

Module Synopses

Foundation Certificate in Art and Design

Awarded by Nanyang Institute of Management

Total numbers of Modules – 6

| Module & Description | Hours |
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| <p>1. Introduction to Art and Design</p> <p>Rooted in the essentials of visual expression, this module guides learners in understanding and applying fundamental art and design principles. They will experiment with a wide range of materials and creative techniques to explore different forms, textures, and media. Emphasis is placed on developing both observational accuracy and conceptual depth in drawing, helping learners translate ideas into compelling visual compositions. Through hands-on practice and critical reflection, they will build a strong foundation for further artistic exploration.</p> | 45 |
| <p>2. Photography and Image Making</p> <p>Through a combination of theory and practice, this module introduces the technical aspects of camera operation and composition, laying the groundwork for confident image-making. Learners will build skills in lighting, framing, and visual storytelling, gaining insight into how these elements shape meaning in photography. Both digital and analogue techniques will be explored, offering a broad understanding of photographic approaches and processes. In addition, learners will engage in critical analysis and presentation of their photographic work, fostering the ability to reflect on and articulate their creative choices.</p> | 45 |
| <p>3. Colour Theory and Composition</p> <p>This module explores the fundamentals of colour theory, focusing on relationships, harmonies, and contrasts to build a strong visual foundation. Learners will examine how colour psychology influences perception and apply this understanding within artistic and design contexts. They will develop compositions that utilize effective and intentional colour schemes to convey mood, message, or function. Both traditional and digital tools will be used to experiment with colour mixing techniques, allowing learners to enhance their creative versatility across various media.</p> | 45 |

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| <p>4. Creative Thinking and Idea Development</p> <p>This module encourages the use of divergent thinking techniques to spark innovation and explore a wide range of creative possibilities. Through hands-on activities and experimentation, learners will build strong problem-solving skills and learn to approach challenges with originality. Emphasis is placed on the role of research and external inspiration in fueling the creative process, helping learners draw connections between ideas and real-world contexts. As concepts evolve, learners will engage in iterative development—presenting, receiving feedback, and refining their work to achieve compelling and well-rounded creative outcomes.</p> | 45 |
| <p>5. Artificial Intelligence in Art</p> <p>Learners will explore the evolving role of artificial intelligence in contemporary art, gaining insight into how AI is reshaping creative practices and expanding artistic possibilities. They will experiment with a range of AI tools for image generation and digital creativity, learning how to incorporate these technologies into their own artistic workflows. Critical analysis of the ethical considerations surrounding AI-generated art will be an essential part of the module, encouraging thoughtful reflection on authorship, originality, and societal impact. Through project-based learning, learners will develop and present original works that integrate AI into their artistic expression</p> | 45 |
| <p>6. Introduction to Video Editing</p> <p>This module introduces learners to the basic principles of video editing and storytelling, equipping them with foundational knowledge to craft compelling visual narratives. Learners will develop practical skills in using industry-standard editing software, enabling them to navigate tools and functions essential for professional editing workflows. Through hands-on practice, they will learn to apply transitions, effects, and sound editing techniques to enhance the visual and auditory impact of their work. By the end of the module, learners will produce a short video project that demonstrates both their technical proficiency and creative expression.</p> | 45 |