Commercial Art & Design/3D Functional Art & Craft
Grades 9-12
2026-27

Supplies

Students should either provide the materials listed in the school supply list, or they can purchase them for $2.50. In either case, students will need a pencil case or other holder for their materials. All other necessary supplies will be provided as part of the class. Students may elect to bring materials of their own if they wish, but only those that would be helpful in completing the current assignment. Students who regularly keep a sketchbook and wish to use their own instead of the one we make may do so, but they may be collected and reviewed from time to time.

Objectives and Projects

The goal of this course is to offer a broad overview of many of the techniques and uses of commercial art and the process of design. Students will have opportunities to meet with professionals from varied fields within the digital and commercial art industry. Projects will range from hands-on to computer-based work. Students will learn about media literacy and how to better understand the world of visual information that surrounds them. Second semester will focus on functional art and craft, primarily 3D work, and the idea of form and function.

Expectations

Students will be present and ready to learn each day.
Students will respect themselves, others, and the work made.
Students will use materials responsibly and safely.

Attendance and Participation

I do not assign homework. A reasonable amount of class time will be allotted for every assignment. Students who do not use their time well may find they need time outside of class to get projects finished. Many projects cannot go home due to materials and/or space. Time needed outside of class must be pre-arranged with me and can be done at lunch, or after school if it must be done in the Art Room. When a new project is assigned, students have 3 "out-of-class" days to complete it for full credit. **Work turned in after that will lose 10%. Incomplete assignments will be given reduced grades as well. After a full grade-check period, work will lose 40% credit, and only major projects will be accepted as late.** If there are extenuating circumstances, please arrange for a later turn-in date *before* the date the work is due. Work handed in without a name will lose points as well.

When students are absent, they will be responsible for making up the work missed. If absences are due to illness, materials will be made available during the absence, and possible adjustments to assignments may be made depending on the length of the absence. If the absence is due to appointments or other excused absences, the work missed can be collected

and completed upon return to school; time allowed will be in accordance with school policy. Deadlines for projects still apply.

Daily practice of "Professionalism" will be worth 10% of final semester grades. Please see the rubric in Google Classroom for more information on what is evaluated.

Grading

Final Projects: 60% Practice: 30% Professionalism: 10%

Eating/Drinking

Eating is not allowed in class, but personal water bottles are encouraged. If you need to work at lunch, eat and then come to the Art Room. Many art supplies should not be ingested, and hands covered with art materials should not be used for eating until washed. Eating can also create mess on your artwork.

Electronic Devices and Music

Use of personal devices during class will be in violation of school policy as outlined in the student handbook.

We will not be using Chromebooks in class. Headphones should be left in backpacks or lockers.

Copyright and Plagiarism

All work turned in must be original and your own. Other artists' work and AI are vast and easy to access on the internet, but they are not there for you to copy. Likewise, you may not have another student finish your work. Work found to be copied will not receive credit.

Student Signature _____

Parent Signature _____