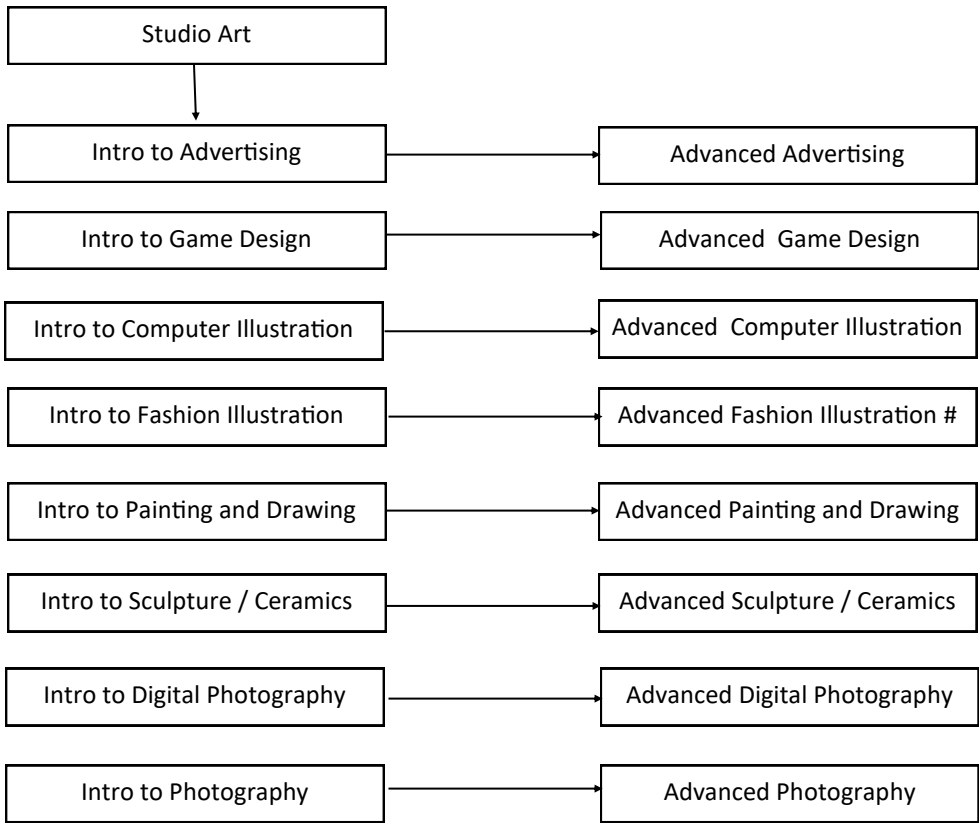


ART DEPARTMENT

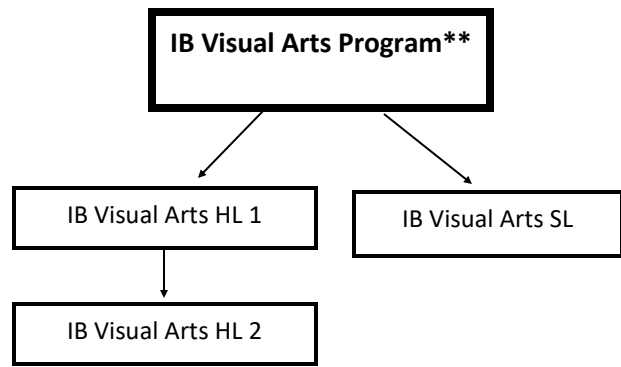
MR. ROBERT RAEIHLE, LEAD TEACHER



- Mixed Media
- Portfolio Development #
(Grades 11 - 12)
- Oil Painting #

NOTE: Workshop opportunities are available upon approval from the Department Head

- PLTW DESIGN AND DRAWING FOR PRODUCTION*****
- AP Studio Art: Drawing / 2-d**



- Course will not be offered in 2020-2021

**IB Visual Arts may be taken following successful completion of a Studio Art A. It is recommended that students experience the breadth of the elective program before entering the program. A Regents Exam in art is offered at the conclusion of each school year.

***This course may meet the NYS graduation requirement for Art/Music.

The Art Department has earned an outstanding reputation for excellence throughout New York State. The program offers a wide variety of coursework pertaining to any given medium that will suit a student's particular interest. This department offers courses that can be taken as electives or part of a five (5) credit sequence (replacing World Language). To complete a five (5) credit sequence in lieu of the World Language requirement, students must complete Studio Art and an additional 4.5 art credits.

COURSES

STUDIO ART 0.5 Credit

Grades: 9, 10, 11, 12

(This course is a Prerequisite for many courses listed below)

This foundation course is designed to acquaint students with various forms of art expression, and to develop their skills for giving form to their ideas. The areas of study include drawing, painting, print-making and construction. This course is the first course in the two class requirement designed to meet the 1 unit of credit in Art and/or Music, and must be taken for one full year to meet the Regents requirement for an Art sequence. Study includes study of art history and critique of master works of the pre-renaissance era.

INTRO TO ADVERTISING DESIGN 0.5 Credit

Grades: 9, 10, 11, 12

Prerequisite: Studio Art

This course is designed to help students develop an understanding of the principles and skills involved in advertising design and to develop an awareness of the impact of the advertising media on the consumer. Experiences similar to those found in advertising agencies are simulated. Skillful use of tools and materials, as well as an individual approach to problems involving techniques in layout, lettering, illustration and packaging, will be developed.

ADVANCED ADVERTISING DESIGN 0.5 Credit

Grades: 10, 11, 12

Prerequisite: Intro to Advertising Design

This course is designed as an overview of the advertising industry which covers topics from marketing strategies to the group development of an advertising campaign. You will learn about the different economic and social roles played by advertising and explore the kinds of critical and analytical decision making that underlie specific advertising campaigns. This course is designed to foster a sense of professionalism and visual ethics, to utilize your broad liberal arts and communication background in a new way, to give you a degree of command in visual language and to raise your critical awareness of advertising strategies and techniques. Students will augment abilities to coordinate, strategize, and execute a final campaign through collaborative critical analysis and creative structuring.

INTRO TO GAME DESIGN

Grades: 10, 11, 12

0.5 Credit

Prerequisites:

Required: Studio Art or PLTW DDP

Recommended: Intro to Painting and Drawing, Digital Photography, Computer Illustration

This foundation course will introduce our students to the tools and techniques required to understand and use the components of design, story, drawing, and storyboarding for games. This course looks at the creative aspects of pre-production, examining the common practices and processes that tie story, gameplay, mood, character and environment design to create a seamless whole in animated and game productions. To this end, this course introduces color theory, lighting, composition, design, animation and game design history, as well as the tools and techniques required to animate a character in a 3D animation software program. It includes a strong focus on demonstrating strategies for the application of traditional animation skills in the 3D environment. Maya, ADOBE and Unity Software programs will be utilized.

ADVANCED GAME DESIGN

Grades: 10, 11, 12

0.5 Credit

Prerequisites: Intro to Game Design

Required: Studio Art or PLTW DDP and Intro to Game Design

Recommended: Intro to Painting and Drawing, Digital Photography, Computer Illustration

Advanced studies in the production of video games. Production duties will be divided among "team" members specializing in art, code, or sound and will contribute to the collaborative creation of a video game. Video games present unique challenges of development, requiring interdisciplinary skill sets and efficient teamwork. Video games also present unique opportunities for building creative interactive art that is experienced. Maya, ADOBE and Unity Software programs will be utilized.

INTRO TO SCULPTURE AND CERAMICS DESIGN

Grades: 9, 10, 11, 12

0.5 Credit

Prerequisite: Studio Art

This is a foundation course designed to familiarize students with a variety of hand building techniques as well as 3-dimensional art materials in both Ceramics and Sculpture. Areas of study include but are not limited to Ceramic areas of: pinch, coil construction, slab building, plaster/ plaster gauze, and clay. Study in the unit of Sculpture will provide students with a strong background of skills in handling materials and tools of three-dimensional art, paper clay, paper sculpture, wire, aluminum, wood, stone, foam, various non-traditional materials, found objects, packing tape, etc. There will also be a focus on surface detail using paints, drawing, glazes, and faux finishes. Experience in this course will expose the students to the potentials of a variety of natural and manufactured sculptural and ceramic materials.

ADVANCED SCULPTURE AND CERAMICS DESIGN

Grades: 10, 11, 12

0.5 Credit

Prerequisite: Intro to Ceramics and Pottery Design

Students will continue to work in both two and three dimensions. This course is designed to maintain the ceramics studio as well as further exploration of more advanced 3-dimensional art materials and challenging projects. Areas of study include but are not limited to: recycling clay, making slip, making paper clay, maintaining the kiln, preparing glazes, plaster/plaster gauze, clay, paper clay, paper sculpture, wire, aluminum, wood, stone, foam, various untraditional materials, found objects, paper mache, etc. Students will produce functional and sculptural ceramic work. Projects assigned in this course will be more conceptual. Alternative firing methods will also be explored. Experimentation and exploration with surface detail using paints, drawing, glazed, and faux finishes will be encouraged.

INTRODUCTION TO COMPUTER ILLUSTRATION

Grades: 9, 10, 11, 12

0.5 Credit

Prerequisite: Studio Art

This course is designed for all students. The program used helps the student draw without having to be an Art major. The world of computer Graphics is a fast growing important part of the Art world as well as the business world. For art majors this is a must for preparation to go to college. Select an art program and use menus and the program's toolbox to go on kind of extended graphic adventures. With the help of your teacher, you pursue your own individual ideas and goals, creating art on your computer for fun and for practical applications.

ADVANCED COMPUTER ILLUSTRATION

0.5 Credit

Grades: 10, 11, 12

Prerequisite: Intro to Computer Illustration

This course would include painting and drawing incorporating the computer generated image into the artwork. Also original artwork, hand created, could be input through scanners onto the system and manipulated. The combining of art and technology is what is happening in the art world today.

PLTW DESIGN AND DRAWING FOR PRODUCTION

1 Credit

(PLTW—Introduction to Engineering Design) 1.10 Weighting

Grades: 9, 10, 11, 12

This introduction to engineering course is part of the Project Lead the Way Program and is suited for all students, as it is interdisciplinary in focus. It is an excellent opportunity for students to explore various aspects of engineering. Students will work individually and in teams to design solutions to a variety of problems, develop research and analysis skills, learn technical writing, and create engineering graphics. They will apply math, science, and technology knowledge learned in other courses to solve engineering design problems. Students will use the industry standard 3D solid modeling software "Autodesk Inventor" to design and document their solutions to design problems. As the course progresses and the complexity of the design problems increase, students will learn more advanced computer modeling skills. This course may meet the NYS graduation requirement for Art/Music. It also provides

students the opportunity to receive three credits from Rochester Institute of Technology after taking an end-of-course exam. Students interested in receiving these credits will be charged a fee by the Rochester Institute of Technology (RIT). **(Purchasing credits from RIT is optional).** Registrant will receive credits once grade is posted.

INTRODUCTION TO DIGITAL PHOTOGRAPHY

Grades: 9, 10, 11, 12

0.5 Credit

Prerequisite: Studio Art

Exploration of the technology, theory and application of digital image processing equipment and procedures, particularly in relation to photographic processes. Principles of input, output and computer processing techniques are covered. This course introduces the student to: reflective and transmission scanning of two-dimensional art per given specifications; acquiring photographic images from digital cameras, grabbing video images; acquisition of text and graphics from online networks such as the Internet; and applying image size, resolution, and file format specifications to image files. **NOTE: A digital camera (DSLR or Point and Shoot) and/or smart phone with capable camera function is required for class.**

ADVANCED DIGITAL PHOTOGRAPHY

0.5 Credit

Grades: 10, 11, 12

Prerequisite: Introduction to Digital Photography

This course builds on the skills previously learned in the Introduction to Digital Photography course. Topics include applying production-planning techniques to image manipulation, production quality standards, advanced methods and quality criteria for image manipulation, legal and ethical issues. This is a production-oriented course with the emphasis on producing photographic quality (raster) digital images.

NOTE: A digital camera (DSLR or Point and Shoot) and/or smart phone with capable camera function is required for class.

INTRO TO FASHION ILLUSTRATION

0.5 Credit

Grades: 9, 10, 11, 12

Prerequisite: Studio Art

The work of the class is directed toward giving students a greater appreciation and understanding of the functions of the fashion illustrator. Developing the individual's tastes in matters of dress, as well as the ability to design fashion ads, are practical goals for the student.

ADVANCED FASHION ILLUSTRATION

0.5 Credit

(Will not be offered in 2020-2021)

Grades: 10, 11, 12

Prerequisite: Intro to Fashion Illustration

The work of this class focuses on advanced fashion sketching and fabric rendering. Emphasis will be on the development of individual style. Basic layout and presentation will be addressed for each project. Emphasizes work on a professional studio level. Focuses on work sketches as well as finished art. Fashion illustration will be presented as advertising, publicity, promotion and display.

<p>AP STUDIO ART Grades: 10, 11, 12 Prerequisite: Studio Art The AP Studio Art Program offers three Studio Art portfolios: 2-Dimensional Design, 3-Dimensional Design, and Drawing. The AP Studio Art portfolios are designed for students who are seriously interested in the practical experience of art. Students submit portfolios for evaluation at the end of the school year. The three portfolios correspond to the most common college foundation courses. Students may <u>choose</u> to submit any or all of the Drawing, 2-Dimensional Design, or 3-Dimensional design portfolios. Students create a portfolio of work to demonstrate the artistic skills and ideas they have developed, refined, and applied over the course of the year to produce visual compositions. AP Studio Art students are encouraged to participate in the AP Examination.</p>	<p>1 Credit 1.10 Weighting</p>	<p>IB VISUAL ARTS HL 2 Grade: 12 Prerequisite: IB Visual Arts HL YR I The IB Diploma Programme visual arts course encourages students to challenge their own creative and cultural expectations and boundaries. It is a thought-provoking course in which students develop analytical skills in problem-solving and divergent thinking, while working towards technical proficiency and confidence as art-makers. In addition to exploring and comparing visual arts from different perspectives and in different contexts, students are expected to engage in, experiment with and critically reflect upon a wide range of contemporary practices and media. The course is designed for students who want to go on to further study of visual arts in higher education as well as for those who are seeking lifelong enrichment through visual arts.</p>	<p>1 Credit 1.10 Weighting</p>
<p>IB VISUAL ARTS SL Grade: 12 Prerequisite: Studio Art <i>*SL option is for students who choose to sit for the IB Visual Arts examination after <u>1 year</u> of study in the program.</i> The IB Diploma Programme visual arts course encourages students to challenge their own creative and cultural expectations and boundaries. It is a thought-provoking course in which students develop analytical skills in problem-solving and divergent thinking, while working towards technical proficiency and confidence as art-makers. In addition to exploring and comparing visual arts from different perspectives and in different contexts, students are expected to engage in, experiment with and critically reflect upon a wide range of contemporary practices and media. The course is designed for students who want to go on to further study of visual arts in higher education as well as for those who are seeking lifelong enrichment through visual arts.</p>	<p>1 Credit 1.10 Weighting</p>	<p>MIXED MEDIA Grades: 9, 10, 11, 12 Prerequisite: Studio Art This course is designed to explore the possibilities of many different 2D and some 3D art materials in combination with traditional drawing and painting techniques. Materials used include but are not limited to: various dry media: charcoal, graphite, pastel, colored pencil; wet media: ink, ink washes, water based paints; gauche, watercolor, and acrylic, as well as photo transfers and collage. Students will learn to use mixed media as a vehicle for artistic expression.</p>	<p>0.5 Credit</p>
<p>IB VISUAL ARTS HL 1 Grade: 11 Prerequisite: Studio Art The IB Diploma Programme visual arts course encourages students to challenge their own creative and cultural expectations and boundaries., It is a thought-provoking course in which students develop analytical skills in problem-solving and divergent thinking, while working towards technical proficiency and confidence as art-makers. In addition to exploring and comparing visual arts from different perspectives and in different contexts, students are expected to engage in, experiment with and critically reflect upon a wide range of contemporary practices and media. The course is designed for students who want to go on to further study of visual arts in higher education as well as for those who are seeking lifelong enrichment through visual arts. <i>*IB Visual Arts HL 1 students MUST continue onto IB Visual Arts HL II (Grade 12) at the conclusion of which they will sit for the examination.</i></p>	<p>1 Credit 1.10 Weighting</p>	<p>OIL PAINTING <i>(Will not be offered in 2020-2021)</i> Grades: 11, 12 Prerequisite: Studio Art and Intro. To Painting and Drawing This class is designed for the advanced student that is interested in classical oil painting. The student can expect to learn color theory, paint mixing based on value, hue and consistency. The student will learn, understand and create oil paintings based on different techniques using different brushes. The student will acquire the knowledge to develop more complex subjects and increase their creative potential with new discoveries in materials, technique and subject matter. The student will explore optical effects and a variety of painting techniques to produce a rich combination of color, form and composition. The culmination will be a portfolio of oil paintings that show a variety of skills learned.</p>	<p>0.5 Credit</p>
<p>IB VISUAL ARTS HL 1 Grade: 11 Prerequisite: Studio Art The IB Diploma Programme visual arts course encourages students to challenge their own creative and cultural expectations and boundaries., It is a thought-provoking course in which students develop analytical skills in problem-solving and divergent thinking, while working towards technical proficiency and confidence as art-makers. In addition to exploring and comparing visual arts from different perspectives and in different contexts, students are expected to engage in, experiment with and critically reflect upon a wide range of contemporary practices and media. The course is designed for students who want to go on to further study of visual arts in higher education as well as for those who are seeking lifelong enrichment through visual arts. <i>*IB Visual Arts HL 1 students MUST continue onto IB Visual Arts HL II (Grade 12) at the conclusion of which they will sit for the examination.</i></p>	<p>1 Credit 1.10 Weighting</p>	<p>INTRO TO PAINTING AND DRAWING Grades: 9, 10, 11, 12 Prerequisite: Studio Art This course will introduce the student to a wide variety of painting and drawing media and techniques. Tempera, watercolor, acrylic, and oil painting will be fully explored. Drawing media include pencil, conte, charcoal, pen and ink, and pastels. Students will be exposed to the famous painters and their works for a better understanding and appreciation of art.</p>	<p>0.5 Credit</p>

ADVANCED PAINTING AND DRAWING 0.5 Credit**Grades: 10, 11, 12****Prerequisite: Intro to Painting and Drawing**

This course will build on the variety of painting and drawing media and techniques learned in Intro to Painting and Drawing. Tempera, watercolor, acrylic, and oil painting will be fully explored. Drawing media include pencil, conte, charcoal, pen and ink, and pastels. Students will be exposed to the famous painters and their works for a better understanding and appreciation of art.

INTRODUCTION TO PHOTOGRAPHY 0.5 Credit**Grades: 9, 10, 11, 12****Prerequisite: Studio Art**

This black and white course is an introduction to the fundamental technical tools of the basic darkroom technique. Students will learn how to use the camera, lens, and tripod, select the right film, and use a light meter to determine exposure. Students learn basic density and contrast controls for both the negative and the print as they perform film exposure tests, learn how to develop film properly and prepare chemistry and negatives for printing. We will discuss how to make the best possible negatives and prints with full tonal range while exploring basic darkroom procedures, safety, printmaking techniques, burning and dodging, toning, archival processing and print presentation. While black and white film processing and printing are emphasized, class time is also devoted to aesthetic concerns and critique. Weekly assignments will reinforce classroom activities.

Note: a 35 mm camera is required for the class.

ADVANCED PHOTOGRAPHY 0.5 Credit**Grades: 10, 11, 12****Prerequisite: Intro to Photography**

During this class students will further explore the technical controls for black and white photography while expanding artistic possibilities. The students will begin with an in-depth investigation of the camera, lenses, film and materials of black and white photography. Students will learn how to determine better exposures, control contrast with development and make fine silver prints. There is an introduction into medium and large format cameras, as well as density and contrast controls, print manipulation and toning, exhibition printing, archival processing, print finishing and portfolio development. We also explore the visual aspects of photography as you develop a more perceptive eye. Students will investigate the quality of light, deal with composition, the frame, gesture, movement and the moment, depth and space, tonal range and the elements of expression. Students will leave with a body of new work, a project well under way and the ability to make more expressive prints. **Note:**

a 35 mm camera is required for the class.

PORTFOLIO DEVELOPMENT 0.5 Credit*(Will not be offered in 2020-2021)***Grades: 11, 12****Prerequisite: Recommendation of Lead Art Teacher**

This half year course is for students who aim toward further study or careers in art. Students will be instructed and assisted in assembling an art portfolio for college entry and scholarship. Each student will build on the fundamentals of drawing, painting, computer graphics, photography, fashion, and three-dimensional work. It is recommended that the class be taken in conjunction with an IB Visual Arts component to develop the most complete portfolio for consideration. Field trips and discussions of art career opportunities, art colleges, important artists and artisans will be included. This class will work closely with the School Business Partnership to give students an opportunity to practice interviewing skills, job shadowing and internships. At the conclusion of the course students may elect to take the AP Studio Art examination in 2-D Design, 3-D Design or Drawing.