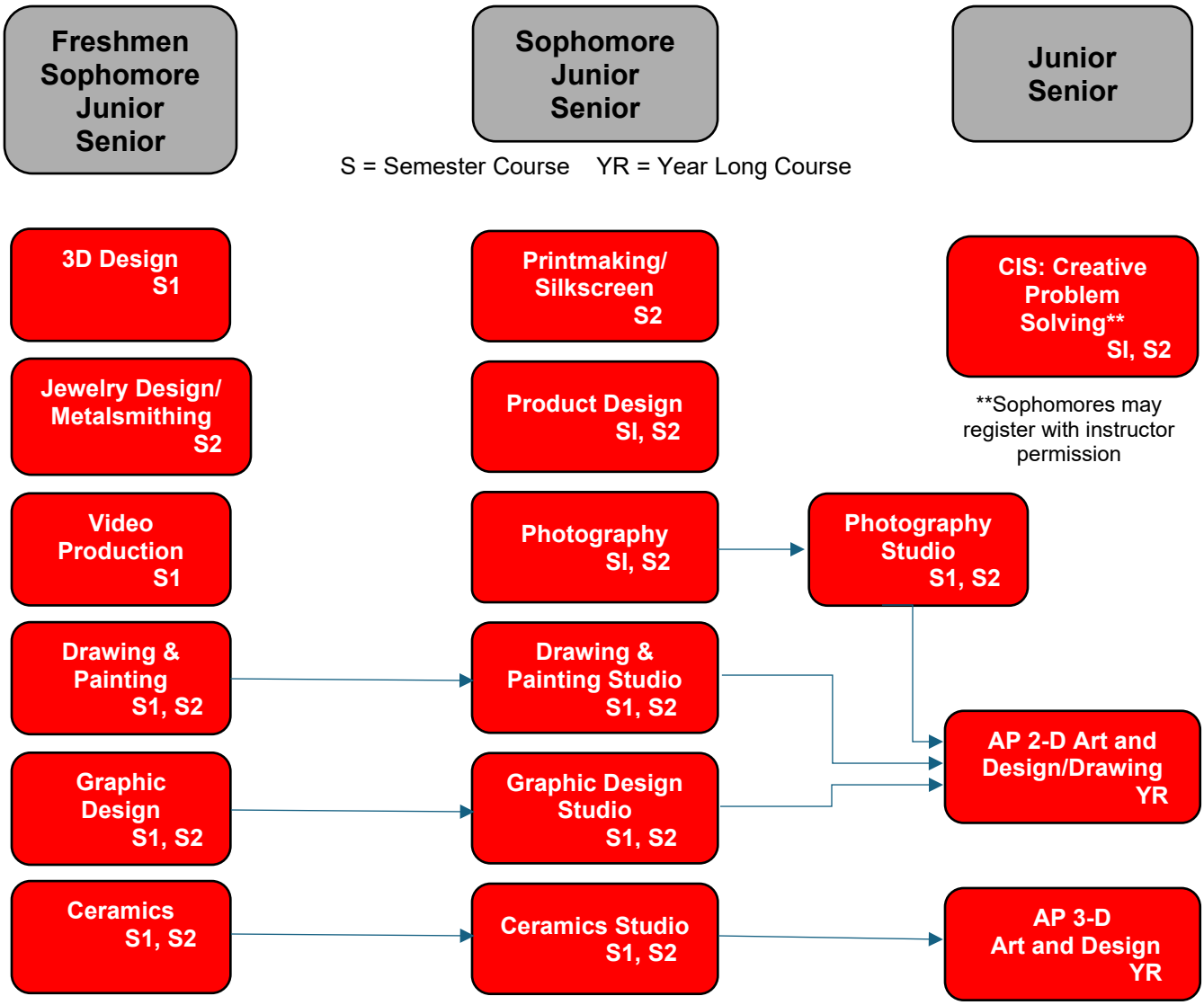
Fine Arts: Visual Arts

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.

Department Chair: Kelli Rahn krahn@bsmschool.org



Fine Arts: Visual Arts

3D Design (S1)

One semester, one credit, open to all grade levels

3D Design 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.

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

Students will learn to draw from "life" in the classic genres of art: still-life, portraits, the figure and landscapes as well as methods to increase students' ability to "see" and render. Students will focus on composition and learn to use various media such as charcoal, pen and ink, pastels, acrylics and watercolor in order to create depth, value, texture, variety and contrast in their work.

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.

Jewelry Design/Metalsmithing (S2)

One semester, one credit, open to all grade levels

This is an introductory jewelry design course. Students will explore basic jewelry design & construction, utilizing materials and techniques such as pierced pendants, riveting (cold connections), and ring soldering. Students will recognize and understand the elements of design in the context of jewelry making. Students will analyze and explore jewelry from various cultures and historical periods.

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.

Product Design (S1) or (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!

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Printmaking/Silkscreen (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.

Video Production (S1)

One semester, one credit, open to all grade levels

This is an introductory course designed to provide students with an artistic and historical background of video creation. Students will learn the basics of shooting their own videos from pre-production (script-writing and storyboarding) to production (video camera use, lighting, color, camera angles, audio) to post production (video editing). Students will work individually & in groups to create different types of videos.

Fine Arts: Visual Arts

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 (S1) and/or (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 to further develop their technique and expression in drawing and painting. When students were in Drawing & Painting I, they learned the foundational skills of art creation; Drawing and Painting Studio, students will create individual theme based portfolios while following discovery of new media. Students will show their continued exploration of course-instructed media while emphasizing student choice and problem solving abilities.

Graphic Design Studio (S1) and/or (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
Open to students who have completed the first level of this medium

Prerequisite: Photography

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 I 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.

Fine Arts: Visual Arts

College in the Schools

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

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. Full course description and requirements will be found on 54 of the Program of Studies.

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.