

221.322 Semester 1

Engage with the histories of photography by applying analogue processes, including cyanotype, salt prints, platinum printing, albumen, and construction of digital negatives. Visit photographic archives, including Turnbull Library and Te Papa, to study original materials. Create an experimental final project using methods of your choice. Prerequisite: Photography and the Darkroom (221.222) or photography core studio at 200 level (221.258) or Permission Course Coordinator

Art Direction

222.312 Semester 1

Explore art direction practices to make your concepts come alive. This course focuses on experimental typography and visual narratives. We will encourage you to identify and experiment with the emotions that written and visual language evoke, and to find your visual 'voice'. Prerequisite: VCD core at 200 level (222.258)

Sequential Art

222.326 Semester 2

Learn how to create pictorial stories in sequential form through an emphasis on storyboarding and the graphic novel. Production aspects include design techniques, art typography and narrative.

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Concept Design for Imaginary Worlds

222.333 Semester 1

Represent ideas, characters, moods, scenes and scenarios for film, games or animations. Learn pre-production approaches that require multiple concept options as well as technically resolved images. Prerequisite: Character Design (222.232), Story & Narration (222.225), or Permission Course Coordinator

Editorial Design

222.347 Semester 1, Semester 2

Develop and apply techniques, skills and processes for managing editorial content, communicating through advanced typographic techniques and image composition. Prerequisite: Type (222.158) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Narrative Information Design

222.348 Semester 2

Expand your knowledge of information design theory and practice. Interpret and translate complex information into precise and accessible visual forms for specific audiences using print, digital or 3D media.

Prerequisite: Type (222.158) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Contemporary Wallcoverings

223.301 Semester 1

Design and develop collections for wallpaper, with an emphasis on creative investigation.

Prerequisite: Material (223.157) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Textile Print Project

223.312 Semester 2

Offered in even years (2020, 2022 etc.)

Explore the design and development of printed textiles for a specific performance, installation or exhibition.

Prerequisite: 45 credits at 200 level

Art

Drawing the Body III

213.355 Semester 1

Develop an individual drawing project using the body as subject. Use a degree of innovation and experimentation in both the practice of drawing and applied understanding of the representation of the human body.

Prerequisite: Drawing The Body II (213.255)

Fine Arts Internship

213.358 Double Semester, Semester 2

Gain experience and practice by working alongside visual arts professionals. Work towards the development of a project and assigned tasks through self-directed inquiry and collaboration (as appropriate).

Prerequisite: Any 60 credits at 200 level from College of Creative Arts, plus Permission Course Coordinator

Creative Media

Advanced Computer Animation Practice

289.308 Semester 1

Gain advanced knowledge of computer animation techniques, approaches, and methodologies, and apply them to the production of a group project. Learn professional computer animation production pipeline and advanced digital rendering techniques. Prerequisite: Computer Animation Production (289.208)

Advanced VFX Practice

289.309 Semester 1

Gain advanced knowledge of digital visual effects techniques, technologies approaches, and methodologies and apply them to the production of a group project. Learn professional computer VFX production pipelines digital tool programming, and advanced rendering techniques. Prerequisite: VFX Production (289.209)

Advanced Game Practice

289.310 Semester 1

Gain advanced knowledge of game development techniques. Learn advanced desktop, mobile and console packaging techniques, and strategies for online distribution. Prerequisite: Game Technologies Project (289.210)

Advanced Video and Sound Practice

289.311 Semester 1

Gain advanced knowledge of video and sound recording techniques. Extend your knowledge of the professional production pipeline, international travel procedures and equipment. Prerequisite: Video & Sound Production (289.211)

Advanced Web and Interactive Practice

289.312 Semester 1

Gain advanced knowledge of web, mobile, and interactive media development techniques. Extend your knowledge of front and back-end technologies and techniques, and strategies for online distribution. Prerequisite: Web & Interactive Production (289.212)

Music

Political Economy, Freeconomy and Community

133.355 Semester 2

Investigate music as a cultural form in relation to society, economy and technology. Further develop your ability to reflect critically and to analyse the context in which you work.

Music Business Development

133.360 Semester 1

Explore key concepts and debates concerning music copyright, publishing, metadata, business structure, cashflow and finance.

Prerequisite: Music Entrepreneurship 2 (133.267) or Music Publishing (133.268) or Audience Development (133.260)

Music Entrepreneurship 3

133.365 Semester 1

Explore the wider music industry from a management perspective, expanding from a local to an international focus.

Prerequisite: Music Entrepreneurship 2 (133.267) or Music Publishing (133.268)

Music Practice 3

133.375 Semester 1

Engage in advanced study of your instrument or technology-generated discipline. Through mixed ensemble and master classes, we support you to achieve a professional industry level of technical and artistic ability.

Prerequisite: Music Practice 2 (133.275)

Production and Composition 3

133.376 Semester 1

Develop production and composition skills beyond conventional and popular music forms. Study advanced theoretical concepts and techniques through a diverse range of approaches including graphic and natural scores.

Prerequisite: Production and Composition 2 (133.276)

Musical Interaction and Interface 3

133.381 Semester 1

Extend theoretical and technical knowledge of working with electronics and software programming to develop advanced new music technologies.

Prerequisite: Musical Interaction and Interface 2 (133.281)

Advanced Sound and Music Technologies

133.389 Semester 1

Develop skills that relate to both studio and live performance settings. Explore the creative potentials of advanced industry standard hardware and software by applying practical and theoretical skills. Both commercial and experimental applications are explored via inter-disciplinary group projects.

Prerequisite: Music and Sound Engineering 2 (133.288)

Other recommended courses

Script Writing

139.323 Semester 1

Extend your writing skills by developing stories for production in film and television. Create compelling characters, settings, events and narratives, which will engage audiences visually and aurally. Learn to use industry standard formats to present professional looking scripts.

Gender and Race in the Media

154.302 Semester 2

Ever wonder why women put up with wearing high heels? Or why those Lynx ads actually work? Is your racial identity well represented in the media? Why or why not? These are some of the questions explored in this paper, which focuses on how gender and race are represented in the media we consume daily.

400 Level / Electives

All these electives are open to any Massey student, provided you have the prerequisites. Fourth year non-Honours students can also take 100, 200 and 300 level electives.

Design

Industrial Design Digital Representation

198.463 Semester 1

Explore digital design processes and their integration into design research.

Prerequisite: Permission Course Coordinator

Designing Science Fiction

197.433 Semester 1

Investigate design issues particular to the science fiction genre. Explore and expand science fiction theory and practice in the development of an original production concept.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Design Awards and Competitions

197.434 Semester 1

Develop a response to a top-level national or international design brief, award, or competition. You must apply for a specific module appropriate to your design specialisation. All modules extend your skills in design research, conceptual development and advanced technical application.

Module on offer in S1B1:

International Society of Typographic Designers:
Develop work to be considered for submission to an external international assessment to gain membership in this prestigious society. For visual communication design students with prior learning in typography. Appropriate Prior Study: Type (222.158), Typographic Systems (222.248), VCD 300-level core (222.357).
Contact: Annette O'Sullivan or Fay McAlpine.

Module on offer in S1B2:

Fashion Competitions, Awards and Exhibition:
Enter World of Wearable Arts (WOW), Miromoda, Hand & Lock, ECC Student Craft Design Awards, or other approved fashion-focussed competition / award opportunities to design and make a wearable outcome. Predominantly for Fashion and Textile Design students, but students from other design disciplines may apply and will be considered on a case by case basis. Appropriate Prior Study: 212.358 or 223.358
Contact: Sue Prescott.

Contemporary Design Project D:

Creative Works for Festivals and Events

197.440 Semester 1

Working in small groups to conceptualise, ideate, prototype and refine a design that you'll pitch to experienced producers. You will be supported and be mentored by artists and designers who exhibit nationally and internationally.

Prerequisite: Permission Course Coordinator

Creative Ecologies III

197.470 Semester 1

Investigate design issues particular to the future of sustainable design. Explore and expand sustainable practice in the development of a solution to an identified problem.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Social Interventions through Design:

Urban Camouflage

197.471 SS 2019, SS 2020

Explore the intersection between art, design and public engagement. How can clothing, performance, installation, and projection rejuvenate disagreeable city buildings, forgotten urban objects and underused public spaces?

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Apparel Production Research

212.403 Semester 1

Investigate advanced apparel production processes, informed by research. Expand your advanced technical knowledge through design exploration, sampling and prototyping.

Prerequisite: Fashion core at 300 level (212.358), or Fashion Construction (212.101) and Fashion Pattern Making (212.100)

Photography and the Archive

221.456 Semester 1

Examine photography's engagement with the 'archive' as a cultural repository by investigating the social, political and historical uses of archive through your photographic work.

Prerequisite: Any photo course at 300 level, or a non-photo core at 300 level (198.358 or 212.358 or 213.342 or 222.358 or 223.358 or 224.358), plus either Photography as an Agent of Change (221.100) or Lens (221.157)

Photography and Visuality

221.457 Semester 1

Examine photography's relationships with vision and visuality and discuss the impact of visual representations of contemporary life through verbal presentations, written work and a body of experimental photographic images.

Prerequisite: Creative Cultures and Contexts 1 (237.330) or Creative Cultures and Contexts II (237.331) or Permission Course Coordinator

Experiential Information Design

222.408 Semester 1

Explore ways in which complex information can be interpreted and translated into sophisticated visual language through analytical and practical enquiry using digital media.

Prerequisite: Narrative Information Design (222.348) or VCD core at 300 level (222.358)

Contemporary Letterpress

222.409 Semester 1

Explore aesthetic and theoretical implications of historical and contemporary printing methods for typography, using hand presses, metal type, wood type and digital technologies in the creation of new hybrid visual communication.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Image and Identity

222.417 Semester 1

Explore how organisations lead and manage change by communicating with images and words. How an organisation presents itself can be called its identity. How different audiences perceive this is can be called its image. Research, explore, and develop a flexible design system for an organisation by creating dynamic identities that can adapt to visual, interactive, and tactile modes.

Prerequisite: Editorial Design (222.347) or Experience Design (197.379) or Narrative Information Design (222.348) or VCD core at 300 level (222.358)

Illustration Studio Practice

222.425 Semester 1

An advanced exploration and application of illustrative processes, methods and strategies to a range of complex issues.

Prerequisite: Concept Design for Imaginary Worlds (222.333) or Sequential Art (222.326) or Permission Course Coordinator)

Spatial Type

222.449 Semester 1

Explore two and three dimensional typographic solutions for spatial environments. This may include interpretive, navigational or informational typography.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Innovations in Illustration (VCD Special Topic F)

222.496 Semester 1

Explore ways in which illustration can be lifted off the printed page, extended and applied to represent contemporary urban scenarios and stories via the modes of space, performance, digital media, and analogue techniques.

Prerequisite: Permission Course Coordinator
Approved Prior Study: Concept Design for Imaginary Worlds (222.333) or Sequential Art (222.326)

Embroidered Textiles

223.411 Semester 1

Explore hand, machine and digital embroidery design and styling for a fashion application.

Prerequisite: Fashion Textiles (223.211) or Permission Course Coordinator

Sustainable Colouration

223.412 Semester 1 (Feb-March) 2020

Explore a variety of eco-dyeing processes for a textile length.

Prerequisite: Materials Lab (223.207) or Textiles core at 200 level (223.258) or Permission Course Coordinator

Art

Art in Context

213.464 Semester 1

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.

Prerequisite: 75 credits at 300 level

Minors

A minor consists of 60 credits from one subject area, with at least 15 credits at 300 level. A minor allows you to add another recognised area of specialisation to your degree.

Please contact an Academic Adviser (0800 Massey, or go into Student Central) for more information about these minors.