



Sample Course Descriptions

Visual Art Basics

The students in visual arts are exposed to a wide variety of techniques and art applications. This course introduces and re-enforces the elements of line, color, form, shape and texture. We create pieces of art work using one of the elements listed. Art pieces are rendered in different media, including paint, pencil, marker, mixed media, collage and/or clay. Each class begins with a brief discussion of an historical piece of art. The assignment to follow is directly related to the piece. This course focuses on experience and experimentation. Students will be introduced to a wide variety of media. Each medium will have several possible artistic applications, encouraging the students to explore the possibilities and properties of each medium. Photos of completed projects and documentation of processes involved can be included in the portfolio.

Digital Photography

Students focus on the basic techniques of digital image making from conception to applications. Students will learn, the history and types of cameras, the parts of the camera (what they are used for and how to take care of them), composing shots of objects, people, activities and landscapes. Students are introduced to the roles of light and shadow in photography, when and how to use flash. They will be exposed to photo editing software and learn how to upload digital images to the computer. We will explore cropping and adding special effects to the uploaded images and how to share them with others. Students will view and critique famous works of well known photographers and document their findings in a journal. Completed projects and documentation of processes involved can be included in the portfolio



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Sculpture

Students will explore a variety of sculpting methods to make three-dimensional works of art. Sculptures may be fabricated, assembled, or constructed. They can be made of many different materials. In the art shop, students learn to produce art pieces and commercial artwork. Photoshop is a digital picture manipulation program that allows the student to create an indefinite amount of work ranging from fine art to advertising work. We incorporate classroom tutorials, the purpose of which is to teach the use of a single tool. As the students progress, the tutorial gets more complicated and requires the use of multiple tools. Students will be able to create a variety of commercial artwork such as flyers, magazine covers, CD covers, calendars and logos. They can also manipulate or retouch photos and create illustrations and collages. Completed projects and documentation of processes involved can be included in the portfolio.

2 Dimensional Art

Students will explore a variety of flat work techniques which include drawing, painting, collage and printmaking. Works will be created in pencil, chalk/charcoal, pastel, watercolor and acrylic paint. Substrate possibilities will include paper, illustration board and canvas. Emphasis will be placed on the historic importance of these techniques and well as their applicability to the elements and principles of design. Completed projects and documentation of processes involved will be included in the student's personal portfolio.