

ART

The Eastchester High School Art Department offers an extensive program for students of varied interests and abilities. We encourage each student to realize his/her potential through self-expression in the Arts. Additionally, all of our courses are framed within a context of art appreciation, with historical and cultural references. After a foundation level Studio in Art course, which satisfies the one credit graduation requirement, students may choose to pursue a sequential program leading to the AP or Advanced Regents Diploma, or enroll in single courses as electives.

COURSE OFFERINGS

110 STUDIO ART
120 DRAWING AND PAINTING
130 ADVANCED STUDIO ART
140 PORTFOLIO PREPARATION
146 AP STUDIO ART
147 AP ART HISTORY
150 GLOBAL CRAFTS 1
152 GLOBAL CRAFTS 2
160 PHOTOGRAPHY 1
161 PHOTOGRAPHY 2

170 DIGITAL MEDIA
162 SCULPTURE
171 GRAPHIC DESIGN 1
172 GRAPHIC DESIGN 2
169 3D DESIGN
165 STUDIO IN JEWELRY & METALS 1
166 STUDIO IN JEWELRY & METALS 2
175 THEATER ARTS
580-581 FILM & VIDEO PRODUCTION I & II

110 Studio Art

Grades: 9-12
Unit of Credit: 1
Prerequisite: None

This comprehensive course is designed for the incoming art student and is a prerequisite for all other art courses.

Studio Art is designed to provide a foundation for advanced courses in art. Emphasis is placed on understanding the elements of art and principles of design as a basis for composition. Students will explore a variety of artists, art processes, and materials such as drawing, painting, printmaking, and two and three-dimensional design. Student artwork will reflect aesthetic, cultural and historical contexts. Willingness to get involved in the creative process is a more important requirement than the student's talent or previous experience.

This course fulfills the New York State art requirement for graduation and is a prerequisite for all Art course electives.

120 Drawing and Painting

Grades: 10-12
Unit of Credit: 1
Prerequisite: Studio Art

Drawing and Painting is a full-year course for grades 10 -12. It provides students an opportunity to expand on their drawing and painting concepts introduced in Studio Art. Emphasis is placed on experiences with design principles, drawing techniques, and painting skills leading to the development of abilities necessary for advanced art courses. Students are given more in-depth problems to solve creatively while becoming more adept through broad exposure to various media. Art history and aesthetics will be incorporated into all projects. Students are required to keep a sketchbook/journal and are encouraged to visit museums/galleries to view current exhibitions.



130 Advanced Studio Art

Grades: 11-12

Unit of Credit: 1

Prerequisite: A full-year sequence in one artistic discipline (Drawing and Painting; Photography 1 & 2; Sculpture and 3D Design; Graphic Design 1 & 2 and/or Digital Media; or Studio Jewelry and Metals 1 & 2)

Advanced Studio Art utilizes contemporary art as a vehicle for developing conceptual artwork and a personal voice. Techniques and concepts are approached through a wide range of processes allowing students to develop artistic practices unique to their interests and abilities. Independent research in the form of a curatorial project will provide a conceptual framework for various culminating projects such as cyanotypes, artists' books, and experimentations in new media.

Critical thinking, advancement in artistic processes, and synthesis of materials are integral to creating a strong portfolio in preparation for college applications, and preliminary research for the capstone program AP Studio Art.

140 Portfolio Preparation

Grade: 12

Unit of Credit: 1

Prerequisite: Advanced Studio Art or Departmental Approval

In this capstone course for seniors, students will generate and document a comprehensive portfolio of artwork for application to colleges or personal development. This portfolio will reflect the student's skills, artistic practices, and interests. Students are required to keep a sketchbook documenting their research, experimentation, and artistic processes throughout the year. Introductory professional practice is addressed, and building students' knowledge of contemporary art and personal artistic references is essential to this course. Each student will complete a Senior Thesis Project. This collection of artworks reflects a sustained investigation in which a particular artistic concern is investigated through four to six artworks and presented to the community in the spring.

146 AP Studio Art

Grade: 12

Unit of Credit: 1

Prerequisite: Advanced Studio Art

The AP Studio Art portfolios are designed for students who are seriously interested in the practical experience of art. The AP Studio Art Program consists of three portfolios - 2-D Design, 3-D Design, and Drawing - corresponding to the most common college foundation courses. This course encourages creative and systematic investigation of formal and conceptual issues. It also emphasizes making art as an ongoing process that involves the student in informed and critical decision-making. Students will develop technical skills and familiarize themselves with the functions of visual elements. Through a series of artworks centered around a conceptual framework, students become independent thinkers who will contribute inventively and critically to their culture through the making of art.

AP Studio Art is not based on a written examination; instead, students submit a portfolio of 15 images to the College Board in May. This portfolio includes completed artworks, evidence of research, synthesis of materials, revision, experimentation, a written statement, and detailed annotations.

147 AP Art History

Grade: 11-12

Unit of Credit: 1

The AP Art History course welcomes students into the global art world to engage with its forms and content as they research, discuss, read, and write about art, artists, art making, and responses to and interpretations of art. By investigating specific course content of 250 works of art characterized by diverse artistic traditions from prehistory to the present, students develop in-depth, holistic understanding of the history of art from a global perspective. Students learn and apply skills of visual, contextual, and comparative analysis to engage with a variety of art forms, developing understanding of individual works and interconnections across history.

This course requires reading, memorization, and strong writing skills.

150 Global Crafts 1

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Global Crafts 1 is a one-semester elective course that will satisfy the mind of the culturally curious. This course will examine art objects specific to a series of cultures from around the world. Students will survey how these unique objects are used, made, and connected to other cultures throughout the world. Examining art objects in a cultural context, students learn how specialized objects play a role in various societies. This course will give students the unique opportunity to work with 2D and 3D processes such as printmaking, painting, weaving, and clay while investigating the elements of art and principles of design. By surveying world cultures students will be guided towards an appreciation of both craft, design, and art.

152 Global Crafts 2

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Global Crafts 2 is a one-semester elective course that will further explore a variety of cultures throughout the world. Introduction to art, a survey of art history, and exposure to a variety of world cultures will guide students toward an appreciation of both craft, design, and art. Similar to Global Crafts 1 the class will examine art objects specific to cultures from around the world. Students will learn how unique cultural objects are used and made throughout the world. Students will examine art objects in a cultural context and learn how objects play a role in various societies. This course gives students the unique opportunity to work with 2D and 3D processes such as printmaking, painting, glass mosaics, clay, and paper while investigating the elements of art and principles of design.

160 Photography 1

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Photography 1 is an introductory course in photography designed to offer experiences with a fully manual SLR camera. Various camera settings will be taught to offer greater creative and technical control. The elements and principles of design as they relate to photographic composition are emphasized. Students learn framing within the viewfinder and explore various compositional principles. Students also learn to examine images critically through weekly critiques. Black and White darkroom processes are introduced.

Successful completion provides a foundation for further study in photography. This class is open to sophomores, juniors and seniors after completing the prerequisite Studio Art class. There will be one to two hours of homework each week.

161 Photography 2

Grades: 10-12

Unit of Credit: ½

Prerequisite: Photography 1

Photography 2 emphasizes and builds on processes learned in Photo 1. Students continue to investigate photography as a medium and their work becomes concept driven. Alternate processes, darkroom techniques, papers and exploratory research will be the focus. There will be one to two hours of homework each week.

170 Digital Media

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

This Adobe Photoshop Beginner Course will teach a beginner Photoshop user all essentials of Adobe Photoshop CC. This course engages students with the program's user interface and teaches students to use the program with ease. Through guided exercises, students learn different features, tools, and operations of the program. By the end of the course, students will engage in several creative projects ranging from Photoshop retouching to Photoshop for graphic design.

Digital Media, Graphic Design I, and Graphic Design II can be taken in any order to gain proficiency in the Adobe Creative Suite.

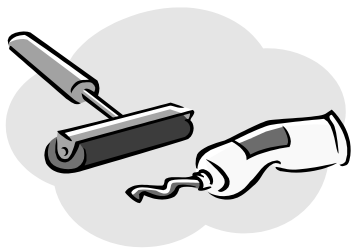
162 Sculpture

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Sculpture is a studio-oriented course which covers a wide variety of materials and techniques and includes both planning and physical construction. Students will use a variety of mediums including plaster, paper, cardboard, clay and wood and will have the opportunity to create work in both additive and subtractive manners. Connections to art, contemporary artists and art practices will provide context to understand sculptural issues. Students are encouraged to develop a critical eye and to strongly articulate and reflect as both viewer and creator.



171 Graphic Design 1

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Adobe Illustrator is the industry standard computer illustration software. Students will use Illustrator to produce images and vector graphics for print or web. In this course, students will become fluent in Adobe Illustrator fundamentals such as setting up print documents, various drawing tools, type, color, shapes, and different approaches to producing illustrations. Additionally, students will learn how to effectively manage the Illustrator interface and compose original compositions with drawing tools, color, text, layers, templates, and artboards.

Graphic Design I is a semester-long elective for students interested in learning how design thinking and design processes can be used as a catalyst for exploration, innovation, and visual communication. In addition to building a foundational working knowledge in Illustrator, there is a special focus on typography and the many ways design has become a powerful force in the 21st century. This course embraces digital design and analog processes and examines how contemporary artists use both digital and analog processes to produce artwork.

Digital Media, Graphic Design I, and Graphic Design II can be taken in any order to gain proficiency in the Adobe Creative Suite.

172 Graphic Design 2

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Adobe InDesign is the industry-standard page layout program. In this course, students will produce a variety of single-page and multi-page documents. Fundamental skills such as setting and formatting type, working with paragraph styles, importing images from Illustrator and Photoshop, defining and applying color, applying graphic effects, creating PDFs, and packaging files for printing. This course introduces the history, culture, and practice of making zines and gives students a series of open-ended prompts to create editioned books or pamphlets—whether personal, narrative, or political. A variety of book structures and digital and analog image-making methods are covered. Students will investigate an artist, political or historical movement, or a technique relating to zines in a collective print publication. In preparation for designing and screenprinting their own editioned zine.

Digital Media, Graphic Design I, and Graphic Design II can be taken in any order to gain proficiency in the Adobe Creative Suite.

169 3D Design

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Students engage with the elements of art and principles of design as a means to investigate 3D forms and ideas in this half-year course. The class is divided into 4 distinct pathways: architectural design, interior design, fashion design, and industrial design. Projects are based on real-world applications learning how to measure and plan using architectural design concepts, color theory for interior design applications, exploring a conceptual idea through the technical language of clothing construction and product design and model making for industrial design. Materials such as paper, foam core, cardboard, and found objects along with utilization of the digital lab for interior design projects. Fundamental 3D design and professional practices of industrial design are explored.

165 Studio in Jewelry & Metals 1

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Art

Metals 1 introduces students to the basic techniques necessary for the design and fabrication of jewelry. This course is the foundation for further exploration in jewelry design and metalsmithing as a vehicle for self-expression. Focus is placed on basic bench techniques such as sawing, piercing, drilling, filing, soldering and polishing. By the end of the course, students will be able to apply basic jewelry fabrication techniques to complete projects. They will acquire knowledge of materials for making jewelry, as well as small functional and non-functional objects.

166 Studio in Jewelry & Metals 2

Grades: 10-12

Unit of Credit: ½

Prerequisite: Studio Jewelry & Metals 1

Metals 2 further expands students' basic bench techniques with an emphasis on design and construction. Planning becomes an integral part of this class and students will work from sketch to physical construction. By the end of the course student will have a small collection of designed jewelry pieces.

580/581 Film & Video Production I & II

Grades: 10-12

Unit of Credit: 1

Prerequisite: Students must complete 580 prior to taking 581

Students are exposed to a variety of techniques and tutored in scriptwriting, storyboard development, camera use, the inner workings of a professional television-recording studio and editing. They will have an opportunity to make films, TV shows, commercials, and music videos.

The course is divided into three main sections of study: Public Speaking & Presentations, Film & Video Production, and Analysis and Criticism. In this course, the student will:

1. perform various types of public speeches and presentations.
2. produce each type of production so that it is edited and suitable for airing.
3. demonstrate expertise based on a content specialty exam both written and performance based.
4. participate in videotaping school events.

175 Theater Arts

Grades: 9-11

Unit of Credit: ½

Prerequisite: None

This course will study, analyze and apply all aspects of theater arts. Students will study the history of theater ranging from the earliest Greek plays to today's modern age. Students will also learn, study, and apply skills necessary for performance. The course is designed to be an intensive examination of the artistic aspects related to theater and the creation of theatrical performances – including dramaturgy, acting, directing, stage management, as well as all the technical/back-stage aspects of a production. While students will have to perform, prior acting/performing experience is neither required nor expected. Part of the course requirement will be to attend theatrical productions outside of school time and to volunteer at least 2 hours assisting an Eastchester School theatrical event (Player's Club, JazzCo, Talent Shows etc).