

NEW : HONORS OPTION - Weighted Credit choice in INTERMEDIATE and ADVANCED COURSES!



INTRODUCTION TO 2-D ART

This is a general introductory art course which deals with the principles of two dimensional design and composition. Students will learn drawing, painting, cartooning and computer art completing still life drawings, portraits, digital drawing, design and cartoons. Significant 2-D art from the past and present will be explored.

This course (or Intro to 3-D) is a prerequisite for drawing, painting, jewelry, game design or clay classes. Semesters: 1



INTRODUCTION TO 3-D ART

This is an introductory, 3-dimensional art course designed to be welcoming for students of all artistic experience levels. Students will learn the elements of art and the principles of 3-dimensional design and composition through a variety of art projects in sculpture, pottery, and jewelry. Students will learn to work with clay, wire, glass, foam, and found objects. Significant 3-D art from the past and present will be explored.

This course (or Intro to 2-D Art) is a prerequisite for drawing, painting, jewelry, game design or clay classes. Semesters: 1



DRAWING and PAINTING 1 *Honors Credit Option*

This is a course that explores the fundamentals of both drawing and painting techniques. Students will learn the basics of sketching using a variety of media including pencil, pastels, colored pencils and charcoal. Watercolor and acrylic paints will be used to learn a variety of painting techniques. Subjects include still lives, landscapes, portraits, figure studies and abstract designs.

Prerequisite: Introduction to 2-D or 3-D Art



DRAWING and PAINTING 2 *Honors Credit Option*

This course will provide students with the opportunity to expand their drawing and painting skills to learn advanced techniques using a variety of media including conte, pen and ink, watercolor pencils, pastels, oil paints and water based oil paints. Subjects include still life and nature, anatomical sketching, photographic reference and imaginative design. Students will study how artists of the past and present use drawing and painting as a form of personal expression and communication.

Prerequisite: Drawing and Painting 1 Semester: 1



GRAPHIC DESIGN 1 *Honors Credit Option*

This course explores the use of computer-generated art as an introduction to the computer as an artistic tool. Adobe Photoshop and Illustrator are the software programs that will be used to alter and manipulate images and typography in order to create strong designs and compositions. Students will be complete CD package design, concert posters, concert tickets, portraits, photo collages, optical illusions, logo symbol design, letterhead mailers and digital images. **Semesters: 1**



GRAPHIC DESIGN 2 *Honors Credit Option*

This class continues to develop artistic and technical skills needed to solve complex design problems using Adobe Photoshop, Illustrator and InDesign software programs. Students will complete an advertising campaign, candy box package design, magazine layout, invitations, digital image manipulation, logo design, restaurant menus, posters and more. There will be a focus on career opportunities in this design field.

Prerequisite: Graphic Design 1 Semesters: 1

CHANGES TO THE COURSE OFFERINGS:



Game Design - New Course

This is a class that will teach visual and audio game design through game mechanics, player design with animation and the principles of modeling environmental levels. The students will use current software programs to design games from concept through final production utilizing special effects and terrain rendering for game levels.

Prerequisite: Introduction to 2-D or 3-D Art, Animation and Cartoon Drawing 1 or Graphic Design 1 Semester: 1
Prerequisite waived for seniors.

HONORS CREDIT OPTION Coursework

1. Research Paper on significant artist or style
2. Art Project Based on the artist or style
3. Presentation on Research paper and Art Project
4. One Extra Project selected from class assignments
5. Participation in an Art Related Event



ANIMATION AND CARTOON DRAWING 1

This course will introduce students to basic drawing techniques in the field of cartooning and animation. Single-panel cartoons, editorial cartoons, caricatures, original characters, comic strips, comic books/graphic novels will be explored with an emphasis on creativity, composition, and craft. A drawn animation with storyboards will be filmed and edited using the computer. 3-dimensional claymation and cut-paper animation will be explored. Career pathways, along with significant cartoons and animations from the past and present, will be studied. **Semesters: 1 Honors Credit Option**



ANIMATION AND CARTOON DRAWING 2

Prerequisite: Animation and Cartoon Drawing 1 Honors Credit Option

This is an advanced studio course designed for the student who wishes to explore advanced cartooning and animation techniques in the areas of character development, storyboarding, publishing, filming and editing, while further developing their own personal style. Students will focus on creating an in-depth cartoon series or a drawn, 3-D, or experimental animation with an emphasis on creativity, composition, and craft. **Semesters: 1**



JEWELRY/SCULPTURE *Honors Credit Option*

This course is designed for students to explore 3-Dimensional art and design on both a small and large scale. Original art jewelry will be explored in glass, copper, brass, silver, and semi-precious stone setting, and original sculpture will be learned in clay, wood, wire, glass, plaster, and found objects with an emphasis on creativity, composition, and craft. Both additive and subtractive jewelry and sculpture processes will be explored along with mold making processes.

Prerequisite: Intro to Art 3-D or Intro to Art 2-D. Prerequisite waived for seniors. Semester: 1



ADVANCED ANIMATION *Honors Credit Option*

Students who are interested in going into the growing field of animation need to have a block of studio time to produce animations to be used for scholarship opportunities and admission into art schools. Advanced Animation allows students to have time to work on an in-depth semester long project. In addition to working in a more independent manner, students will learn new software that allows them to add special effects and sound layers to their animations. **Prerequisite: Animation 1 / Animation 2 or instructor's permission. Semesters: 1 (may also be taken for 2 semesters)**