



Visual Arts

Introduction to the Visual Arts

Semester - Open to Freshmen only

This required course for all freshmen provides a foundational experience in several categories, including 2D Art (drawing and painting), 3D Art (sculpture and ceramics), Digital Graphic Design, and Photography. Over the course of a semester, students will participate in each category of the visual arts through work with specialized instructors in those areas. The goal of the course is to introduce freshmen to the diverse range of meaningful visual arts experiences in which many might choose to focus their studies at a later point in high school.

Studio Art: Drawing 1

Semester - No Prerequisites

This class introduces students to a range of drawing techniques that are used in the creation of illustrative works. The class teaches the proper use of a variety of artistic tools to develop an awareness of craftsmanship in finished works. Through this course, students will have the opportunity to draw from observation as well as from their own interests for themed drawings. This course is preparation for Painting and all advanced level 2D Art courses.

Studio Art: Drawing 2

Semester - Drawing 1

This course uses the skills and techniques learned in Drawing I as a foundation for students to create works that fit their own personal style. Projects are designed to teach advanced drawing skills and additional exploration of drawing media. Topics and themes are chosen to further the development of students' strengths, personal interests, and creative styles. This course is preparation for Painting and all advanced level 2D Art courses.

Art History 1: American Art & Culture 1900 - 1950

Semester - No Prerequisites

Over the 20th Century, America became recognized as one of the most powerful artistic and cultural forces in the world. This course will study why and how this came about ranging from 1900-1950, and how the fine arts achievements are seen as part of the larger culture that helped shape them.

Studio Art: Painting 1

Semester - No Prerequisites

As an introductory painting class, the class teaches proper safety, tools, and techniques of each medium in order to establish best practices and craftsmanship skills. Projects are based on personal photographs given specific themes that work best for each medium. Students will learn about how color and layers bring their paintings to life. This course is preparation for all advanced level 2D Art classes.

Studio Art: Painting 2

Semester - Painting 1

Painting 2 continues the study of painting mediums. Projects are designed to explore more complex painting concepts while allowing for creative freedom and personal interests. This course offers opportunities for students to develop their own painting style and to seek inspiration from historical and contemporary artists. Completion of this course is preparation for 2D Studio Art classes, as well as Portfolio Design.

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2D Mixed Media 1

Semester - Drawing 1 or Painting 1

This course focuses on combining several traditional art-making materials to create more dynamic compositions. This class uses basic drawing and painting skills to teach students how to identify which materials work well together. Projects are designed to encourage students to create and destroy; work with layers; and utilize a range of materials to express their individual vision. Students have the opportunity to create works ranging from abstracts to representational, as developed from personal interests or social topics.

2D Mixed Media 2

Semester - 2D Mixed Media 1

This course is designed to build upon the skills and techniques used in 2D Mixed Media 1. Students will continue to explore a variety of media and reinvent their purpose in the art-making process. Project themes become more expansive and offer more personally meaningful solutions for students to pursue their individual creative style. This class prepares students for the study of Portfolio Design.

Photography 1

Semester - No Prerequisites

Photography 1 is a broad-based introductory course in the study of Photography designed to inspire and educate students on the possibilities of photographic media. Students will gain both historical insight and visual literacy while learning how to control the look of their photographs. Students will also gain familiarity with real-world industry techniques for digital asset management, post-production, and retouching through Adobe Lightroom and Adobe Photoshop.

Photography 2

Semester - Photography 1 or Instructor Approval

This course offers students the opportunity to embrace both modern and traditional techniques employed in various genres of photography. Students will experience the world of post-production where images are enhanced, altered, and manipulated for increased visual impact with the use of Adobe Lightroom and Photoshop. At the end of the semester, students are equipped with a working knowledge of each step of the photographic process: from inception, to planning, to capturing an image, and post-production.

Honors Portfolio Design 1

Semester - Instructor Approval Required

This course is for students who have completed beginning and advanced levels of Visual Arts courses in their chosen specialty and are seeking a more intensive focus on their individual artistic styles. At the beginning of the semester, students will propose a theme of their own interest that will guide the creation of several works over the course of the semester. Under instructor guidance, students will work to create a comprehensive collection of work suitable for college applications.

Honors Portfolio Design 2

Semester - Honors Portfolio Design 1

This course is an opportunity to add more complex works to the comprehensive collection of work already begun. Students should expect to show development of style and technique, as well as evolution of thought, through the creation of each new work. Portfolio reviews will provide students with additional opportunities to engage in conversation to share their knowledge of inspiration from historical and contemporary artists, as well as their understanding of art and design principles.



Mixed Media Sculpture 1

Semester - No Prerequisites

This beginning sculpture course introduces students to a range of creative building and design methods in 3D Art, with no experience necessary. Students will explore traditional and non-traditional materials as they make original works of art. Students will learn how to design and build sculptural projects using the methods of planer construction, clay modeling, found object assemblage, and more. This course approaches the making of sculptures by using the same methods as working artists.

Mixed Media Sculpture 2

Semester - Mixed Media Sculpture 1

This class is a continuation of the Mixed Media Sculpture 1 course. Students will build upon skills learned in the previous course such as planer construction, clay modeling, and found object assemblage. This course will introduce students to new building techniques such as the construction of large-scale installation art, carving, and figure sculpting. Throughout the semester students will study methods of sculpting embraced by contemporary sculptors while building their portfolio and design skillset.

3D Construction and Design 1

Semester - No Prerequisites

This course introduces students to design and building methods that help them to develop an understanding of the 3D form and space with an emphasis on the elements and principles of visual design. This course will introduce students to different industry techniques, such as wood working, metal and jewelry smithing, industrial design, and more. Through lecture, assigned projects, and critiques, students will develop the skills to create a design plan through technical drawing and models.

3D Construction and Design 2

Semester - 3D Construction and Design 1

This course is designed to build on concepts and techniques introduced in 3D Construction and Design 1. Students will continue to build upon their woodworking, metal and jewelry, and industrial design skills and be introduced to computer aided design software that will assist in advancing their design skills.

Ceramics 1

Semester - No Prerequisites

Students in Ceramics 1 are introduced to basic processes of making both traditional and contemporary sculptural works in clay through hand-building methods. Students will explore historical examples of ceramic vessels as well as modern influential ceramic artists that are leaders and innovators in their craft. This course gives students all the foundational techniques they will need to explore more advanced methods in Ceramics 2.

Ceramics 2

Semester - Ceramics 1

This course is designed to advance students' skills that were developed in Ceramics 1. Students will have the opportunity to engage in advanced hand building techniques as well as wheel-throwing. Students will also learn more about the artistic trends developing in the world of contemporary ceramics.



Digital Graphic Design 1

Semester - No Prerequisites

Students will be introduced to Adobe Photoshop, Illustrator, and InDesign and will learn the basic design principles, such as spacing, margins, and color. Students will apply this knowledge to a variety of real-world design projects. Some of the projects include a Book Cover, City Logo, and a Magazine Cover.

Digital Graphic Design 2

Semester - Digital Graphic Design 1

Students will dive deeper into Adobe Photoshop, Illustrator, and InDesign. Projects will include more real-world projects such as a Movie Poster, App Redesign, Personal Logo, and Real Estate Ad. Each of those projects will be pushing the knowledge of typography, color theory, and the use of spacing.

Motion Graphics Animation 1

Semester - Graphic Design 1

Students will be taking the knowledge and still ideas from Graphic Design I & II and learning how to bring them to life. Students will be taught Adobe After Effects with continued knowledge of Adobe Photoshop and Adobe Illustrator. Assembly, motion, scaling, and organization will be the fundamentals taught. Projects will include Live Wallpapers, Transitions, Pac-Man animation, and Lyric Videos.

Videography 1

Semester - No Prerequisites

Students will learn the basics of video such as camera operation, camera angles, sound, editing, and basic storyboarding. Students will be introduced to Adobe Premiere Rush and work their way to Adobe Premiere. Students will apply their knowledge to real-world video projects such as a PSA, Sound Mixing, and a Movie Trailer.

Videography 2

Semester - Videography 1

Students will expand their knowledge of scriptwriting, storyboarding, and camera techniques and options using additional equipment such as lighting, green screen, and mics. Students will gain proficiency in Adobe Premiere. Projects will include re-editing movie trailers, dynamic interviews, and movie shorts in different genres.

Motion Graphics Animation 2

Semester - Motion Graphics Animation 1

Building upon the previous course, students are pushed in various areas such as color, motion, and pacing. Students will be more proficient in Adobe Photoshop, Illustrator, and After Effects, learning new animation design techniques that include motion easing, scale easing, and advanced masking. Projects will be in various areas such as Logo Animation, Story Animation, Phone Commercial, and Motion Reel.

