

0611 STUDIO ART

GRADES 9-12 ♦ FULL YEAR - 1 UNIT

Studio Art is a comprehensive foundation course in which students will experience a wide variety of media and processes, with hands-on experiences in areas such as drawing, painting, design, composition, print-making, sculpture and computer graphics. The Studio Art course is centered around the four Art Content Standards of Studio Production, Critical Thinking, Aesthetics, and Art History. Each of these areas incorporates both the Elements of Design and the Principles of Organization into the study of Art and the related projects. The understanding of these basics is extended and adapted to all areas through the exploration of a diverse selection of media.

Studio Art is a prerequisite to Painting and Drawing I, II, Portfolio, Advanced Placement Art, Animation I, Graphic Design I / II and is required for any Fine Art Sequence.

Studio Art satisfies the NYS requirement of one credit in Fine Art.

0621 PAINTING AND DRAWING I

PREREQUISITE: STUDIO ART

GRADES 10-12 ♦ FULL YEAR - 1 UNIT

This course offers a strong foundation of exploratory experiences related to drawing and painting. The students will use a wide variety of media, including pencils, charcoal, chalk and oil pastels, acrylic paints and watercolors. The emphasis of this course is to build skill competency while promoting individual growth and creativity. The four Art Content Standards continue as integral components of the learning process. The student will work with a variety of visual references, including the still life, photo resources and life drawing, as they build a strong background of skills and techniques, working toward expanding their personal creative abilities and imagination.

0631 PAINTING AND DRAWING II

PREREQUISITE: PAINTING AND DRAWING I

GRADES 11-12 ♦ FULL YEAR - 1 UNIT

This course is a continuation of Painting and Drawing I on a more advanced level. The basic skills in handling drawing and painting media have been developed and are used to solve more sophisticated visual problems. Individualized instruction becomes increasingly important as advanced students explore self-expression and creative problem solving techniques.

0622 GRAPHIC DESIGN I

PREREQUISITE: STUDIO ART

GRADES 10-12 ♦ FULL YEAR - 1 UNIT

Graphic Design I enables students to utilize and explore skills in verbal and visual communication. Learning to follow specifications, deadlines, and verbal presentation, are goals for this course. Problem solving and collaboration are stressed. Real world knowledge of typography, design, color theory, symbolism and text are gained through practical application. Students gain skills in digital image creation and photo editing. Each student is encouraged to attain the independent judgment skills necessary to effectively communicate a consumer message through a visual means.

0632 GRAPHIC DESIGN II

PREREQUISITE: GRAPHIC DESIGN I

GRADES 11-12 ♦ FULL YEAR - 1 UNIT

Graphic Design II is an advanced course. It involves studio inquiry into the advanced nature of graphic design and a variety of visual problem solving strategies and visual communication. This course stresses the ever-changing concepts and skills needed to work professionally in the visual communication field. Motion graphics are introduced in this course as well as advanced skills with cutting edge technology.

0623 ANIMATION I

PREREQUISITE: STUDIO ART

GRADES 10-12 ♦ FULL YEAR - 1 UNIT

Animation I is a dynamic course offering a strong foundation in traditional and digital animation. This course will explore the history of the moving image and the evolution of animation as an art form. Students build skills in storyboarding, narration and original character development. The bulk of the course will be conducted as a hands-on workshop applying a variety of animation techniques. Methods range from zoetropes, claymation and stop motion to experimental mixed media applications utilizing Adobe Creative Suite with a focus on Adobe Flash.

0634 ANIMATION II

PREREQUISITE: ANIMATION I

GRADES 11-12 ♦ FULL YEAR - 1 UNIT

Animation II is an advanced course offering designed for students who have mastered the skills required in Animation I and would like to increase their technical abilities and creative approaches. Students will have the opportunity to focus on animations of longer duration and complexity and are encouraged to explore areas of special interest. There is an emphasis placed on independence, strengthening technical pre/post production skills and the creative development.

0633 PHOTOGRAPHY I

GRADES 9-12 ♦ SEMESTER - ½ UNIT

An introductory course in 35 mm photography designed to provide students with experience in basic techniques of photography while developing skills in, and appreciation for, the medium as an art form. The student will obtain a working knowledge of the history and nature of photography as well as the camera, its parts and their functions. The exploration of traditional black and white film and papers, 35mm camera handling skills (both film and digital) and darkroom practices and techniques will provide the foundation for the course. An ongoing use of contemporary photographic technologies (digital image capture and fundamental computer imaging skills) will be conducted throughout the semester and interwoven with traditional techniques. Importance will be placed on student growth in aesthetic awareness, compositional understanding, and individual creative expression. It is strongly recommended that students have a 35mm Single Lens Reflex (SLR) film camera.

0643 ADVANCED PHOTOGRAPHY

PREREQUISITE: PHOTOGRAPHY I

GRADES 10-12 ♦ SEMESTER - ½ UNIT

A course designed for students who have mastered the required skills in Photography I and who desire to increase their technical abilities and creative approaches. Work will continue to be done utilizing both traditional and contemporary photographic technologies. Students will explore a variety of photographic processes, techniques, and topics which may include portraiture, multiple imaging, digital image capture and digital computer image manipulation. Specific areas of photographic application, such as documentary and fine art photography, will be examined through the study of notable photographers. Students will be encouraged to explore areas of special interest, and emphasis will be placed on independence, strengthening computer imaging skills, and individual creative development.

0624 CONTEMPORARY CRAFTS

GRADES 9-12 ♦ SEMESTER TO FULL YEAR - ½ to 1 UNIT

A challenging and creative course for the student who desires a hands-on experience in art, Contemporary Crafts will be enriching to fine arts majors as well as those seeking to enhance their high school year by learning new skills through creative experiences. The course will acquaint the student with a variety of art experiences which may include jewelry/metals, fiber arts (paper-making, batik, quilting, etc.), functional art, clay, or printmaking. The course will explore traditional approaches in each area studied, as well as the contemporary attitudes that are setting new trends in the art world today. Students taking more than one semester of Contemporary Crafts will have the opportunity to pursue a concentrated exploration of a particular area of interest.

0625 CERAMIC ARTS

GRADES 9-12 ♦ SEMESTER TO FULL YEAR - 1 UNIT

The Ceramic Arts course is designed for the student who is interested in working with clay and the production of both functional and non-functional ceramic art. It includes exploring various methods of hand-building, the use of the potter's wheel, the creation of ceramic sculpture, experimentation with the various methods of handling clay, understanding the properties of glazes, a study of the history of stoneware, and the contemporary uses of clay. Students taking more than one semester of Ceramic Arts will more fully explore their personal creativity through a concentrated development of a body of work, reflecting growth in skill, technique, and expression.

0616 SCULPTURE I

GRADES 9-12 ♦ SEMESTER TO FULL YEAR - ½ to 1 UNIT

This 3-D design course will offer students an introductory investigation of fine art sculptural techniques. Students will experience creating armatures, models, prototypes and will delve into various techniques to complete a finished sculpture. Students will explore a variety of concepts including – mass, volume, form, plane, light, texture and function. These concepts will be reinforced through a range of styles, creative approaches, techniques and media. Working artists of today will be introduced, as well as key art historical figures. Representational, abstract and expressionistic forms will become part of the students' artistic vocabulary. Students will work with various media that lends itself to this eighteen-week intensive overview of sculpture, such as: wood, clay, wire, paper, fiber, metal, and found objects.

0617 SCULPTURE II

GRADES 9-12 ♦ SEMESTER TO FULL YEAR - ½ to 1 UNIT

An opportunity for students to begin a more in depth study of the materials and processes introduced in Sculpture I, which will allow the students to further develop their 3-D design skills. Students will move towards an individual focus and a breadth of work using a variety of materials, concepts and techniques. Coursework will culminate with the completion of a comprehensive 3-D design portfolio.

0641 PORTFOLIO

PREREQUISITE: PAINTING AND DRAWING II, or SCULPTURE II, or GRAPHIC DESIGN II, or ANIMATION II (any of the level II or advanced electives)
GRADE 11-12 ♦ FULL YEAR - 1 UNIT

This course is an advanced continuation for those students who desire to further their study of art, focus on portfolio preparation, and expand their personal expressive vision and skills. Students work to further their artistic independence with guided exploration of both familiar and new media, concepts, and techniques. As they build their portfolio of work, students will be encouraged to develop their depth and breadth of work as well as their own creative style. Students may continue on to AP Studio in Art.

0651 ADVANCED PLACEMENT STUDIO IN ART II

PREREQUISITE: PAINTING AND DRAWING (OR TEACHER RECOMMENDATION)
GRADE 12 ♦ FULL YEAR - 1 UNIT

ADVANCED PLACEMENT STUDIO IN DRAWING **ADVANCED PLACEMENT STUDIO IN 2-D DESIGN** **ADVANCED PLACEMENT STUDIO IN 3-D DESIGN**

Advanced Placement Studio in Art is a more specific and intensive course of study, which parallels specialized curriculums and programs found in college and university Art Departments. With guidance from the instructor, students will develop a concentrated focus in one of three areas: **Studio in Drawing, Studio in 2-D Design, or Studio in 3-D Design**. The course will emphasize independent problem solving from conception to completion of art works. The course reflects four major concerns: (1) to develop a sense of quality in student work; (2) to develop a particular mode of working and thinking; (3) to provide a variety of drawing/design experiences; and (4) to develop a comprehensive portfolio of 20-30 pieces. High School course credit will be awarded upon completion of the Advanced Placement College Board exam associated with the course, and all other assignments through the end of the PCSD school year.

Approximately 20-40 hours of drawing over the summer is suggested.

0652 ADVANCED PLACEMENT ART HISTORY

GRADE 11-12 ♦ FULL YEAR - 1 UNIT
[MHS and SHS: OFFERED IN 2017-2018 AND 2019-2020]

In Advanced Placement Art History, students will explore works of art from the ancient world through the 21st century. This course is designed to offer students the same breadth of content that an introductory college course in art history would provide. Activities in the class will include readings, power point presentations, comparisons, discussions, research, projects, videos, and museum visits. Students will gain knowledge of important works of art and architecture from around the world, including art from beyond the European tradition. Various art media will be studied, including painting and drawing, architecture, sculpture, and other media. Students will examine the historical context of visual ideas, theory and style by considering issues of politics, religion, patronage, gender, function and ethnicity. Additionally, students will be prepared to visually analyze all the major art forms using the elements and principles of design as a basis.

Approx. 15 - 20 hours of summer work, such as reading, a museum visit and some writing is suggested.