

Course Prerequisite: *Either* a middle school teachers' recommendation and portfolio of at least two pieces of work, preferably (1) illustration and (1) graphic design in any media uploaded to artwanted.com. *Or* the student distinguishes him/herself while taking RRHS Fine Art 101.

Course Description:

This four-unit course investigates the foundations of *Portraiture*, *Still life*, *Landscape*, and *1 & 2-Point Perspective* using a variety of media. *Digital photography* will be used in each.

In *Portraiture*, students learn to draw and paint facial forms (eyes, noses, lips, etc.) in proportion and from different angles with different expressions. They will discover how values, shading (from varying light sources) and the illusion of texture work together to create faces that appear realistic.

In *Still Life*, students learn to draw and paint inanimate objects illuminated by a single light source. In this observational approach, students learn composition, drawing skills, shape, form, perspective, and the shading of light and dark patterns. Be forewarned, this is a “nowhere to hide” unit of instruction where a student’s skills and weakness will be exposed.

Landscape introduces students to the essentials of plein air drawing and painting. The unit covers understanding the properties of light and its effects on objects in nature, the principles of effective design, and how to express these using color, value, edges, and brushwork.

1 & 2-Point Perspective introduces students to linear perspective where they learn to give a three dimensional feel to their work by using horizontal and parallel lines, vanishing points, and dual-vanishing points to create a desired effect. In atmospheric perspective, students learn how colors are used in place of, or in conjunction with, lines to create a sense of depth and space.

In addition, Students are expected to create art of such quality that they may be entered in the annual Tubac Center of the Arts Mid-High Art Show.

Course Prerequisite: Successful completion of Drawing and Painting - Advanced Art Grade 9, or Instructor Approval.

Course Description:

This seven-unit course furthers the study of *Portraiture*, *Still life*, *Landscape*, and *1 & 2-Point Perspective*. In addition, the *Figure*, *Project Design*, *Graphic Design* and *3-Point Perspective* are now introduced. Students will use a variety of media and again, *digital photography* is used in each.

In *Portraiture*, students continue to draw and paint facial forms (eyes, noses, lips, etc.) in proportion and from different angles with different expressions. They will refine their skills by adding values, shading (from varying light sources) and texture to the realistic faces they create.

In the *Figure*, students learn the essential and basic principles of drawing the human figure with accuracy so as to develop an understanding of gesture, proportion, rhythm, balance, structure, and musculature. An exploration of the effects of lighting on folds of cloth is included.

In *Still Life*, students continue drawing and painting inanimate objects illuminated by a single light source. In this observational approach, students further develop their knowledge of composition, drawing skills, shape, form, perspective, and the shading of light and dark patterns.

Landscape returns students to the essentials of plein air drawing and painting. The unit broadens the students' understanding the properties of light and its effects on objects in nature, the principles of effective design, and how to express these using color, value, edges, and brushwork.

In *Product Design* students come up with an idea which they are responsible for developing into a marketable product. During the *conceptual stage* students formulate their ideas by journeying through the basic stages of research, ideation, verification and execution, with loops between stages.

In *Graphic Design*, students explore the basics of graphic design. Essential elements such as space, balance, hierarchy, line and shape, color, typography, texture and branding are taught using Photopea.com and Sketchpad.io. Skills taught in graphic Design are a prerequisite for 11th and 12th grade Project Design classes.

1, 2, & 3-Point Perspective reinforces the linear and atmospheric perspectives learned in *1 & 2-Point Perspective* while adding an additional perspective point. Concepts such as *worm's eye view*, *bird's eye view*, *tri-vanishing*, *nadir* and *zenith* are now introduced. In *1, 2, & 3-Point Perspective* students transform original photographs into believable drawings and paintings.

Again, students are expected to create art of such quality that they may be entered in the annual Tubac Center of the Arts Mid-High Art Show.

Drawing, Painting & Design

Advanced Art

Grade 11

Course Prerequisite: Successful completion of Drawing and Painting - Advanced Art Grade 10, and/or Instructor Approval.

Course Description:

This four-unit course furthers the study of *Portraiture* and the *Figure* while introducing students to *Architectural Design* and the next phase of *Product Design - Advertising*. Photopea, Sketchpad.io, and *digital photography* remain in operation for these classes.

In *Portraiture*, student further refine their ability to draw and paint facial forms (eyes, noses, lips, etc.) in proportion and from different angles with different expressions. Adding values, shading (from varying light sources) and texture to the realistic faces they create is elaborated upon.

In the *Figure*, students practice the essential and basic principles of drawing the human figure with accuracy so as to develop an understanding of gesture, proportion, rhythm, balance, structure, and musculature. A further exploration of the effects of lighting on folds of cloth is included.

In the *Advertising* stage of *Product Design* students learn the basics of computer graphics and how it is used to design the layout of print material. Skills previously learned in portrait and figure illustration now enable students to create exciting visuals for advertising. Students will also learn where, why and how to use comparative, competitive and innovative product advertising through print, social media and email channels, as well as how writers and illustrators collaborate to generate a product ad.

Architectural Design – Prototypes introduces students to the basics of the preprogramming and schematic phases of architectural design. In this hands-on approach, students arrive at an idea for a building structure and translate that idea into a design concept using sketches, drawings, floor plans and 3-D prototypes.

In addition to the above, an emphasis is now placed upon *portfolio building*. Students are expected to generate a body of realistic or abstract images of such quality that they may be entered in the annual Tubac Center of the Arts Mid-High Show, and/or included in their post-graduation portfolio.

Course Prerequisite: Successful completion of Drawing, Painting & Design, Advanced Art Grade 11, and/or Instructor Approval.

Course Description:

This three-unit course introduces the study of *Fashion Design* while transitioning students into the *digital* phase of *Architectural Design* and the last phase of *Product Design – Logo Design and Marketing*. Photopea, Sketchpad.io continue to replace Adobe and Illustrator as essential media along with *digital photography*.

In *Fashion Design*, skills previously learned in portraiture and the figure are now used to illustrate models in proportion and to scale (head count) using gesture and movement. Combinations of unique hair and clothing styles are created, and a working knowledge of fashion vocabulary will be acquired. Pattern and fabrication are imbedded in this course of study.

In *Product Design – Logo Design and Marketing* students learn the basic principles of logo design. They create mock-ups of brandmarks and learn which will best sell their product. Logos are both hand draw and computer generated using *logo.com*. In addition, students learn strategies for marketing a product and how to present to a client. *Vehicle Design* is included in this unit of instruction.

In *Architectural Design – Digital* students learn the skills needed to create designs for software-human interaction. For example: layout and navigation, color and typography, design principles, mobile-first design and design software will be used to create digital assets for multimedia and graphics projects, including websites, mobile apps, advertising, animation, emails and interactive displays.

A major emphasis on *Portfolio Building* continues in Grade 12 where, in addition to preparing quality work to enter in the Tubac Center of the Arts annual Mid-High Art Show, students exiting *Drawing, Painting & Design, Advanced Art Studio Grade 12* are required to produce a portfolio of 10-20 pieces of their best and most recent work from across all media. This body of work shall include original art (not derived from other artwork, AI, etc.) and observational renderings. In addition, an artist statement of between 250 – 500 words shall accompany the portfolio.

Graduating students are expected to use their talent and training by attending commercial art or fine art schools or colleges, enter shows, competitions or displays, freelance, or continue to produce artwork as a sideline profession or for personal satisfaction.

Digital Drawing 1

Using Photoshop & Illustrator to create digital anatomy as tool for drawing and painting.

Drawing 1

Course Description: This class will cover the fundamentals of drawing in charcoal and graphite. Student will be taught techniques to improve dexterity and control of media, methods of improving observational skills and developing believable form and space in a work of art.

Drawing 2

Course Prerequisite: Drawing 1

Course Description: Students will learn the elements of composition & design by studying master works of art. From this, students will transition to creating works of art based on these design principles.

Drawing 3

Course Prerequisite: Drawing 1 & 2

Course Description: Students will independently create a body of work. This class will explore a variety of drawing techniques in order to expand the student's expressive range.

Life Drawing

Course Prerequisite: Drawing 1

Course Description: Life Drawing explores the human form in charcoal. Through the year students will learn to interpret rhythm and movement of the body as well how to construct with 3 dimensional structures and anatomy as it relates to drawing.

Life Drawing 2

Course Prerequisite: Drawing 1, Life Drawing 1

Course Description: Students will learn advanced drawing techniques, draw from master works and create narrative pieces based on their understanding of the human figure.

Painting 1

Course Description: Painting 1 will provide students with a foundation in painting art history, application of paint, color theory, creating and organizing composition, observational painting, building painting supports and to discover, develop and progress each student's individual creative voice with thought of meaning and content.

Painting 2, 3

Course Prerequisite: Painting 1 or Instructor Approval

Course Description: Painting 2,3 students will build off the foundation of the previous Painting classes as they progress and grow in these areas while creating their own body of work. The advanced students will also be creating work for public art exhibits and for their portfolios for college.

Mixed Media 1

Course Description: This Mixed Media class will provide students with a foundation in painting/mixed media contemporary art, application of paint acrylic mediums and various other mediums such as beeswax, oil pastels, collage, oil paint, papermaking, screen printing, linoleum block printing and bookmaking. There will be development, progression and expansion of knowledge in color theory, creating and organizing composition and building painting supports Along with students studying these techniques and mediums, they will discover and further develop their own artist voice along with deeper understanding and representation of content in their ideas and work.

Mixed Media 2, 3

Course Prerequisite: Mixed Media 1 or Instructor Approval

Course Description: Mixed Media 2 students will build off the foundation of the previous Mixed Media classes as they progress and grow in these areas while creating their own body of work. The advanced students will also be creating work for public art exhibits and for their portfolios for college.

UNC

First Year

Students take three studio art courses each semester: design, drawing and sculpture. These classes place emphasis on developing foundational art and design skills in a variety of media, employing an appropriate art and design vocabulary, as well as using classroom critiques to encourage analysis and self-evaluation.

Second Year

Studio art courses in design, drawing and sculpture continue at an advanced level. Students also are required to take Advanced Placement Art History. Although structure and technique are addressed in studio courses, greater emphasis is placed on the interpretive style of each individual and the development of a professional portfolio.