Visual Art
Level Up

Start at the beginning of each. Level your way up.
Try all 4 art media from 2D, 3D, Graphics to Photography.
No experience necessary. Start anytime. Mix and try different courses.

Start Freshman year to develop a portfolio if you are planning on going on in art.

These hands-on courses allow students to explore the G21 from their own point of view. A balance of structure and freedom that increases with each level teaches students to use their voice and choice.

Most courses are semester-long – except AP (Advanced Placement courses)

2D
1
Notice like an artist and learn to use dry and wet art supplies to express yourself and communicate ideas.

(2) (3) (4) (5) (AP)

3D
1
Experiment with building dimensional art and ideas. Use clay, cardboard & more.

(2) (3) (4) (5) (6)

Photography
1
Connect your ideas with others using digital, film cameras and darkroom.

(2) (3) (4) (5) (AP)

Graphics
1
Grow your design skills using PHOTOSHOP and ILLUSTRATOR and make personal choices.

(2) (3) (4) (5) (6)

ART

Start at the beginning. Level your way up. Try all 4 art "strands" from 2D, 3D, Graphics to Photography.
If you are planning on going on in art, start Freshman year to develop a portfolio.

Most courses are semester long - except AP (Advanced placement courses).

These hands-on courses allow students to explore the **G21** from their own point of view. A balance of structure and freedom that increases with each level allows for student voice and choice.

8091   2-D ART 1   .5 Credit
●9 ●10 ●11 ●12

Required for all other 2D classes. Take these classes in order starting with 2D 1 in whatever grade you are in.

"Art without Fear" No experience necessary. You learn what you need to know. This course covers the basic elements of art and design.   This "Hands On" intro level class is suitable for students of all abilities. The course includes design projects, drawing, printmaking, collage and painting techniques. Build art confidence in a low stress environment. If you are pursuing a future in art this is where you begin to build your portfolio. Learn to Learn through Art.

8092   2-D ART 2   .5 Credit
          Prerequisites: Successful completion of 2-D Art Sampler 1   ●9 ●10 ●11 ●12

Now that you are more courageous about creating and using strategies for getting new ideas, APPLY the skills you have been learning to express your own ART VOICE. Choose how you will meet the Learning Targets. Use traditional and digital art materials in this state of the art art studio. Apply what you learn through art - connect your learning. Focus moves from getting feet wet and trying 2D techniques to customizing and exploring them for your own intentions and applications.

8093   2-D ART 3   .5 Credit
          Prerequisites: Successful completion of 2-D Art 2   ○9 ●10 ●11 ●12

Level up your ideas, independence and skills to more sustained investigations. Combine your interests and dig deeper into your own choices. Use traditional and digital art materials in this state of the art - art studio. Learn to make and follow your OWN plan while making and learning about Art and Art History. 2D Level 3 students work with increasing independence and challenge.
In addition to portfolio development, moving art experiences beyond the classroom to exhibits, contests and external collaborations is guided and expected.

8094   2-D ART 4   .5 Credit
           Prerequisites: Successful completion of 2-D Art 3   ○9 ●10 ●11 ●12

In Level 4 the focus moves from using 2D techniques, idea generation strategies to using strengths to cultivating voice as you develop skills in drawing, painting and printmaking to build a portfolio..
In addition to portfolio development, you are guided and expected to apply learning beyond the classroom to exhibits, contests and external collaborations. How will you better self and community with your art powers?
Artwork may be used to build AP 2D Drawing Portfolio in the future.

8095   2-D ART 5   .5 Credit
          Prerequisites: Successful completion of 2-D Art 4   ○9 ○10 ●11 ●12

Show your VOICE! You have the skills to draw what you see, you are working toward more and more control and illusion of form. You can use a variety of resources and media to explore new ideas, experiment and develop your portfolio. Use traditional and digital art materials in this state of the art art studio. RECOMMENDED to take to supplement AP 2D DRAWING Portfolio. Strive for Mastery through Art. .

8096   2-D ART 6   .5 Credit
          Prerequisites: Successful completion of 2-D Art 5   ○9 ○10 ●11 ●12

This course takes students to the next level in drawing. EXPRESS YOURSELF! Even if you don't plan to go further in art, this hands on class allows you to exercise the creative side of your brain. Visual thinking skills and drawing techniques allow you to explore your own ideas within a framework. If you are pursuing a future in art this is where you begin to build your portfolio. RECOMMENDED to take to supplement AP 2D DRAWING Portfolio. Strive for Mastery through Art.

8161   ADVANCED PLACEMENT (AP) 2-D DESIGN PORTFOLIO (with an emphasis in Drawing & Painting) 1 Credit
8462   .   ○9 ○10 ○11 ●12

Prerequisite: Technically none. You will want to have had several 2D classes before embarking on this journey. Juniors with approval. Recommend: Seniors. Fee for AP Portfolio submission.

In 2D AP Drawing and Design the focus is building your drawing, painting and/or printmaking skills to create a series of work based on your curiosity about a topic. The rigor of this course and the depth of your personal investigation contribute to life skills that are useful in most post secondary situations. Successful submission and passing scores may result in college credit.

8101   3-D ART 1   .5 Credit
                                                                                         ●9 ●10 ●11 ●12
Required for all other 3D classes.

Fun hands on intro level class suited for students of ALL abilities. "Art without Fear". No experience or "Artistic talent" necessary, Honest. You can do it. You'll learn problem-solving techniques, useful life skills and learn that mistakes are actually a useful part of learning. A fun class where you use a variety of materials and have lots of choices. Walk away feeling like you learned useful skills.

8102   3-D ART 2   .5 Credit
          Prerequisites: Successful completion of 3-D Art Sampler 1   ●9 ●10 ●11 ●12

More hands on fun, taken to level 2! Still suited for students of ALL abilities.
More "Art without Fear". Still no "Artistic talent" necessary, Honest. You can do it.
APPLY the skills you have been learning to express your ART VOICE. You'll actually learn what you need to know. Continue to understand that mistakes are a useful part of learning! Improve your problem-solving and increase those *useful* life skills, all using Art. Experiment with a variety of materials. More choice. Still Fun. Walk away feeling you learned something.

8103   3-D ART 3   .5 Credit
          Prerequisites: Successful completion of 3-D Art 2   ○9 ●10 ●11 ●12

More hands-on fun turned up to level 3! Still suited for students of ALL abilities.
Still, no fear or "Artistic talent" needed, Honest. You can do it.
Level up your ideas, independence, and skills. Combine your interests and dig deeper into your own choices. Learn to make and follow your own PLAN through Art. Continue to understand that mistakes are a useful part of learning! Improve your problem-solving and increase those useful life skills, all using Art. Experiment with a variety of materials. Increased choice. Still Fun. Again walk away feeling you learned something.

8104   3-D ART 4   .5 Credit
          Prerequisites: Successful completion of 3-D Art 3   ○9 ●10 ●11 ●12

More hands on fun, more independence! Still suited for students of ALL abilities.
Still no fear or "Artistic talent" needed, Honest. More challenges and more rewards. You can do it.

Continue to Strive for Mastery in this advanced course and level up your ideas, independence and skills. More choices. Use a *variety* of materials to explore and take risks. Continue to understand that mistakes are a useful part of learning!

8105   3-D ART 5   .5 Credit
          Prerequisites: Successful completion of 3-D Art 4   ○9 ○10 ●11 ●12

More hands on fun, more independence! Still suited for students of ALL abilities.
Still no fear or "Artistic talent" needed, Honest. You can do it.

Continue to Strive for Mastery in this advanced course and level up your ideas, independence and skills. More choices. Use a *variety* of materials to explore and take risks. Continue to understand that mistakes are a useful part of learning!

8106   3-D ART 6   .5 Credit
          Prerequisites: Successful completion of 3-D Art 5   ○9 ○10 ●11 ●12
Maximum level.
More choices, more independence, more exploration. Continue to Strive for Mastery in this advanced course and level up your ideas.

8251   COMPUTER GRAPHICS 1   .5 Credit
                                                                              ●9 ●10 ●11 ●12

Required for all other Graphics classes. Computer-based intro-level class, suited for students of ALL abilities. "Computer Design without Fear". No experience or "Artistic talent" necessary, Honest. You can do it. You'll learn idea generation skills, useful life skills and learn that mistakes are actually a useful part of learning. Learn through play and exploration! A fun class where you get an introduction to PHOTOSHOP and ILLUSTRATOR and have lots of choices. Walk away feeling you learned something all using art.

8252   COMPUTER GRAPHICS 2   .5 Credit
          Prerequisites: Successful completion of Computer Graphics 1   ●9 ●10 ●11 ●12

Computer based learning level 2. Still suited for students of ALL abilities. More "Computer Design without Fear". No experience or "Artistic talent" necessary, Honest. You can do it. Continue to explore idea generation skills, useful life skills and learning that mistakes are actually a useful part of learning.   More Learning through play and exploration! Continue to grow your PHOTOSHOP and ILLUSTRATOR skills using lots of choice. Walk away feeling you learned something all using art.

8253   COMPUTER GRAPHICS 3   .5 Credit
          Prerequisites: Successful completion of Computer Graphics 2   ○9 ●10 ●11 ●12

Computer based learning leveled up to 3. Still suited for students of ALL abilities.
More "Computer Design without Fear". No experience or "Artistic talent" necessary, Honest. You can do it. Continue to explore idea generation skills, *useful* life skills and learning that mistakes are actually a useful part of learning. *More Learning through play and exploration!* Continue to grow your PHOTOSHOP and ILLUSTRATOR skills using lots of choice. Really explore your own *VOICE*. Walk away feeling you learned something all using art.

8254   COMPUTER GRAPHICS 4   .5 Credit
          Prerequisites: Successful completion of Computer Graphics 3   ○9 ●10 ●11 ●12

Maximum Level.
More "Computer Design without Fear". Continue to explore idea generation skills, *useful* life skills and learning that mistakes are actually a useful part of learning. *More Learning through play and exploration!* Continue to grow your PHOTOSHOP and ILLUSTRATOR skills using lots of choice. Really explore your own *VOICE*. Walk away feeling proud of your hard work.

8431   PHOTOGRAPHY 1   .5 Credit
●9 ●10 ●11 ●12

Photo 1 uses manual 35mm SLR cameras & digital manipulation as an introduction to learning the basic essentials of photography. Students establish independent skills by taking, processing and developing their own film & photographs. Problem solving & creativity are utilized as the student will learn to see the world through a photographic eye. Photo 1 will cover both the written and visual history of photography while incorporating artist presentations, a review of the elements and principles of design and focus on composition. Students are responsible for multi-tasking and meeting deadlines throughout the semester. Students will experience working within the Mac atmosphere with digital photography and Creative Suite introduction. All materials are provided in a supply pack that will be available the first week of class. *

8432   PHOTOGRAPHY 2   .5 Credit
          Prerequisites: Successful completion of Photography 1   ●9 ●10 ●11 ●12

Photo 2 pushes the boundaries of experimentation both within the darkroom and digital realms. Students are expected to expand their subject matter and composition along with their knowledge of the darkroom in order to begin building their portfolio. Digital manipulation advances to the next level with tutorials & experimentation taking place within Photoshop. All materials are provided in a supply pack that will be available the first week of class. *

8433   PHOTOGRAPHY 3   .5 Credit
     Prerequisites: Successful completion of Photography 2   ○9 ●10 ●11 ●12

This course begins to advance the digital knowledge and manipulation needed in order to build their portfolio. Students will effectively master the use of both digital and 35mm SLR cameras in order to create their desired images. Students will study a contemporary photographer in depth in order to create artwork through inspiration. Projects will consist of both digital and darkroom creation in order to advance the knowledge of both media throughout the semester. Darkroom materials are provided in a supply pack that will be available the first week of class. Students will need to provide their own flash drive in order to print digitally and store work safely. *

8434   PHOTOGRAPHY 4   .5 Credit
     Prerequisites: Successful completion of Photography 3   ○9 ●10 ●11 ●12

Photo 4 continues the building of the students' portfolio throughout both digital and darkroom spheres. Students will be expected to meet deadlines and work independently at an accelerated level throughout their compositions, image creation and final artworks. Emphasis is placed on the AP2D portfolio and building the student's work in order to enhance their image concepts and concentrations. Students need to provide their own flash drive for image storage & printing capabilities. All darkroom materials are provided in a supply pack that will be available the first week of class. *

8081   ADVANCED PLACEMENT (AP) 2-D DESIGN PORTFOLIO (with an emphasis in Photography)   1 Credit
8082   Prerequisites: Senior Status, completion of Photo 1 & 2, must have Instructor Approval.   ○9 ○10 ○11 ●12

AP2D is a course based on the design elements and principles of art and photography skills. Students will use these skills to create a series of work based on their curiosity about a topic. The rigor of this course and the depth of personal investigation contribute to life skills that are useful in many real life experiences. Successful submission and passing scores may result in college credit. Fee for AP Portfolio submission.