

## ART DEPARTMENT

**PHILOSOPHY OF THE DEPARTMENT** The Art Department's goal is to create an awareness among students and the community that art is an integral part of the educational system and the total society. Students are encouraged to create individual and/or group works of art, interpret existing works of art, and respond, analyze or evaluate the art of oneself and others within a broad cultural/historical process. The central focus is to foster creativity and critical thinking and enrich our community's interest in the visual arts.

As stated by Patricia Lay Dorsey (Detroit area artist), "Art is a verb, not a noun. It is more process than product..." Art is also one of the best vehicles to nurture problem-solving skills, freedom of expression, and abstract and critical thinking.

Art is important to students and society because art:

1. Nourishes creativity and helps students understand the influences of the arts and their power to create.
2. Reflects cultures and their impact on daily life.
3. Reinforces the learning of other subjects and encourages problem-solving and cognitive thinking skills.
4. Develops skills in designing the images and products we see and use daily.
5. Develops visual responsibility toward nature and the "man-made" world, adapts to and respects self expression and the paradigms in which we live.
6. Is used to develop life long leisure activities.
7. Cultivates awareness and appreciation for multiple forms of expression and intelligences.
8. Helps to develop the utilization and appreciation of handcrafted forms.
9. Bridges creativity and technology.
10. Is our closest attainment to a universal language.

L010

### ART APPRECIATION

1 semester

1/2 credit

9-12

PREREQUISITE: None

Art Appreciation is a one-semester enrichment class which introduces students to the opportunities for reflection, exploration and visualization through art. Art appreciation students will observe art in terms of its relevance to social events and how art creators interpret society. They will also observe how other artists, as well as they, can express their feelings, ideas and emotions about the world through their art.

Students have an opportunity to study artists who have recorded social events throughout the history of the world, use elements and principles of art to create works that reflect their society, and explore and understand themselves through their creations. In this class, opportunities may be available for students to attend art shows and visit museums to enhance their knowledge of art and its recording of cultural diversity through the ages. Emphasis is on the process rather than the product. A weekly journal will be kept by each student.

L013

**ADVANCED PLACEMENT ART HISTORY 1: PREHISTORIC – GOTHIC**

(This course is in pilot status.)

1 semester

1/2 credit

10-12

PREREQUISITE: B- or better average in English **or** recommendation by art, English, or social studies teacher

Advanced Placement Art History 1: Prehistoric through Gothic is a semester course designed to provide students with an understanding, appreciation, and enjoyment of architecture, sculpture, painting, and other art forms within historical and cultural contexts. In this course, students examine major forms of artistic expression from Prehistoric times through the Gothic era and from a variety of cultures and media. Students learn to look at works of art critically, with intelligence and sensitivity, and to analyze what they see. Interdisciplinary connections between art and other areas of study become evident as students learn the complexity of arts creation through the ages. Field trips, research, writing, and experimentation with hands-on projects are an integral part of this art history course which is strongly recommended for advanced art students and students in history and global studies. Students may earn advanced placement (AP) college credit in this subject area if they choose to take the AP exam after completing both AP Art History 1 and AP Art History 2. Students may, however, take either course at any time in their high school career.

This course offers students the opportunity to discuss, critique, analyze and research art works as per the national learning standards. Students have the opportunity to experience the historical art-making process being studied.

L017

**ADVANCED PLACEMENT ART HISTORY 2: RENAISSANCE – CONTEMPORARY**

(This course is in pilot status.)

1 semester

1/2 credit

10-12

PREREQUISITE: B- or better average in English or recommendation by art, English, or social studies teacher

Advanced Placement Art History 2: Renaissance through Contemporary is a semester course designed to provide students with an understanding, appreciation, and enjoyment of architecture, sculpture, painting, and other art forms of artistic expression from the Renaissance era through Contemporary art trends of the world. Students learn to look at interdisciplinary connections between art, and other areas of study become evident as students learn the complexity of arts creation through the ages. Field trips, research, writing, and experimentation with hands-on projects are an integral part of this art history course which is strongly recommended for advanced art students and students in history and global studies. Students may earn advanced placement (AP) college credit in this subject area if they choose to take the AP exam after completing both AP Art History 1 and AP Art History 2. Students may, however, take either course at any time in their high school career.

This course offers students the opportunity to discuss, critique, analyze and research art works as per the national learning standards. Students have the opportunity to experience the historical art-making process being studied.

L020

**ART FOUNDATIONS**

2 semesters

1 credit

9-12

PREREQUISITE: None

Art Foundations is the prerequisite for all advanced art classes. This class helps develop drawing skills using nature, figures, still life, and perspective studies. The student will gain an understanding of composition by working with the elements of art: color, line, space, shape, texture, value, and form; and the principles of art: balance, variety, movement/rhythm, harmony/unity, proportion, contrast (size) and emphasis. Problems in both two and three-dimensional areas will be presented which will help the student understand design, composition and terminology. The class will provide training and experience in painting, printmaking, lettering, sculpture, pottery, and technology. Study of artists through the ages and the history of art and its impact on contemporary life will enhance each student's awareness of both cultural heritage and art as a possible career choice. A sketchbook containing outside assignments will be kept to help the student develop sequential thought process, and creative ideas.

L025

**DRAWING FUNDAMENTALS**

1 semester

1/2 credit

9-12

PREREQUISITE: None

Did you ever say, "I can't draw a straight line" or "I don't know how to draw"? This course is designed to teach you the 'tricks' of drawing. What an artist inherently knows about looking, seeing, and spatial relationships can be learned. The right side of the brain is the creative side. By learning to tap this creativity, anyone can learn to draw better. The book Drawing on the Right Side of the Brain, by Betty Edwards, is used as the main resource for this class. By practicing the techniques learned in this class and studying other artists' work, anyone can become more skilled at drawing, the beginner as well as the advanced artist. Methods of drawing include contour, spatial relationships, and proportional relationships.

L030

**3-DIMENSIONAL CONCEPTS/CRAFTS**

2 semesters

1 credit

10-12

PREREQUISITE: C- or better average in Art Foundations and instructor's approval

Three-Dimensional Concepts concentrates on 3-dimensional design and composition. With emphasis on the elements and principles of art, creativity, originality, and self-expression through the use of a variety of media, students learn to see and create forms in space. Areas of concentration may include: jewelry construction, ceramics, sculpture, paper, glass, and fibers. In the jewelry construction unit, students acquire basic skills in metalsmithing processes such as sawing, piercing, soldering, and casting. Ceramics (pottery) includes learning the hand-building methods of cylinder, slab, coil, strip, and mold. The opportunity to work with the potter's wheel in creating functional and representational forms may be explored. Two important methods emphasized in the sculpture unit are additive (building up) and subtractive (carving or cutting out). Materials may include wood, paper, plastic, sandstone, plexiglass, and clay. Fibers involves the exploration of weaving, dyeing, collage, basketry, stitching, soft sculpture and batik with emphasis on texture, concept and color. A sketchbook will be required to record notes, ideas and outside pre-assignment exercises to reflect on concepts from design to production. The course emphasis and time line will vary depending on the needs of the students.

L040

**2-DIMENSIONAL CONCEPTS/DESIGN**

2 semester

1 credit

10-12

PREREQUISITE: C- or better average in Art Foundations and instructor's approval

Two-Dimensional Concepts focuses on compositions using the elements and principles of art, creativity, originality, and self-expression through the use of a variety of media. Students will gain experience producing realistic, figurative, geometric, abstract, and non-representational works. The importance of modeling, proportion and perspective is addressed. Drawing media will include pencil, charcoal, conte crayons, ink, pastels, paints, and mixed media. Advertising design will be studied to increase the student's knowledge of career possibilities in this area. This unit may include composition, lettering, and graphic design. Painting in various media will be explored with a special emphasis on composition and color theory. Computer graphics and manipulation may also be included in the painting, drawing, or graphics categories. Students may study the areas of printmaking using linoleum, dri-point, etching, silk screen techniques, embossing, and lithography. Both semesters of the course will be planned sequentially to enable the students to build on developed skills. A sketchbook will be required to record notes, ideas, and outside pre-assignment exercises to reflect on concepts from design to production. Creating works for an exit portfolio is stressed. The course emphasis will vary depending on the needs of the students.

L050

**STUDIO ART: 3-DIMENSIONAL CONCEPTS/CRAFTS**

2 semesters 1 credit 11-12

PREREQUISITE: B- or better average in 3-D Concepts/Crafts and instructor's approval

Studio 3-D involves the advanced and in-depth study of three-dimensional design. Students will enhance their individual artistic skills and will continue to develop complex compositional skills in various media. Students may concentrate on personalized areas of study depending on their instructor and personal portfolio focus. They will apply the previous training in problem solving in such areas as jewelry construction, ceramics, sculpture, fibers, printmaking, and fabric painting. The class includes the study of artists and art history from various periods through audio/visual lectures, reading, and problem solving. Students will have the opportunity to compile a portfolio of 10-15 works which will be used for scholarship, college, and job applications. A sketchbook will be required to record notes, ideas, and outside pre-assignment exercises to reflect on concepts from design to production. The content of this course will vary depending on individual needs.

L060

**STUDIO ART: 2-DIMENSIONAL CONCEPTS/DESIGN** 2 semesters 1 credit 11-12

PREREQUISITE: B- or better average in 2-D Concepts/Design and instructor's approval

Studio 2-D involves the advanced and in-depth study of two-dimensional design which covers all work done on a flat surface. The student's individual artistic skills will continue to develop through the study of composition in various media. Students may concentrate on personalized areas of study depending on their instructor and portfolio focus. They will apply their previous problem-solving training in such areas as drawing, painting, advertising design, printmaking and technology. In addition the class includes the study of art history and artists from various periods through audio/visual lectures, reading, and research. The students should compile a portfolio of their best works. This portfolio of 10-15 works may be used for scholarship, college, and job applications. A binder portfolio will be required which records the student's thought processes, development, and creative skills. The content of the course will vary depending on individual needs. Students will also keep a sketchbook/journal to record thoughts, ideas, pre-assignment exercises, and visions to reflect on concepts from design to production.

L065

**ADVANCED STUDIO ART** 2 semesters 1 credit 11-12

PREREQUISITE: Successful completion of Studio Art : 2 Dimensional Concepts/Design; Studio Art: 3 Dimensional Concepts/Crafts; Photography or Film Making and instructor's approval

This course may be elected if the student wishes to take a second year of either prerequisite studio course, Photography or Film Making. This credit may also be given for a second hour of Studio Art: 2 Dimensional Concepts/Design or Studio Art: 3 Dimensional Concepts/Crafts scheduled within the same school year. Students may be expected to enter competitions, compile an exit portfolio and keep a journal to record their progress through notes, ideas, and pre-assignment sketches. Advanced Studio Art is the course a student would take after all classes in a given discipline have been mastered.

L070

**FILM MAKING** 2 semesters 1 credit 10-12

PREREQUISITE: Teacher recommendation

This course is a combination of study and production in one of the most exciting of the visual arts. The history of film is introduced along with basic instruction in camera, lighting, filming and linear and non-linear editing techniques. Video instruction provides students with the opportunity to understand and use video cameras and equipment. The production aspect of the course involves film theory, animation, storyboarding, script development, live action films, video production and editing. The study of commercials, short films, movies and student work will develop appreciation for this medium. Computer animation and digital videography will also be introduced in this course.

L075

**PHOTO AND FILM**

1 semester

1/2 credit

10-11

PREREQUISITE: None

This semester-long course is an introduction to the study of black and white photography, animation, video script writing and production. Students learn parts and functions of a 35 mm camera; lighting techniques and composition; how to shoot, develop, and print black and white film; and different papers and film and how they affect the development process. The art of animation is taught by creating thaumotropes, flip books and the use of the single frame camera. Video script writing and storyboarding are explored. Video production and editing techniques are introduced and become an integral part of the learning process. Supplementary texts, visual examples, and library resources enhance the learning process. Computer animation and computer photo-manipulation techniques may be included. This course may be taken as a prerequisite to the year-long film making or photography courses.

Note: Because of the technical nature of the class and cost of equipment and supplies, all students must pass each equipment usage pretest with 90% accuracy.

L080

**PHOTOGRAPHY I**

2 semesters

1 credit

11-12

**PREREQUISITE:** B- or better in Art Foundations, Film Making or Photo and Film and teacher recommendation

Students will become familiar with basic operations of the 35 mm camera, various lenses, filters, films and papers. Students will learn the aesthetics of making good images as well as the mechanics of producing them. Darkroom work will introduce students to methods of printing and enlargement using a variety of films, filters, papers, and printing techniques. Each student will develop a portfolio of images that will include a variety of themes and techniques and will reflect the student's achievement and interest. Digital manipulation of images will also be introduced, both for photographic correction and for photographic manipulation.

V540

**CTE VISUAL TECHNOLOGY/ COMMERCIAL ART**

(3 periods - 120 minutes)

2 semesters

2 credits

11-12

Shared time: May require travel to another building.

**PREREQUISITE:** Successful completion of Art Foundations and 2-Dimensional Concepts

Visual Technology is a career and technical education program which is organized to give students the basic training needed for entry-level employment in the graphics, advertising and multi-media fields. The experiences gained in this class include keylining, type specification, lettering, layout, design, production of camera-ready art, and computer graphics. A photography unit will introduce methods of shooting, developing, and printing black and white film. Video and multi-media production will be introduced. Other areas of study include fashion design, silk-screen, product design, display, color theory, marker rendering, illustration, and air brush techniques. Students may receive experience in class through outside commissions. Invaluable training will be gained by designing program covers, flyers, and product campaigns. Participation in the Vocational Industrial Clubs of America (VICA) and other student organizations allows students to compete in their skill area as well as learn and practice leadership skills and techniques. Career guidance and portfolio preparation are included in the course. Students will compile a portfolio which should contain 10-15 pieces of their best work and can be used for college or art school acceptance or for job application.

V550

**CTE MULTI MEDIA PRODUCTION**

2 semesters

2 credits

11-12

(3 periods – 120 minutes)

Shared time: May require travel to another building

PREREQUISITE: Successful completion of Computer, Business, Architecture, or Art Class  
and teacher recommendation from one of the above classes

Highly recommended: Drawing Fundamentals or Art Foundations

Multi Media Production is a Career and Technical Education program which is organized to meet the needs of students who wish to enhance their technological skills after completing courses in computers, business, architecture or art. Units of study include digital imagery manipulation and storage, linear and non-linear video editing, web page design, professional multi media presentations, and digital DVD portfolio authoring. The course uses a variety of professional software including Adobe Photoshop for image manipulation and Adobe Premiere for video production. Apple Final Cut Pro and Apples DVD Studio Pro will be used for digital portfolio work.