

Arts: Visual Arts

The Arts curriculum balances performance and practice with careful academic study and analysis. Whether in Music, Theatre & Dance, or Visual Arts, students are challenged to use their intellectual, emotional, and physical intelligence to create meaningful work, exhibitions, and performances. Instructors encourage students to take the risks necessary to explore, create, and grow as artists, while providing them with a framework for understanding how their endeavors relate to the larger artistic world. The Visual Arts Department provides all students with critical making and thinking tools that allow for self-reflection and expression through the physical manipulation of the world. Students learn to broadly apply practical skills and conceptual modes to understanding and representing human experience. They are encouraged to engage in interdisciplinary work, enriching a core study sequence with the philosophy, media, methods, and technologies of related and disparate artistic and academic disciplines -- ultimately broadening their understanding of the world beyond Horace Mann School.

Graduation Requirement:

For the class of 2026, a total of two credits in grades 9 through 12. All students must take at least one half credit in studio/performance, and at least one half credit in appreciation in any arts discipline.

For all other classes, a total of one-and-a-half-credits in grades 9 through 12, minimum. All students must take at least one half credit in studio/performance, and at least one half credit in appreciation. See half-credit requirement on page 4.

Visual Arts (ARTV) Courses Offered in 2025-26

200-level

- Ceramics 1: Introduction to Ceramics (ARTV 210)
- Drawing and Painting 1: Foundations (ARTV 211)
- Sculpture 1: Introduction to Sculpture (ARTV 212)
- Printmaking 1: Introduction to Printmaking (ARTV 213)
- Photography 1: Foundations (ARTV 214)
- Filmmaking 1: The Art of Visual Storytelling (ARTV 215)
- Art History: Art of the Ancient World (ARTV 216)
- Art History: Contemporary Art (ARTV 217)
- Art History: Global Architecture (ARTV 219)
- Film History 1: From Talkies to TikToks (ARTV 226)
- Ceramics 2: The Pottery Wheel (ARTV 250)
- Drawing and Painting 2: Practice and Application (ARTV 251)

200-level (cont.)

- Sculpture 2: Mixed Media (ARTV 252)
- Printmaking 2: Experimental Printmaking (ARTV 253)
- Photography 2: Digital (ARTV 254)
- Filmmaking 2: Field and Studio Production (ARTV 255)

300-level

- Ceramics 3: Complex Forms and Surfaces (ARTV 310)
- Drawing and Painting 3: Advanced Techniques (ARTV 311)
- Sculpture 3: Contemporary Sculpture and Installation (ARTV 312)
- Printmaking 3: Themes and Variations (ARTV 313)
- Photography 3: Fine Art & Commerce (ARTV 314)
- Filmmaking 3: Creating the Short Film (ARTV 315)
- Film History 2: Scene by Scene (ARTV 326)

400-level Half-credit courses

- Directed Study in Ceramics A (ARTV 410)
- Directed Study in Drawing & Paintings A (ARTV 411)
- Directed Study in Sculpture A (ARTV 412)
- Directed Study in Printmaking A (ARTV 413)
- Directed Study in Photography A (ARTV 414)
- Directed Study in Filmmaking A (ARTV 415)
- Imagination and Fantasy in Global Art A (ARTV 418.2)

400-level Full-credit courses

- Directed Study in Ceramics (ARTV 420)
- Directed Study in Drawing & Painting (ARTV 421)
- Directed Study in Sculpture (ARTV 422)
- Directed Study in Photography (ARTV 424)
- Directed Study in Filmmaking: Advanced Filmmakers Workshop (ARTV 425)
- Imagination and Fantasy in Global Art (ARTV 430)

Courses Not Offered in 2025-26

- Art History: Renaissance Art (ARTV 218)
- Art History: The Power of Images (ARTV 316)
- Directed Study in Art History (ARTV 429)
- Portraiture and Construction of Identities A (ARTV 418.1)
- Art History: What is a Masterpiece? (ARTV 428)

200-level courses:

ARTV 210- Ceramics 1: Introduction to Ceramics

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Studio/Performance credit

This course is a beginning-level adventure in utilizing clay as a fine art medium. Basic clay forming techniques will be explored, including pinch, coil, slab construction, and the potter's wheel. Students learn the basics of using clay as a vehicle for self-expression, focusing on utilitarian and sculptural forms. Students acquire the basic skills and technical knowledge needed to gain an understanding of ceramics.

ARTV 211 - Drawing & Painting 1: Foundations

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Studio/Performance credit

Drawing & Painting 1 is an introduction to the fundamentals of drawing and painting. This course develops skills in basic design concepts. Students will reflect on their artistic process as they work from concept to finished art. They will also build a digital portfolio. Students will learn traditional conventions of representation while developing the confidence and ability to express their individual and unique perceptions.

ARTV 212 - Sculpture 1: Introduction to Sculpture

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Studio/Performance credit

Sculpture 1 is an introduction to fundamental sculpture materials and techniques. Students will work with their hands to mold, cast, carve, and assemble a variety of materials such as wire, plaster, *papier-mache*, foam, and cardboard. Traditional techniques will be explored to learn how to manipulate form and space, as well as develop creativity and problem solving skills through the process.

ARTV 213 - Printmaking 1: Introduction to Printmaking

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Studio/Performance credit

Printmaking 1 is an introduction to the wide range of printmaking techniques. Students will explore basic techniques including paper marbling, monoprints, linoleum carving, and silkscreen. Each printmaking method will explore a different approach to image-making, both visually and thematically. From delicate prints on rice paper, to posters, and t-shirts, printmaking is an exciting way to explore creating multiples.

ARTV 214 - Photography 1: Foundations

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Studio/Performance credit

Photography 1 is an introductory photography course in which students learn the fundamentals of composition, capturing light, and exposure. Students will be taught how to "see" a photo, rather than take one. Both 35mm film cameras and digital cameras are introduced throughout the year as students learn to roll, develop, and print traditional black & white and color film. Most of the year will be spent utilizing the darkroom.

ARTV 215 - Filmmaking 1: The Art of Visual Storytelling

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Studio/Performance credit

Filmmaking 1 is an introductory course in digital cinema production. Students learn camera, audio, and lighting techniques, along with the editing software Adobe Premiere Pro. Workshops in screenwriting, storyboarding, shooting, and editing help students learn the art of visual storytelling in a time-based medium. Projects explore narrative, documentary, and experimental genres. Students work both individually and in crews.

ARTV 216 - Art History: Art of the Ancient World

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Appreciation credit

The very definition of "Ancient Art" is one that is constantly re-evaluated by art historians. We will begin this course in "pre-history," debating what qualifies as art, and study similarities (and differences) between works that were made in different parts of the world. From Algeria's Tassili N'ajjer cave paintings to China's Terracotta Army, students will look at and think about the impact of art on its world. The course will provide analytical tools and historical information that will allow students to think intelligently about objects not covered in class. In addition to discussion-based classes, we will make use of the vast resources of New York City through required trips to museums, buildings, and monuments.

ARTV 217 - Art History: Contemporary Art

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Appreciation credit

This course introduces students to architecture, painting, sculpture, and other media created by artists from the 19th century to the present. The course provides an in-depth study of the origins of Modernism, and allows students to explore works by artists such as Beyonce, Edouard Manet, Claude Monet, Barbara Kruger, Faith Ringgold, Basquiat, and many others. Works are placed in the social, political and cultural context of their production, offering students an understanding of modern history in addition to the crucial skills of formal analysis. Museum and various NYC site visits are an exciting requirement of this course.

ARTV 219 - Art History: Global Architecture

Half credit, meets five days in every ten-day cycle Prerequisites: None

Appreciation credit

This course is designed to provide a foundational knowledge of global architecture, both sacred and secular. Ultimately, students will be able to think critically about why buildings appear as they do, and how structures communicate, not simply respond to, varying needs. Students will be exposed to architectural forms from around the world and consider the importance of various materials used to construct them. Students will explore the differences between buildings wrought of iron, steel, and glass, and those of more traditional materials, such as stone. Students will have opportunities to visit buildings in NYC, and consider the impact of old and new structures existing on the same city block.

ARTV 226- Film History 1: From Talkies to TikToks

Half credit, meets five days in every ten-day cycle Prerequisites: None

Appreciation credit

Film History 1 offers a window into the world of cinema through the exploration of classic and contemporary films. Screenings of seminal films accompany discussions as we develop critical tools to analyze, contextualize, and appreciate the artform of the moving image. Students become versed in the language of film as we introduce the crafts of screenwriting, directing, editing, cinematography, costuming/makeup, production design, sound design, and sound editing.

ARTV 250 - Ceramics 2: The Pottery Wheel

Half credit, meets five days in every ten-day cycle

Prerequisites: Ceramics 1 (ARTV 210) or departmental approval

Studio/Performance credit

This course is an exploration of the potter's wheel as a means to form utilitarian and sculptural ceramic vessels. Students build upon their knowledge and skills from Ceramics I while advancing their wheel throwing abilities by designing and creating wheel thrown cylinders, bowls, mugs, vases and pitchers. Reduction glazes, slips, and other decoration techniques are explored. This course focuses on technique and skill-building while leaving room for creative input.

ARTV 251 - Drawing & Painting 2: Practice and Application

Half credit, meets five days in every ten-day cycle

Prerequisites: Drawing & Painting 1 (ARTV 211)

Studio/Performance credit

Students will dive further into the principals and elements of design. Students will enhance their visual vocabulary through units that cover Perspective, Structural/Gestural Anatomy, and Color Theory through newly introduced media. Students will reflect on their artistic process as they work from concept to finished art. They will continue to build a digital portfolio, which will contain their cumulative work from the previous class. Through traditional conventions of representation, students will gain the confidence and ability to visually communicate their thoughts aesthetically and with clarity.

ARTV 252 - Sculpture 2: Mixed Media

Half credit, meets five days in every ten-day cycle

Prerequisites: Sculpture 1 (ARTV 212)

Studio/Performance credit

Sculpture 2 is focused on exploring more advanced three-dimensional materials and techniques, as well as developing craftsmanship. Students will be introduced to a wider range of media, such as fabric, metal, wood, stained glass, and resin, while also considering how they can be combined together to express their ideas. Examples from artists from around the world will be introduced to inspire new concepts and approaches to sculpture.

ARTV 253 - Printmaking 2: Experimental Printmaking

Half credit, meets five days in every ten-day cycle

Prerequisites: Printmaking 1 (ARTV 213)

Studio/Performance credit

Printmaking 2 will expand on printmaking methods learned in Printmaking 1 as well as introduce more complex techniques and digital technology. Students will combine a wide range of printmaking techniques to create more complex compositions. There will be a focus on creating repeat pattern prints on textiles and paper.

ARTV 254 - Photography 2: Digital

Half credit, meets five days in every ten-day cycle

Prerequisites: Photography 1 (ARTV 214)

Studio/Performance credit

Students will learn how to use a DSLR Camera as they explore the world of digital photography. An emphasis is placed on portraiture both in the studio and the field. Students learn how to connect with their subjects as they shape available light and experiment with various studio setups.

Workshops in the digital lab include portrait retouching, learning various technological methods for the manipulation of images, and digital printing. Photoshop and Capture One Pro will be taught to help students edit and manage their photographs.

ARTV 255 - Filmmaking 2: Field and Studio Production

Half credit, meets five days in every ten-day cycle

Prerequisites: Filmmaking 1 (ARTV 215)

Studio/Performance credit

Filmmaking 2 dives more deeply into both individual field production and collaborative studio shoots. Students learn how to participate in all roles of a film crew, including but not limited to directing, lighting, camera operating, boom pole operating, slating, and production coordinating. Specialty equipment such as gimbals and dollies are introduced and utilized in order to support more advanced camera movements and cinematic styles. Students collaborate with actors and sound designers to turn the HM campus into a film set.

300-level courses:

ARTV 310 - Ceramics 3: Complex Forms and Surfaces

Half credit, meets five days in every ten-day cycle

Prerequisites: Ceramics 2 (ARTV 250) or departmental approval

Studio/Performance credit

Ceramics 3 leads students through a series of challenging assignments that advances their expertise on the pottery wheel while expanding their concept of ceramic art. Design and creation of pots for daily use will be explored, including lidded jars, plates, and teapots, along with exploring vessels and sculptures constructed from wheel thrown parts. Advanced glazing and firing techniques will also be explored.

ARTV 311 - Drawing & Painting 3: Advanced Techniques

Half credit, meets five days in every ten-day cycle

Prerequisites: Drawing and Painting 2 (ARTV 251) or departmental approval

Studio/Performance credit

In this advanced course, students will push their technical and conceptual skills. They will develop their knowledge of materials by experimenting with new mixed media approaches to art making. Students will be encouraged to stretch the scale and imagination of their projects, as well as continue to write and reflect on their artistic process while developing their own self-guided projects. They will plan and organize a show of their work in the gallery. Students will have an advanced digital portfolio by the end of this course.

ARTV 312 - Sculpture 3: Contemporary Sculpture and Installation

Half credit, meets five days in every ten-day cycle

Prerequisites: Sculpture 2 (ARTV 252) or departmental approval

Studio/Performance credit

Sculpture 3 expands on Sculpture 1 and Sculpture 2 to incorporate contemporary concepts and materials used by artists today, such as light, sound, site, and interaction. Current themes in art will be explored through artist examples, and students will determine the materials and techniques they want to use within those themes. The class will also collaborate throughout the year in developing sculptures and installations to bring art to spaces around HM.

ARTV 313 - Printmaking 3: Themes and Variations

Half credit, meets five days in every ten-day cycle

Prerequisites: Printmaking 2 (ARTV 253) or departmental approval

Studio/Performance credit

Printmaking 3 will allow students to develop their printmaking practice to create a series of works based on a theme. Students will be able to explore printmaking methods of their choice. They may choose to combine methods to create their own style as well as branch out from the print to incorporate unconventional materials/processes. Students are encouraged to explore their ideas more deeply in a series and to write personal statements about their work.

ARTV 314 - Photography 3: Fine Art + Commerce

Half credit, meets five days in every ten-day cycle

Prerequisites: Photography 2 (ARTV 254) or departmental approval

Studio/Performance credit

Photography 3 focuses on teaching a depth of knowledge in one particular medium, and specifically, the ways it can be used for fine art and commercial photography. In the first half of the year, students use medium-format photography to create a select number of large prints using the Yashica Mat camera. They will primarily focus on cityscape/landscape and studio photography in order to plan and develop an artistic vision. In the second half of the year, students will learn and practice photography techniques used in commercial, fashion, and editorial image-making.

ARTV 315 - Filmmaking 3: Creating the Short Film

Half credit, meets five days in every ten-day cycle

Prerequisites: Filmmaking 2 (ARTV 255)

Studio/Performance credit

This intermediate-to-advanced filmmaking course builds upon the conceptual, artistic, and technical skills learned in Filmmaking 1 & 2. Students continue to explore film language through workshops such as Directing the Actor, Genre Lighting Techniques, Production Sound, Color Grading, and Audio/Visual Effects. Students practice on-set communication protocols as they work together in teams. Advanced editing workshops include units on Live Editing, Parallel Action Sequences, Jump Cuts, Radio Edits, and Experiments in Tone and Music.

ARTV 326- Film History 2: Scene by Scene

Half credit, meets five days in every ten-day cycle

Prerequisites: Film History 1: From Talkies to TikToks (ARTV 226)

Appreciation credit

Film History 2 examines the various technical and creative processes of cinematic artistry. The close watching of specific scenes will explore the meaning and purpose of film as a medium. Some topics surrounding this art of visual storytelling will include genre and archetypes; themes and motifs; visual poetry; active viewership versus spectatorship; and the Gaze.

400-level half-credit courses:

ARTV 410 - Directed Study in Ceramics A

Half credit, meets five days in every ten-day cycle

Prerequisites: Ceramics 3 (ARTV 310) and departmental approval

Studio/Performance credit

Students will work towards creating a cohesive body of ceramic artwork. Working on an independent basis, students will develop their personal ideas and vision as ceramic artists. Creative problem solving and self-expression are paramount as students explore new techniques and concepts and create a portfolio of ceramics artwork. Each student's body of work will be the subject of group discussions and exhibitions throughout the school year.

ARTV 411 - Directed Study in Drawing and Painting A

Half credit, meets five days in every ten-day cycle

*Prerequisites: Drawing Painting 3 (ARTV311) and departmental approval
Studio/Performance credit*

This course offers more advanced students the opportunity to propose and develop their personal vision through "Sustained Investigation." The instructor will guide students with advice and technical help in the realization of their concepts. Investigations might include graphic novels, abstraction, or use of unexpected materials and techniques. Each piece will be accompanied by a written artist statement and be included in the student's digital portfolio. There will be scheduled days for students to present their work to their peers for reflections. The culmination of this work will be shown as part of the end-of-the-year gallery show.

ARTV 412 - Directed Study in Sculpture A

Half credit, meets five days in every ten-day cycle

*Prerequisites: Sculpture 3 (ARTV 312) and departmental approval
Studio/Performance credit*

Students will create a body of sculptural works within a personal theme. They will independently devise their concepts and be able to use class as studio time to create their work. The class will come together to give one another feedback throughout the process of brainstorming, in-progress feedback, and final critiques. The instructor will be available for advice and technical help.

ARTV 413 - Directed Study in Printmaking A

Half credit, meets five days in every ten-day cycle

*Prerequisites: Printmaking 3 (ARTV 313) and departmental approval
Studio/Performance credit*

Directed Study in Printmaking allows advanced students to create projects from their personal vision. Students will independently devise their concepts and be able to use class as studio time to create their work. Students will come together to give one another feedback throughout the process of brainstorming, in-progress feedback, and final critiques. The instructor will be available for advice and technical help with their vision.

ARTV 414 - Directed Study in Photography A

Half credit, meets five days in every ten-day cycle

Prerequisites: Photography 3 (ARTV 314) and departmental approval

Studio/Performance credit

Students will create a body of work that illuminates a central theme while using multiple image-making processes. An emphasis will be placed on creativity, ethics, and diversity within the visual arts. Projects might include but are not limited to: pinhole photography, Lomography, installation work, pop art, alternative processing, Polaroids, creative studio techniques, and portraiture with a 4x5 camera. Additional camera and alternative processing assignments include polaroid photography, cyanotypes, and salt prints.

ARTV 415 - Directed Study in Filmmaking A

Half credit, meets five days in every ten-day cycle

Prerequisites: Filmmaking 3 (ARTV 315) and departmental approval

Studio/Performance credit

Directed Study in Filmmaking is a course in which students act collaboratively as writers, directors, editors, sound recordists, cinematographers, and lighting designers. Rotating crew positions throughout the year, these young filmmakers support each other's visions and learn the technical skills that are necessary to ensure mutual success on all projects. Students practice the art of the pitch as they describe the themes, plotlines, genres, and logistics of their film ideas to their classmates. Advanced workshops include topics such as Shot Language, Mise-en-Scene, Production Design, Creating Shooting Schedules and Call Sheets, and Multi-Track Editing.

ARTV 418.2- Imagination and Fantasy in Global Art A

Half credit, meets five days in every ten-day cycle

Prerequisites: 200- or 300-level Art History class and departmental approval

Grades 11-12

Appreciation credit

The terms "Imagination" and "Fantasy" have historical connotations and contemporary implications. Students will get to explore works of art of their choosing, and consider how the terms we use to describe certain objects impact our history. This is a topics-based course for students advanced in their art historical knowledge. We will explore works of art formally as well as through various theoretical and historical lenses. Works discussed will span

historical periods and geographies, allowing us to balance formal qualities with contexts of creation, while thinking about the universality of art.

400-level full-credit courses:

ARTV 420 - Directed Study in Ceramics

Full credit, meets 4 days/week

Prerequisites: Ceramics 3 (ARTV 310) and departmental approval

Studio/Performance credit

Students will work towards creating a cohesive body of ceramic artwork. Working on an independent basis, they will develop their personal ideas and visions as ceramic artists. Creative problem solving and self-expression are paramount as students explore new techniques and concepts and create a portfolio of ceramics artwork. Each student's body of work will be the subject of group discussions and exhibitions throughout the school year.

ARTV 421 - Directed Study in Drawing and Painting

Full credit, meets 4 days/week

Prerequisites: Drawing & Painting 3 (ARTV 311) and departmental approval

Studio/Performance credit

This is a full-credit course that offers the most advanced students the opportunity to propose and develop their personal vision through "Sustained Investigation." The instructor will guide students with advice and technical help in the realization of their concepts. Investigations might include graphic novels, abstraction, or use of unexpected materials and techniques. Each piece will be accompanied with a written artist statement and included in their digital portfolio. There will be scheduled days when students will present their work to their peers for reflections. The culmination of this work will be shown as part of the end-of-the-year Gallery show.

ARTV 422 - Directed Study in Sculpture

Full credit, meets 4 days/week

Prerequisites: Sculpture 3 (ARTV 312) and departmental approval

Studio/Performance credit

Students will create a body of sculptural work within a personal theme. Students will independently devise their concepts and be able to use class as studio time. The class will come together to give one another feedback throughout the process of brainstorming, in-progress feedback, and final critiques. The instructor will be available for advice and technical help.

ARTV 424 - Directed Study in Photography

Full credit, meets 4 days/week

Prerequisites: Photography 3 (ARTV 314) and departmental approval

Studio/Performance credit

Students will create a body of work that illuminates a central theme while using multiple image-making processes. An emphasis will be placed on creativity, ethics, and diversity within the visual arts. Projects might include but are not limited to: pinhole photography, Lomography, installation work, pop art, alternative processing, Polaroids, creative studio techniques, and portraiture with a 4x5 camera. Additional camera and alternative processing assignments include polaroid photography, cyanotypes, and salt prints.

ARTV 425 - Directed Study in Filmmaking

Full credit, meets 4 days/week

Prerequisites: Filmmaking 3 (ARTV 315) and departmental approval

Studio/Performance credit

Directed Study in Filmmaking is a course in which students act collaboratively as Writers, Directors, Editors, Sound Recordists, Cinematographers, and Lighting Designers. Rotating crew positions throughout the year, these young filmmakers support each other's visions and learn the technical skills that are necessary to ensure mutual success on all projects. Students practice The Art of the Pitch as they describe the themes, plotlines, genres, and logistics of their film ideas to their classmates. Advanced workshops include topics such as Shot Language, Mise-en-Scene, Production Design, Creating Shooting Schedules and Call Sheets, and Multi-Track Editing.

ARTV 430 - Imagination and Fantasy in Global Art

Full credit, meets 4 days/week

Prerequisites: One Art History course or completion of level 2 of a Visual Arts studio course and departmental approval

Grades 11-12

Appreciation credit

The terms "Imagination" and "Fantasy" have historical connotations and contemporary implications. Students will consider how the terms we use to describe certain objects impact our history. This is a topics-based course for students advanced in their art historical knowledge. We will explore works of art formally as well as through various theoretical and historical lenses. Works discussed will span historical periods and geographies, allowing us to balance formal qualities with contexts of creation, while thinking about the universality of art.

Courses Not Offered in 2025-26:

ARTV 218 - Art History: Renaissance Art

[Course not offered in 2025-26]

Half credit, meets five days in every ten-day cycle

Prerequisites: None

Appreciation credit

This course is designed to provide a foundational knowledge of artists, genres, techniques, works, and comprehensive context(s) of the Renaissance in both Southern and Northern Europe. Seminal works of art will be explored in depth, and students will be given the opportunity to ponder canonic images by artists such as Raphael, Michelangelo, Leonardo, Hieronymus Bosch, and Pieter Bruegel the Elder. Along with a greater understanding of history, students will gain the ability to "read" Renaissance images and consider their impact on art and philosophy across the world. Architecture and museum assignments are a vital and exciting portion of this course.

ARTV 316 - Art History: The Power of Images

[Course not offered in 2025-26]

Half credit, meets five days in every ten-day cycle

Prerequisites: 200-level Art History course.

Appreciation credit

The Parthenon, Snap stories, Egyptian Pyramids, Instagram filters, the Mona Lisa, Beyonce music videos: all seemingly different objects, yet all comprise our visual world. We are all both makers and consumers of images, yet very few of us learn visual literacy and how to navigate the world of art. This course will explore the subconscious ways we are manipulated by images, how the history of art informs our understanding of the world, and how we can be more aware, critical, and in charge of our visual experience. This course is organized by theme rather than chronology, thus encouraging students to make visual connections beyond the boundaries of geography and time. This course teaches students both techniques of art historical analysis and urges a meta look at the discipline itself.

ARTV 418.1 - Portraiture and Construction of Identities A

[Course not offered in 2025-26]

Half credit, meets five days in every ten-day cycle

Prerequisites: 200- or 300-level Art History class and departmental approval

Grades 11-12

Appreciation credit

This is a topics-based course for students advanced in their arthistorical knowledge. We will explore works of art formally as well as through various theoretical and historical lenses. Works discussed will span historical periods and geographies, allowing us to balance formal qualities with contexts of creation, while thinking about the universality of art. By focusing on portraiture and the way we construct, understand, and interpret identities, students study works that range from the Mona Lisa to selfies, TikToks, and anything that they want to pursue within the very broad category of "portraiture."

ARTV 429 - Directed Study in Art History

[Course not offered in 2025-26]

Full credit, meets 4 days/week.

Prerequisites: 200- or 300-level art history class and/or departmental approval

Grades 11-12

Appreciation credit

This is a topics-based course for students advanced in their art historical knowledge. Students will explore works of art chosen by them through various theoretical and historical lenses. Works discussed will span historical periods and geographies, allowing us to balance formal qualities with contexts of creation, while thinking about the universality of art.

ARTV 428 - What is a Masterpiece?

[Course not offered in 2025-26]

Full credit, meets 4 days/week

Prerequisites: One Art History course or completion of level 2 of a Visual

Arts studio course and departmental approval

Grades 11-12

Appreciation credit

This course will ask students to think deeply and critically about a limited number of objects, privileging depth over breadth. We will focus on approximately 30 objects during the course of the year, each of which will allow students to think critically about works of art beyond the curriculum. This course will encourage students to think about and engage in critical discussion of the visual arts while attempting to define what qualifies as a "masterpiece." We will discuss the perceived differences between "high" and "low" art and between craft and concept. We will look at work as disparate as contemporary music videos and ancient cave paintings. This advanced curriculum will challenge students' conceptions of "genius" and introduce them to a wide range of possibilities of artistic expressions, to which the response may or may not be universal.