

VISUAL ARTS

All visual art courses meet the Fine Arts requirement of the Core 40 Diploma with Academic Honors

The visual arts offer a unique opportunity for students to explore their creative, intuitive, and imaginative talents. Incoming freshman students will begin their exploration of the visual arts by selecting *Introduction to 2-Dimensional Art* and/or *Introduction to 3-Dimensional Art*. As sophomores and beyond, students may choose any of the following elective art courses: Drawing, Ceramics, Media Arts, Painting, Sculpture, Graphic Design, Entertainment Design, or Art History. All art courses will build on the sequential learning experiences of the Visual Arts program that encompass art history, art criticism, aesthetics, and production, which lead to the creation of portfolio quality works of art. *All visual art courses qualify for Core 40 and Academic Honors diploma.*

INTRODUCTION TO TWO-DIMENSIONAL ART

0149

1 Semester 1 Credit Grades: 9-10-11-12

Studio Fee: \$ 20.00

COURSE DESCRIPTION: [IDOE 4000] Introduction to 2-Dimensional Art is a 1-semester course intended to provide students with the basic skills and techniques in drawing, painting, design and printmaking. The 2/D course will help students generate new ideas, develop artistic skills, and foster student imagination. Pencil, chalk, charcoal, colored pencil, marker, tempera, acrylics, oil pastels and scratchboard may be some of the materials students will explore. Our goal is one in which students gain an appreciation for the arts, and learn how the arts can be integrated into other areas of study.

INTRODUCTION TO THREE-DIMENSIONAL ART

0150

1 Semester 1 Credit Grades: 9-10-11-12

Prerequisite: Students who have already received credit for another three-dimensional course, e.g., ceramics or sculpture, will not be allowed to take Introduction to 3 Dimensional Art.

Studio Fee: \$20.00

COURSE DESCRIPTION: [IDOE 4002] Introduction to 3-Dimensional Art is the next phase of the introductory course intended to provide students with the basic skills and techniques in sculpture and ceramics. Clay, plaster, cardboard, textiles, and other 3-dimensional materials may be explored. Through these art experiences, young adult artists will find gratification in creating three-dimensional works of art. Our goal is one in which students gain an appreciation for the arts, and learn how the arts can be integrated into other areas of study.

CERAMICS I & II

0109/0110 (3014)

2 Semesters 2 Credits Grades: 9-10-11-12

Prerequisite: None

Studio Fee: \$40.00

COURSE DESCRIPTION: [IDOE 4040] This is a 2-semester course where you will learn to make your childhood mud pies into a creative and useful artwork. Your artwork will not only be a decorative piece of art, but you will be able to use it in your daily life or give it to someone as a gift of love. Students will explore coil, slab, pinch, drape and sculpture techniques to construct animal sculptures, bowls, boxes, masks, teapots, tiles and vessels that have a strong sense of color and texture designs.

CERAMICS III & IV

0111/0112 (3015)

2 Semesters 2 Credits Grades: 10-11-12

Prerequisite: Ceramics I-II

Studio Fee: \$40.00

COURSE DESCRIPTION: [IDOE 4040] This course is a further study of clay, glazing, staining and design techniques. Wheel thrown pottery will be introduced. Independent studio practices emphasizing creativity and exploration into the realm of clay as pottery will be applied to nonfunctional and functional ware.

DRAWING I & II***0117/0118 (3018)*****2 Semesters 2 Credits Grades: 9-10-11-12****Prerequisite: Intro to 2-D or 3-D Art is recommended, but not required****Studio Fee: \$35.00**

COURSE DESCRIPTION: [IDOE 4060] This course is an introduction to the basic skills and techniques of drawing and composition. Emphasis will be placed on the elements of structure: line, shape, form, space, value, texture, and color as well as principles of arrangement. Students will explore various media such as pencil, charcoal, pastels, pen and ink, watercolor, marker, and printmaking techniques. Assignments may include: still life drawing, portraiture, perspective drawing, figure drawing, printmaking, scratchboard, graphic and abstract design. Students will be required to keep a sketchbook.

DRAWING III & IV***0119/0120 (3019)*****2 Semesters 2 Credits Grades: 10-11-12****Prerequisite: Drawing I & II****Studio Fee: \$35.00**

COURSE DESCRIPTION: [IDOE 4060] This course is a further study of the elements and principles of drawing and design. Students will explore a wide range of techniques as it applies to the various media. Assignments may include: landscape, life drawing, architectural and fashion design, illustration printmaking techniques such as linoleum, intaglio and monoprints, and mixed media. Students will be required to keep a sketchbook quarterly and shoot 1 roll of film per semester for visual references. Students must receive a C or better in previous drawing courses.

DESIGN FUNDAMENTALS***0183/0184 (3072)*****2 Semesters 2 Credits Grades: 9-10-11-12****Prerequisite: A passion for drawing is required. Previous art classes *strongly* recommended****Fee: \$40.00**

COURSE DESCRIPTION: [IDOE: 4834] This class is to prepare students for the Entertainment Design and/or Graphic Design course trees offered here at Penn, covering the core the fundamentals in both. Each course tree will have its own semester's focus. This class, while introductory, is designed to be challenging and preparatory for vocational/college-bound students. Note-taking, problem-solving, time management, and critical thinking skills will be put to use.

Entertainment Design semester. Students will learn the core fundamentals used by artists to create from the imagination alone. This includes 2-point perspective, form building, and lighting volume. The majority of the semester will be traditional (on paper) and ending using Adobe Photoshop for digital painting.

Graphic Design semester. Students will work traditionally (on paper), learning how to visually communicate with type, form language, silhouette and visual pun. Students will also learn the process designers use to solve design problems, how composition works, and basic color theory.

COMPUTER ILLUSTRATION AND GRAPHICS***0133/0134 (3026)******(Year One)*****2 Semesters 2 Credits Grades: 10-12****Prerequisite: Design Fundamentals****Studio Fee: \$40.00 (class fee includes technology related tools, software, and materials)**

COURSE DESCRIPTION: [IDOE 4516] Graphic Design is a commercial art field where visuals are used to solve "design problems" and to communicate to a mass audience. Thinking is made visual! Graphic designers create products for clients such as movie posters, MONEY, signage, business logos, web graphics, promotional materials, t-shirt designs, billboards, cereal boxes, DVD/CD cases, and anything else you see on a shelf! Students will operate in a professional studio setting with an emphasis on applying design theory, problem-solving, critical thinking, and marketing. Students will use hands-on drawing mediums and design on the computer with Adobe Photoshop/Illustrator!

GRAPHIC DESIGN & LAYOUT

0135/0136 (3027)

(Year Two)

2 Semesters 2 Credits Grades: 10-11-12

Prerequisite: Completion of Computer Illustration & Graphics with a Grade of C or better

Studio Fee: \$35.00 (class fee includes technology related tools, software, and materials)

Materials: Approx. \$30.00 (May be purchased at the Bookstore)

COURSE DESCRIPTION: [IDOE 5550] Second year students will operate as a community workhorse designing real-world products for *real clients*. Client work includes in-house and community needs. Many projects are individual while others are class-wide and competitive. Students will work directly with clients demonstrating professionalism through: Face to face interviews, following client briefs, meeting and exceeding client needs, adjusting products based on client feedback, meeting deadlines, and applying training in a professional lab setting.

MEDIA ARTS /

PHOTOGRAPHY I & II

0141/0142 (3030)

2 Semesters 2 Credits Grades: 9-10-11-12

Prerequisite: Intro to 2-D or 3-D Art recommended. Student must have access to a 35mm SLR manual camera.

Studio Fee: \$35.00

Additional costs: student-purchased supplies outside of school

COURSE DESCRIPTION: [IDOE 4062] Students will explore the basic principles of black and white 35 mm photography. Shutter speed, aperture, depth of field, ASA/ISO film speed, lighting, processing and developing techniques will be taught. Emphasis will be placed on lighting, composition, subject matter, and dark room techniques. Other methods for making visual images will be explored such as pinhole photography, photograms, hand coloring, and toning. Students will gain familiarity with the history of photography.

PAINTING I & II

0101/0102 (3010)

2 Semesters 2 Credits Grades: 9-10-11-12

Prerequisite: Intro to 2-D or 3-D Art recommended.

Studio Fee: \$30.00

COURSE DESCRIPTION: [IDOE 4064] This course is an introduction to the basic principles of painting. Students will have an opportunity to explore various techniques associated with watercolor, tempera, acrylics, and oil paints. Connections will be made between historically significant painters and periods of art. First year painting students will learn to merge the brush stroke with their imagination.

PAINTING III & IV

0103/0104 (3011)

2 Semesters 2 Credits Grades: 10-11-12

Prerequisite: Painting I & II

Studio Fee: \$30.00

COURSE DESCRIPTION: [IDOE 4064] This course gives students the opportunity to expand upon the methods of painting learned in beginning painting. Students will experiment with new techniques and begin to develop a personal style.

SCULPTURE I & II

0125/0126 (3022)

2 Semesters 2 Credits Grades: 9-10-11-12

Prerequisite: None

Studio Fee: \$35.00

COURSE DESCRIPTION: [IDOE 4044] This course introduces the basic principles and techniques of sculpture using a variety of materials. Assignments will include sculptural techniques and methods of additive, subtractive, and constructive processes using such materials as clay, cardboard, paper, foamboard, wire, plaster, found objects, paper mache', etc.

SCULPTURE III & IV

0127/0128 (3023)

2 Semesters 2 Credits Grades: 10-11-12

Prerequisite: Sculpture I-II, application, and 2nd semester enrollment required

Studio Fee: \$35.00

Additional cost: student-purchased supplies in the Penn Bookstore

COURSE DESCRIPTION: [IDOE 4044] This course is a further study of sculpture with emphasis on the human form and the relationships of size, space and forms in the environment. Students carve a sculpture from soapstone. Other assignments may include: clay, plaster, cardboard, wood carving, paper mache' sculptures, constructivism bust, and creating 3-Dimensional building, etc.

PRINTMAKING

0167

1 Semester (2nd) 1 Credit Grades: 10-12

Prerequisites: 2 semesters of an art class that involves the development of drawing skills: Drawing I & II or Graphic Design I & II or Introduction to 2D & 3D Art

Fee: \$20.00

COURSE DESCRIPTION: [IDOE 4066] This is a one semester class designed for students that want to explore a variety of art techniques that can be expressed through printmaking. Some background in drawing and experience in development of drawing skills and the understanding of the elements and principles and what make a good composition will prove to be most helpful in making effective printmaking projects. The most important factors are willingness to draw, experiment, try, and meet goals. Many different types of printmaking will be explored. Some of these may include: rubbings, eraser block, stencils, glue prints, various types of linoleum blocks, etching, mono-prints and mono-types.

ENTERTAINMENT DESIGN I & II

0171/0172 (3034)

(Year One)

2 Semesters 2 Credits Grades: 10-12

Prerequisite: Design Fundamentals

Textbook Rental: TBD

Fee: \$35.00

COURSE DESCRIPTION: [IDOE 4082] With the intro class under your belt you are now ready! Entertainment Design I covers content reserved mainly for trade schools and colleges and is unofficially classified as *intensive*, like an AP course. You'll begin solving design problems like a concept artist/engineer! We will be designing creatures, environments, props, and characters all digitally in Adobe Photoshop using digital painting. As a designer you'll learn the process of visual research, how to incorporate biology/anatomy for original creature design, the ideation process of exploring solutions to solving design problems, designing with form language and silhouette and working with an efficient workflow. All projects are simulated as if from a client and your job is to deliver what the client wants within a deadline. Students will use also learn advanced rendering skills such as sub-surface scattering, ambient occlusion, and hard/soft surface material rendering.