



WORLD PEACE UNIVERSITY

FACULTY OF ARTS

DEPARTMENT OF PLASTIC ARTS

2024 CATALOG

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General Information

The Plastic Arts Department offers conceptual, dynamic, and contemporary art education, drawing its references from classical art education. Our department also promises a vibrant academic environment with a wildly innovative curriculum. During the four-year education, students are equipped with features that will develop the aesthetic perceptions of society, where they will have investigative, questioning, and creative power. Also, they are informed about contemporary art at global standards.

With its well-equipped workshops and classrooms, WPU Plastic Arts Department offers theoretical and practical courses together during the four-year education period. Painting, sculpture, ceramics, printmaking, and computer-aided design are among the practice-led courses. On the other hand, theoretical classes cover a wide range of fields ranging from art history to the analysis of art, including areas such as mythology, art anthropology and philosophy. Besides this, the Plastic Arts Department challenges students to Join our accomplished department and passionate student body —while still encouraging subjective expression.

Mission

The mission of the Faculty of Arts is to provide students with fifth-generation quality training in arts and design. The faculty endeavours to equip excellent educational programs to prepare a graduate with innovative and creative skills in art and design. The faculty also seeks to present the students with opportunities, resources, and awards to achieve excellence in their respective disciplines. Eventually, one of the most critical missions of The Faculty of Arts is also to be a catalyst for positive change in the local community, the state, the nation, and the world.

Vision

The Faculty of Arts seeks to compete in the field of art, design and research creativity to develop the environment and serve the community locally and internationally. Besides these, in light of the fifth-generation university philosophy, our faculty's vision is to reach the highest level of advanced contemporary education and innovative technological infrastructure. Lastly, based on the unifying and liberating notions of art and design, our faculty maintains an education approach that supports world peace.

PLASTIC ARTS Program Educational Objectives:

The educational objectives of a program in Plastic Arts generally revolve around preparing students for successful careers in the field. These objectives aim to equip students with the necessary knowledge, skills, and attributes to excel in their chosen profession. Here are some common educational objectives for a Plastic Arts program:

1. Develop technical skills in various forms of plastic arts, including painting, sculpture, ceramics, printmaking, and digital arts.
2. Master the use of tools, materials, and techniques relevant to each medium within the discipline
3. Encourage the development of a personal artistic voice and foster creativity
4. Enable students to explore and experiment with different artistic styles, genres, and forms of expression.
5. Gain an understanding of the historical and cultural context of art, including the evolution of styles and movements.

PLASTIC ARTS Program Outcomes:

1. Gain a wide-range of sophisticated skills in the fields of Basic Design, Drawing, Painting, Sculpture, Printmaking, Ceramics, Glass and interdisciplinary studio approaches that spill into Digital and New Media Art.
2. Be equipped to become professional independent practitioners in the international art scene
3. Learn and creatively adapt traditional and disciplinary skills such as painting, sculpture to multi- and trans-media contemporary approaches to art.
4. Have command over more than one medium and gain the ability to think and create above and beyond different media.
5. Be able to transfer and create works on various platforms using digital technology.
6. Understand, identify and interpret a number of critical approaches to the study of visual art and cultural artefacts from antiquity to the present day within contextual and theoretical frameworks.
7. Have a wide range of knowledge and understanding of the modern and contemporary art world on a global scale.

8. Critically examine historical changes in the cultural world in the relevant art historical scholarship and cultural and social histories.

9. Formulate and articulate an argument practicing effective written and verbal communication skills, gain ability to confidently present and communicate independent research and artistic production to an audience.

10. Work effectively independently and collectively within a team, manage competing priorities and meet deadlines.

11. Gain the ability to read and respond to texts critically.

12. Be exposed to, interact with and form networks with specialists and experts from the international art world.



CURRICULUM

SEMESTER 1							
Course Code	Course Name	Course Category	Credit				Pre-requisite
			T	P	C	ECTS	
ARHA101	History of Art I	FC	3	0	3	6	-
PLAA101	Basic Art I	DC	4	4	6	6	-
PLAA103	Drawing I	DC	2	2	3	6	-
WTUR101	Turkish I	UC	2	0	2	2	-
WENG101	Academic English I	UC	3	0	3	6	-
WATA101	Principles of Atatürk I	UC	2	0	2	2	-
WICT101	Introduction to Information Technology I	UC	0	2	1	2	-
SEMESTER 2							
ARHA102	History of Art II	FC	3	0	3	6	
PLAA102	Basic Art II	DC	4	4	6	6	PLAA 101
PLAA104	Drawing II	DC	2	2	3	6	PLAA 103
WTUR102	Turkish II	UC	2	0	2	2	WTUR 101
WENG102	Academic English II	UC	3	0	3	6	WENG 101
WATA102	Principles of Atatürk II	UC	2	0	2	2	WATA 101
WICT102	Introduction to Information Technology II	UC	0	2	1	2	
SEMESTER 3							
WETN201	Principles of Ethics	UC	3	0	3	6	-
PLAA201	Painting I	DC	2	4	4	6	-
PLAA203	Sculpture I	DC	2	4	4	6	-
PLAA205	Art and Design Theories	DC	3	0	3	6	-

PLAA207	Advanced Drawing	DC	2	4	4	6	-
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SEMESTER 4							
Course Code	Course Name	Course Category	Credit				Pre-requisite
			T	P	C	ECTS	
PLAA202	Painting II	DC	2	4	4	6	PLAA 201
PLAA204	Sculpture II	DC	2	4	4	6	PLAA 203
ARHA204	Anthropology of Art	FC	3	0	3	6	-
PLAAXXX	Departmental Elective I	DE	x	x	3	6	-
PLAAXXX	Departmental Elective II	DE	x	x	3	6	-
SEMESTER 5							
PLAA301	Art Studio I	DC	4	4	6	6	-
PLAA303	Ceramic Workshop	DC	2	4	4	6	-
PLAA305	Digital Painting	DC	2	4	4	6	-
PLAAXXX	Departmental Elective	DE	x	x	3	6	-
PLAAXX	Departmental Elective	DE	x	x	3	6	-
SEMESTER 6							
PLAA302	Art Studio II	DC	4	4	6	6	PLAA301
PLAA304	Advanced Molding Studio	DC	2	4	4	6	-
PLAA306	Photograph and Video Art	DC	2	4	4	6	-
PLAA308	Portfolio and Exhibition Design	DC	2	4	4	6	-
PLAAxxx	Departmental Elective	DE	x	x	3	6	-

SEMESTER 7							
Course Code	Course Name	Course Category	Credit				Pre-requisite
			T	P	C	ECTS	
PLAA401	Art Studio III	DC	4	4	6	6	PLAA302
ARHA409	Mythology	DC	3	0	3	6	
PLAAxxx	Departmental Elective	DE	x	x	3	6	
XXX	Faculty Elective	FE	x	x	3	6	
WXXX	University Elective	UE	3	0	3	6	
SEMESTER 8							
PLAA402	Graduation Project	DC	2	8	6	6	-
ARHA402	Analysis of Art	FC	3	0	3	6	-
PLAAxxx	Departmental Elective	DE	x	x	3	6	-
XXX	Faculty Elective	FE	x	x	3	6	-
WXXX	University Elective	UE	3	0	3	6	-

DEPARTMENTAL ELECTIVE COURSES

Course Code	Course Name	Credit			
		T	P	C	ECTS
PLAA206	Interdisciplinary Art and Design Project	2	2	3	6
PLAA208	Print Making	2	2	3	6
PLAA210	Photo Lab.	1	4	3	6
PLAA214	Introduction to Art	3	0	3	6
PLAA216	Modeling Studio	2	2	3	6
PLAA310	Paper Studio	1	4	3	6
PLAA307	Assemblage	1	4	3	6
PLAA312	Ceramic Sculpture	1	4	3	6
PLAA309	Pottery Wheel	1	4	3	6
ARHA301	Early Renaissance in Italy	3	0	3	6
ARHA302	Cyprus Art History	3	0	3	6
ARHA303	Ancient Greece	3	0	3	6
ARHA401	Baroque to Neoclassicism	3	0	3	6
ARHA404	High Renaissance and Mannerism in Italy	3	0	3	6
ARHA407	Context in Art	3	0	3	6
ARHA406	Romanticism to Post-Modernism	3	0	3	6
PLAA405	Digital Studio	1	4	3	6
PLAA404	Experimental Stop Motion	1	4	3	6

COURSE BREAKDOWN

	Total							
	Number	Credit	ECTS Credits					
All Courses	44	152	240					
University Core Common Courses	9	19	30					
University Elective Courses	2	6	12					
Faculty Core Common Courses	-	-	-					
Faculty Elective Courses	2	6	12					
Departmental Compulsory Courses	24	100	144					
Departmental Elective Courses	7	21	42					
Semester	1	2	3	4	5	6	7	8
Number of courses	7	7	5	5	5	5	5	5
Total credits	21	21	18	17	20	21	18	18
Total ECTS Credits	30	30	30	30	30	30	30	30

ABBREVIATIONS

- **T: Theoretical**
- **P: Practical**
- **C: Credits**
- **ECTS: European Credit Transfer System**
- **UC: University Compulsory (courses which are compulsory for all students)**
- **UE: University Elective (elective course opened by the university)**
- **FC: Faculty Compulsory (compulsory courses opened by another department within the faculty)**
- **FE: Faculty Elective (compulsory course opened by another department within the faculty)**
- **NFC: Non-Faculty Compulsory (compulsory course opened by another department in another faculty)**
- **NFE: Non-Faculty Elective (elective course opened by another department in another faculty)**
- **DC: Department Compulsory (compulsory course opened by the department)**
- **DE: Department Elective (elective course opened by the department)**

COURSE DESCRIPTIONS

YEAR I

ARHA101 History of Art

History of Art is an introductory course following the tracks of artistic development from the prehistorical era to the 18th Century in chronological order. A wide-ranging introduction to the visual arts that focuses primarily on the art and architecture of Western Civilization. The course aims to compare works of art from various inter-period in terms of political construct, economic-technological developments, and religion.

PLAA101 Basic Art I

Basic art education; aims for plastic values to be understood and experienced and to create an awareness of design based on the essential elements and principles of design. Besides these, compositions with two-dimensional shaping and the perception of using basic design elements and principles are developed. In addition, the basic elements and principles of three-dimensional design, such as space (location), size, color, light, movement, and surface, are analyzed with workshops and research.

PLAA103 Drawing I

Introduction to the theories, techniques, and practices of representational drawing with an emphasis on the application of design principles to the means of drawing as a form of personal expression. Besides these, an introduction to basic drawing principles, using a combination of black and white media to explore linear and tonal elements.

ARHA102 History of Art II

History of Art and Design II is an introductory course following the tracks of artistic development from the 18th Century to the present era in chronological order. A wide-ranging introduction to the visual arts that focuses primarily on the art and architecture of Western Civilization. Survey of the principal movements comprising the modern tradition in art, including Impressionism, Post-Impressionism, Symbolism, Fauvism, Cubism, Expressionism, Abstract Art, Dada and, Surrealism. Emphasis on new theories redefining the concept, form and purpose of art, the persona of the artist, and, the relation of art to the social and political order. The course aims to compare works of art from various inter-period in terms of political construct, economic-technological developments, and religion.

PLAA102 Basic Art II

Basic Art and Design II aims for plastic values to be comprehended and experienced at the application level. The syllabus, which includes theory and technical information regarding color and material use, educates the student about field experience before moving on to the production stage. Students learn all basic art concepts, color, form, and composition, through an application. Compositions with two-dimensional shaping and the perception of using basic design elements and principles are developed. In addition, the basic elements and principles of three-dimensional design, such as space (location), size, color, light, movement, and surface, are analyzed with workshops and research.

PLAA104 Drawing II

This course is a Life Drawing class. The human figure is used as the primary subject for drawing. The course is founded on studying anatomy for artists and considers the human figure as a structural entity as a drawing problem. Prerequisite: PLAA121 (PLAA 111 is recommended but not required).

YEAR 2

PLAA201 Painting I

This course introduces the essential skills, tools, materials, and techniques used in painting. Students paint by observation using the still-life, human form, and landscape as references. Emphasis is on solving the problems of representing form in space by applying composition, value, perspective, and color elements. The course syllabus includes implementing various painting techniques, preparing painting supports, and composing objects and environmental subjects for observational reference.

PLAA203 Sculpture I

Sculpture I provide students with a comprehensive introduction to 3D materials. Students learn and acquire knowledge and skills associated with the techniques of figure modeling, mold making, casting, carving, and wood assemblage. Materials used are plaster and clay.

PLAA205 Art and Design Theories

This course deals with different formal, aesthetic, and conceptual approaches in contemporary art. Alternative artistic strategies against the visual bombardment of contemporary artists who reflect, examine and criticize rapidly changing social systems in the globalizing world are discussed with the participants.

PLAA207 Advance Drawing

This advanced-level drawing course allows students to develop skills using materials and techniques they may have yet to work with in previous drawing courses. Historical and contemporary issues will be investigated with an emphasis on personal growth and the development of self-exploration and creative expression. The course

is structured to enable students to further their drawing abilities with the course's specific content to be developed in consultation with the professor. Students may also furnish their own materials. Prerequisite: PLAA122

PLAA202 Painting II

Painting II is an advanced-level painting course. This course offers students opportunities to develop skills using versatile materials and techniques they may have yet to work with in previous Painting courses. Historical and contemporary issues investigate with an emphasis on personal growth and the development of self-exploration and creative expression. Prerequisite: ART 211.

PLAA204 Sculpture II

Sculpture II is an advanced-level course designed to allow students to develop skills using materials and techniques they may have yet to work with in previous Sculpture I course. Students may also furnish their own materials. Historical and contemporary subjects are investigated with a focus on personal growth and the development of self-exploration and creative expression. Besides these, Sculpture II is structured to enable scholars further their sculpture abilities with the specific content of the course to be created in consultation with the professor. Prerequisite: PLAA271

ARHA204 Anthropology of Art

The Art Anthropology course aims to look at Western art and art pieces with the theories developed by social anthropology, which has dealt with the art forms of anthropological communities since the first empirical field research applications.

YEAR 3

PLAA301 Art Studio I

This course is designed to improve the student's ability and understanding of art both in terms of content and formal issues, and also their ability to make. Advanced study in one or a combination of studio disciplines or art history. Students furnish their own materials.

PLAA303 Ceramic Workshop

Ceramic Workshop equips students with a comprehensive intro to various techniques and concepts related to ceramic hand-building procedures: coil, slab, pinch, and techniques. Focus is placed on the three-dimensional concepts of texture, form, color, balance, and design.

PLAA305 Digital Painting

In the Digital Painting course, training is given starting from a simple object drawing and extending to professional digital painting techniques. Continuously adding new applications, Digital Drawing lessons follow up-to-date programs and applications. With digital drawing courses, students learn to direct the virtual world with their imaginations by transferring their drawing skills to the digital world, thus updating their skills with technology by closely getting to know digital design software.

PLAA302 Art Studio II

This course is designed to improve the student's ability and understanding of art both in terms of content and formal issues, and also their ability to make in upper level. Advanced study in one or a combination of studio disciplines or art history. Students furnish their own materials

PLAA304 Advance Molding Studio

This course is an advanced level of ceramic, where the students provide knowledge regarding mold techniques. After molding techniques, students experience fundamental technical aspects of building with casting clay, working with glazes, and firing ceramic objects. Emphasis is on problem-solving and the development of ideas. The creative process, critical thinking, and development of design skills are also essential elements.

PLAA306 Photograph and Video Art

In the first half of the semester, the course focuses on the study with the general goal of enabling students to take, edit, and present improved photographs and videos. In the second half of the semester course level shifts to the upper level and the course covers advanced projects in photography and video using digital technology. Students should have a basic understanding of photographic composition and of basic computer skills required for digital imaging. A digital camera is required.

PLAA308 Portfolio and Exhibition Design

This course can be depicted as a continuation of an upper-level Art course. Graduation Project supplies an exhibit experience for the Plastic Arts Department. The WPU allows students to synthesize the hypotheses, ideas, and technical skills encountered in the major-based expertise, concentrating on their medium or process. The WPU exhibit is a body of creative work consistent with a thesis and is formulated during the senior exhibition sequence and is supposed to be suitable for exhibition in the in-town galleries. The exhibition demonstrates the student's ability to conceptualize, assess, edit, and professionally display several pieces that convey a unique definitive vision.

YEAR 4

PLAA401 Art Studio III

First, this course aims to use research and its data as a tool and method of producing art. Moreover, the second aim is to develop an understanding that genre like documentaries is related to arts languages, and it is possible

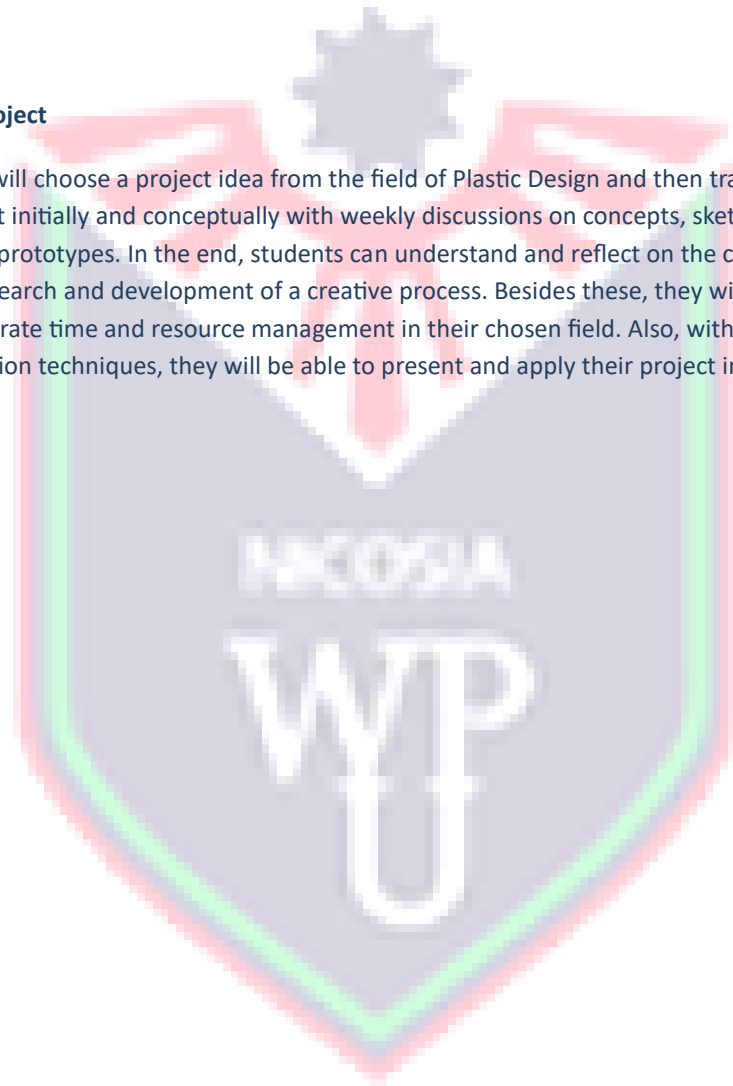
to create metaphors throughout those specific artistic languages. Course supplies students to study in one or a combination of studio disciplines. Students furnish their materials

ARHA409 Mythology

The aim of this course is based on Greek mythology and culture. The goal is to convey information regarding mythologies meaning and effects on the history of Civilization. The aim is to examine the reflections of mythology on art by discussing mythology in the context of its interaction with culture. It is a course in which the gods and goddesses, the most important heroes of Classical Greek Mythology, are introduced, and the reflections of these personalities are examined visually.

PLAA402 Graduation Project

In this course, students will choose a project idea from the field of Plastic Design and then transform it into an art project by maturing it initially and conceptually with weekly discussions on concepts, sketches, paintings, sculptures, models, and prototypes. In the end, students can understand and reflect on the cultural contexts of creative practice and research and development of a creative process. Besides these, they will extend their knowledge through accurate time and resource management in their chosen field. Also, with accurate presentation and exhibition techniques, they will be able to present and apply their project in their chosen field.



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