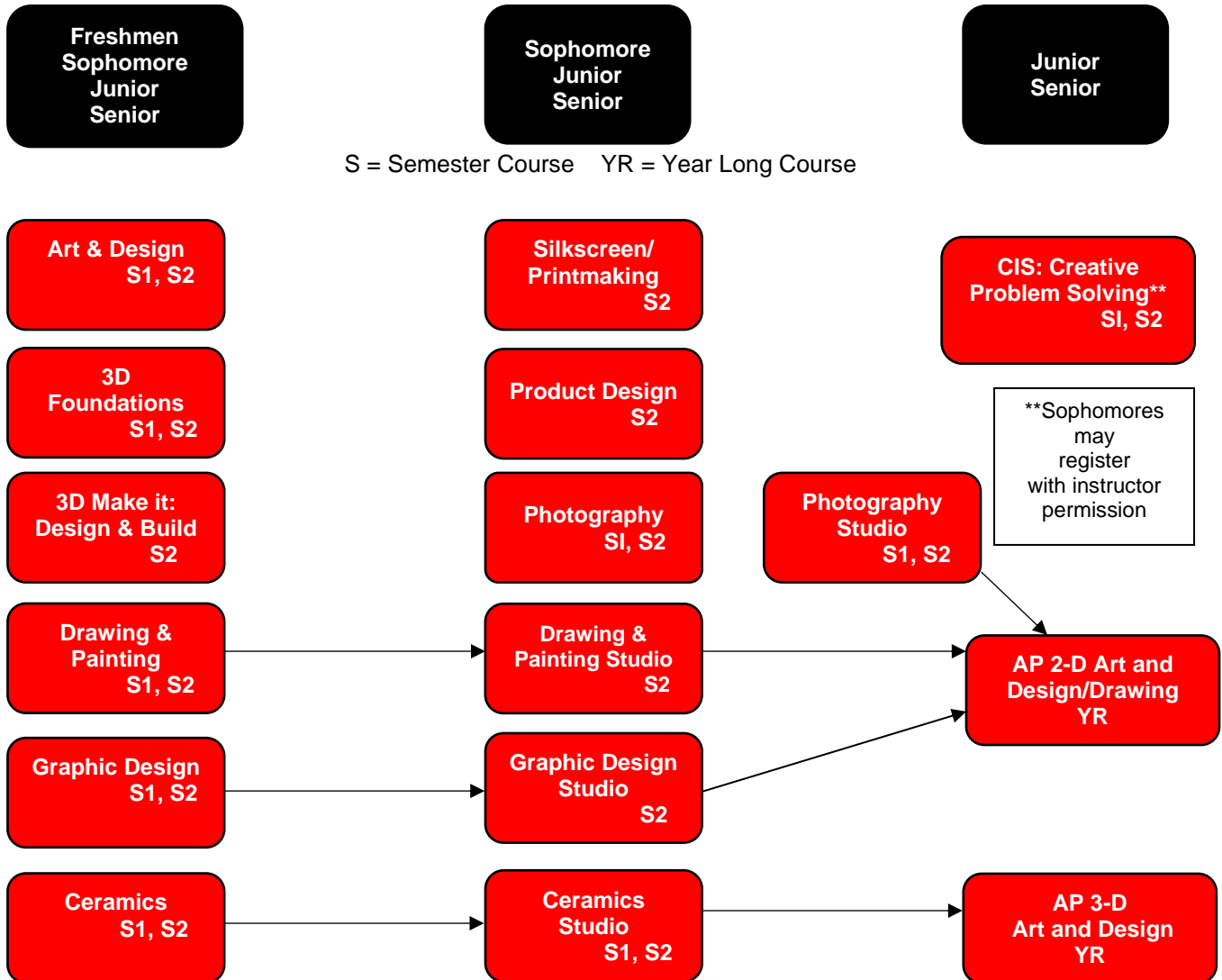


# Fine Arts: Visual Arts

All students are required to complete two semesters of a fine arts course, either art or music, before graduation. The art program at BSM provides students with the opportunity for developing creativity, imagination, and effective visual expression, with a link to cultural history. Working in a collaborative peer-learning environment, students develop creative problem-solving skills, self-expression, and visual literacy. Contact your counselor with any questions on courses.



# Fine Arts: Visual Arts

## **Art & Design (S1) or (S2)**

*One semester, one credit, open to all grade levels*

Art & Design is a survey course designed for the student who is interested in art but may be new to many types of artmaking. This course introduces students to a variety of materials, both 2-dimensional and 3-dimensional, such as drawing, painting, ceramics, and digital media. The course focuses on developing students' understanding through reflecting on and evaluating the artistic process both individually and collaboratively.

## **3D Foundations (S1) or (S2)**

*One semester, one credit, open to all grade levels*

3D Foundations is designed to introduce students to the fundamentals and technical principles of working three-dimensionally. It will cover three-dimensional design projects in which students will explore the principles of design and the meaning of form, space, function, mass, and structure. Traditional and non-traditional building materials will be used to explore how three-dimensional sculptures activate space and how consideration must be given to the many viewpoints and perspectives of a form existing in three dimensions.

## **3D Make it: Design and Build (S2)**

*One semester, one credit, open to all grade levels*

Makers are creative, resourceful, and curious people. This course will encourage students to problem solve, take risks, and develop projects that demonstrate how they can interact with the world around them. Students will work both individually and collaboratively on short- and long-term design challenges. Interest in material exploration and creative risk taking is a must. Design challenges make use of found and non-traditional materials to design water powered hydraulics, marble runs and large-scale inflatable sculptures. Technology inspired projects may incorporate Glowforge, TinkerCAD, 3D Printing and Makey Makey.

## **Ceramics (S1) or (S2)**

*One semester, one credit, open to all grade levels*

*Second semester freshmen may enroll in this course.*

This course introduces students to both hand building and wheel throwing techniques. Students will learn to design and build forms using various methods and learn to throw functional objects using the potter's wheel. Students will learn to work with the properties of clay and glaze through progressively more challenging projects. All materials, tools, and equipment will be provided.

## **Drawing & Painting (S1) or (S2)**

*One semester, one credit, open to all grade levels*

This introductory course is designed for students who like to draw and paint. Working in a variety of drawing materials including charcoal, chalk pastel, oil pastel and paint mediums such as watercolor, watercolor pencil and acrylic, students learn how to see and represent what they see. Class work develops drawing skill, introduces foundation technique across mediums and hones observation. Through sketchbooks, students elevate their ability in and out of class.

## **Graphic Design (S1) or (S2)**

*One semester, one credit, open to all grade levels*

This introductory course instructs students in design skills using core graphic programs including Adobe Photoshop, Illustrator, and InDesign. The focus will be on developing student understanding of the fundamental principles of design while finding creative visual solutions to projects. Projects may include digital illustrations, logos, typography, magazine covers and spreads as well as skill building exercises. This is a technology heavy course as projects are primarily completed using student laptops.

## **Photography (S1) or (S2)**

*One semester, one credit, open to sophomores, juniors, and seniors*

In this introductory course students will learn to use manual settings on a 35mm film camera, compose strong photographs, develop film, print negatives, and basic digital editing skills using Photoshop Lightroom Classic. Assignments will include composition techniques, portraits, landscape, and environment. All students are encouraged to provide their own 35mm film camera (automatic cameras are acceptable) and have access to a digital camera as well (phone cameras are acceptable). 35mm film, darkroom chemicals and paper are provided.

# Fine Arts: Visual Arts

## **Product Design (S2)**

*One semester, one ART elective credit, open to sophomores, juniors, and seniors*

*Can be taken sequentially with a semester of Engineering: Introduction to Design and Fabrication.*

Bring your ideas to life! Designers use creative problem solving and ideation skills to produce meaningful products and services. Students will utilize design thinking guided by empathy to solve self-directed design challenges. After identifying a need, asking questions, and developing goals toward designing a solution, students will pitch their new ideas to receive community feedback and possible next steps. Visual appeal, marketing strategies and target market considerations are all part of analyzing potential product impact. In this course, students will use technology, sketching, and rapid prototyping techniques to kickstart the next billion-dollar idea!

## **Silkscreen/Printmaking (S2)**

*One semester, one credit, open to sophomores, juniors, and seniors*

Design your own t-shirts, posters, and images that convey a message. Silkscreen and Printmaking were the methods artists used to make multiple prints of an original artwork before printers were invented. This course explores stenciling, carving, and etching to create works of art. We will explore how this art form is used by commercial artists, fine artists, and street artists. Students will supply their own clothing to print on.

## **Studio Art**

*Studio level courses may be repeated. Students must have successfully completed the first level of one medium to be eligible for enrollment.*

## **Ceramics Studio (S1) and/or (S2)**

*One semester, one credit. Open to students who have completed the first level of this medium.*

*Prerequisites: Ceramics*

This advanced course is designed for students who want to further investigate hand-built, sculptural and wheel thrown forms. Students will continue to develop problem solving skills, persistence, and creativity, along with skills in wheel throwing, surface decoration and sculpture. Students will choose their projects or work with the teacher in determining projects and their objectives. The focus will be on improving skills students have begun to develop and on exploring the relationship between form, surface design, and original content. It is highly recommended to take this course for at least two (2) semesters prior to AP Ceramics.

## **Drawing & Painting Studio (S2)**

*One semester, one credit. Open to students who have completed the first level of this medium.*

*Prerequisites: Drawing & Painting*

This advanced course is designed for students who have a desire to further develop technique and expression in drawing and painting. Students will focus on enhancing skills while exploring both realistic and abstract subject matter. They will often have free choice in the use of materials and self-expression. Students will develop a series of artworks throughout the semester based on designated themes but emphasizing student choice.

## **Graphic Design Studio (S2)**

*One semester, one credit. Open to students who have completed the first level of this medium*

*Prerequisite: Graphic Design*

This advanced course will focus on expanding and improving design skills with the Adobe Creative Suite, including Illustrator, Photoshop, and InDesign. Students will design projects for print and digital display with a variety of content, tools, techniques, and strategies. Students will work with the Knight Errant staff to produce the KEQ quarterly magazine and will also be given the opportunity to shoot photos for the KEQ.

## **Photography Studio (S1) and/or (S2)**

*One semester, one credit, open to sophomores, juniors, and seniors*

*Prerequisite: Photography*

*Open to students who have completed the first level of this medium*

This advanced course is designed for students who have a desire to further investigate photographic techniques and camera controls in both film and digital photography. Adobe Photoshop and Photoshop Lightroom Classic skill sets will be expanded as well as additional darkroom skills. The focus of the course is on developing a personal photographic style while building a digital skill set. Students and teachers will collaborate on the designing of projects that will improve photographic skills and aid in the creation of a student portfolio.

# Fine Arts: Visual Arts

## Advanced Placement Art & Design

### AP 2-D Art and Design/Drawing (YR)

*Two semesters, two credits open to juniors and seniors*

*This course is for students who plan to submit a portfolio in the following mediums: photography, graphic design, painting, or drawing.*

*Prerequisites: Two semesters in medium of choice and teacher recommendation*

*\*\*Students are required to complete a summer assignment due on the first day of school to maintain enrollment for this course*

Students must be self-motivated and expect to complete additional studio time outside of class to achieve success in this rigorous college-level studio course. This course develops students' independent voice, skills, and visual vocabulary. Students create a sustained investigation in an area of personal interest and submit a portfolio of 15 connected pieces and 5 selected works to the AP committee for review. To guide the committee students will include a personal statement explaining the evolution of their process and describing how making work developed further questions for deeper exploration. Practice, experimentation, and revision using materials, processes, and ideas are ongoing activities in AP Art. This course is largely student-directed and requires a high degree of independence and time management for success.

### AP 3-D Art and Design (YR)

*Two semesters, two credits open to juniors and seniors*

*This course is for students who plan to submit a portfolio in the following mediums: ceramics and sculpture.*

*Prerequisites: Two semesters of ceramics studio and teacher recommendation*

*\*\*Students are required to complete a summer assignment due on the first day of school to maintain enrollment in this course*

Students must be self-motivated and expect to complete additional studio time outside of class to achieve success in this rigorous college-level studio course. This course develops students' independent voice, skills, and visual vocabulary. A base of 3 quality artworks is recommended before registering for this course. Students create a sustained investigation in an area of personal interest and submit a portfolio of 15 digital images and 5 selected works to the AP committee for review. To guide the committee students will include a personal statement explaining the evolution of their process and describing how making work developed further questions for deeper exploration. Practice, experimentation, and revision using materials, processes, and ideas are ongoing activities in AP Art. This course is largely student-directed and requires a high degree of independence and time management for success.

## College in the Schools

Allows motivated juniors and seniors to earn college credits by taking University of Minnesota, Twin Cities courses, at BSM. Courses listed are subject to University of Minnesota approval.

BSM offers Combined Courses that allow students to learn about topics from multiple perspectives. For courses found below, they are being taught by an engineering teacher, as well as a teacher from another department. You will also see these course listings shown on that department's program of studies page.

### Creative Problem Solving (S1 or S2)

*One semester, one credit, open to juniors and seniors*

*Three college credits from the University of Minnesota*

*Sophomores may register with instructor permission and a 3.0 or better GPA.*

Creativity is essential for success across disciplines and highly valued by employers. Embracing creativity gives meaning and value to how you approach your life, solve problems, and pretty much everything you do. A creative mindset not only unveils opportunities but also nurtures an appreciation for the iterative nature of the creative process, embracing growth arising from perceived setbacks or failures. This course is designed to move you out of your existing comfort zones, encouraging you to explore beyond initial solutions and recognize the inherent value of considering multiple perspectives. The only wrong answer is having only one answer. Central to the mission of the course is the development of your personal traits of creativity, thoughtful analysis, ingenuity, experimentation, and the ability to solve problems both individually and collaboratively. The curriculum, provided by the College of Design at the University of Minnesota, awards 3 college credit hours upon successful completion. It will be necessary for students to put in additional time outside of class to fully complete required projects, readings and assignments.