

# ART DEPARTMENT Senior High School



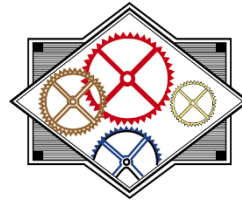
Arts &  
Communications



Business, Management  
Marketing & Technology



Health  
Science



Engineering/Manufacturing  
& Industrial Technology



Human  
Services



Natural Resources  
& Agriscience

VPAA – Meets Visual, Performing & Applied Arts Requirement

OLE – Meets Online Learning Experience Requirement

GR/MMC – Meets Graduation Requirements based on Michigan Merit Curriculum

SMR – Senior Math Related

CP – CTE Completer

C – Commitment Form

21F – Course Available through Section 21F: Expanded Virtual Learning

\*CAREER ZONES - Broad groupings of careers that share similar characteristics and whose employment requirements call for many common interests, strengths, and competencies.

**ADVANCED PLACEMENT ART HISTORY 1: PREHISTORIC – GOTHIC (VPAA/C) – L013** 10, 11, 12 0.5 credit

Advanced Placement Art History: Prehistoric through Gothic is a semester long course designed to provide students with an understanding, appreciation, and enjoyment of architecture, sculpture, painting, and other art forms within historical and cultural contexts. In this course, students examine major forms of artistic expression from Prehistoric times up to the Gothic era, and from a variety of cultures. Students will learn to look at works of art critically, with intelligence and sensitivity, and to analyze what they see. Interdisciplinary connections between art and other areas of study become evident as students learn the complexity of arts creation through the ages. Field trips, research, writing, and experimentation in hands-on projects are an integral part of this art history course.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications, Human Services*

**ADVANCED PLACEMENT ART HISTORY 2: RENAISSANCE – CONTEMPORARY (VPAA/C) – L017** 10, 11, 12 0.5 credit

Advanced Placement Art History: Renaissance through Contemporary is a semester long course designed to provide students with an understanding, appreciation, and enjoyment of architecture, sculpture, painting, and other art forms within historical and cultural contexts. In this course, students examine major forms of artistic expression from the Renaissance era up to Contemporary art trends of the world. Students will learn to look at works of art critically, with intelligence and sensitivity, and to analyze what they see. Interdisciplinary connections between art and other areas of study become evident as students learn the complexity of arts creation through the ages. Field trips, research, writing, and experimentation in hands-on projects are an integral part of this art history course.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications, Human Services*

**ADVANCED PLACEMENT 2-D DESIGN (VPAA/SMR/C) – L014**

11, 12

1.0 credit

**PREREQUISITE:** Experience in 2-D Art

This is a full year course which provides an in-depth study of 2-D concepts. This class is recommended for serious students who seek to expand their proficiency as 2-D artists, who are willing to work additional hours outside class time. Students will increase their understanding of the elements and principles of design while working with a variety of media that may include but are not limited to; drawing, graphic design, digital imaging, photography, collage, fabric design, weaving, illustration, painting, and printmaking.

At the completion of this course, students may submit a portfolio for Advanced Placement credit. This portfolio is intended to address two-dimensional design issues. Design involves purposeful decision-making about how to use the elements (line, shape, value, color, texture, and space) and the principles (unity/variety, balance, repetition, contrast, rhythm, proportion/scale, and figure/ground relationships) in an integrative way. The portfolios of 25-30 works of art will be judged on three sections: quality, concentration, and breath, which all carry equal weight.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**ADVANCED PLACEMENT 3-D DESIGN (VPAA/SMR/C) - L015**

11, 12

1.0 credit

**PREREQUISITE:** Experience in 3-D Art

This is a full year course, which provides an in-depth study of 3-D Concepts and will address sculptural issues. Students may take this course after having completed the prerequisites of 3-D Studio Concepts/Design. This class is recommended for serious students who seek to expand their proficiency as 3-D artists, who are willing to work additional hours outside class time. Students are asked to demonstrate their understanding of the Design Principles (unity/variety, balance, repetition, contrast, and rhythm, proportion/scale, and figure/ground relationships) as they relate to depth and space. The Design Principles can be articulated through the visual elements (mass, volume, color, light, form, plane, line, and texture).

At the completion of this course, students may submit a portfolio for AP credit. For this portfolio, students are asked to demonstrate mastery of 3-D design through any 3D approach, including but not limited to: figurative or nonfigurative sculpture, architectural and industrial design models, metal smithing, ceramics, furniture, and three-dimensional fibers. The portfolio of 25-30 works of art will be judged on three sections: quality, concentration, and breath.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**ADVANCED PLACEMENT DRAWING (VPAA/SMR/C)– L016**

11, 12

1.0 credit

**PREREQUISITE:** Experience in drawing or painting

This is a full year course which provides an advanced study of drawing concepts. This course addresses light and value, line quality, rendering a form, composition, surface manipulation, and illusion of depth. The class will explore a variety of techniques and mediums, including (but not limited to) painting, printmaking, graphite and charcoal drawing, collage, ink, and pastel chalk. Abstract, observational, and inventive works may be used to demonstrate competence.

Students may take this course after having completed the prerequisite of 2-D Studio Concepts/Design. This class is recommended for serious students who seek to expand their proficiency as 2-D artists. Students may submit a portfolio at the conclusion of the course for Advanced Placement credit. A portfolio must consist of 25-30 works of art which will be judged on quality, concentration, and breath.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**DRAWING (VPAA/SMR) – L100** 9, 10, 11, 12 1.0 credit

First semester will provide an introductory study of drawing concepts, including the ability to perceive and express visual relationships, organize a 2- Dimensional composition, and depict and manipulate form, color, space and light. The class will explore a variety of techniques and mediums, which may include (but not be limited to) graphite, charcoal, ink, colored pencil and pastel. Abstract, observational, and inventive works may be used to demonstrate competency.

Second semester will expand on the previous study of drawing concepts. It will continue to include the ability to perceive and express visual relationships, organize a 2- Dimensional composition, and depict and manipulate form, color, space and light. They will develop their own ideas and concepts to create an individual student voice that will produce more complex works of art.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**SCULPTURE (VPAA/SMR) – L110** 9, 10, 11, 12 1.0 credit

First semester will provide an introductory study to the basic language and spatial concepts of sculpture to develop an understanding of additive, subtractive, and assemblage techniques. Create three-dimensional sculptures using a variety of materials to solve technical and creative problems. Development of critique and related vocabulary. The class will explore a variety of techniques and mediums, which may include (but not be limited to) clay, fibers, plaster, metals, resin, and teacher choice materials. Abstract, observational, and inventive works may be used to demonstrate competency.

Second semester will build on concepts and techniques for semester one. It will help students develop their own ideas and concepts to create an individual student voice that produces more complex works of art. Abstract, observational, and inventive works may be used to demonstrate competency.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**PAINTING (VPAA/SMR) – L120** 9, 10, 11, 12 1.0 credit

First semester will provide an introductory study of painting concepts, including the ability to perceive and express visual relationships, organize a 2- Dimensional composition, and depict and manipulate form, color, space and light. The class will explore a variety of techniques and mediums, which may include (but not be limited to) watercolor, gouache, ink, and acrylic. Abstract, observational, and inventive works may be used to demonstrate competency.

Second semester students will develop their own ideas and concepts to create an individual student voice that produces more complex works of art. The class will explore a variety of techniques and mediums, which may include (but not be limited to) watercolor, gouache, ink, and acrylic. Abstract, observational, and inventive works may be used to demonstrate competency.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**PORTFOLIO PREP: DRAWING AND PAINTING (VPAA/SMR) – L065** 11, 12 0.5 credit

**PREREQUISITE:** Drawing, Painting, or Instructor Approval

This advanced level semester course is designed for students to build upon the concepts and techniques learned in Drawing and Painting I & II. This course is designed to be primarily student driven and will focus on portfolio preparation for college admissions and competitions. This advanced course also prepares students for pathways for future courses. Students will explore art history, art in society, and art careers.

**Course may be repeated for an additional semester.**

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**PROFOLIO PREP: SCULPTURE (VPAA/SMR) – L066** 11, 12 0.5 credit

PREREQUISITE: Sculpture or Instructor Approval

This advanced level semester course is designed for students to build upon the concepts and techniques learned in Sculpture I & II. This course is designed to be primarily student driven and will focus on portfolio preparation for college admissions and competitions. This advanced course also prepares students for pathways for future courses. Students will explore art history, art in society, and art careers.

**Course may be repeated for an additional semester.**

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**VIDEO PRODUCTION (FILM MAKING) (VPAA) – L070** 9, 10, 11, 12 1.0 credit

This full year course is a combination of videography and production. The techniques of filming will be introduced along with basic instruction in camera, lighting, filming, and editing techniques. The production aspect of the course may include (but not be limited to) film theory, animation, storyboarding, and script development.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications, Business, Management, Marketing, and Technology*

**ADVANCED VIDEO PRODUCTION (ADVANCED STUDIO FILM) (VPAA) – L071** 11, 12 1.0 credit

PREREQUISITE: Film Making (Video Production) or Instructor Approval

Students will continue to enhance their experience of film making using advanced techniques, and equipment. Students will apply their previous problem-solving training in areas of concentration for Public Service Announcements, Television Commercials, as well as Short Stories and Documentary Films under thirty minutes.

Location shooting is recommended in addition to studio work. Studio sound, lighting and additional equipment will enhance the film making experience. Students are additionally required to create an exit portfolio of work in film making, as well as encouraged to produce a complete artist digital portfolio for college entrance and or job placement.

Upon successful completion of the course, presentation of a film making portfolio and an Instructor's letter, an Articulation agreement with Macomb Community College may be activated. Students must additionally hold a grade of B+ or higher for the articulation agreement to be in effect.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications, Business, Management, Marketing, and Technology*

**PHOTOGRAPHY I (VPAA) – L080** 9, 10, 11, 12 1.0 credit

Students will become familiar with basic operations of various cameras. Various lenses, filters, films, and papers may be used. Students will learn the aesthetics of making good images as well as the mechanics of producing them. Darkroom work or digital workflow will introduce students to methods of printing and enlargement using a variety of films/media, filters, papers, and printing techniques. Each student will develop an exit portfolio of images that will include a variety of themes and techniques and will reflect the student's achievement and interest. Digital capturing and manipulation of images will also be introduced, both for photographic correction and for photographic expression.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications, Business, Management, Marketing, and Technology*

**ADVANCED STUDIO PHOTO (VPAA) – L076** 11, 12 1.0 credit

PREREQUISITE: Photography I or Instructor Approval

Students will continue to enhance their experience of photography using advanced techniques and equipment. Students will apply their previous problem-solving training in areas of concentration for commercial, close up/macro photography, as well as portrait photography and fashion photography.

Location shooting is recommended in addition to studio work. Studio lighting for close up/macro photography, commercial and portrait photography will be available. Students are additionally required to create an exit portfolio of work in photography, as well as encouraged to produce a complete artist digital portfolio for college entrance and or job placement.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications*

**MULTI-MEDIA (DIGITAL ART) (VPAA/SMR) – L550** 9, 10, 11, 12 1.0 credit

Digital Art will allow students to explore digital using techniques, equipment, and software. Digital Art uses the Creative Cloud Suite. The class will explore a variety of digital art making techniques which may include (but not be limited to) illustration, graphic design, modeling, and animation. The course will include fundamental Elements and Principles of Design and will provide opportunities for personal style and experimentation.

*\*Course content may address skills pertaining to these potential Career Zones: Arts & Communications, Business, Management, Marketing, and Technology*

**CERAMICS (VPAA) – L130** 10, 11, 12 0.5 credit

This course is a semester course, which will introduce students to a variety of ceramic techniques. The course may include (but not be limited to) hand building, throwing, casting, additive, subtractive sculptural concepts, and three-dimensional design issues. Students will demonstrate their understanding of the 3-D Design Elements and Principles as they relate to Ceramics.

*Currently a pilot course at Stevenson*

**CTE VISUAL TECHNOLOGY (VPAA/SMR/CP) – V540** 11, 12 2.0 credits

PREREQUISITE: Instructor Approval

SHARED TIME: May require travel to another building

CTE Visual Technology is a Career and Technical Education program which is organized to meet the needs of students who wish to pursue a career in new media or to enhance their technological skills in areas such as film production, graphic design, computer illustration, and multimedia. The skills learned in this class can also be the foundation of those who are interested in gaming design, fashion design, interior design, or animation programs in college. Units of study include elements and principles of design, digital photography, digital imagery manipulation, text design, digital print layout, computer illustration, film production, video graphics, visual effects, and DVD authoring for portfolio compilation.

Students will use industry level software including the Final Cut Pro Studio Suite, AutoDesk Maya, plus Adobe products such as Photoshop, Illustrator, In-Design, and After Effects. Researching a career of interest will include contacting and interviewing a professional in the industry. Students gain experience by competing in a variety of print and video competitions. Participation in SkillsUSA allows students to compete in their skill area as well as learn and practice leadership skills and techniques.

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