

# Multimedia: Visual Arts

## Multimedia dimensions

### Visual Arts - Years 9 and 10

#### Exploring ideas and improvising with ways to represent ideas

- Conceptualise and develop representations of themes, concepts or subject matter to experiment with their developing personal style, reflecting on the styles of artists, including Aboriginal and Torres Strait Islander artists (ACAVAM125)

#### Manipulating and applying the elements/concepts with intent

- Manipulate materials, techniques, technologies and processes to develop and represent their own artistic intentions (ACAVAM126)

#### Developing and refining understanding of skills and techniques

- Develop and refine techniques and processes to represent ideas and subject matter (ACAVAM127)

#### Structuring and organising ideas into form

- Plan and design artworks that represent artistic intention (ACAVAM128)

#### Sharing artworks through performance, presentation or display

- Present ideas for displaying artworks and evaluate displays of artworks (ACAVAM129)

#### Analysing and reflecting upon intentions

- Evaluate how representations communicate artistic intentions in artworks they make and view to inform their future art making (ACAVAR130)

#### Responding to and interpreting artworks

- Analyse a range of visual artworks from contemporary and past times to explore differing viewpoints and enrich their visual art-making, starting with Australian artworks, including those of Aboriginal and Torres Strait Islander Peoples, and consider international artworks (ACAVAR131)

\*\* In Visual Arts, students may use multimedia for making and responding to 4d (four-dimensional) artworks, that is artworks that have depth, height, width and added temporal and spatial dimensions. For example, artworks that incorporate time, such as time-based installations, or artworks that incorporate performance on a moving image.