

ART DEPARTMENT

ART 1

Full Year 1/2 credit per semester
Open to all levels
Prerequisite: Open to all beginning students

This course is designed to foster awareness and understanding of basic art, as it relates to our modern society. Design problems are explored by using various media, which include graphite, ink, oil pastel, colored pencil, watercolor, and tempera paint. Art I students will learn to create art utilizing both 2 dimensional and 3-dimensional design techniques and processes. Students will become immersed in art history, artistic culture, design, art criticism, and art production.

ART 2

Full Year 1/2 credit per semester
Open to sophomores, juniors and seniors
Prerequisite: Completion of Art I with a grade of "B" or higher or Instructor consent.

This course is designed to build on the technical skills and learning established in Art I. Students will continue to be immersed in art history, artistic culture, design, art criticism, and art production. Students will apply this learning to better understand and create more complex compositions, while also learning how to work more regularly from their own photographs and imagination. Students will be expected to work at a more rigorous pace than in Art 1. Students will continue to use a variety of media, including graphite, ink, acrylic paint, colored pencil, and charcoal.

ART 3

Full Year 1/2 credit per semester
Open to juniors and seniors
Prerequisite: Completion of Art II with a grade of "B" or higher

This course is designed for the advanced student who is especially interested in the field of art. Students will continue their focus on art history, criticism, overcoming design challenges, and art production; however, there will be increased focus on the development and application of critical thinking skills. The student will explore more complex principles of visual expression with a variety of media, including graphite, colored pencil, acrylic paint, ink, charcoal, and mixed media approaches. Students will be challenged to develop ways of representing ideas visually, create more complex and unique compositions, and work exclusively from their own photographs. Students will have increased autonomy over their compositions and media choices, learn about art careers, and begin the development of an AP portfolio for AP Drawing or AP 2-D Design.

AP[®] ART AND DESIGN

Full Year 1/2 credit per semester
Open to seniors
Prerequisite: Completion of Art III with a grade of "B" or higher

This course is designed to prepare students to submit an AP[®] portfolio in AP[®] Drawing or AP[®] 2-D Design. It is geared for the student who has a deep interest in art, likely to enter some phase of the field after high school graduation. The course builds on the expectations of Art III and focuses on two areas of development: Sustained Investigation (15 or more pieces aimed at showing the development of personal art style) and Quality (5 pieces that are a demonstration of artistic excellence). Students will be required to produce a digital portfolio by the completion of the course. Students are encouraged to develop the mind set of an artist, exploring and visually translating the world around them.

CERAMICS 1

1 Semester 1/2 credit
Open to sophomores, juniors and seniors
Prerequisite: None

This course offers students a basic vocabulary of ceramics. The students will learn about the stages of clay that include greenware, bisqueware, and glazeware. Pottery techniques and methods such as relief sculpture, modeling, coil building, slab construction, and pinch pots will be used to develop skills creating a variety of projects. Decorative techniques will also be introduced, which include staining, impressed design, glazing, and slip. The students will apply these to create sculptures that express a variety of individual works. The students will complete approximately one project every week or two with a total of 6 – 8 total projects during the course. Project examples include coil pencil holders, Chia pets, wizards, and architectural birdhouses.

CERAMICS 2

1 Semester 1/2 credit
Open to sophomores, juniors and seniors
Prerequisite: Completion of Ceramics I with a passing grade.

This course continues building upon the vocabulary and techniques from Ceramics 1, which includes the stages of clay, hand building techniques, decoration, and sculpture. The throwing wheel will also be introduced, and they will learn the history of the wheel. The students will create a variety of vessels that incorporate coil, slab, and sculpture hand building techniques. Projects include Southwest burnished pot, pressed mold pot, hidden box, thrown bowls, coffee mugs and a vase.

CERAMICS 2 (CONT...)

The students will also be introduced to a variety of decorative techniques that include inlay, slip trailing, scraffito, burnishing, and onglaze. They will complete approximately 8-10 projects during the course.

CERAMICS 3

1 Semester 1/2 credit

Open to juniors and seniors

Prerequisite Completion of Ceramics 2 with a grade of "A" or "B" and Instructor Consent

This course builds upon the vocabulary and techniques from Ceramics 2. The students will learn more advanced technical skills and lessons focus upon visual problem solving, self-expression and skill development. The students will experience greater autonomy in their artistic choices. The projects will be larger and take longer than in Ceramics 1 and 2. There will be an emphasis on creating works to include in artistic portfolios. The students will complete approximately one project every month with a total of 4-5 total projects during the course.

CERAMICS 4

1 Semester 1/2 credit

Open to juniors and seniors

Prerequisite Completion of Ceramics 3 with a grade of "A" or "B" and Instructor Consent

This course builds upon the vocabulary and list of techniques from Ceramics 3. The students will learn more advanced technical skill and create rigorously with a focus upon visual problem solving, self-expression and skill development. The students will experience greater autonomy in their artistic choices and techniques and be required to create large and complex works of art that may be added to a previously started portfolio. Students will focus on the creation of pieces for public display and will complete approximately one project every month with a total of 4-5 total projects during the course.

AP® 3D ART AND DESIGN

Full Year 1/2 credit per semester

Open to seniors

Prerequisite: Completion of Ceramics 4 with a grade of "B" or higher or instructor consent

This course is designed to prepare students to submit a 3D Portfolio to College Board. It is geared for the student who has a deep interest in the creation of 3-Dimensional works of art, primarily utilizing clay, and who is likely to enter the field of art and design following graduation. The course builds upon the techniques and expectations of the Ceramics curriculum and focuses on two areas of development:

AP® 3D ART AND DESIGN (CONT...)

Selected Works (10 digital images consisting of two views each of five works that demonstrate synthesis of materials, processes, and ideas), and Sustained investigation (15 digital images of works of art and process documentation that demonstrate sustained investigation through practice, experimentation, and revision). Students will be required to produce a digital portfolio by the completion of the course. Students are encouraged to develop the mindset of a professional artist, exploring, and visually translating the world around them.

3D MODELING, ANIMATION & 3D PRINTING 1 (CGI, Animation and 3D Printing)

1 Semester 1/2 credit

Open to sophomores, juniors and seniors

Prerequisite: None

This course will be an exploration into current digital 3D computer modeling primarily using Blender, a free, open-source software. This course applies to students interested in a variety of industries and endeavors including:

- Manufacturing such as 3D printed fine art, commercial product design, architecture, and machinery.
- Medical, forensic, aerospace, geologic, and all other scientific fields that use models for simulations, products, and research.
- Entertainment such as the video game industry, web developer, graphic designer, and CGI for animation and films.

3D MODELING, ANIMATION & 3D PRINTING 2 (CGI, Animation and 3D Printing)

1 Semester 1/2 credit

Open to sophomores, juniors and seniors

Prerequisite: Completion of 3D Modeling, Animation & 3D Printing 1 with a grade of "A" or "B" and Instructor Consent

This course will be taken to further explore current 3D design and Blender software techniques, building upon the technical aspects of 3D Modeling, Animation & 3D Printing 1. Students will also explore additional software of their choice as required for creating games, animations, and for production with 3D printers. 3D Modeling, Animation, & 3D Printing 2 is geared toward the artist with a deeper interest in digital art as a career and provides students with the autonomy to explore more complex and enriching themes artistically.