



FOUNDATIONS OF ART

2013-2014

Course Description:

This course is an introduction to the art design elements and principles through a series of assignments in two-dimensional design. Each assignment includes intense observation of line, shape, form, space, texture, and color in each composition. Students can expect to work in a variety of materials to develop skills in the visual arts. Students will evaluate their creative efforts through an art critique process and learn to objectively discuss art through analysis of basic principles of design. The objective is to build your artistic skills as well as your verbal skills through the art process. Learn what visual literacy means!

Course Content:

Students learn that visual literacy is the ability to recognize, understand, and communicate the meaning of visual images. Students' development in the four content areas of art production, art history, art criticism, and aesthetics will be enhanced. Students familiarized with this basic core of information have the opportunity to become more confident in their visual literacy and production of art. An understanding of the visual arts is enhanced through:

Production

- develop meaningful content based on observation, personal memories, and imagination.
- refine skills utilizing the elements and principles of visual art through the creation of ideas in visual form.

Perception

- develop an understanding of art works by studying artists and the kinds of choices they make.
- observe connections between the art of others and your own.
- experiment with the visual elements and principles of design to achieve the various effects.
- understand and develop an ease of personal style in personal work.

Reflection

- analyze art utilizing the type of questions artists use to improve their own work.
- evaluate art according to personal goals and standards of excellence in the field of visual art.

Students will be completing 4-5 projects throughout the semester to help them better understand the principles and elements of design. Studio Projects may include but may not be limited to:

- portraiture
- figure study
- perspective studies
- design
- color theory
- drawing from observation
- abstract and/or expressive studies

Materials may include but may not be limited to:

- graphite
- pencil
- colored pencil
- marker
- watercolor
- acrylic
- airbrush
- charcoal
- pastels
- ink

Students may be charged for expensive substrates such as illustration board and canvas.

Required Textbooks and/or Other Reading/Research Materials

Exploring Visual Design. Joseph A Gatto, Albert W Porter, Jack Selleck. Davis Publications, 2000

Course Requirements:

Students are expected to:

- | | |
|-----------|---|
| Complete | <ul style="list-style-type: none">• Projects as per deadlines• Sketchbook Assignments (Documentation of idea progression)• In-Class reading of various art magazines and publications |
| Engage in | <ul style="list-style-type: none">• Class work, discussions, critiques, & games• Personal expression exploring various media• Discovery using the visual art problem solving process• Practice to refine art skills and knowledge• Research and inquiry for learning and growth• Review, refine, revise and edit work• Comparing and contrasting their work with master artists• Personal Responsibility for missed work in the event of an absence. <p>Please refer to the policy in the student handbook for timelines to make up missed work and tests.</p> |
| Display | <ul style="list-style-type: none">• Proper classroom behavior• Proper use and care of materials and studio• Proper citizenship and respect of teacher and peers |

Grade Components/Assessments:

40% - 60% Project Grades, Tests, & Reports

20 - 40% Class Participation, In-Class computerwork on Projects, Critiques, Games, etc.
and how the student handled time usage and materials while working on the project

10 - 20 % Homework Assignments, Sketch Assignments, Research

Project Rubric points will vary per project and will include but not be limited to the following categories:

- Creativity (merging of idea origination, related research, material usage and technique)
- Visual Impact (the finished project's presentation and "WOW" factor)
- Content (how the student utilized the art structures and elements, within the project, as well as the creative endeavor and the assigned elements)
- Craftsmanship, (quality of the project execution and presentation)

Each marking period is worth 40% of a student's overall grade. The final exam is worth 20% of a student's overall average:

Quarter 1	40%
Quarter 2	40%
Final	20%

Required Summer Reading/Assignments:

None