

Art & Design

Digital Technology

Have you got a passion for arts, design and digital technology? How about exploring creativity in a practical and fun way.

“ I enjoy it, like, heaps. I usually count down the school days for this Trades Academy days. ”

TRADES ACADEMY STUDENT



CELEBRATING
10 years
OF TOP OF THE SOUTH
TRADES ACADEMY!



 office@tradesacademy.ac.nz
tradesacademy.ac.nz

You will get to spend time working in the NMIT Art, Design and Digital Technology studios, experimenting with different materials, processes and techniques.

Students have the choice between two Arts, Design and Digital Technologies programmes.

1 Arts, Design and Digital Technologies 2D

This course focus on two dimensional art & design with content which may include:

Printmaking – monotype, intaglio, lino cutting, screen printing T-Shirts, photography, stop-motion, cinemagraphs, Adobe Photoshop, design, drawing, painting, paper making, transferring, paper marbling, graphic design, Adobe Illustrator and laser cutting.

OR

2 Arts, Design and Digital Technologies 3D

This course focus on three dimensional art & design with content which may include:

Sewing, clay, textiles, weaving, sculpture, 3D printing, object design, sculpture, paper mache wire work, woodwork, interior design, fashion, lazer cutting, model making, metal work, working with lights and packaging design.

This qualification could be the first step in a career or a spring board for further study into Art and Design.

On completion of Arts, Design and Digital Technologies 2D you will be able to:

- Produce a resolved work that demonstrates control of skills appropriate to cultural conventions.
- Demonstrate an understanding of methods and ideas from established practice appropriate to printmaking.
- Use drawing to demonstrate understanding of conventions appropriate to printmaking.
- Produce a media product to meet the requirements of a brief.



On completion of Arts, Design and Digital Technologies 3D you will be able to:

- Demonstrate an understanding of methods and ideas from established practice appropriate to design.
- Demonstrate an understanding of methods and ideas from established practice appropriate to sculpture.
- Use drawing to demonstrate understanding of conventions appropriate to design.
- Produce a resolved work that demonstrates purposeful control of skills appropriate to a visual arts cultural context.

Some unit standards may change. Final information on the standards specific to your course will be available prior to starting your programme.

► For more information on what you will learn and the credits you can achieve in this programme, go to the Trades Academy website and follow the course information links.

TRAINING PATHWAYS

TRADES ACADEMY TRAINING


- Certificate in Design Studio (L5)
- Diploma in Arts and Design (L5)
- Diploma in Animation (L5)
- Bachelor of Computer Generated Imagery
- Bachelor of Arts, Media and Design


EMPLOYMENT OPPORTUNITIES


- Graphic Designer
- Printmaker
- Marketing and Promotion
- Illustrator
- Social Media Manager
- Photographer
- Teacher
- Fashion Designer
- Videographer
- Occupational Therapist
- Interior Designer
- Architect
- Art Director
- Jeweller
- Media Producer
- Journalist
- Animator/Digital Artist
- Florist


Head to our website tradesacademy.ac.nz to read the personal accounts of our past graduates and students.



 NCEA: Level 2 and 3

 Starts: February 2022

 Time: 9am to 2.30pm Fridays

 Location: NMIT Nelson

Note: If circumstances change there could be a mix models of delivery e.g online, face to face one day per week or block options.