

VISUAL ARTS

LEVEL 1



- Ceramics (1362)
- Exploration of Art (1361)
- Photography (1152)



LEVEL 2

- Computer Graphics (1955) ROP
- Drawing & Painting (1301)
- Media Arts/Technology (1359)

- Video Production
- Visual Imagery (1360) ROP
- Digital Photography



LEVEL 3



- AP Art History (1353)
- AP Studio (1358)
- Ceramics Studio (1323)
- Multi Media Design (2095) (5111) ROP



COURSE DESCRIPTIONS

Art History AP deals with the understanding, appreciation and enjoyment of architecture, sculpture and painting within historical and cultural contexts from prehistory to the present. Students learn to look at works of art critically, with intelligence and sensitivity, and to articulate what they see and experience. It is a class goal that students take the advanced placement examination in History of Art and earn a passing grade.

In Arts Studio AP, students create works of art that investigate formal and conceptual issues, bringing about an understanding of art-making as an ongoing process that involves informed and critical decision-making, and allow for the development of technical skills. Students complete a Drawing Portfolio, 2-D Design Portfolio or 3-D Design Portfolio. In place of an Advanced Placement examination in Studio Art, students submit portfolios at the end of the school year.

Ceramics is designed to give all students a meaningful introduction to the breadth and depth of the visual arts. The course incorporates basic elements of art in the production of clay projects. Students will be provided with opportunities to articulate their thoughts artistically, verbally, and through writing.

Ceramics Studio explores expanded techniques in clay media such as throwing, hand building, and sculpture and the creation of ceramic projects that explore the individual expression of the student.

Students are required to take the Ceramics course as a prerequisite.

Computer Graphics utilizes desktop computers to introduce students to the dynamic field of graphics design. Students use Adobe Creative Suite, scanners and printers to produce illustrations, create mock-ups, and manipulate images to create an individual portfolio. Previous computer experience is recommended.

Drawing and Painting is a yearlong course offering the opportunity to develop and expand abilities of observation, imagination, and expression. The main areas of study are drawing and painting techniques and media, color theory and surface qualities. Current and past trends are studied as they relate to the various assignments.

Exploration of Art fulfills prerequisite requirements for all present advanced courses. Students will explore various visual art forms including drawing, painting, graphic design, digital art, and sculpture. Acquisition of art knowledge and skill in artistic perception will enable students to apply critical thinking and problem solving in an on-going exploration of the subject of art.

Media Arts and Technology is an introductory course in desktop video production (creating multimedia presentations using the computer) and traditional video production. It incorporates specific technology instruction, speakers, field trips, media viewing, and analysis. Both

classes will focus on team building, creative problem solving, embedded assessment, and critical analysis. Shared project skills include storyboarding and/or scripting, writing and presenting proposals, and giving and receiving critical feedback.

Photography introduces students to basic photography. Students will learn to use a camera and darkroom equipment and practice safe working techniques. Seventy-five percent of the curriculum is practical work and includes photo shoots, processing film, and introduction to digital photography.

Visual Imagery is designed for the student interested in basic and advanced techniques in digital photography. Students will be taught traditional photography techniques and develop the ability to transfer those skills to the electronic media. The student will be required to produce digital images using Adobe Photoshop. Commercial aspects of the industry will emphasize the development of an idea, the presentation of the product electronically, and the marketing of the product to the customer.

In the Multimedia Design course, students will study design and communication theory, processes and tools, applications and occupational opportunities in multimedia design. Design elements and principles will be applied to projects ranging from print media publications, digital presentations, and website design incorporated with text, graphics, sound, animations and video.

CREATE. BUILD. EXPLORE. IMAGINE. EXPRESS YOURSELF.

- Level 2 courses require completion of a level 1 course or 1 year of the equivalent Middle School Art course.
- ROP courses require students to be 16 years of age or in the 11th or 12th grade, or following a specific career path.
- Some ROP courses articulate to community college certificate or associate of art's degrees.
- All courses are UC and CSU approved.
- All courses meet the A-G Visual Arts graduation requirement.

