

Electives

ART

The Art Department helps students to think and act creatively, to express their ideas in visual form, and to understand the history and meaning of art. Students will be challenged intellectually, emotionally, and physically to learn by doing; and they will discover how to formulate imaginative solutions to unfamiliar problems.

The Art Department strives to meet the needs of all students: those who are aiming for a career in art -- as well as those who want a well-rounded and creative high school experience. Frequent exhibits in our Palmer Art Gallery enable students to share their accomplishments with the entire school community. One full year of any course fulfills the art and/or music requirement for graduation.

Link to watch Fine Arts video: <https://drive.google.com/file/d/10IYw2QFEHbGWg0Gl8fZf2EUHCnCFdsq/view?usp=sharing>

ART FOUNDATION

FULL YEAR - 1 CREDIT

Art Foundation is an introductory, exploratory course for all students interested in a general creative experience. Experimenting with a variety of materials and techniques, including: drawing, painting, collage, printmaking and sculpture, you will learn by making art. Art Foundation also serves as the prerequisite for Drawing & Painting and Clay; it also prepares students for Photo, Design and Video.

DRAWING & PAINTING

FULL YEAR - 1 CREDIT

PREREQUISITE: ART FOUNDATION

Drawing and Painting is an intermediate level course in a studio art elective sequence focusing on traditional two-dimensional media. Exploration of materials in greater depth than before, learning of new subtleties and possibilities to exploit, and practicing observational drawing and painting, are important components of this course. At times you will be assigned specific subject matter, and other times you will be given a theme or prompt. Students will be prepared to go onto Advanced Drawing & Painting the following school year.



Reagan Hild

ADVANCED DRAWING & PAINTING

FULL YEAR - 1 CREDIT

PREREQUISITE: DRAWING & PAINTING

The goal of this course is to prepare students technically and conceptually for further study of Art at MHS or in college. Students will improve their skills in drawing and painting from observation. They will also explore a variety of media in depth. In addition, they will complete assignments that will require them to think creatively and work independently. They will also begin to develop their artistic voices as they do both in-class and out-of-class projects. Students will take part in group critiques of their work and discussions about art history and aesthetics. Students who successfully complete the course will have a portfolio for application for Art school or college, and should be well-prepared for the challenges of AP Studio Art.



Avalyn Weintraub

ADVANCED PLACEMENT STUDIO ART (AP DRAWING OR 2D DESIGN PORTFOLIOS)

FULL YEAR – 1 CREDIT

PREREQUISITE: PORTFOLIO REVIEW

AP Studio Art/AP 2D Design provides an exciting opportunity for seniors who are serious about their art to do rigorous college-level work in high school. Students will spend at least six hours per week out of class working on art assignments. They will complete an extensive portfolio in drawing, two-dimensional or three-dimensional design for submission to the College Board in May. Those who receive passing scores may earn college credit.

SENIOR ART EXPERIENCE

FULL YEAR – 1 CREDIT

Senior Art Experience is an exploratory course open to all seniors interested in a general creative experience, regardless of if you have taken a prior Art course at MHS or not. This course will offer students a range of creative experiences in two-dimensional and three-dimensional design, using a wide variety of approaches. This course is an open-ended inquiry into art-related issues and will include individual and group projects, and media experimentation. Student interest in particular topics and media will have a direct influence on the direction of curriculum throughout the year.



Sophie Chiaravalle



Shane Nevin



Lea Basloe

ADVANCED PLACEMENT ART HISTORY

FULL YEAR – 1 CREDIT

This course introduces students to important works of western and non-western art in their historical contexts. Students will learn ways to examine, analyze, understand and communicate about visual culture. The first semester of this course would cover art from the prehistoric caves to the Middle Ages, and the second half of the year would continue from the Middle Ages to the present. Students will study significant works of visual art and architecture through readings, class lectures, slide presentations and discussions. Students will practice writing both descriptively and analytically about paintings, drawings, sculptures and other works. Students will become comfortable with the basic concepts of aesthetics, art theory, art history and criticism. Students will appreciate artwork as visual expressions of the major forces shaping society in different eras as well as self-contained objects of beauty. We will take at least one field trip to the Cloisters or Museum of Modern Art in New York City. Students in grade 10 are allowed to take this course.

Clay

INTRODUCTION TO CLAY

FULL YEAR – 1 CREDIT

PREREQUISITE: ART FOUNDATION

This course is designed to give students a solid base of knowledge and experience working with clay. Major ceramic techniques such as handbuilding, sculpture, ancient and modern firing techniques and an introduction to the pottery wheel will be covered. By the end of the course students will be able to work independently, choosing the appropriate clay forming techniques to successfully and creatively express their ideas.

INTERMEDIATE CLAY

FULL YEAR – 1 CREDIT

PREREQUISITE: INTRODUCTION TO CLAY

Students will continue to improve the skills they learned in Introduction to Clay and will begin to develop their own unique, personal style. Those who are interested in hand-building and sculpture will work on idea-based projects. For inspiration, they will explore how and why other artists and cultures have created sculpture. Those who are interested in the potters' wheel will challenge themselves by learning advanced throwing techniques such as lidded and stacked forms. Students who want to do both will be able to combine hand-building and wheel-throwing to create works of art. They will also gain an understanding of how to make and test a glaze and how to fire the kiln.

ADVANCED CLAY

FULL YEAR – 1 CREDIT

PREREQUISITES: INTERMEDIATE CLAY AND APPROVAL OF THE INSTRUCTOR

In this course students will be able to delve deeper into the medium and pursue their own interests with clay. Rather than have assignments, students will design their own projects by setting clear and concise goals for themselves. Each goal will include a description of what the student wants to create and include reference photographs and/or sketches of the concept that the student is going to explore. Students can explore hand building, wheel throwing or a combination of both. This will require students to be able to work independently on sustained goals. The instructor will be there to guide and facilitate in order for students to carry their goals to fruition.



Dayana Delcid



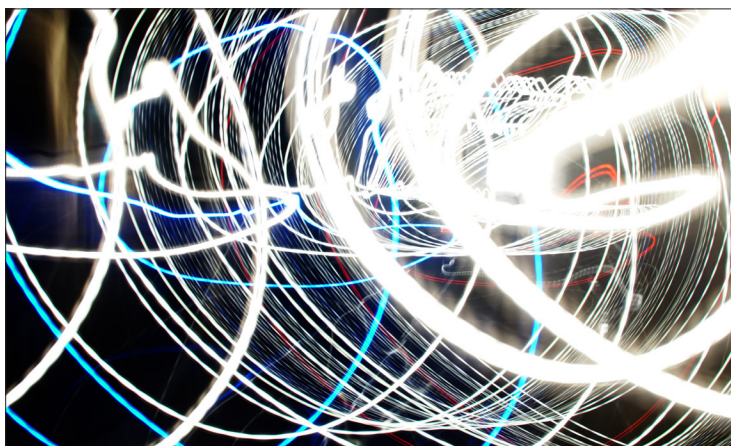
Patricia Alva

AP 3-DIMENSIONAL DESIGN

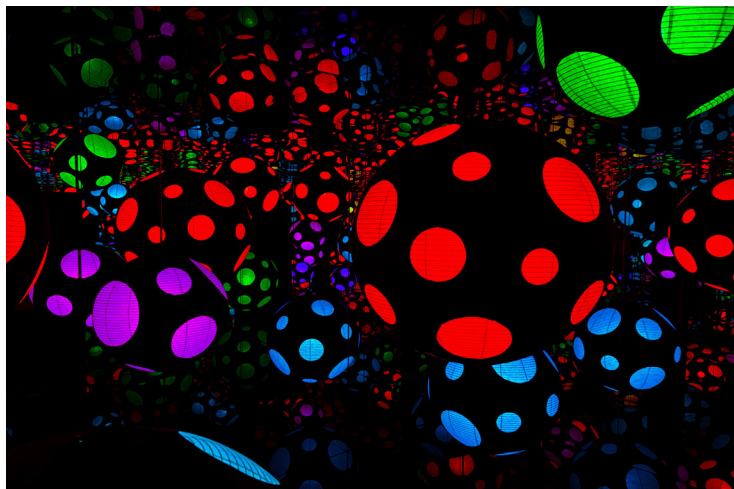
FULL YEAR – 1 CREDIT

PREREQUISITES: INTERMEDIATE CLAY AND APPROVAL OF THE INSTRUCTOR

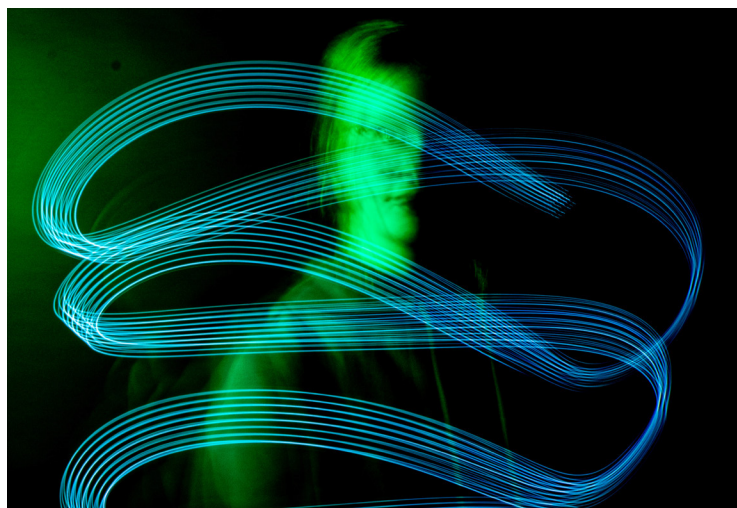
AP Clay provides an exciting opportunity for seniors who are serious about their art to do rigorous college-level work in high school. Students will need to spend at least six hours per week out of class working on their projects. They will complete an extensive portfolio in three-dimensional design for submission to the College Board in May. Those who receive good scores may earn college credit.



Matthew Lin



Nicolas Palmer



Matteo Bonanno

Photography

PHOTOGRAPHY ONE

FULL YEAR – 1 CREDIT

This course will serve as an introduction into seeing the world in a new way. Through the medium of manual and digital SLR cameras, students will learn the fundamentals of picture taking, image manipulation, and print development. A variety of alternative photography projects will be assigned including cyanotypes and photographic collage. Students will be introduced to the aesthetics and visual elements of photography to create dynamic, visually arresting imagery.

PHOTOGRAPHY TWO

FULL YEAR – 1 CREDIT

PREREQUISITE: PHOTOGRAPHY ONE

Intermediate photography students will work on a variety of projects designed to further explore the conceptual, aesthetic, and technical aspects of photography. More advanced skills such as editing, studio lighting, and computer manipulation will shape this course. Students will develop a personal vision while strengthening their understanding of visual imagery.

ADVANCED PHOTOGRAPHY

FULL YEAR – 1 CREDIT

PREREQUISITE: PHOTOGRAPHY TWO

This advanced course emphasizes the creative aspects of image making and the development of a photography portfolio. The first semester will focus on projects to strengthen students' photographic skills using manual and digital cameras. The second semester will culminate with the creation of a final portfolio based on self-directed concepts and themes. This class will enable students to further develop their visions as photographers.

AP PHOTOGRAPHY/PORTFOLIO DEVELOPMENT

FULL YEAR - 1 CREDIT

PREREQUISITE: PHOTOGRAPHY TWO OR ADVANCED PHOTOGRAPHY

This is a portfolio development course for serious photography students to build upon the technical and conceptual skills introduced in previous photography courses. Students will develop a range of art/photography concepts and are required to work within a variety of two-dimensional techniques, media and subject matter. This course will enable students to further develop their own ideas, conceptual voice, define content and solve real world problems. This higher level course will focus on working through each project to create portfolio-quality work for college submission and the AP College Board.

Design

STEAM STUDIO 1

FULL YEAR - 1 CREDIT

This interdisciplinary course incorporates topics from the former introductory courses in computer science, engineering, architecture, and design. The main goal of STEAM Studio is to develop the mindset required for students to be innovators, critical thinkers, problem solvers, and entrepreneurs; in a collaborative setting that reflects the real world. STEAM Studio introduces students to a variety of topics including: the design-thinking process, collaborative group work, think tank brainstorming, research, hands-on fabrication, rapid prototyping techniques, coding, and design analysis. Activities are designed to bridge together multiple disciplines, thereby creating connections between the aforementioned topics. Students in this course will also be introduced to the high-tech prototyping equipment in the new MHS CoLab. In this course, students will rotate through the following courses: Architecture, Computer Science, Engineering and Design. Link to watch Architecture video:

<https://drive.google.com/file/d/16tUjrMc1ZgbeelaovjX-ODxHnJwat5c-/view>



Isabelle Sklar

AP DESIGN STUDIO / PORTFOLIO DEVELOPMENT

FULL YEAR - 1 CREDIT

PREREQUISITE: DESIGN STUDIO TWO / COLLABORATIVE DESIGN LAB

The goal of this course is for students to create an innovative, modern portfolio that illustrates the ability to stay on-trend, think outside the box and foster multiple design abilities. Students will develop their own ideas, conceptual voice, define content and solve real world design problems. How to define problems, develop ideas, and best communicate them through the design thinking process will be emphasized. Self-motivated projects will strengthen individual processes and problem solving capabilities. This advanced design course will focus on working through each project to create portfolio-quality work for college submission and the AP College Board.



Megan Hurley, Isabella Vitale, Patricia Hahn

DESIGN STUDIO TWO

FULL YEAR - 1 CREDIT

PREREQUISITE: DESIGN STUDIO ONE

This course will be an in-depth exploration in creating solutions for design problems. Conceptual problem solving skills will be developed further for real world studio projects such as: global branding campaigns, product design, space design, and print and digital design forms. Students will apply design thinking skills to all disciplines and real world careers, including the human-centered design process. With these tools, students will create innovative, effective, and sustainable solutions for social change and develop a process for producing creative solutions to even the most complex challenges. CC design software; In Design, Adobe Photoshop, and Adobe Illustrator will be utilized.



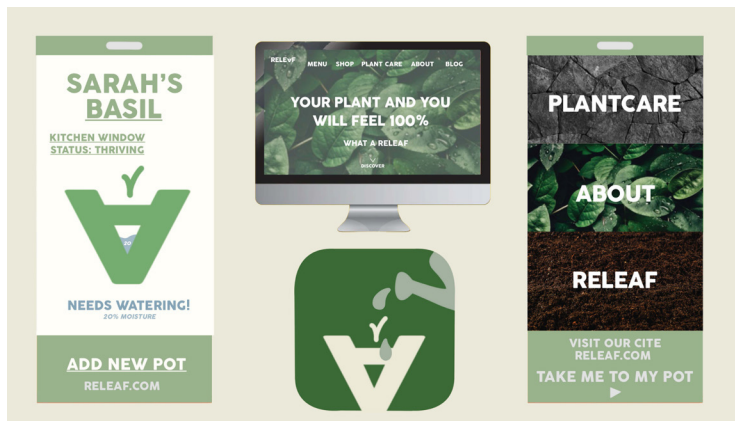
Arielle Nickerson

DESIGN STUDIO THREE

FULL YEAR – 1 CREDIT

PREREQUISITE: DESIGN STUDIO TWO

This course is designed to simulate an operational design/media firm that enables individual and collaborative work. This program is tailored for students interested in further developing their professional skills in design fields including: human-centered design, digital design, environmental, product, web, package design and global branding strategies. This course involves a variety of processes including: collaborative group work, think tank brainstorming, research, hands-on labs, and design analysis. The program enables students to experience a real-world collaborative setting, interacting and problem solving with peers and professionals. Through these connections, designers will create new materials of value that are responsive to the needs and wants of a society in flux and to contribute objects and campaigns of worth that integrate the best in design and design thinking. Students are educated not only in a variety of graphic disciplines, but also in the complex interrelationships of all the visual vocabularies.



Paisley Flamenbaun



Isabelle Sklar

POSTER



BRANDED MERCH- HOODIE, BOOKMARK, STICKERS, ARTIST COLLECTIBLE CARDS

VIDEO PRODUCTION

INTRODUCTION TO VIDEO (1)

FULL YEAR – 1 CREDIT

In this foundation course students will explore the different elements of digital video production as they produce various projects throughout the year. Students will learn the process of single-camera production, starting with pre-production and ending with non-linear editing using Adobe Premier Pro, Adobe's Creative Cloud's professional editing suite. Students will learn how to use DSLR video cameras to elevate their visual style, while also learning the art of visual storytelling in both narrative and documentary forms. Introduction to Video is the prerequisite for all other Video courses.

Link to watch Video Production video:

<https://www.youtube.com/watch?v=9OWizYqczWs&feature=youtu.be>

INTERMEDIATE VIDEO (2)

FULL YEAR – 1 CREDIT

PREREQUISITE: INTRODUCTION TO VIDEO (1)

This class is designed for students who are serious about raising the caliber of their video production skills and want to create a more sophisticated body of work. Students at this level will study the elements of effective storytelling and explore more conceptual approaches to filmmaking. Pre-production, script writing, shot composition and sound design will be explored in more depth. Students will work on more substantive narrative and documentary projects, and should expect to put in more work outside of class in order to complete the projects at this level. Introduction to Video (1) is the prerequisite for this course.

ADVANCED VIDEO (3)

FULL YEAR – 1 CREDIT

PREREQUISITE: INTERMEDIATE VIDEO (2)

Advanced Video is designed for students who wish to pursue filmmaking in a more professional manner and perhaps after high school. Students will propose original, self-directed projects and scripts. Students will spend a good deal of time outside of class working collaboratively to complete longer and more sophisticated projects. The second semester will focus on longer form documentary and collaborative narrative projects. Students will also have the opportunity to work on community projects through LMCTV, our television network, to gain hands-on experience in the field. Intermediate Video (2) is the prerequisite for this course.



Charlotte Thomas



Lana Roche-Mair

SENIOR VIDEO EXPERIENCE (4)

FULL YEAR – 1 CREDIT

PREREQUISITE: ADVANCED VIDEO (3)

In the first half of Senior Video Experience (4), students will develop a portfolio of different genres, styles, and narratives that explore a common concept or theme, with an emphasis on sophisticated technical and storytelling skills. In the second half of the year, students will write their own scripts with the opportunity to develop one of them into a short film for a whole class production. Students will take on real-world production roles, from writer/director to production coordinator, wardrobe and set designer, cinematographer, editor, etc. Through the process of taking a script from the page to the screen, students will walk away with the invaluable experience of being an essential part of a film production team. Advanced Video (3) is the prerequisite for this course.